

CARL HARRISON  
RYAN SCHOON



# EDARA

A STEAMPUNK RENAISSANCE







## JOIN THE STEAMPUNK RENAISSANCE

THIS IS EDARA, A PLACE WHERE HIGH FANTASY INTERSECTS WITH STEAMPUNK GADGETRY. A WORLD AT THE HEIGHT OF ITS CULTURAL RENAISSANCE, WHERE RACIAL AND PHILOSOPHICAL TENSIONS THREATEN TO TEAR APART THE TENUOUS PEACE THAT WAS WON WITH GENERATIONS OF DEVASTATING WAR.

GUIDE YOUR CHARACTER FROM BIRTH ONWARDS USING EDARA'S CLASSLESS CHARACTER CREATION SYSTEM AND EXPLORE THE WORLD WITH ONE OF A HUNDRED PLUS UNIQUE CHARACTER COMBINATIONS

GRAB YOUR FRIENDS AND A TWELVE SIDED DIE. FACE OFF AGAINST TOWERING OGRES, DEADLY CONSTRUCTS, LEGENDARY DRAGONS AND MUCH MORE!

THE WORLD OF EDARA IS FILLED WITH MYSTERY.

WHICH MYSTERIES WILL YOU UNCOVER?





# THE KURIAN KINGDOM

N



0 20 40 60 80 100  
MILES

Fist of Aurelius

Belven  
Redgrass Abby

Raelen

Maxson River

The Greenwood

Calben

Essid  
Veskin

Larith

Glascoe River

Tortmos

The South For

Atchis Knoll

Oakenvale

Rodine

Poisson

Twin Oaks

Birkel Heath

Rannest

Weeks

Draer

Rihint

Lysec

Tainere

Cockrill River

The Loose Moor

Castle Hyde

Daripe





Therisen Village

North Mound City

Camp Tal'ron

The Maero

THE FLAMMA MOUNTAINS

Kal-Garon

Onem

The Griffin Plains

tte

Plainswatch

Lyre

Trombley Lake

Surya Plains

Marks Fen

Spine Cavern

Igthon

Camp Ro'kin

Garina

Daneb

Thronberry River

Pertony

Kal-Torin

Lerion

Ethralion

Mooney River

Arborvitae

EDARA

THE FOREST OF SYLVAE





Core Rulebook  
Revised 1st Edition

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**KICKSTARTER**

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CARL DEDICATES THIS BOOK

EIS QUOS AMO. TO MY PARENTS, STEVE AND LAUREL HARRISON, FOR TEACHING ME THAT YOU CAN CREATE A WHOLE WORLD OF YOUR OWN WITH NOTHING BUT YOUR IMAGINATION AND THE GREAT OUTDOORS. ONE OF THE GREATEST TRAGEDIES OF OUR EVER-CHANGING WORLD IS THAT FEWER AND FEWER CHILDREN EXPERIENCE NATURE AND CULTIVATE THEIR CURIOSITY AND CREATIVITY. AND TO CHRISTINA WILLIAMS, FOR BEING SO SUPPORTIVE ON THIS LONG AND CHALLENGING JOURNEY. DE CORDE TOTALITER ET EX MENTE TOTA TE AMO.

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WE WILL NEVER FORGET YOUR SUPPORT

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# Welcome to Edara

You are about to play a part in a constantly evolving, story-driven role playing game based on a D12 system! Enter a world recovering from war. The Primarchs, Edara's creator gods, are either too busy planning and plotting to assist the Mortal Races of the world, or they never existed in the first place. Either way, the inhabitants of Edara have been left alone.

Your character has been born at the height of Edara's Renaissance and the beginning of its Industrial Revolution. Art and architecture have become as important as weapons, and technology is beginning to take new, unusual forms as engineers have harnessed the power of steam. Music plays from every corner and bards have been joined by poets and painters. Cities have become hubs of philosophers, scientists, and industry. Each realm expresses renaissance ideas in different ways. Before your adventure is over, you will have explored every one of them.

The most important decision a member of any mortal race can make is which Band to follow. Whether you believe in the existence of the Primarchs like many of your brethren or choose to pull down the curtain of religion with the scientists at the forefront of the Renaissance movement, one thing is for certain: you cannot get far in Edara without joining the discipline of one of the Five Primarchs, called Bands.

The Banding Ceremony, a tradition that is expressed differently across various races and cultures, involves taking a sacred oath and tattooing your face with the color of your chosen Band. This tradition dates back to the creation of Edara itself, when the Primarchs were believed to have marked their children with similar tattoos. Once inducted into the Band, your training can begin and your abilities will awaken.

The Great Primarch War has recently ended. Racial tensions are beginning to settle and borders between realms are open once again. There are many in the world who would take Advantage of such opportunities. Those who do will stray from traditions and venture to new realms. Riches wait for the brave.

You and the allies that make up your company are joined together by a common cause. You have entered the realm of Edara alone, but you will leave as part of a team. Will your company be able to unlock the secrets of Edara and discover its most hidden treasures?

## What is "Role Playing"

Role-playing is the act of stepping into the shoes of a character that you create. The characters background, interests, and attitude are all determined by you. When you are playing Edara, you are entering the world through your character. You see through your characters eyes, and when you speak you speak for your character. For those new to role playing there are a few things to keep in mind.

You set the story. There will be a participant at the table, referred to as the Game Master, or GM, who guides the players along. The GM is not considered a player and usually doesn't have a character involved in the game. The GM controls the environments that you move through, the adversaries that you face, and the non-player characters, or NPCs, that you will interact with. The GM is also in charge of making sure the rules of the game are followed. Therefore, his word is law when it comes to playing Edara.

The ultimate path the story takes is completely up to you. Don't be afraid to try something new or take the story in a different direction. That is the fun of role-playing!

Though you are experiencing an open sandbox world where the only limit is your

imagination, there are still rules. These rules are not meant to stand in the way of a role playing experience but rather add to it. Rather than the GM arbitrarily deciding if your actions succeed or fail, your character has a complete sheet worth of statistics that determine his or her ability to perform these actions. Added to the mix is a 12 sided die which is used to add a random element into your attempts. Even the greatest swordsman can still miss.



*Professor Cywensoft, the brilliant Black Band chemist, is just one of many interesting characters you will encounter during your time in Edara.*



Here are a few terms to keep in mind while reading this book.

- D12 – Your 12 sided die.
- GM – The Game Master, or person in charge of the gaming session
- Character – Pertaining just to the character you control.
- Player – Pertaining specifically to you, not to your character
- Encounter – A challenging situation, usually in the form of combat.
- Round – A set of all the turns of the participants in an encounter.
- Turn – Your particular set of actions in a round.
- Test – Rolling a die and adding modifiers to attempt an action.

## What You Need to Play

- One D12, or twelve-sided die
- A character sheet
- Pencil and paper
- Any props you wish to use
- A sense of excitement, adventure, and creativity

## Gameplay Mechanics

Edara uses an originally designed D12 system in order to guide your character's actions. The game can be played with just a single die. In the same fashion that a die roll determines your movement in a regular board game, rolling the D12 determines the outcome of every character's action. This is called making a Test.

Most Tests to perform an action follow this formula:

$$D12 \text{ Die Result} + \text{Attribute or Skill Value} + \text{Modifiers} = \text{Your Result}$$

The Attribute Value that you add to your Test result will be based on the action that you are attempting. Modifiers can be gained from a variety of sources, including Band abilities, Traits, and even the equipment you are wearing. There are locations on your character sheet to record all these numbers to help you keep track of them.

To succeed at the Test, your result must be greater than or equal to a Target Number. This may be a Defense Value or a combination of situational modifiers for a Skill Test. Each point of your result that exceeds the Target Number is considered a Threshold, which can grant special bonuses.

Edara will force you to make a variety of Tests both in and out of combat. Learning how to balance these areas smartly will be key in achieving victory.

## Character Archetypes

While creating your characters in Edara, you will find a wide variety of options open to you. It is important that when you develop your character you find a focus. Here are some of the more common character archetypes:

**Scrapper:** This character stands on the front line and deals out sheer damage. The Scrapper doesn't worry about his health level or avoiding hits as much as quickly taking down his opponents.

**Guardian:** This archetype exists to protect and support her teammates. Guardians focus on high defense and armor to withstand as much damage as they can. They are sometimes referred to as "Tanks."



Edara's character creation system allows you to create any of these archetypes or even combinations of them. There are over 120 "class" combinations! It is important when developing a team that each player develops a unique character that serves a unique purpose!

**Healer:** The Healer uses magic or technology to keep his teammates alive. While short on damage, Healers are great at sustaining and buffing their team. It is dangerous to adventure in Edara without a Healer.

**Rogue:** These are the stealthy players in the group. Whether they are assassins, ninjas, or thieves, Rogues are great at infiltrating areas where force would draw too much attention.

**Controller:** Generally controllers are adept in magic. He uses spells to contain the battlefield and keep enemies moving where the company wants them to. Through the use of area spells, the ability to charm opponents, and illusions, controllers can easily clear the battlefield of low level targets and allow the rest of the company to focus on the main enemies.

*Quwensoft. He had said that the key to  
was finding a key truth and embracin  
a very rare thing in this world. Professor  
was never seen again. I often wonder if he  
the land of Edara. I am struck now  
it is beyond beautiful.*



# ACT I The World



IN THIS ACT

CHAPTER I HISTORY OF EDARA 12



“

*The world of Edara is vast and wide. The Sylvaen Forest stretches across endless land, and the Flamma mountains create a spine which few dare to cross. The seas are dangerous and tempestuous. Despite the breadth of our world, we are limited to a very small space. We have fought wars over this land. We have divided ourselves. We have spilled much blood. But no longer. Now we enter an age of peace and prosperity. The five kingdoms have reached an eloquent coexistence. My hope is that this peace will last as long as the war before it.*

”

*-Tison,  
Paladin of Angelus*



# CHAPTER I

## HISTORY OF EDARA

“

*Edara has a very long and storied history. It is full of moments of deep emotion. Hate, joy, life, death, suffering, hope, dismay, and love. I count myself lucky to be so long lived, as I have witnessed so many things about the mortal races. I have seen our capacity for evil, but I have seen good overcome it. As I near the end of my days on this land, I find it fit to record all I know, so future generations can learn from the mistakes of the past, and move forward with a spirit of true cooperation.*

”

*-Dr. Nikolas Leafletter*

*Excerpt from Edara en Historia*

**The following text has been reprinted from the collected volumes “Edara en Historia” written by famed elven professor, Dr. Nikolas Leafletter.**

I once had the pleasure of witnessing Woodspeaker Nyria, High Woodspeaker of the Sylvan Realm, perform a very traditional elven ceremony called the *Halae* in place of a normal Banding Day Ceremony, in which youths and the few un-banded Elves would make the decision to follow a specific Band. During the Ceremony, the Woodspeaker delivers an oral history of Edara, told through the lens of old elven beliefs. Even though the ceremony is filled with religious themes, I felt the event was worth recording to capture its spirit and for its incredible cultural value. The speech was delivered at dusk in front of a raging campfire, and I recorded the events via phonograph.

### From the mouth of Woodspeaker Nyria

“This is the story of our world, as it was told to me by my Woodspeaker, and her Woodspeaker before her. Ages before our time, this world was without forest. Desert stretched as far as any eye could see. If any tribe had lived to walk it, they would have walked for eternity. Whether battles were fought over that land, whether kingdoms grew from the sand, whether even the wind blew, no one will ever know. But we do know a being was born unto that wasteland. The pulsing, living Aura of Edara itself birthed a supreme being. He is known to us as Grandfather of the Forest, the god of all gods. He had no name, for there was no one there to name him. He did not know from where he came, or how he arrived, but

he knew the desert was his. He called his land Edara. “After countless cycles spent wandering the dunes, Grandfather became lonely. The world was barren and empty and he could keep no company. Grandfather reached down into Edara and touched the Aura itself. He drew from its rainbow of colors and pulled on each strand individually, pulling the colors apart and sending them to all corners of the world. The first being to be created that day was our Uncle, Ignis, the Primarch of Fire. Grandfather charged him with forging the world, and created for him the First Race, the dwarves, to help shape Edara. Together, they burned this land from inside-out. The wasteland desert became black and rocky. Ignis drew up the towering mountains and made for himself a fortress deep inside Edara’s tallest mountain.

“From his throne room, Ignis watched the world. He watched as the First Race built mines and tunnels and crafted homes for themselves within the rock. Chagrined at the lack of control he had over the dwarves, Ignis decided he needed a race of his own to command. He stoked the fiery furnaces of Mount Incendia, and out of the flames he birthed the Igneous Races; orcs and ogres: creatures that burned with a flame of his own likeness. Ignis seared a red band across their faces, so all would know they belonged to him. With his new race ready to work, Ignis set his race free in the area that came to be known as the mountainous region Flamma, and Ignis ruled them all from his seat atop the mountain Incendia.”

As Nyria speaks the traditional Banding Day story her words appear to call up ancient magic. The fire before



her springs to life and begins to blaze higher than she stands. The color of the flame turns deep red, meant to symbolize the Flame of Creation. The flame flickers and dances into shapes, first showing the form of Ignis, and then the races that he created. It is unclear who is controlling the flame.

“Cycles passed, and Grandfather was proud of his creation. He discovered a hidden desert that had escaped the forging and made for himself a castle from the sand. He named it Solitudo and rested there in peace. He spent his years watching the first races work the mountains and build their civilizations. Living creatures were interesting to him. They offered such variety that Grandfather became enthralled. He decided to fill the world with many unique living things. And so he breathed life once again into the land and created our Mother-Goddess, Silva, the Primarch of Nature.

“Mother set about the world quickly. She covered the dead rock with beautiful forests and turned desolate black to thriving green. Soon, all the land from the foot of the mountains to the edge of the world was hers to command. She created life in these forests: birds, animals, plants and insects. Silva called herself Shepherd and watched her creations grow. Knowing she could never maintain these forests herself, she grew my fore-mothers from the grass and trees. We are the elves, the first of the Green Band.”

Nyria makes a show of displaying the deep green tattoos that cover the side of her face, like vines that crawl down her neck and disappear beneath her traditional garb.

“She marked us upon our faces, so we would be known as friends to all woodland creatures. With Mother’s help, our ancestors grew Arborvitae, the tree of life, which towers as tall as Ignis’ mountains. From the boughs of that tree she could behold all of her forest realm, which we now call Sylvae.

“Our forests have always been grand and impressive. Grandfather spent cycles at a time wandering the land and growing to understand the creatures that inhabited it. One day, when traveling the forests with Silva, they came upon a blackened, dead section. The trees were sick and brown and life had all but fled. They realized that life could not sustain itself. And so, Grandfather touched the pure blue stand of the Aura and used it to shape another being: Auraelius. Auraelius created the boundaries of Edara and surrounded it by the great ocean Orientalis. He crisscrossed our forests with rivers, lakes, and ponds, and filled our wells with fresh water. Silva filled these pools with all manner of fish and amphibians.

“Auraelius also drew Ignis’ mountains into the sea, and created islands. Atop the chain of islands called Oceanica, [Today we call this chain the Fist of Auraelius] Auraelius built his massive castle, Magia. And not to be outdone by our Mother and Uncle, he created his own race, mankind, and pulsed water through their veins. He marked their faces with a blue band because they were born from the water. Auraelius and his humans devoted themselves to the studying of Grandfather’s powers and attempted to access Edara’s Aura. They called this ability ‘Auramancy,’ and Auramancers were sent to share it with all the mortal races. Armed with this new power, mankind’s greed quickly grew and they began to cover the mainland.

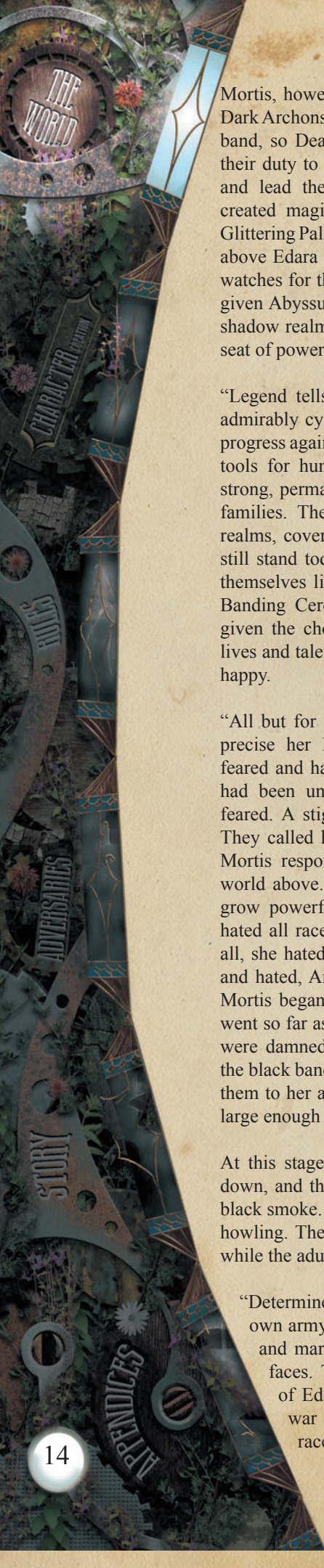
The Primarchs, feeling as if their job was well done, created for themselves Archons. Beings that represented their elements. Archons of Fire, Water, and Nature were tasked with conveying the words of the Primarchs to the citizens of Edara.

“Now that the world was complete, Grandfather was able to rest. Our Uncles and Mother-Goddess co-existed in peace and harmony. Each territory grew to have a unique purpose, and each of the Races tended to their lands. The land became full and abundant. But life began to stagnate and stop.

“Silva called together the first Council of the Primarchs, and they met atop Castle Solitudo. They discovered the creatures of the land were lacking a purpose. With the world in perfect balance, they would never die, and no new creatures would ever be born. Without the Cycle that guides us now, the world stopped developing. Grandfather pondered for years before deciding on a solution. As much as it pained him to say so, all living things need to die. Without looming death, lives lack urgency. And so Grandfather dug his hands deep into the earth, deeper than he ever had before. When he pulled his arms back out from the depths of the Aura, he held two beings in his hands.

“He had created twins, one male and one female. He called them Angelus and Mortis. Together, they were to be the gods of life and death. Together they were to monitor our world. Angelus created for himself the Light Archons, a divine race; the beings that we refer to as Angels. While few in number, their duty was important. They were to watch and protect all creatures of the world, and to keep safe those whose time was not at an end. They assisted with childbirth, healed the sick, and assured that the races would continue. Angelus marked his servants with a radiant white band, so all would know they were protectors.





Mortis, however, became the creator of Demons, the Dark Archons. Her followers were marked with a black band, so Death would know them as friends. It was their duty to seek out those whose lives were ending and lead them to the World Beyond. Grandfather created magical realms for the twins. Caelum, the Glittering Palace, was constructed amongst the heavens above Edara in a realm of light. From there, Angelus watches for the safety of all living things. Mortis was given Abyssum, the underworld. Abyssum exists in a shadow realm deep below our forests, and acts as the seat of power for Mortis to rule her underlings.

“Legend tells that the twins performed their duties admirably cycle after cycle. The races soon began to progress again. They started to develop more advanced tools for hunting, farming, and forging. They built strong, permanent dwellings for themselves and their families. The races began to spread all across the realms, covering the land with cities, some of which still stand today. The races mingled and often found themselves living in foreign lands. This is when our Banding Ceremony was created. Now, children are given the choice of which Primarch to pledge their lives and talents. The world was at peace and all were happy.

“All but for Mortis, that is. The more thorough and precise her Demons became, the more they were feared and hated. Once, their job of harvesting souls had been understood. But now, the Demons were feared. A stigma became attached to Mortis’ name. They called her the Evil One, the Bringer of Death. Mortis responded to this hatred by also hating the world above. Their hatred fed her, and she began to grow powerful. She hated her brothers and sisters; hated all races of the land but her own. But most of all, she hated her brother. As she had become feared and hated, Angelus had become loved and accepted. Mortis began to gather her Demons to her side. She went so far as to spare the lives of some of those who were damned. In return, she would mark them with the black band, grant them powers over death, and add them to her armies. Before long, Mortis had an army large enough to march against Caelum itself.”

At this stage, the flames of the fire have simmered down, and the forest clearing has become filled with black smoke. Within that smoke, Mortis’ face appears, howling. The children shriek and cling to each other while the adults, expecting the scare, share a chuckle.

“Determined to protect Caelum, Angelus raised his own army from the holiest members of each race, and marked them with a white band upon their faces. They met Mortis in battle on the fields of Edara, and thus began the Great War. The war quickly became devastating, and the races were caught in the middle. Peace and order was shattered. The other

Primarchs became distant, unwilling to join in either side of this family squabble. They locked themselves in their palaces and refused entry to all but their Archons, who carried out their commands. Grandfather spent the war inside Solitudo, weeping for his children but unable to bring himself to act against any of them, even Mortis.

“The war raged for an Age and Edara was in chaos. As the pitch of the battles grew, so did the desperation. Angelus realized that Edara would be laid to waste if the war was not ended quickly. He rode to the front line and challenged Mortis to a duel. Mortis, eager to prove her greatness, was quick to accept. On the final day of the Great War, the twins met in battle. The fight was intense. Entire cities and forests were leveled in the fighting. Both Angelus and Mortis were wounded and nearing their ends. They marshaled their strength for one last charge, just as Grandfather finally acted against their conflict. At the moment the twins met, the skies roared with thunder. A cry could be heard over the battle, echoing from one corner of the land to the other. ‘ENOUGH’ a deep voice exclaimed. But it was too late. The siblings met in an explosion strong enough to knock them each back into their own lines. In the middle of the battlefield, where the duel had taken place, a figure stood. A clockwork Golem, sent to Edara by Grandfather, a creation larger than any of the beings ever to walk the land, stood with smoke pouring from every pore. His entire body appeared to be created from spinning gears and was said to expel smoke from every joint. Current work with steam power and the creation of Constructs lead many to believe that this Golem was actually the first Construct ever created. He spoke with the authority of Grandfather himself. He turned to face the warring armies, and ordered them to stop the war. He demanded peace between the siblings and carried out Grandfather’s command to banish them both to their respective realms. They were forbidden from directly entering the lands of Edara.

“Thousands upon thousands of years have passed since the end of the war. The gods, including our Mother-Goddess, have all but vanished from the land. Their castles have crumbled to dust and all that remains is our belief in them, and the teachings that have been passed down from generation to generation. But we believe that the Primarchs are still there watching us and listening to our pleas. They are preparing for their return and we, as the shepherds of nature, will be ready for them. And now the future is in your hands. Today, many of you will take the first steps of your life by choosing a Band to take as your own and beginning to study their secrets. Many of you will choose the Green Band, as your ancestors before you. Those that do not, those who feel pulled in new and different directions, will enter a scary but exciting time in their lives. Just remember this: no matter how much you grow or how far you travel, you are always welcome in our forests.”



Her speech is met with silence. The smoke has cleared and one can hear the crickets chirp and a few muffled sobs as the children step up and take the first steps of adulthood.

**Excerpt from Nyria Woodspeaker's Halae Speech  
Elven City of Ethralion  
Circa cycle 20 MA**

## The Age of Dawn

The Age of Dawn, referred to more commonly as “The Dawning” began at the exact moment of Edara’s creation. The story of this event has been passed down from generation to generation. It has found a home in the oral traditions of every race and Band.

The Age of Dawn speaks of a time when the Primarchs ruled the world. There were five of them known to us. Ignis, the Primarch of Fire. Sylva, the Primarch of Nature. Auraelius, the Primarch of Water. Angelus, the Primarch of Life. Mortis, the Primarch of Death. These five beings were said to have been pulled from the heart of Edara itself, it’s Aura; the same Aura that Auramancers draw from to power their magic.

The Primarchs were said to be the sons and daughters of a great being, referred to as the Khora by most modern philosophers, but known across the races by many colloquial names. Though you can argue that little evidence remains of the existence of the Primarchs, even less remains of the The Khora.

## The Age of Mortals

The second age, called The Age of Mortals, began so long ago that it has been lost in time. Historians attribute the birth and growth of the mortal races to this age. The more religious and spiritual believe it was during this age that the Primarchs created the Mortal Races. According to legends, each race was created by one of the Primarchs in order to serve a specific goal within Edara. The more scientific-minded theorize that the races grew and evolved over time. Cross-breeding between races throughout generations could lead to such a variety. The similarities between the orcs and ogres, and qualities the gnomes share with the elves and dwarves seem to give credence to this theory. How we came to be in this land will be forever up to debate. Legend says that during this Age, the mortal races were in direct contact with the Primarchs, their creators. The Primarchs would speak to the people through the mouths of their Archons, elemental beings that existed to pass the will of the Primarchs onto the people. The Archons passed down secret teachings from the Primarchs to their followers. This caused the mortal races to splinter into sects; dividing themselves based upon devotion to a particular Primarch. This tradition continues to this day, and we Edarans celebrate it by joining a Band

and receiving its teachings. It is said that the races spent this age living in harmony, working together to propel culture forward.

## The Mythic Age

The Mythic Age is what we historians call the time from the creation of the races to the beginning of the Age of Darkness. Not much is known about this time. Most of the written records were lost during the Age of Darkness but many historical documents are being recovered to this day. It is possible that one day we will have a full understanding of the life that Edarans led during this time period. The documents that we have recovered are full of references to the Archons and their teachings.

## The Formation of The Bands

The Mythic Age is also where we see the first evidence of true Band organization. Edarans began to live, work, and study with members of their own Band. This seems to be especially prevalent with the human race, as they seem to naturally prefer segregation. We see that even to this day—the humans are the only race that allows an upper rank of their peers to rule over them. The “Band Culture” that was established in the Mythic Age remains important to us now and is perhaps the only thing that saved Edara during the Age of Darkness.

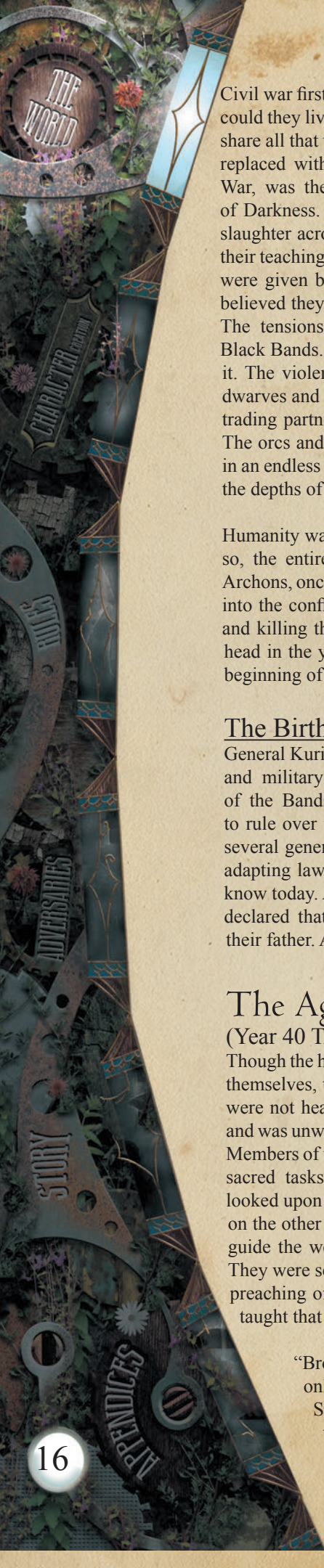
## The Artis Magicae

It is widely agreed that the Mythic Age also brought us the study of Auramancy. During this time, the mortal races learned to touch and control the strands of the Aura that the Khora pulled from Edara’s core. Blue Band histories seem to point to a mysterious group of Blue Band mages, called the Artis Magicae, as the fathers of Auramancy. It is revealed in these texts that this group became hungry for power and wished to see themselves seated alongside the Primarchs. Whatever their motivation, it is unclear to us now how they achieved their goals. But their secrets quickly spread from Band to Band, and Auramancy is now one of the most powerful tools at our disposal; that is, for those lucky enough to be born with Aura Sense.

## The Age of Darkness (Year Unknown – TA 0)

Auramancy changed Edara. It gave Edarans access to powers they shouldn’t have touched. Those who had the power began to use it to subjugate those who did not. The division between Bands become more prominent during the Dark Age, and outsiders were looking in with hostility.





Civil war first began within the human race. No longer could they live peacefully amongst their neighbors and share all that they had. The love for their neighbor was replaced with a selfish greed. This war, Humanity's War, was the most well-recorded event of the Age of Darkness. Man turned against man and there was slaughter across the realm. The Bands began to adapt their teachings towards combat and used the skills they were given by the Archons to wage war. Each Band believed they were fighting for their Primarch's glory. The tensions were highest between the White and Black Bands. The White bring life, and the Black take it. The violent nature of the conflict drove away the dwarves and elves, who were once humanity's closest trading partners. They retreated back to their realms. The orcs and ogres, far too busy engaging each other in an endless cycle of honorable combat, vanished into the depths of the mountains.

Humanity was left to their own devices. And in doing so, the entire society collapsed amongst itself. The Archons, once looked up to as holy beings, were drawn into the conflict. Each Band sought favor by hunting and killing the Archons of other Bands. It came to a head in the year that came to be known as TA 0, the beginning of the reign of King Tamalt.

### The Birth of a Kingdom

General Kuria Tamalt, vocal leader of the White Band and military strategist, eventually brought the rest of the Bands to heel. The kingdom he established to rule over the humans was tenuous at best. It took several generations of Kings, and years of constantly adapting laws, to form the shape of the kingdom we know today. After King Tamalt's passing, his children declared that they would name their kingdom after their father. And so, the Kurian Kingdom was born.

### The Age of War (Year 40 TA – 1200 TA)

Though the humans had found a fragile peace between themselves, the wounds suffered during the civil war were not healed. Each Band still maintained secrecy and was unwilling to share their secrets with outsiders. Members of the White Band, who had performed their sacred tasks admirably during the civil war, were looked upon by outsiders as saviors. The Black Band, on the other hand, whose sole job it had been to help guide the weary towards the afterlife, were vilified. They were seen as murderers and villains, despite the preaching of Cabal leader Dominarius Shado, who taught that the duty of guiding souls was sacred.

“Brothers and sisters, we need to look only to the elves, who treat their Death Speakers with reverence and honor, to find a true example of our Band's importance. Without death, there

can be no life worth living. Our work is important, and divine, and Mortis will grant us places at her high table when we finally pass to Abyssum.”

**-Father Dominarius Shado,  
Sermonizing in Larith's open markets, 50  
TA**

The White Band became prideful and inflated by the love of their peers. Naturally, the White Band began to hold themselves above the Black Band, and look down on their peers.

On the 3<sup>rd</sup> day of the Fifth Month of 50 TA, there was a fire in the chief Black Band temple in Larith, the capital of Kuria. To this day, no one can prove who or what started that fire. Many believe it was a battle between Archons of Light and Shadow held in the crypts beneath the building, but the Black Band was fervent that members of the White Band had begun the fire. All that is known is dozens of Black Band worshipers and caretakers lost their lives in the blaze. The government did little to intervene, which ignited anger in the surviving Black Band members.

The Black Band took to arms and formed an armed force that launched a rebellion against their government. Many people, across all bands, were killed in this violent upheaval.

In a highly criticized response, The High Priest of the White Band, Darius Horn, decreed that all Shadow Archons should be hunted and killed. He called them Demons, and provided what he called proof that the Shadow Archons were responsible for all of the terrible things that happened to the Humans on a daily basis. A special force of White Band Paladins were assembled and sent out on the hunt. The Paladins never returned. High Priest Darius immediately linked their disappearance to foul play on behalf of the Black Band. Though it was never proven that the Band had anything to do with this, Darius' word was enough to send Kuria into a fervor.

“We shall not let this atrocity stand, my brothers. The blood of our family lies in the streets. The evils of the Black Band will not desist until we take up arms against them. The blood of Mortis is not to be trusted, for she was created to serve only the needs of pure evil. It is with the voice of Angelus himself that I command you to seek vengeance. As the holy book states: ‘blood for blood and limb for limb.’ We will glorify our holy brethren, who now rest under Angelus' wings in Caelum. With the divine light on our side, we will purify this evil and remove its very presence from our land!



**-High Priest Darius Horn**  
**Excerpt from the High Homily,**  
**26 TA**

The Kurian Government was quick to follow Darius' words. A small army of Paladins, supplemented by fighters and healers from other Bands that believed in Darius' cause, marched through the city streets of Larith in a demonstration against the Black Band. The Black Band responded with more violence, and its deadliest warriors assembled to break up the procession. The battle became heated, and spread through the whole city. Entire districts were lit in flame and several prominent buildings were razed to the ground. In the midst of the fighting, Shadow Archons could be seen beheading their foes and taking on entire squadrons of the Kurian Guard by themselves.

The fighting only escalated from there. The presence of the Shadow Archons drew the Light Archons into the city as well. Their intention was to protect those that they could, no matter the side they were fighting on. Within hours, the two groups of Archons were at war. The Shadow Archons were defeated. Those who had not been slain during the battle fled Kurian borders instead. It was considered a great victory for the White Band.

Father Dominarius Shado, who had not participated in the fighting, was taken from his home. He, and the Black Band members accused of instigating the fight, were publicly executed with no trial. After the execution, the Black Band went into hiding. Some said they fled Larith altogether. The Kurian government was not satisfied. They attempted to start an Inquisition. This position was offered to the White Band, who turned down the offer. Despite Darius' promotion of the organization, the rest of the White Band leaders voted to decline membership. They still believed their goal as a Band should be to promote life; not take it. And so it was offered to the Red Band instead. A call to arms was sounded and the best and most disciplined warriors that the Red Band could put forth responded. This newly formed Inquisition, called the Red Inquisition by many, was tasked with hunting down Black Band members and their supporters. A task they took little enjoyment in. The Kurian Kingdom closed its borders. Everything looked to be settled on the surface. But within the closed gates, non-humans were taken from their homes, beaten in the alleys, and accused by the Red Inquisition of being Black Band spies. Anyone not born a human was looked upon with suspicion and distrust.

## The Renaissance

(Year 1200 TA – 0 MA)

While the humans waged their secret war on non-humans, the rest of the mortal races kept to their own business. The elves retreated back to their forests to lead their tribes, while the dwarves vanished beneath the Flamma Mountains. The two races did not trust each other. They feared that they would be drawn into the Kurian War, and did their best to remove themselves from the conflict. To not anger the humans, they did not trade with each other. This left them alone to focus on stemming the growing conflicts between the Black and White Bands within their own borders.

In the year 1200 TA, everything began to change. Deep within the forests of Sylvae, there was a gathering between White Band elves. Usually, these elves discussed tribal politics and White Band issues. However, they began to share ideas on art, architecture, and religion and to talk hopefully about the possibility of peace. They started to call themselves The Diplomats, and wrote their ideas into a manifesto. From within Sylvae, they spread to all corners of the elven lands. They spoke at length with tribal and Band leaders, spreading their message.

### The Hillside Pact (1213 TA)

The Diplomats met with the dwarven Order of Elders, their ruling council, in the hills where Sylvae met Flamma. They illuminated their ideas of a culture that spread between neighboring realms. They brought pieces of elven art and shared elven myths with the dwarves. Intrigued and optimistic about this opportunity, the Order of Elders signed the Hillside Pact, which re-opened borders between the two races. A rebirth, or 'renaissance,' of progressive culture spread from this movement. Dwarven craftsman traveled the forests and discovered more efficient ways to make their craft. Elves ventured deep into the dwarven cities to learn their history and teach their own. The spirit of peace was catching on. The gnomes, who already made their homes in both the elven and dwarven realms, believed they could use music, art, and poetry to persuade the humans away from their course of violence.

### The Spread of the Renaissance

Though the borders of Kuria were heavily guarded, the Gnomes found it easy enough to slip through undetected. Once inside, they were able to help sneak in elves and dwarves. This small group of renaissance thinkers traveled from city to city within Kuria. They brought with them art and invention, music and religion. They taught the down-turned farmers and serfs that the war could end; that they could find hope living in a kingdom not ruled by the power hungry



government and vicious Red Inquisition. There was a resurgence of religion within Kuria. This change of thought was especially prevalent within the White Band. The new generation of philosophers began to look down on High Priest Darius's message of hate, which was still being preached long after his death.

The Kurian Government quickly put a stop to what it considered to be dangerous thinking. The Red Inquisitors were tasked with not only exposing the Black Band, but also hunting and executing members of the other races who had infiltrated their borders, under the lie that they were proven to be Black Band supporters attempting to smuggle supplies and weapons to Black Band rebels. But the damage had been done. The ideas that formed the core of the Renaissance movement had already begun to spread through the Kurian Kingdom.

### The Band Accord (1242 TA)

Twenty-nine years after the signing of the Hillside Pact, the elves and dwarves felt it was time to pursue peace across all of Edara. A group of brave Diplomats, led by the elven White Band Auramancer Xiodius traveled deep into the Flamma Mountains in search of the nomadic orc war tribes. What they found was the orc Warchief Ka'rul, a Black Band strategist who had amassed one of the largest tribes in orc history. Ka'rul expressed his anger at the treatment of his fellow Black Banders at the hands of the Kurian Government. He called a gathering of the clans, the first ever Orcish Convocation. Speaking on behalf of the entire orc race, Ka'rul was the first to sign the Band Accord, a document which held the races not only to cooperate with each other, but also to bring equality to the Bands. The only signature missing was that of the current king of Kuria, Byrne Tamalt.

### The Execution of Xiodius (1403 TA)

Near the end of his life, the Great Diplomat Xiodius found himself with one regret: that he could never bring peace to the humans. Xiodius left the comfort of his Renaissance community and took it upon himself to travel to Kuria. He was openly distrusted, but his ideas brought hope to the human populace. They looked to him for news of the outside races, since stricter border control had made it even more difficult to travel into the kingdom, and were encouraged to hear of the Band Accord, which had proven to be successful in ushering a new era of mutual aid. Xiodius traveled from town to town, gathering a large group of followers. But when he approached the steps of Castle Larith, King Tamalt refused to see him. The thought of a united Edara brought fear to the King. If the orcs, elves, and dwarves were all aligned, their combined force could crush Kuria. So instead, the Red Inquisition captured Xiodius and executed him immediately, in full view of his followers. Xiodius' followers were

slaughtered as they attempted to flee the city.

There was outrage within the lower classes. Priests of the White Band, horrified by the gruesome execution of their people, begged the current High Priest, Meridius Horn, descendant of Darius Horn, to call for an end to the Red Inquisition. But King Tamalt had other plans for him. At the order of the King, Meridius culled out his most loyal Generals, Paladins, and Warriors, and armed them for battle. He persuaded the few remaining Light Archons to join their cause. Their plan was to launch an attack against the united races and catch them unawares. If they could break their alliance, then the Kurian Kingdom could potentially rule all of Edara.

Worried that the destruction of the united races would lead to the extended persecution of the Black Band, Jerimiah Shado, descendant of the executed Dominarius Shado, fled the Kurian Kingdom. He traversed unfamiliar terrain and faced many dangers to bring the news of the Kurian army to Warchief Ka'rul. Distressed by this news, Ka'rul met with the Order of Elders and the elven Woodspeaker Nysandra in order to prepare for an extended war.

There were many who did not want to fight. The urge to battle was strongest within the Black Band, and many Black followers from all races stepped up, eager to fight. Jerimiah Shado led as many human Black Banders out of Kuria and into this newly minted United Militia as he could. When the Kurian army struck, the United Militia was ready. What King Tamalt thought would be a quick victory turned into a drawn out war lasting a decade: The Primarch's War

### The Primarch's Battle (1413 TA)

*And lo there rose a sound as of a hundred trumpet cries;*

*Fire and brimstone fell from Caelum.*

*The ground trembled with an impact of unnumbered hammers upon anvils*

*And there in the middle of the plain stood the creature that drew our gaze.*

*The mighty figure of clockwork and gear, of fire and steam.*

*And at his feet knelt the White Angel of Life, who howled with anger at his defeat.*

### **-The Holy Book of Angelus, Chapter 24**

The Primarch's War waged for many long years, and took a toll on both sides. The scale of the war had increased over time. As the Kurians launched attack after attack against the elven forest, and it became more apparent that they meant to take no prisoners, more elves, orcs, and dwarves joined the United Militia. The more religious of them believed they were carrying their Primarch's fight from the spiritual realm to the physical. Some would even say that the Primarchs themselves were witnessed on the battlefield, assisting



their followers. More likely, it was one of the few remaining Archons that had come out of hiding to enter the battles. Meridius and King Tamalt realized they were fighting a losing war. The only thing that made sense in their mind was to launch one final strike against the heart of their enemies. They would attempt a siege on the world tree, Arborvitae. The United Militia met them in full force at the edge of Sylvae with Jeremiah Shado and Warchief Ka'Rul at their head. In a brilliant strategic move, Ka'Rul used the towering forests to hide his orcs and ogres. Believing they had found a gap in their opponents defense, Kurian General Alzez Sarias charged at the head of his army. Sarias recognized the trap far too late. After the battle, an unnamed soldier said this of the experience:

“All we could see was movement in the trees. Sarias stopped the force and ordered us into a defensive position. He saw something none of us could, but even he wasn't prepared for the onslaught that approached us. I had only seen a few orcs before that day. But to see hundreds of them, running towards you [...] I remember when they crashed into our front lines. I saw so many of my friends killed, and found myself quickly buried by a pile of loose limbs and bodies.”

Sensing that the battle was nearing its end, Sarias attempted to pull back but Shado followed the retreat. The front line of the United Militia clashed with the Kurian armies. The melee lasted for hours, before it was brought to a horrifying halt.

### The Great Disaster (1413 TA)

Everyone old enough to remember the Great Disaster can recall exactly where they were at that time. I remember I was huddled within the boughs of Arborvitae, fearing for my life and speaking to the children in an attempt to keep them calm. Others were safe in their homes or out in their fields, unaware of the disaster that would befall them.

Without warning, Edara itself began to shake and tremble, as if the Aura was screaming in pain. The ground split open, engulfing both warring armies and bringing whole cities to the ground. Arborvitae shook as large trees crashed to the ground around it. Avalanches tore down the mountains, crushing orc villages beneath the rubble. The seas boiled and tsunami's crashed against the coastal villages. The tops of mountains erupted into landslides. Untold thousands were killed by the disaster. Some say that this is the point at which Angelus and Mortis crossed swords. The effects of their battle rattled the physical realm. No matter the cause, the war was brought to a sudden and tragic end. Both the Kurian Army and the United Militia were decimated. Jeremiah Shado,

Ka'Rul, and Sarias were all swallowed by the earth. The head was chopped from the snake, so to speak, but the road to recovery was just beginning.

### The Reign of Malincroft (1413 TA)

Bryndon Malincroft was once a great general within the Kurian Army. When King Tamalt had Xiodius executed, he protested. His protests brought only a discharge from the army and exile from the Kingdom. It was only the love of the people that stayed Tamalt's hand from execution. After the Great Disaster, Bryndon Malincroft lead a coup from beyond the walls that was years in the planning. He had been slowly building support and biding his time, waiting for the perfect opportunity. During the Great Disaster, the Kurian Army was destroyed, giving Malincroft the opportunity he needed. Malincroft knew that the new leaders of the White Band had already been plotting against High Priest Meridius and opposition had been mounting against the Red Inquisition. Most of Kuria's citizens were more than happy to assist Malincroft when he strode back through the open gates. Malincroft and his growing force, including remnants of the Kurian Army and the Palace Guard, quickly took control of Larith Castle. His first act as Kuria's new king was to see Byrne Tamalt, High Priest Darius, and the leaders of the Red Inquisition tried for their crimes. They were found guilty by Malincroft's new government and sentenced to death. Some members of the Red Inquisition professed guilt and allowed themselves to be brought into the fold. The rest chose exile and left the Kingdom's borders.

Sensing a new opportunity, Woodspeaker Nysandra approached King Malincroft to plea for him to add his name to Xiodius' Band Accord. After ages of oppression and isolation, King Malincroft felt that signing this accord would be a sign that the Kurians were ready to move in a new direction.

### The Age of Invention

(Year 0 MA – Present)

We currently find ourselves living in a new age, called the Age of Invention by historians. There are many who still feel the effects of the tragedies that were beset upon the land throughout the previous ages, but others are lucky to only have lived in this time of peace and invention. The Renaissance ideas developed by Xiodius and the Diplomats have spread like fire since King Malincroft signed the Band Accord. We live in a time when it is okay to share our culture. We have schools, museums, and operas. We find ourselves wanting for nothing. And it is due to the discoveries made in this age.

### The Liquid Element (0 MA)

The Great Disaster brought with it only one positive: the discovery of the Element. The



Element is a crystal found within the cracks of the great earthquake and pouring from cracks in the ocean floor. The orange crystal was harvested, studied, and applied to the sciences. Though it would be years before the true potential of the element was unlocked, it all started here.

### The Power of Steam (13 MA)

The study of the liquid Element led to the invention and application of reliable steam power. The first machine to run fully on this power, a steam boat, still runs its way up and down The Glascoe River to this day. The application of steam power brought forth other great inventions. Constructs, zeppelins, steamships, and electricity would never have come about if we hadn't learned how to harness this power. The skies and seas would still remain a mystery to us.

### Formation of the Magus Corp (20 MA)

The remainder of the Auramancers that had battled in the war found a new cause under the flag of the Magus Corp. The Magus Corp, a multi-band and multi-race task force manned entirely by Auramancers, was founded to uphold the edicts of the Band Accord. They ensured that the Bands would cooperate with each other and that the races would exist in peace. Any disagreement between Band or race is brought before the Magus Corp for resolution.

### The Kurian Railroad (42 MA)

The maiden journey of Edara's first steamtrain ran from Larith to Rodine. The trip, which would normally take four days on horseback, now took only one day. The ability to cross the Kurian Kingdom is such a speedy fashion would become invaluable in the years to come.

### The Steam Carriage (50 MA)

The release of Tyria Industries first personal steam carriage was met with awe across all of Edara. The power of a steamtrain built into a small carriage meant its owner could travel almost anywhere across Edara in a timely fashion, when the machine worked properly. Tyria Industries promises to build more accessible roads across the Kurian Kingdom in the years to come.

### The Return of the Archons (54 MA)

The Archons, who seemed to have vanished from Edara after the great disasters have begun to reappear, in very small numbers. Many believed they were either all killed or left Edara altogether. However, a scribbled note left by a dwarven hunting party in the Flamma mountains suggests this may not be the case.

"Many months on the trail of this fiery Archon have led us deep into the mountains of Flamma. Here we have encountered many new things that our expedition has never seen

before. But we have yet to catch sight of the beast itself. It has been weeks now since we last saw civilization. We have lost several members due to exposure and I fear I am next. Already I am loosing feeling in my feet."

### Present Day (60 MA)

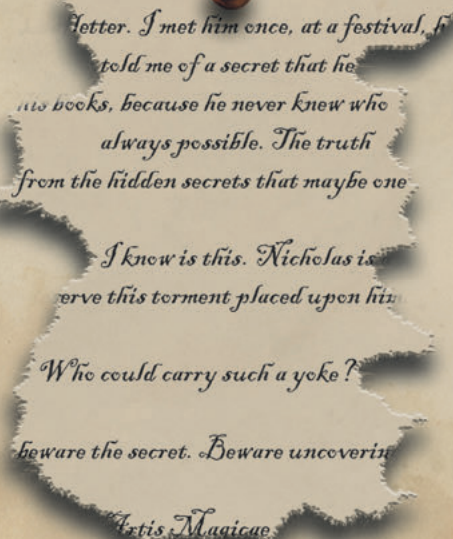
Much has changed in the 60 years since the Great Disaster. Edara has been mostly rebuilt, and in the face of such desolation we have had no choice but to put past grievances aside and work together. We take inspiration from Xiodius' belief that we are better than war and in the values the Renaissance brought to us.

### **A Note from the Author**

At the time of this writing, in the year 60 TA, sixty years have passed since the King Malincroft signed Xiodius' Band Accord. The peace has held thus far, with only few incidents. We have experienced so much in the ways of music, art, and poetry. Sixty years ago I could never have compiled an exhaustive history like the one you hold in your hands. The steam press has accelerated our ability to pass knowledge, and the prolific writers at the forefront of the Renaissance movement have no shortage of words in which to fill these pages. I am

honored to have had their support, and the support of all the races, as I attempted to document our checkered, but ultimately glorious, history.

**Dr Nicholas Leafletter, Universitia Magia, TA 60**



etter. I met him once, at a festival, he  
told me of a secret that he  
his books, because he never knew who  
always possible. The truth  
from the hidden secrets that maybe one  
I know is this. Nicholas is  
erve this torment placed upon him  
Who could carry such a yoke?  
beware the secret. Beware uncovering  
Artis Magicae



## CHAPTER 2

### LIFE IN EDARA

“

*Life in Edara can be cruel, but rewarding. Learning the ins and outs of Edaran politics allows for a certain amount of 'social camouflage.' It's worth it to learn who you can take for what, which Human house has the currency, and which Orc tribe kills on sight. Recognizing one sigil over another can mean the difference between a quick death and a life of riches*

*I've been alive a long time. The first thing I learned when I stepped foot from my caves for the first time was that the world is a dangerous place. Sometimes, you have to be just as dangerous.*

”

*- Kalgan Norkul  
Orc Trader*

### The Five Bands of Edara

In a tradition passed down from generation to generation, the youth of Edara are asked to choose a Band in which to serve. Once they come of age, they are inducted into the Band with a secret ceremony and marked with a colored tattoo in a traditional pattern inspired by the youth's race. They begin tutelage under other members of their chosen Band and ancient Band secrets, said to have come from the Primarch's themselves, are passed down. These secrets include knowledge of history, skill and combat training, and Auramancy techniques. There are some who choose to never join a Band, instead preferring to live their lives without any command or guidance, and others never even get the opportunity to make the choice, usually due to living in poverty or on the fringes of society. However, the secrets learned and the contacts gained from joining a Band are invaluable to any adventurer.

### The Black Band

Morits is known by many, including those of the opposing White Band, as the Goddess of Death. But to her followers amongst the Black Band, she is called Bringer of Peace. The Black Band clerics preach that only through death may one experience true peace within the depths of The Great Beyond. Since the Mythic Age, the Black Band has aided in the passing of their fellow mortals. They allow the transport of departed souls to the afterlife and care for the bodies that get left behind.

Within the elven tribes, the Death Speaker is considered a position of immense duty and respect, and can only be held by one of the Black Band. Within the other races, you would more likely find Black Banders acting as funeral directors and morticians. There is an entire caste within the dwarven race that is known as the Order of Ash that handles the cremation of all the dwarven dead.

Members of the Black alone claim to know what is in the Beyond and that there is nothing to fear when their own souls are taken. Some even believe that they will be rewarded by Mortis for their service, and it is a common teaching in corrupt cabals that they will rule as kings in Abyssum as a method of enticing followers.

Therefore, Black Banders do not fear death and often put themselves directly face to face with it. They take dangerous jobs; often training to be spies, assassins, or masters of poison. This practice has only increased since the start of the Great War, when the Black Band was forced to operate in hiding. During this time the practice of blood magic and necromancy also increased. These are perverse and twisted uses of the power that Mortis grants her followers; arts that are illegal in the realms of men, dwarves, and elves, and even many Black Banders disparage those that practice them.





The Bringer of Peace and Death  
Charcoal on Board by Deathspeaker Arthor Crossbill

This interpretation of Mortis was sketched onto a wooden board and carried into battle during the Primarch' War. The image of Mortis bringing comfort to the dying was meant to bring a sense of peace to the Black Band warriors. It also brought terror to their enemies. Only a few such pieces survived the war; the rest were burned.



Mother at Rest  
Flower Pigments on Leaf Canvas  
By Greenspeaker Adiel Runtathlal



Created using only naturally occurring pigments, this piece of art, drawn onto a bleached leaf, is a testament to the love of nature that the Green Band posses. Silva, considered to be the mother of nature, rests upon a throne. Elven lore states that it was from this throne that Silva handed the elves their sacred task; to keep watch over all of Edara's living things.





### Forging the World

Transposed from chalk on cave wall by Warchief Sarbub, Clan Gorash

Ignis is perceived by the Orc warcamps as a living mountain. Here he holds his legendary hammer, Balefire. Each strike against the anvil was said to form one of the Flamma Mountains many ranges. This painting is a recreation of an ancient cave drawing that was discovered by Warchief Sarbub.

### Auramancy at Sea

Oil on Canvas by Prof. Chersey, Louis, esq.

This staple Blue Band portrait displays Auraelius at the height of his power and can be found hanging in the lobby of Edara's first university, Universitia Magica. It depicts the Primarch using the powers of Edara's Aura to shape the rivers and oceans of the land.



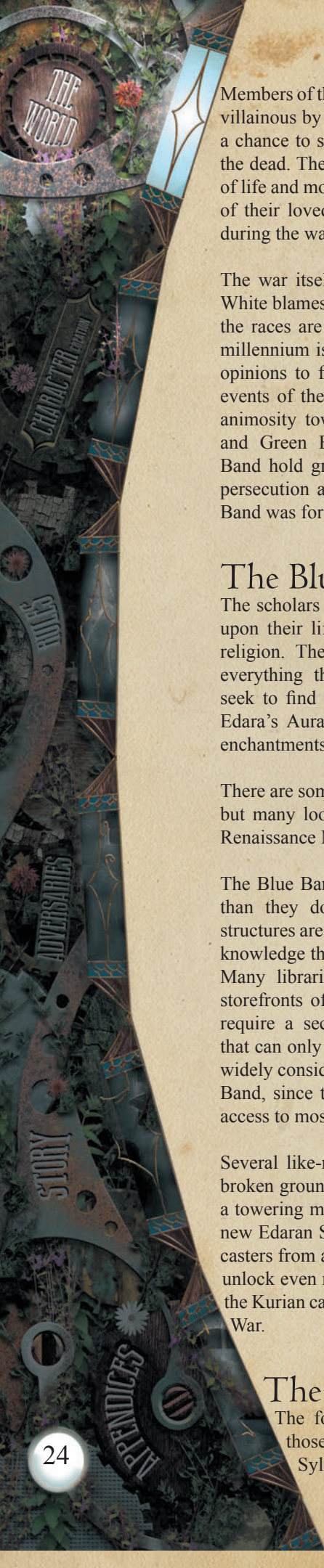
### The Purification of Ser Bartholemew

Oil on Canvas by Rev. Naughten Cain

This religious portrait depicts the purification of one of the White Band's most fabled paladins: Ser Bartholemew. It is a direct translation of a series of passages in the Book of Angels that tells of Mortis' attempts to corrupt the soul of the noble White warrior.

Ser Batholemew proved stronger than the darkness and dedicated his life to Angelus instead.





Members of the Black Band are often considered evil or villainous by mortals of other Bands that have not had a chance to see the respect and reverence they pay to the dead. They are the opposing force to Angelus' gift of life and most people only see them stealing the souls of their loved ones away. The darker arts developed during the war only enhance this view.

The war itself even left a scar on the Band's name. White blames Black for the war and every Band across the races are wary after the events that transpired. A millennium is a long time for bad blood and negative opinions to fester. While many are trying to put the events of the past behind them, there is still a lot of animosity towards Black, especially from the White and Green Bands. Of course, many in the Black Band hold grudges as well, angry about the tension, persecution and heavy losses they suffered when the Band was forced into hiding.

## The Blue Band

The scholars and Auramancers of the Blue Band look upon their lifestyle as one of science as opposed to religion. The scientists seek to study and quantify everything they can find, while their Auramancers seek to find the mathematical principals that govern Edara's Aura and use them to craft new spells and enchantments.

There are some who view Aurelius as a religious figure but many look upon him as an example of the ideal Renaissance Man: intelligent, powerful, and confident.

The Blue Band pride themselves on knowledge more than they do anything else. Their most important structures are their libraries, which house the combined knowledge that the Blue Band has been able to gather. Many libraries are hidden amongst the shops and storefronts of human and dwarven cities. They often require a secret passcode or display hidden glyphs that can only be viewed with Auramancy. Gnomes are widely considered the most knowledgeable of the Blue Band, since they have traveled the world and gained access to most of these hidden libraries.

Several like-minded students of the Blue Band have broken ground on Edara's first university. Meant to be a towering monument to the power of knowledge, the new Edaran School of Auramancy opened its doors to casters from all Bands, in hopes that together they will unlock even more powerful magics. It was founded in the Kurian capital of Larith at the end of the Primarch's War.

## The Green Band

The followers of the Green Band, especially those of elven lineage, tend to see the Primarch Sylva as a mother. They even refer to her as

"Mother" during their ceremonies and Woodspeakers seek her advice through her archons to this day.

The Green Band shares their Mother's reverence for nature and believes they were tasked by her at the moment of their creation to tend to the forests and shepherd the wildlife that make their home there. They believe all life is sacred and will often go out of their way to protect an innocent creature in danger. Some Green elves are pacifists and will only take a life if they are forced to protect themselves or another. Greens abhor the felling of trees and always thank animals whose lives they take for food. These beliefs put Greens at odds with Black Banders out of mere principle, even if they understand the duties that have been tasked to that Band.

Greens normally seek out plant life when they make their homes so they can live closer to nature. Elves, gnomes, and humans prefer the forests, dwarves seek out underground mushroom groves, and orcs and ogres enjoy the scraggly trees and scrub of the hills and mountains. Cities often have a sacred grove of plants suitable for the environment, cared for by an appointed Green. Since the end of the war, elves in particular have tried to spread the use of sacred groves inside human cities to combat the growth of industry and pollution.

Green Banders are employed in a wide variety of professions. Hunters supply remote towns with game and guides offer their services to lead trade caravans through the wilds where there are no roads. Militaries and militias employ them as scouts and front-line brawlers. Elves prefer Green healers to White ones almost exclusively, and they are common in orc tribes as well. In cities, Greens are gardeners and sometimes farmers in the surrounding area. The King of Kuria employs an entire Green Band staff to oversee his royal gardens.

## The Red Band

The Primarch Ignis is known as the World Forger. It is said that the mountains were created from the sheer force of his hammer meeting the anvil. Though some of the less intelligent races, like the goblins, consider Ignis to be a true and all-powerful god, most Reds look to him as a fictional example of how to wield ultimate power.

The Red Band is the most aggressive of all Bands, and its members generally prefer combative professions. Reds usually find themselves as soldiers, sell-swords, militia, and bodyguards. Bandits are also commonly Red, and the rise of steam-powered vehicles have driven piracy.

Official Red training consists of years of studying tactics and weapons. This makes them the perfect



military officers; a practice used by dwarves, humans, and orcs. Training sites are often organized military camps with wide spaces for maneuvers and fighting, though sometimes recruits are trained in a local barracks.

The steam revolution has increased the lethality of weapons that are used on the battlefield, and the Red Band has been quick to adjust. They incorporate the use of gadgets and complex weaponry better than any other Band. And while they did not take to Auramancy before, Reds developed a new school of their own that combines guns with Auramancy.

## The White Band

The White Band is known for its devotion and dedication. They approach the belief in their Primarch with a religious fervor rarely witnessed in other Bands. White Banders have developed into several sects and denominations, each interpreting the Book of Angels in a different fashion and following the teachings of Angelus in different ways. However, they are all united by their compassion for their fellow Mortals and their devotion to the word of Angelus.

Their role is to protect the lives of the living. The sick, the injured, the poor and downtrodden all look to the White Band for help. White temples and other places of worship are sanctuaries for any that need aid. Charity work is common amongst White Banders, and some even take vows of poverty to better help those in need and serve Angelus. The famed Redgrass Abbey in the human kingdom of Kuria is a haven for such devoted followers.

Of all the Bands, White has the widest range of careers; the most common being healers, doctors, and surgeons. Medicine has become more prevalent since the rise of industry, making it easier for members of the White Band to carry out their sacred task. Many members are also clergy in temples, administering spiritual aid to their followers. Both humans and dwarves have White Banders serving in their military, as they are strong in multiple roles on the battlefield. The Diplomats are famous for ending the Primarch's War and are now used heavily in negotiations between realms and competing powers within governments. One sect of the Diplomats, the Arbiters, act as judges in civil and criminal disputes. The Kurian Kingdom has dozens of traveling Arbiters that move from town to town as necessary.

Worshippers of the White Band tend to practice in churches and temples. While more prevalent in the human cities and dwarven Holds, it is not uncommon to see a temple of Angelus built into the elven forests, or a tent in an orc war camp showing the circular Sun symbol that has become universally attributed to the White Band.

Not only do White Banders indicate their following with white tattoos, many carry tokens of Angelus in different holy shapes made into necklaces, pins, bracelets, and money clips. They'll wear clothing adorned with white and gold or symbols of Angelus and his Archons. The Book of Angels, written during the Age of War by High Priest Darius Horn and other prominent members of the Band, is considered sacred to them, and many homes will hold the book on a pedestal, open for all visitors to peruse.

“And lo unto thee, follower of the path of light. For only under the love of Angelus and the guidance of the Angels will the way to peace and the doors to Caeluem open unto you.

In the light of the Maker and of his Son, the lord of Caeluem, may the blessings of Angelus be placed onto you.”

-The Book of Angels

Chapter 1, Verses 12-17

There are tensions between the White and Black Band because they are natural rivals, and there is much hatred remaining from the war. White blames Black for starting the war, and Darius converted many people into fanatics, forming beliefs that were passed down for generations. Since the end of the war, some have tried to look past old grudges and accept the Black Band for the important job they perform, though many still hold onto the old ways.

## The Five Realms

Edara is divided into five major realms. Each realm differs in its geographical features, politics, currency, and culture. Edara's long history has helped shape the realms into what they are today.

**The Dwarven Holds:** Deep beneath the Flamma Mountains, the dwarves live in an underground world all to themselves.

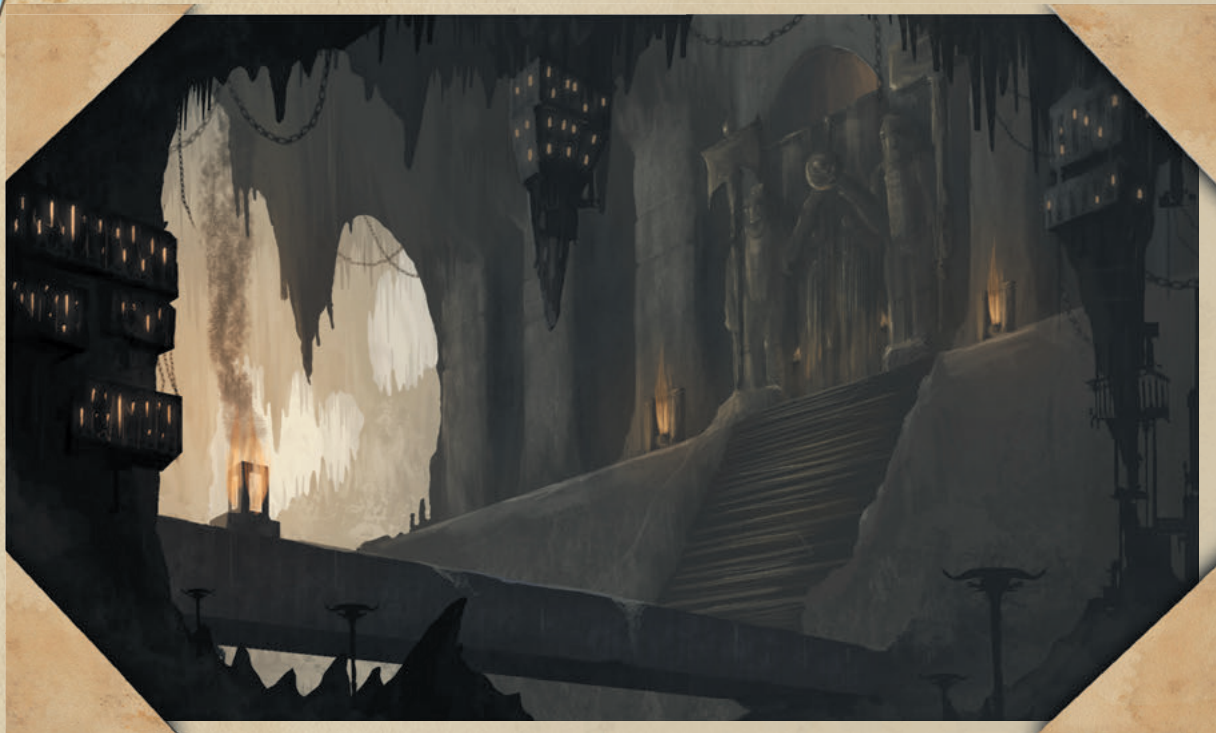
**The Free Cities:** A cluster of cities that rule themselves and bow to no flag.

**The Forests of Sylvae:** The legendary endless forest in which the elves make their home.

**The Kurian Kingdom:** The realm of the human empire.

**The Mountains of Flamma:** The towering peaks that make up Edara's backbone. The orcs and ogres travel often through these mountains.





## The Dwarven Holds

### Statistics

Common Races: Dwarf, Gnome

Capital City: Kal-Garron

Population: 60,000

Government: Commonwealth

Ruler: Order of Elders

Currency: Precious gems

### Life in the Holds

Dwarven society is divided into castes, or Orders. Dwarves live in their Order instead of in a family unit. They have parents, of course, but children are given up at birth and placed into the care of the Order of Truth. From there, they are trained in the tasks of every caste. When a dwarf comes of age, he has the option to join the caste to which he is best suited or leave the dwarven Holds. If he does leave, he will never be able to rejoin his Order. If he returns to the Hold, he will be allowed to contribute and serve but will never be considered part of his Order again.

The dwarven Orders act not just as a family group but as a way of life. Society would not function without them. Each Order has a specific purpose, and every purpose is needed. Everyone gets paid enough to live a decent life, though some Orders are more profitable than others, resulting in some degree of uneven wealth distribution. Other Orders are assigned more dangerous tasks. As a result, crime and corruption do exist in the dwarven Holds, to a significantly lesser extent than in human society.

Dwarves are expert craftsmen and miners. They are known particularly for superb metalwork that results in the best armor: sturdy with a distinct geometric style. They build their cities into cave walls as they expand further into the earth beneath the Flamma Mountains. Buildings have multiple vertical levels and are always square with strong outer walls to support their weight and sometimes the weight of the cavern. If a structure does not connect with the top of the cavern, it has a thicker ceiling to protect it from any cave-ins or falling rocks.

Humans may have embraced the industrial revolution more than any other race, but dwarf engineers are at the cutting edge of technology. Most devices and gadgets that exist today, including many ballistic weapons, are of dwarven creation. The discovery of explosives has been particularly effective for dwarves, both in digging new tunnels and in combat, where they can use the small spaces of the underground tunnels to their fullest extent.

Diets in the Holds include fungus, roots, and meat from creatures hunted in the tunnels and the dwarves' unique livestock: a large mole-like creature called a morpid. The Holds are dry and comfortable, warmed by everburning fires, while the tunnels are a bit cooler in temperature.



# The Dwarven Orders

## Order of Ash

This Black Band Order is tasked with bringing the dwarven dead back to their Holds and ferrying their souls to The Great Beyond. The dead are burned and their ashes are used to light the everlasting torches that brighten the caverns and main tunnels.

## Order of Coin

The Order of Coin is a merchant caste that travels beyond the borders of the Hold. They bring dwarven goods to the outside world and return with new gadgets, weapons, and other supplies.

## Order of the Deep

This Order spends months at a time hunting in the deep dark tunnels that spread out from the Dwarven Holds. The Order is comprised of mostly Green Band hunters, though they are free to join any Band they wish. When they return from their hunts, they bring enough game to sustain the Hold for months.

## Order of Elders

The dwarven realm has no monarch and is instead ruled by an Order of Elders. Each Hold has its own sect of Elders that take care of daily business, but the main ruling body of the dwarven Holds is located in the capital, Kal-Garron.

## Order of the Fist

This Red Band Order works alongside the Order of the Hand to provide protection for the dwarven Holds. They are called the Fist of Ignis and make up the martial half of the dwarven military.

## Order of Growth

This Green Band order tends the underground gardens that are found within the Holds. These gardens are filled with mushrooms and other plants that require no sunlight to be used as food crops. They also tend to the dwarves' livestock.

## Order of the Hand

This White Band exclusive Order is trained to become Paladins. They call themselves "The Hand of Angelus" and make up one half of the dwarven military. They are healers and scouts, and act as diplomats when they leave the dwarven borders.

## Order of Prayer

This Priestly order provides religious guidance to the other Orders. The Order of Prayer contains priests of every Band, so it can hold a spiritual connection to each Primarch.

## Order of Truth

This Order maintains the Dwarven libraries and pass Dwarven history to future generations. They teach

politics, diplomacy, and history to the children of all Orders, as well as the basics of all the skills from the other Orders.

## Order of the Stone

Tasked with expanding and maintaining Dwarven Holds, members of this Order are skilled builders and miners. The precious gems they discover while mining are used as currency within the Holds.

## Order of Trade

The Order of Trade is made up of all the expert tradesmen. There are multiple sects, one for each trade from blacksmithing to weaving. All tools, weapons, clothing, and any other material goods that the dwarves use are made by this Order and sold to outsiders by the Order of the Coin.

## Major Holds

### Kal-Garon

Kal-Garon is the capital of the dwarven realm. It is from within this Hold that the Order of Elders makes the decisions that will impact the entire realm. Kal-Garon is the largest of all the Holds and contains the highest population of non-dwarves. It is considered to be one of the most beautiful cities in Edara, as its large statues and carvings were expertly crafted and decorated with gold and the finest gems. Several of its largest structures are carved from stalactite and stalagmite formations.

### Kal-Torin

The sister Hold to Kal-Garon, Kal-Torin is a smaller version of the capital. It has a higher population of Green Banders, being so close to the Sylvaen Forest. The city also acts as the primary trade hub with the elves of that realm.

### North Mound City

North Mound City is far enough from the rest of the Holds and close enough to the Free Cities that the dwarves there don't feel as much a part of dwarven society as most dwarves do. They travel to and trade extensively with Therisen Village and Lyre. They also live in closer proximity to danger than the other Holds. Goblins in the tunnels and orcs on the surface are typical dangers for all the Holds, but the Maero, a dangerous swamp on the northern shore of Trombley Lake, constantly threatens their travel and trade routes. It is said amongst the other holds that North Mound has attempted to tunnel as far north as they can but have yet to find an end to the mountains.



## Spine Cavern

This Hold is remarkable because it was carved from a natural cavern filled with stalactites and stalagmites. Rather than carving their structures from solid rock like most Holds, buildings in Spine Cavern are made out of the stalagmites themselves, including full-pillar formations. This feat of architecture is particularly impressive because the structural integrity of the pillars is unharmed in order to maintain their load-bearing capability. Unlike other Holds, the structures are pointed or organically shaped rather than regular blocks.

## The Tunnels

The dwarves built tunnels throughout both the northern and eastern ranges of the Flamma Mountains. The Edaran creation story tells that the dwarves helped to build the mountains, leaving spaces for their tunnels as they went. Since the Age of Mortals, dwarves have been working on their hollows. Sometimes a space in the rock exists already and the dwarves use or expand it. Other times they dig straight through the rock, reinforcing it with beams of ironwood, a material so called for its incredible strength and durability.

There is a single large, central tunnel between each of the Holds that acts a highway for travel and trade. Along the way, tunnels branch off in all directions. Some go up to the surface, used for ventilation and as entrances and exits, while others go even deeper into the earth.

The dwarves have been digging and mining for so long that many tunnels are old and forgotten. Some of these have collapsed, their wooden braces rotted over the years. Others are inhabited by creatures of the dark. Insects, particularly spiders, are common in the abandoned recesses under the mountains. Goblinkin, an igneous race of low intelligence, frequently inhabit old tunnels and caves as well. While on hunting trips or expanding into new territory, the dwarves will sometimes run into these burrowing creatures and be forced to fend them off. Because of this threat Caravans must be guarded, and even then the goblins will occasionally raid them in an attempt to acquire valuable supplies. Old tunnels are particularly dangerous for small groups or anyone attempting to live alone.

Dwarven villages are rare, as protecting them is hard. Most attempts at settlements smaller than a full Hold have been abandoned over the years. The dwarves have frequently left behind their constructs. These robotic beings are able to maintain each other and therefore a group of them can be self-sustaining.

They continue to perform their duties, repairing the abandoned structures and attempting to fend off intruders, which sometimes even includes returning dwarves. On rare

occasions, constructs will get lost in the tunnels and become a danger to anyone they come upon. All dwarven Holds have massive gates of metal and stone, carved with bas reliefs or geometric patterns. The size and strength of these gates is legendary in all realms.

Dwarven legend tells of a secret tunnel that runs all the way to the roots of Arborvitae. Its existence, however, has never been proven or revealed.

## Backgrounds

### Lower Class

The Lower Class in the dwarven Holds is very small. Almost everyone in this class is caste-less, usually because of a physical injury that prevents the dwarf from contributing. It is also possible for a dwarf to be exiled if they somehow brought disgrace to their Order. Some dwarves choose to live in the tunnels, free from the castes, scraping by a dangerous living in the dark.

### Middle Class

This is the largest of the dwarven classes, made up of the castes that do not generate revenue. The laboring castes—the Orders of the Deep, the Fist, Growth, and Stone—have dangerous work but are vital for the survival of the Holds. The Orders of Ash, Prayer, and Truth are also in this class, although some of their members do climb their way to the Upper Class.

### Upper Class

Only four Orders are in this class. The Orders of Coin and Trade stimulate the economy of the Holds and bring in external currency, which in turn earns them a higher income. The Order of Elders receives more income in recognition of their esteemed yet difficult position. And the Order of the Hand is considered so prestigious and honorable that they are rewarded extra for their service. Most non-dwarven merchants and clergy within the Holds are in this class as well.

## The Free Cities

### Statistics

Common Races: All races

Population: 20,000

Government: Varied by city

Ruler: Varied by city

Currency: Varied, mostly Kurian coinage

## Life in the Free Cities

The Free Cities were formed over time through trade between realms. As trade routes became more common, stops developed along the way with populations of multiple races. During and after the war, they wanted to live their lives free from governmental control. Because of this belief the free cities are a melting pot of cultures from every mortal race. They pride themselves on their



diversity and acceptance of new ideas. However, the limited scope, or complete lack of, central government in each city also leads to disorder and corruption. Each city keeps its own guard, which is usually little more than a defensive militia. This has led to the Free Cities becoming a hotbed for criminal activities and the rise of adventuring guilds, who adhere to no central law and instead look out only for themselves.

Diets in the Free Cities vary widely by region. The people of Lyre eat fish from the lake and grains farmed

## The Raiders

The Raiders have made a name for themselves by besetting travelers crossing the plains to Lyre and the dwarven Holds. Many call it criminal; they call it a successful living. All members of the Raiders are wanted in Kuria, and local lords will pay a bounty for their capture or death if their allegiance to this guild is discovered.



from the fields such as wheat and corn. Araeris, Lysec, and Pertony have a diet similar to the elves, largely leafy greens, fruits, and nuts with some game and the occasional grain and vegetable crops shipped in from Kuria. Therisen Village has a very high protein diet consisting of mostly game animals and goats with the addition of some root crops.

## Guilds of the Free Cities

### Crimson Company

Crimson Company is the largest adventuring guild in the Free Cities. They take jobs for the surrounding governments and nobility. They are in constant competition with the other Guilds and are seen as a large target.

### Dust Company

As the second largest Guild in the free cities, Dust Company constantly seeks to usurp Crimson Company and take their seat as the most profitable Guild. Dust Company is known for their dangerous methods and morally objectionable behavior, but they get fast results.

## Major Cities

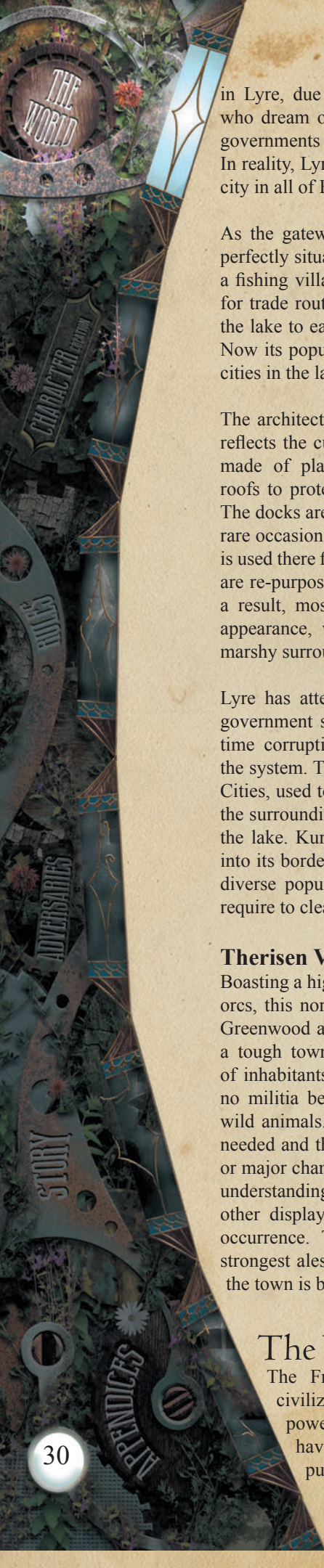
### Araeris, Lysec, and Pertony

These three towns once belonged to Kuria, but during the Primarch's War Kuria removed its guards and never returned. Now the towns are home to a mixture of elves, humans, and gnomes and are common stops for travelers and traders moving from one side of Kuria to the other or traveling to the Forest of Sylvae. Araeris and Lysec have a higher elven population, which keeps crime down, though Pertony is more human and wild. All of these towns have a self-appointed governor that presides over any major decisions, but for the most part it is an honorary title. They have no militia, as they have an agreement with the elves to be protected by the elven Rangers due to their high elven population and location within the forest.

### Lyre

The Free Cities run completely independently of each other. However, if any one city could be named their capital, it would be Lyre. The major Guilds all station their headquarters





in Lyre, due to its size and central location. Those who dream of freedom from the oppression of their governments see Lyre as a place of refuge and hope. In reality, Lyre is the most dangerous and crime-filled city in all of Edara.

As the gateway between the east and west, Lyre is perfectly situated for both trade and travel. Starting as a fishing village on Trombley Lake, it became a hub for trade routes going north to the mountains, across the lake to east, or south along the Thronberry River. Now its population rivals that of some of the biggest cities in the land.

The architecture of Lyre is unique and, oddly, rarely reflects the cultural pool it is home to. Buildings are made of plain wood with steep, wooden-shingled roofs to protect from the high rainfall in the region. The docks are the city's most valuable asset, so on the rare occasion that the town is provided new lumber, it is used there first and the pieces that are being replaced are re-purposed to repair or build other structures. As a result, most buildings have a slightly dilapidated appearance, which matches the wet and somewhat marshy surroundings.

Lyre has attempted to create a democratic form of government several times throughout the ages. Each time corruption, apathy, or anarchy has dismantled the system. The city has the largest militia of the Free Cities, used to protect its citizens from the dangers of the surrounding plains and the swamps at each end of the lake. Kuria has never attempted to envelop Lyre into its borders, whether it is because of distance, the diverse population, or because of the cost it would require to clean up the city.

### **Therisen Village**

Boasting a higher population of dwarves, humans, and orcs, this northern town is nestled right between the Greenwood and the mountains. It is known for being a tough town—both its colder climate and mixture of inhabitants breeds a grittier stock. As such, it has no militia because no one dares attack it, not even wild animals. It also has no government, for none is needed and the town naturally resolves any problems or major changes. Crime is relatively low as a general understanding, with injuries from bar fights and other displays of bravado being the most common occurrence. The town is famous for brewing the strongest ales and spirits, and the lumber business in the town is booming.

### **The Wilderness**

The Free Cities are all on the fringes of civilization, located far enough away from powerful governments, like Kuria, that they have complete sovereignty. However, that puts them closer to the dangers of untamed

wilds as well.

Lyre is the most exposed of all the Free Cities and must protect itself on all sides. To the west are the Surya Plains. They are a sea of yellow and green waist-high grass, waving in beautiful patterns in the breeze, untouched between towns. Kuria sends out light patrols to help suppress dangers in the plains, but it is never fully safe, particularly past the Kurian border. Wild animals like the flying wyvern prey on travelers and have strength in numbers. But the greatest danger of the Surya Plains are the bandits and outlaws, as the tall grass makes perfect shelter for anyone trying to hide. The lack of roads slow the trade caravans that regularly travel to and from Lyre and make them perfect targets. Caravan guards are always in high demand and decently paid.

Across the lake from Lyre lays a huge expanse of land with grass twice the height of that in the west. This is the Griffin Plains, so named for the majestic beasts that make their home there. Griffins are nearly twice as large as a wyvern, and are the wyverns only natural predator. Everything that far east seems to be bigger, though. Dire elk roam the fields in massive herds, their growth unhindered by the open expanse of golden land. The dire eagles are large enough to pick up a full-grown man. And the tall grass hides unknown wonders, such as the fabled unicorn. Only a few villages rest in the Griffin Plains, outposts along the major trade routes and the Thronberry River. Otherwise mortal races are uncommon, including bandits, though the natural dangers of the plains pose enough of a threat on their own. The river itself provides steady sustenance: five miles wide in some places and teeming with fish. The steady current makes it a highway for riverboat travel and trade routes.

To the south of the lake is the Marks Fen, a swamp on either side of the Thronberry River. It is more alive and green than most swamps in Edara, though that does not say much given its rather muddy and gray appearance. Crocodiles roam the swamp, and disease-ridden mosquitoes pose a tiny threat in all of Edara's marshes. Swamps are places of death and decay; home to zombies, skeletons, and nightmares like phantoms and drakghouls. The ancient ruins of twin forts that guarded either side of the mouth of the river sit abandoned where they have lain untended since the middle of the Primarch War, the site of a forgotten battle.

On the northern shore of the lake is the Maero, the black swamp. The deadliest swamp in all the land, legend has it that no two people have ever died the same way there. Even its appearance radiates death—the trees are leafless and a sticky slime hangs from their branches, the mud and water are black, and a thick fog hangs over the swamp that stretches for miles in the surrounding area. Travelers even say that they experience a



foreboding, sorrowful feeling when passing by. The climate of the Maero is too cold for crocodiles, but not acid worms. The giant worms hide in the mud and water, preying on anything that gets too close. All sorts of Undead and Nightmare creatures haunt the Maero, and it is said that the howling of werewolves and moaning of ghosts can be heard in the swamp at night. Local folklore tells that the worst of all are the dragons, two great black serpents that hunt together in the swamp. Very few people venture into that swamp, and even fewer return.

The hills and mountains that surround Therisen Village pose little threat to the town. Goblinkin learned long ago that it is foolish to attack, and the townsfolk hunt in the surrounding area enough that the animals know to give it a wide berth. Any danger to the town comes from the Greenwood. The pine forest is home to darker things than wolves and bears. Vampires and werewolves are more common there than anywhere else in Edara, and spiders make nests in the tall trees. Still, such creatures prefer to prey on unwary travelers in the woods than to attack the town directly.

## Backgrounds

### Lower Class

Life for the coin-less in the Free Cities is easier than in most of Edara, but also very dangerous. Temporary employment is available in both legal and illegal forms. The guilds, particularly the Raiders, are often looking for new recruits. Such jobs are typically low-paying and dangerous; keeping the lower class in poverty. Crime is plentiful in most cities and it is not hard to find crews of thieves. Some choose to live outside the cities, in remote locations that allow them to live off the land. This is a more respectable life, and woodsmen and mountain men are common.

### Middle Class

Hunters, fishers, farmers, dockhands, woodcutters, militia, and members of the Guilds fall into this class. Harder but steadier work, both honest and dishonest, leads to more currency and a better life in the Free Cities.

### Upper Class

Achieving a high income in the Free Cities is difficult, making this the least populous class. Merchants, craftsmen, clergy, and ranking members of the Guilds are all able to do well for themselves, but they have to be wary and protect their wealth and their business. Those in Lyre that own large boats to transport trade goods across the lake or down the Thronberry River are usually Upper Class, as are the brewers in Therisen Village.

## The Forest of Sylvae

### Statistics

Common Races: Elf, Gnome  
Capital City: Arborvitae  
Population: 40,000  
Government: Tribal socialism  
Ruler: Woodspeaker Nysandra  
Currency: Tokens of valuable wood

### Life in Sylvae

Elves live in villages that date back thousands of cycles. The exact origins of their foundation are unknown, and it is a common belief that they were built by the first elves themselves. While each village contains a single tribe, all elves belong to one Sacred Tribe. They are lead by a female of the Green Band called The Woodspeaker, and each individual tribe has a Green female leader called a Greenspeaker. Every year, each Greenspeaker makes a pilgrimage to the elven capital of Arborvitae, the tree of life, to meet with the Woodspeaker.

All elves revere life, regardless of what Band they are, and would never harm the trees of their forest realm. Homes and other structures are built directly into the trees, with the sapwood expanded safely around the outside—nothing is demolished or removed. In some cases, this results in a bulge in the trunk of the tree. Over the past few hundred years, cities have expanded by hanging additional structures from strong tree branches. Smaller tribes don't even have permanent settlements but prefer to roam the wilds, staying in an area for only a few months at a time.

Tradition is very important in elven culture. Not only have their cities gone unchanged, but so have their practices. Politics, combat techniques, ceremonies, and craftsmanship are the same now as they were in the Age of Mortals. Elven armor and weapons created now look the same as their ancient counterparts, and the forging techniques passed down through the ages have been perfected—elven designs may look delicate, but a secret technique of folding the metal back on itself creates a stronger metal than that of any other race. Elves are extremely wary of sharing this rich heritage with outsiders, though they do allow others into their tribes.

Elven society is built on principals of equality and communal support. All members of a tribe, both elven and foreign, are expected to contribute to the good of the group. Children are raised by the entire tribe rather than their parents. Goods and services are provided freely, and every member of their society receives what they



need day to day. They have no need to use currency between themselves, but when trade is necessary they use a barter system.

Despite the inner workings of their own economy, elves understand the need for currency with other races. When trading with outsiders or beyond their own borders, they exchange tokens of valuable heartwood about the size of the palm of their hand. They name their coins after the type of polished heartwood: elderwood, rosewood, and cherry burl. Other races simply call them “elders,” “roses,” and “burls.” When these tokens are created, a spell is placed on them that will allow them to join with other tokens of the same wood, creating pieces large enough to be worked in craftsmanship. Any external currency collected from trade is deposited with the Sacred Tribe and kept in

weapons are considered the best in all of Edara with the most famous of all being the Longblade.

The typical diet in the Sylvan forests consists of leafy greens from wide-ranging gardens, fruits, nuts, and wild game such as deer and rabbits, with the occasional addition of fish.

### The Rangers

The Rangers are an elite group within the elven military that protect the borders of Sylvae. Recruits are selected from the best warriors amongst the elves, some say the best in all Edara, and undergo decades of vigorous and thorough training on top of their existing military service. Rangers are experts in both ranged and melee combat and masters of stealth and scouting. It is rumored that the Rangers keep watch over all



Arborvitae to be used by any elves traveling to other realms.

While the elves have accepted many of the ideals of the renaissance—art and music in particular have seen a huge surge in elven culture—they eschew most forms of steam technology. No industry or pollution exists in Sylvae, and any simple gadgets, such as timepieces or telescopes that the elves might actually use are imported from the other realms. Guns are especially considered taboo. Elves prefer to use their own traditional weaponry: delicate and lightweight but incredibly strong. They craft their swords and bows from hornbeam, known as ironwood by outsiders, or steel that is crafted in an ancient technique known only to elves. The metal is folded over on itself multiple times, making it stronger than any other weapon. Elven

intruders in their forest even if they do not reveal themselves. Not only do the Rangers protect the forest, but they hunt and provide other small services for many smaller villages and tribes. They also watch over the Free Cities of Araeris, Lysec, and Pertony, although the Rangers do not interact with those towns directly.

### Major Cities Arborvitae

Arborvitae is the legendary tree of life, said to have been grown by Sylva herself. The ancient elderwood towers over all other trees in the forest and never loses its leaves. It is in the boughs of this tree that the Sylvaen ream is ruled. Woodspeaker Nysandra makes her home at the very top of the tree, and it is considered a religious experience for Greenspeakers to meet with her. The great tree is surrounded by the biggest city



in the realm, nestled seamlessly into the forest. It is home to the Skyseer Tribe, the largest and most well-known of all the elven tribes. The city of Arborvitae is also home to the only piece of steam technology in the forest—a great Zeppelin that travels from the top of the tree to the dwarven city of Kal-Torin once every few weeks.

### Ethralion

Tucked between the banks of the great Thronberry River and the Mooney River, Ethralion is home to the Waterrunner Tribe. This strategic location makes the city a trade hub with Lyre and the dwarven Holds and even sometimes with Kuria. The Waterrunners are expert fishermen and regularly send shipments of fish to Arborvitae to provide some variety in elven diet.

### L'erion

The smallest of the elves' major towns, L'erion is the closest to Kuria. It is the only elven town with a road, little more than an overgrown cart path that connects to the nearby Free Cities. The tribe in L'erion is the Leafshaper Tribe, so called because they built huts out of living saplings entwined together for many of the non-elf inhabitants of the town, the highest concentration of any elven city, so they could be comfortable in dwellings more suited to their tastes.

### Wandering Tribes

There are two large elven tribes that prefer a nomadic lifestyle to permanent settlements. The Groundwalker Tribe has the largest territory, making a circuit between the Cockrill and Thronberry Rivers every two years. They always spend the winters at a river and pass through Arborvitae on their way back and forth. The Windblown Tribe stays to the east of the Thronberry River, cycling from the Mooney River out onto the Griffin Plains. They usually spend a few months each summer in the plains, making them the only tribe that stays out of the Forest of Sylvae for that long. They hunt dire elk to keep them full during the winter months and usually share excess meat with the Waterrunner Tribe in Ethralion.

## The Forest

The forest of Sylvae is a deciduous hardwood forest. It has a gentle temperate climate with warm summers and very little if any snowfall in the winter. The trees are of all varieties—oak and ash, cherry and maple, walnut and hickory, linden and elm, rare rosewood and elderwood that grow only in Sylvae, and birch and willow along the rivers. Growing since the dawn of time, the ancient trees in much of the forest are enormous; hundreds of feet tall and as thick as a Kurian house. The branches are the size of trees elsewhere in the world and are often used by the elves for travel to avoid the thick and sometimes impassible underbrush. The trees turn color and drop their leaves

in the autumn, a time of festival for the elves; a celebration of Sylva and the Grandfather's agreement to create Auraelius. This is true for all trees but Arborvitae, whose leaves shelter the rest of the forest all year long.

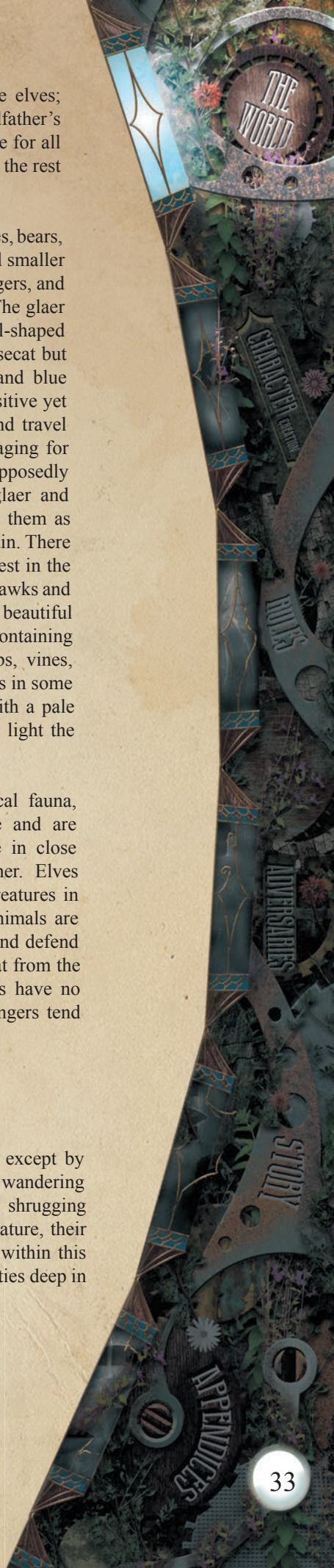
The forest is abundant with wildlife. Wolves, bears, elk, and deer make their homes there, and smaller animals like foxes, raccoons, rabbits, badgers, and squirrels thrive in the thick underbrush. The glaer is a creature unique to the realm, a ball-shaped nocturnal animal about the size of a housecat but with several inches of dense fur; soft and blue with silver stripes. It is playful and inquisitive yet illusive. They stick to the forest floor and travel in small groups for protection while foraging for fruit, the primary item in their diet. Supposedly a human from Pertony once found a glaer and thought he could make a fortune selling them as pets in Kuria—but he was never seen again. There are also dozens of species of birds that nest in the trees, from small songbirds to crows and hawks and the crimson rosh, a rare, large bird with beautiful red plumage. Plant life is just as diverse, containing countless varieties of wildflowers, shrubs, vines, and fungus. A unique kind of lichen grows in some parts of the forest that glows at night with a pale blue light. This is harvested and used to light the paths within the bigger elven cities.

The elves are peaceful towards the local fauna, an attitude that the animals can sense and are accustomed to. Animal and mortal live in close proximity without bothering one another. Elves will even go out of their way to help creatures in need. The elves do hunt, though, and animals are able to pick up the change in mentality and defend themselves if necessary. There is no threat from the mortal races within Sylvae, as the elves have no conflict amongst themselves and the Rangers tend to external threats.

## Backgrounds

### Lower Class

No one lives a low class life in Sylvae except by choice. Some within the villages or wandering tribes have chosen to live simple lives, shrugging off worldly possessions to be closer to nature, their Primarch, or for personal reasons. Most within this class live alone or in very small communities deep in the forest, surviving on skill alone.





## Middle Class

The wandering tribes, Groundwalker and Windblown, would be in this class by the standards of other realms. Their nomadic lifestyle is harder than that of a permanent village and requires more regular physical labor. Still, everyone in these tribes has what they need to live. Members of this class are almost as rare as the lower class in the villages.

## Upper Class

The majority of the population in Sylvae is Upper Class. Their socialistic society provides food, clothing, shelter, and any other needs to all members of the tribes, regardless of race.

The rest of the realm is a feudal system, with provinces run by the nobles of the great houses.

The nobles of Kuria are corrupt and power hungry. They host extravagant balls and feasts: the true embodiment of Renaissance affluence. The capital city of Larith has become a central home to the Noble's debauchery.

A delicate balance exists amongst the great houses with an ebb and flow of underhanded moves and power plays. Tentative alliances form and are broken frequently. The Kurian common folk are unaware of, and perhaps apathetic to, the corruption and power plays amongst the Noble Class, but the races of the other realms are not as blind.



## The Kurian Kingdom

### Statistics

Common Races: Human  
Capital City: Larith  
Population: 130,000  
Government: Feudal monarchy  
Ruler: King Malincroft  
Currency: Gold, silver, and copper coins

### Life in Kuria

Kuria was the first, and so far only, official kingdom in Edara. Their line of kings runs back generations and has helped to set the official calendar and numbering system for the rest of the realms.

Kuria is ruled by King Malincroft, who many in Kuria believe to be a just and fair king.

Most citizens of Kuria live their lives as farmers or craftsman. They look up to their local feudal lord and go about their daily business with little interruption except during holidays, in which the people take to the streets in large festivals and carnivals.

Human cities are crowded, dirty, sprawling monstrosities. Industry has taken root there, increasing noise and pollution from factories and powered vehicles. Towns are significantly smaller by comparison, both in size and population, where everyone knows everyone else's name. Beyond that, farms and other small communities settle their buildings in tight, wheel-like circles for protection. Domestic structures are in the middle, workshops and barns on the outside, with fields and pastures radiating outward.

Kuria was the first realm to fully embrace steam technology. In the large cities, steam is used to provide



power to the cities and work their plumbing systems. It is common to see steamcars and other vehicles driving on the paved streets of Larith and other large cities. Smaller villages are lucky to have even one gaslight and still rely on candles and lanterns to provide light.

The standard coinage of Kuria contains the visage of Angelus on one side and Mortis on the other. Food is available here in more variety than any other realm. Crops of grains, roots, and vegetables are plentiful. Many houses in villages have gardens of leafy greens, and such crops are shipped into the cities. A wide range of livestock is available all across the realm including cattle, pig, goat, and sheep. Game animals are rarer in cities but are common fare in outlying villages. Kuria also ships large quantities of their crops to several of the other realms, though it is only a small portion of their diet.

## The Great Houses

Kuria is divided into provinces by the noble houses. Each oversees vassals and land tenants, governing their province as they see fit. However, their reach extends beyond the borders of their own land. Every house owes allegiance to the king.

### House Aspirian

House Aspirian has built for itself a trade empire that stretches beyond the borders of Kuria and into the other realms. They are the masters of all forms of trade and no goods exchange hands in Kuria without their knowledge. Their province is the most populated, controlled out of Tortmos but also containing Rodine and most of the Primarch's Road.

### House Bandici

A highly disciplined and militaristic house. Most of this family are Reds. They teach military strategy to their children at a young age, well before they reach their Banding Ceremony. Most great generals and guard captains have come from House Bandici. From their home in Garina they are able to conduct military drills in the Surya Plains.

### House Malincroft

This is the current ruling line of Kuria. Bryndon Malincroft took control of Kuria from House Tamalt after a bloody, but necessary, coup, ending the Tamalt line. The nobles of House Malincroft all vie for position in hopes of one day inheriting the throne, but currently the line will pass to King Malincroft's son Balsotur.

### House Ravensgate

Primarily a White Band House, House Ravensgate prides itself on providing High Priests and Clergy for the White Band. The current high priest, Benito

Ravensgate, was born to this house. The White Band's Redgrass Abby is presided over by Ravensgate family members, although formally it does not belong to the House. The Abby's neighboring city of Belven is the capital of the House's province.

### House Riaclies

House Riaclies sets themselves apart from the other major houses. They don't participate in politics or schemes. Instead they prefer to pour their assets into invention. Members of House Riaclies are considered to be geniuses of the highest order. The capital of their province is Onem, situated at the end of the Glascoe River.

### House Viera

House Viera is said to line their beds with currency. The family is seated in Rihint, in the heart of the Birkel Heath. The region is rich with the precious metals Kuria mints as its currency, which is the primary source of House Viera's wealth. However, the house came out of the war even richer, though no one questions where the extra wealth came from. The family payrolls churches, schools, businesses, Bands, and merchants. Almost every other house owes money to House Viera.

### Minor Houses

There are dozens of minor noble houses. All govern land, though their holdings are significantly smaller than that of the major houses. Still, they play an important role in Kurian politics and have a balance of power amongst their own ranks.

## Major Cities

### Castle Hyde

This is the last known location of notable Green Band scientist, Professor Julius Hyde. No one is allowed to enter the private castle, but the technology that ships from the island to the mainland is used in the construction of battleships, airships, and steamcars.

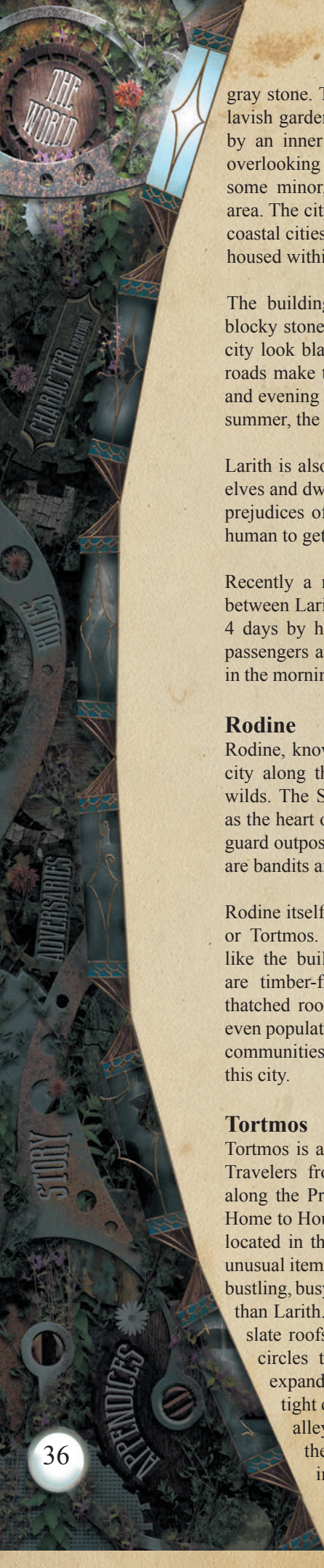
### Garina

The biggest of the border cities, Garina houses one of the largest guard barracks, falling only slightly behind Larith and Tortmos. As with all the border cities, a wooden stockade protects the town and is expanded to encompass any new buildings, leaving some abandoned segments in disrepair lost amongst the buildings. Located at the end of the Primarch's Road, Garina sees a fair amount of trade and traffic.

### Larith

The capital city of Kuria. The seat of the King rests at Castle Larith. The city is protected by a high outer wall made of





gray stone. The castle and its grounds, which include lavish gardens, are separated from the rest of the city by an inner wall that connects with the outer one, overlooking the sea. Most of the major houses, and some minor, have estates in and around the Larith area. The city acts as a large port that allows the other coastal cities to trade goods. The Great Library is also housed within this city.

The buildings themselves are two or three storied blocky stone structures with slate roofs that make the city look black when viewed at a distance. Flagstone roads make the city loud, particularly in the morning and evening as carts go to and from the market. In the summer, the stone and slate make the heat unbearable.

Larith is also home to an underground community of elves and dwarves that live in the city, hiding from the prejudices of humans. Some even attempt to pose as human to get by.

Recently a railroad, the first of its kind, was built between Larith and Tortmos. It makes a trip that takes 4 days by horseback last just a few hours, carrying passengers and cargo. It runs twice a day, to Tortmos in the morning and back to the capital in the afternoon.

### **Rodine**

Rodine, known to locals as “the last stop”, is the last city along the Primarch’s Road before reaching the wilds. The Surya Plains are not as heavily protected as the heart of Kuria and while small towns, inns, and guard outposts are still common along the highway, so are bandits and wild animals.

Rodine itself has a lower population than either Larith or Tortmos. Its buildings are more spread out, and like the buildings in most other Kurian cities they are timber-framed with wattle-and-daub walls and thatched roofs. The city has a rustic appearance and even population, with frequent traffic from the farming communities in the Surya Plains. No wall surrounds this city.

### **Tortmos**

Tortmos is a trade hub located on the Glascoe River. Travelers from across Kuria pass through Tortmos along the Primarch’s Road or on the Glascoe River. Home to House Aspirian, all manner of businesses are located in the city. If one ever needed to procure an unusual item, Tortmos is the place to find it. Tortmos, a bustling, busy city, is denser and has a higher population than Larith. Like Larith, the buildings are stone with slate roofs and the streets are paved. A stone wall circles the heart of the city, but the buildings expanded beyond its protection long ago. The tight configuration of buildings creates twisting alleyways and it is said that some even use the rooftops for travel. The flow of money in this city makes the class division more

prevalent and obvious, and crime rates are higher in Tortmos than in any other city in Kuria.

### **Water Castle**

This ancient city sits on the thumb of Auraelius’ fist, built into the side of a hill. Legend has it that it was the birthplace of mankind, but its original name has been long forgotten. Today it is still a busy port, but its age shows. The stone buildings are crumbling and sun-bleached, and the castle itself is half collapsed.

## **The Countryside**

The Kurian countryside that stretches between cities is beautiful and diverse. The kingdom covers more territory than any other realm, therefore giving it the widest range of terrain and climate.

Central Kuria, along the Glascoe River, has a typical temperate climate. In the summer, the fields are green with a soft, knee-high grass. The two-mile wide river flows faster than the Thronberry at that time of year. Winters are cold and snowy, decreasing the traffic on the river and highway as the farmers stop bringing crops to the market. Natural threats in the region are rare, limited to small packs of wolves. Outlaws are not a large threat, as they are constantly on the run from the Kurian Guard.

To the south of Larith lies the Kurian highlands, a region with rolling hills and large boulders that create natural shelter. In olden days, stone was quarried there for Larith and Tortmos before the nobles turned the empty quarries into tombs for their families. The tombs now lie forgotten, though some families still make burial mounds in the hills. The highlands are dominated by a towering, rocky hill called Atchis Knoll. A fort stood atop the Knoll for a millennia, and during the Primarch’s War it was heavily guarded to keep Black Banders from hiding in the hills and practicing necromancy in the tombs. During the Great Disaster an earthquake split the hill open, ripping a large crack through the middle of the fort. Dozens of soldiers fell through the hill to their death. Today the fort lies forgotten and in ruin. Tales of phantoms and other undead from the fort and tombs keep locals away from the highlands, but do little to deter criminals seeking a safe hiding place.

In the east are the Surya Plains, the breadbasket of Kuria. The warm plains region is a sea of coarse, waist-high yellow and green grass. Circular farming communities dot the plains, close enough together that the pinwheels of fields connect near the cities, forming patterns like the gears of a steam gadget. Most grain and legume crops are grown here, with corn and wheat being the primary staples. The Primarch’s Road cuts through the lower third of the plains, heavy with traffic between central Kuria and the outlying cities. Villages and inns line the highway and its branching



roads, capitalizing on the flow of trade caravans and crop shipments from plantations and the minor agricultural houses. Highwaymen and other bandits are common in the region, hiding in the wide open expanses between cities. These areas are also hunted by coyotes and flying wyverns. Guard patrols keep such threats away from communities as best they can, but attacks do happen, and the farther you travel from populated areas the more dangerous it becomes.

Southern Kuria has a warm, dry climate. The Birkel Heath covers most of the peninsula, overlooking the sea from steep cliffs that stretch up to the highlands. The heaths are full of color, with all manner of wildflowers blooming for much of the year. Trees are sparse and small; shrubs are the dominant ground cover. Dry farming is common, with top crops being potatoes, oats, and barley. Livestock is a more reliable method of income than farming, as the plentiful low-ground foliage makes for excellent grazing. The area is well-known for its rich mines of gold, silver, and copper. The mines and all metal shipments are heavily guarded and therefore banditry is low, attempted only by the most skilled and best equipped. South of the Cockrill River is the Loose Moor, a giant swamp that extends to the very edge of the Kurian border on the sea. Only the town of Daripe is spared from the wetlands. The warm climate makes for a mucky swamp, filled with crocodiles, acid worms, bugs, and cypress trees with spongy hanging moss. No undead are known to haunt plague the swamp, except those in stories meant to scare children.

Finally, the north is a cool temperate zone. Maple and oak are the predominate hardwoods, though pine trees are far more common. The Greenwood, which covers half the northern Kurian border, is an all-pine forest. Grass and shrubbery cover is low to the ground, giving plentiful shelter to smaller animals but leaving the deer and wolf population exposed throughout the majority of the region. As in the south, livestock is more common than crop farming, and herders will spend weeks at a time roaming the fields with their sheep or goats. The shore is a drowned coastline, creating many rocky formations just off the shore. Thick seaweed clings to the rocks, visible when the tide is low. Clams, crabs, and lobster are plentiful, making the seafood business the most lucrative in the region. The most dangerous area in the north is the marsh along the Maxon River. Locals call it the ghost swamp, the second most haunted marsh next to the Maero. Vampires in particular like this marsh, although they are a rarer form of undead. A cold mist clings to the ghost swamp no matter what season or time of day it is, making the road from Raelen to Belven incredibly dangerous. The White Band has a high population in the region, frequently able to find employment in those towns escorting travelers and trade caravans or just hunting down the monsters in the swamp.

## Backgrounds

Life in Kuria varies greatly depending on your background. Kuria, more than any other realm, has a visible caste system that divides it. The rich live in highly ornamented manors, while the poor live on the streets or in the surrounding fields and forests.

### Lower Class

Members of this class have to fight to survive. They do not hold a steady job and are forced to steal, beg, or do occasional odd jobs. In the cities, their home is on the streets, sewers, or abandoned buildings alongside other vagrants. In towns and outlying communities, this class usually lives in the woods or fields, hunting and gathering food. Crime is common, and safety is rare. Non-humans in Kuria are commonly in this class.

### Middle Class

This class is employed in the factories, steamworks, sewers, and docks of Kurian cities. In towns, they are farmhands, groundsman herders, fishermen, miners, and woodcutters. Soldiers and guardsmen also make up this class. Their work is hard and their pay is low, allowing for the basics of life but no luxuries. The work is honest, though, and camaraderie exists amongst this class. Those non-humans lucky enough to pass as human would be found in this class.

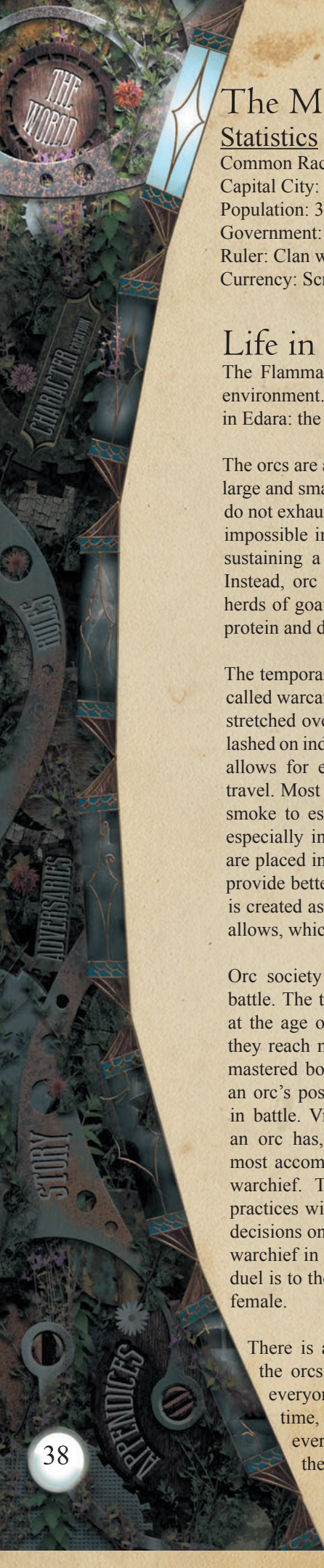
### Upper Class

Clergy, doctors, scholars, military officers, land owners, merchants, bankers, and other businessmen make up the Upper Class in Kuria. They are steadily employed in a respectable position with respectable income. They acquire pleasant accommodations, some finer luxuries, and have time to themselves. A life in the Upper Class is not all posh: plenty of work is still required, and sometimes it is at the expense of others. It is rare to find non-humans in this class, though traveling merchants are not uncommon in Kuria.

### Noble Class

The great and minor houses of Kuria are the singular Noble Class in all of Edara. Only humans are vain and greedy enough to form this rank of society. They live in large villas, mansions, or castles and lead a life of luxury attending balls and hosting parties. Such wealth allows for a good education and quality training with weapons or Auramancy. The Noble Class engages in politics and constantly schemes against each other, making various demonstrations and plays for power.





# The Mountains of Flamma

## Statistics

Common Races: Ogre, Orc  
Capital City: None  
Population: 30,000, (excluding goblins)  
Government: Hierarchy  
Ruler: Clan warchief and shaman  
Currency: Scrap

## Life in Flamma

The Flamma Mountains are a harsh and unforgiving environment. It has bred two of the fiercest mortal races in Edara: the orcs and ogres.

The orcs are a nomadic people. They live in tribes both large and small, moving through the mountains so they do not exhaust all the resources in one area. Farming is impossible in the rocky crags and hills, which makes sustaining a large population in one place difficult. Instead, orc clans hunt for their food and tend large herds of goats. As a result, their diets contain a lot of protein and dairy but very little else.

The temporary settlements constructed by the orcs are called warcamps. Its structures are tents of animal hide stretched over a domed frame of sticks. The hides are lashed on individually rather than sewn together, which allows for easier packing and transportation during travel. Most tents leave an opening at the top to allow smoke to escape, as fires are necessary for warmth, especially in the northern mountain range. The tents are placed in tight clusters with the door facing out to provide better defense. A large space called a warfield is created as close to the center of the camp as terrain allows, which is used for combat and training.

Orc society is built around two things: honor and battle. The two go hand-in-hand. Orcs begin training at the age of 6, male and female alike. By the time they reach maturity at 15, they are expected to have mastered both ranged and melee combat. After that, an orc's position in their tribe is based on their skill in battle. Victories gain honor, and the more honor an orc has, the more respected they become. The most accomplished warrior in a clan is typically the warchief. They oversee the warfield and combat practices within the clan, as well as make all tactical decisions on the battlefield. Anyone can challenge the warchief in an attempt to take their place, though the duel is to the death. Anyone can be warchief, male or female.

There is almost no concept of free time amongst the orcs. In an environment like the mountains, everyone must pull their own weight all of the time, even the children. When a clan travels, everyone carries something and all must be on the lookout for predators, as the clan is most

vulnerable when on the move. When camped, there is always something to do. Tasks like hunting, cooking, smithing, tending to the goat herds, and training the youths are all handled according to rank. Those high enough in rank to avoid such manual labor, and any that finish with their previous tasks, participate in duels on the warfield. Typically multiple duels take place at a time, and any that are forced to wait due to lack of space cycle out when a fight is finished. It is these fights, in addition to performance in live combat, that help determine an orc's honor and rank in the clan. The only time an orc may relax is at night, after the sun goes down. The whole clan gathers in the warfield for their evening meal while the clan's shaman regales them with stories of heroes, monsters, and the Primarchs.

Orcs are incredibly superstitious and most believe in the Primarchs. They revere the shaman with the same level of respect as the warchief, even though the shaman does not participate in combat unless the tribe is attacked directly. The shaman makes all spiritual decisions for the tribe and sees to their daily life. They also read omens and portents from nature that influence when the tribe will enter real combat. Most orcs who have the gift of Auramancy train under the shaman and are also exempt from standard combat practices. Such a position is considered a great honor in itself. However, this does not stop the Auramancers from dueling each other, and sometimes even others, for fun and to show off.

Honor makes all the difference in the clans. An orc can be honored, or dishonored, not just by their own skill and accomplishments in battle but also by their mate and their children. Even the ritual for choosing a mate is based on honor and rank. The orcs believe that when they die, they will join each other in The Great Beyond to battle every day in what they refer to as "The Everlasting Melee" and then feast all night. It is their dream to die in battle; the epitome of an honorable death. An orc that cheats or fights dirty, either on the warfield or during real combat, or is defeated in real combat is dishonored, leading to exile or even suicide. Within the clan, dishonored orcs may choose to drop in rank instead of facing exile or suicide. However, living at the bottom long enough may force an orc to choose exile, or their family may force them out.

Orcs frequently raid settlements and trade caravans. This practice keeps their skills honed and provides members of the clan a way to prove themselves and gain honor. The orcs' environment and lifestyle makes them scavengers by nature, stealing what materials they can to get by. Their armor and weapons are all pieced together from various materials, giving them a sharp, crude appearance. The dwarves, traders, and very few non-orc settlements in the mountains and Griffin Plains are accustomed to this and employ large squads of guards to protect themselves. It is not always enough,



though, which makes life in a non-orc settlement in the region harder than any other. Only the truly desperate, brave, or those without any other choice live in these mountains

The orcs biggest raiding target is their much less-intelligent cousins, the goblins, who have small nomadic clans of their own. Never refer to an orc as a goblin, as it is considered a grievous, and often fatal, insult. Unfortunately, most have never seen an orc or goblin before and only know them by reputation. It can be difficult to tell the difference; goblins are just much smaller.

Ogre society is very different from that of the orcs. They live in tight-knit family groups numbering between four and ten members. Ogres can be nomadic, and sometimes have to be if the hunting in an area begins to dry up. Most ogre families will settle in a surface cave. Their lives are simple and their sheer size and strength makes work easier, allowing them time to relax, unlike the orcs. Boulder-throwing is a common pastime, and those that are familiar with the mountains know to steer clear of the thunderous sound the activity makes. Ogres are extremely protective of their family groups and can therefore be territorial. Ogres have no true culture of their own, and some

## Major Warcamps

### Camp Ro'kin

The Ro'kin Clan is the biggest threat to the dwarven Holds. Their territory lies between Spine Cavern and Kal-Torin, two major Holds. The Ro'kin have learned of many entrances to the tunnels in that area and frequently make raids underground.

### Camp Tal'ron

The largest and most ruthless of the orc clans is Clan Tal'Ron. The other clans consider them to have lower honor because Tal'Ron attacks other orcs more than any other clan. In fact, killing a Tal'Ron earns more honor than usual for the other orc clans. Clan Tal'Ron's territory is above the dwarven hold of Kal-Garon, where the northern and eastern mountain ranges meet. This location gives them perfect access to the other clans' territory.

## The Mountains

The Mountains of Flamma are the most difficult terrain and climate in Edara. Starting as foothills at the edge of the plains and forests, the mountains

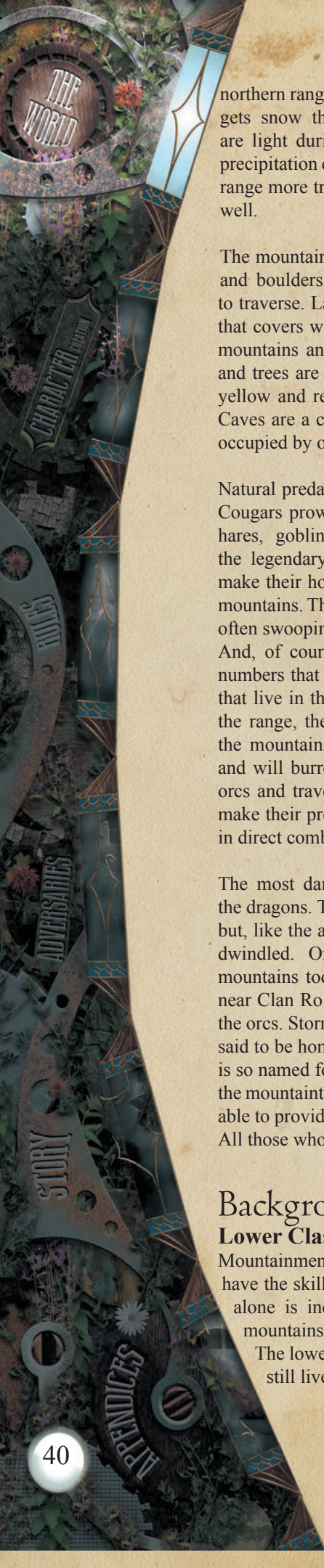


ogres will seek out orc clans, where they are welcome to join. Ogres are known for their brute force on the battlefield and therefore are considered a great asset for the clan. Typically ogres rank high in the clan and it is common for them to hold the position of warchief.

rise thousands of feet in sharp, jagged peaks. They can be seen from miles away, jutting out of the ground towards the sky.

There are two ranges, one in the north and one in the east. While both have cool temperatures due to the altitude, the





northern range is much colder and wetter. It frequently gets snow throughout the year, although snowfalls are light during the summer months. The increased precipitation causes more erosion, making the northern range more treacherous than its eastern counterpart as well.

The mountains are mostly red granite. Gulleys, crags, and boulders make the ground uneven and difficult to traverse. Landslides have ground a fine, grainy dirt that covers what little flat ground can be found in the mountains and hills. From this, small twisted shrubs and trees are sometimes able to grow, and patches of yellow and red grass stick out of cracks in the rock. Caves are a common feature, though they are usually occupied by ogres or the indigenous fauna.

Natural predators are very common in the mountains. Cougars prowl the hills and prey on mountain goats, hares, goblins, and lone orcs. Drakes, cousins to the legendary dragons, are large, flying lizards that make their homes in the caves or in crags high in the mountains. These beasts are not afraid to attack groups, often swooping down and carrying off a single person. And, of course, the goblins infest the mountains in numbers that rival that of the orcs. Counting the ones that live in the dwarven tunnels and swamps close to the range, they are easily the most populous race in the mountains as a whole. They use ambush tactics and will burrow beneath the ground in order to take orcs and travelers by surprise. They often attempt to make their prey fall to their deaths rather than engage in direct combat.

The most dangerous creatures in the mountains are the dragons. These mystical beasts were once plentiful but, like the archons, their numbers have significantly dwindled. Only two known dragons live in the mountains today. Brynmor is said to live in the hills near Clan Ro'Kin's territory, frequently preying upon the orcs. Storm Peak, just east of North Mound City, is said to be home to Torquil, the elder dragon. The peak is so named for the constant thunderstorm that engulfs the mountaintop year-round. However, no one has been able to provide solid proof of these dragons' existence. All those who have seen them have perished.

## Backgrounds

### Lower Class

Mountainmen, small ogre families, and exiled orcs have the skills and low means to fit in this class. Life alone is incredibly difficult and dangerous in the mountains, so they typically stick to the foothills.

The lowest-ranking orcs are also Lower Class, but still live with their clan.

### Middle Class

Most ogre families and the lower-to-mid ranking orcs fall here. They lead difficult lives with plenty of grueling work, but have more means and honor. Such ogres typically have larger families and more time to themselves, too.

### Upper Class

Skilled orcs that have a high rank live much easier lives. Rather than doing menial tasks or hard labor, they fight and practice all day, something that is fun for them. At the nightly meal, they get the best cuts of the meat. The clan warchief, shaman, and Auramancers are all within this class as well.

## Current Conflicts

While a form of peace has indeed settled in Edara, there are still many conflicts that beset the land. These conflicts stretch far and wide and will affect even the most peace-seeking characters.

### The Clan Wars

The ogre and orc clans are constantly at war with those around them. Luckily, this war seems constrained to the boundaries of the Flamma Mountains, where the orcs, ogres, goblins and dwarves are forced to live in close proximity. They continuously battle over both land and food. Sometimes, the ogres and orcs will turn on each other and battle over territory. Those fights stain the valleys with blood. It can be dangerous to travel the mountains without a guide. It is far too easy to be caught in the middle of a ferocious battle. Often, the casualties of these wars can reach hundreds; most of these hapless goblins who stumbled upon the battlefield.

### Racism in the Kurian Kingdom

The Kingdom of Kuria still considers itself elitist, and set apart from the other mortal races. They look down on foreigners and openly mistreat them. Racism is at its height in the capital city of Larith, where many inns and shops will refuse service to non-humans. As they approach the outlying cities, or the cities on the border, foreigners will find slightly more kindness.

Many humans are afraid to travel Edara due to an intense fear of the other races. Even if the traveling human means no harm, they worry they will be struck down by a frightened non-human who assumes all humans are out to hunt them. It is a vicious cycle that will take generations to resolve.

### Angelus and Mortis

Even though the war is over, tensions are still strong between the Black and White Bands. While some have been able to forgive, others have steeped in hatred. It is not uncommon to hear once side preach a hate-filled sermon against the other. Members of the Black



and White Band are disinclined to work together. However, there is a growing movement within both bands that encourages a spirit of cooperation. The Black and White Bands were created to restore balance to Edara, not to break it apart.

### Roving Bandits & Thieving Gangs

A wise orator once said “War breeds opportunity.” None have adhered to this slogan more so than the bandits and thieves. The bandits thrived during the war. They were able to set themselves open weary troops or scavenge coin and items from the fallen on the battlefield. But now that the war has ended, the Bandits are struggling. They have become more dangerous and resort to far more dangerous tactics.

Many were born orphans or have fallen onto hard times and must resort to thievery. Thieving Gangs are incredibly common in Kuria, especially in Larith. They prey upon the High and Minor Noble Houses and feel that they have a right to the wealth those houses have accumulated. Any Noble walking alone on the streets of Larith makes for an irresistible target.

### Science and Religion

*Note:*

*When discussing matters of Science and Religion, it is only appropriate to look at the subjects from a rational point of view. Many of my peers are prone to quickly judging an argument and basing their judgements on their personal bias. I promised once that I would never be like them. Both beliefs have a place in my Edara.*

Perhaps the most wide-sweeping conflict across Edara is between that of Science and Religion. The discovery of the Element has given way to an intense focus on how the world works. Scientists are using technology to look at the world in a new light. They have telescopes to measure the stars and Microscopes to view things that had always remained unseen. They take a scientific view on the events of The Dawning

and attempt to explain away creatures such as the Archons using science.

Philosophers look at the story of creation as a parable, perhaps written by the early leaders of the Bands. They do not believe in a creator, but refer to that figure as ‘The Khora’, neither a being or a non-being, an entity that is neither existent nor absent. It has no meaning or essence, and only exists in philosophical terms.

More extreme yet are those who worship the mysterious Golem as a Primarch himself. Though there has been no proof of any Golem figure actually existing on the battlefield, his followers believe he exists. They consider steam technology to be a gift from their Primarch and spend their lives searching for him. They are convinced that once he is found, he will bestow upon them secrets of a new Band.

The most religious in Edara find offense at this. To them, the rise in new technology is sacrilegious. They feel that if they were meant to understand the workings of the Primarchs, the Primarchs would have explained it to them. These is especially prevalent within the elven society’s Green Band. They argue for a return to nature and simplicity. They eschew most technologies and refuse to operate any form of steam-powered machinery.

The Green Band elves are almost matched by the Red Band orcs. They cling to a primitive and superstitious tribal tradition and, for many orcs, true devotion to Ignis runs back generations.

This return to religion and tradition has spurred much of the cultural Renaissance. Music, artwork, and literature promote peace, civility, and worship. While the inventors of the Renaissance rely on groundbreaking sciences, the artists rely on deep cultural traditions.

Science and religion will always be at odds in Edara. Everyone has a belief on the subject, and those that are passionate about their religion are often willing to die for that belief.

Choosing a Band is not as simple as choosing which organization to join. A person must also decide what he believes. Were the Primarchs god-like beings who gave their knowledge to the Bands? Or were they simply mortals who created a false religion around themselves in order to gain a following.

While the truth of the matter is buried in history, the argument will continue on uninterrupted, perhaps until the end of time.



# ACT II Character Creation



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“

*Edara is home to many unique cultures and civilizations. In all of my travels, I have yet to set eyes upon two mortals who are distinctly the same. During my stay in the Dwarven city of Barak Durar, I found myself bunkmates with an unusually colorful elven merchant who hailed from the Southern Forest. He had traveled to the city, one of the few elves who ever sought to pass between the giant stone guardians set into the mountains outside of Barak Durar, in order to better practice his craft. After a few weeks spent with the Order of Tein, he was fashioning robes and haberdashery as fine as any I had ever seen. By combining elven craftsmanship with dwarven ingenuity, he had created a style all his own; A style which you now see in high fashion across the many realms of Edara. Though we all hail from different backgrounds, races, and realms, there is a common bond between all of us. It is only through combining our many unique talents that we can hope to accomplish our myriad of goals. I put this ink to paper not to revel in the differences between us. But in hopes that one day we can all look past Race and Band and find a way to change Edara for the better.*

”

*-Bellenephone,  
High Diplomat of the White Band,  
Order of the Songbird*

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## CHAPTER 3

### MAKING A CHARACTER

“

*Over the course of my life I have witnessed a countless variety of characters. Each has been more different than the last. Bards, poets, jesters, painters, fighters, nobleman. All have something to offer and all have left me with a new experience.*

”

*-Bellenophone*



*Professor Julius Hyde is one of the most renowned Inventors and businessmen in Edara.*



**Character creation is the most important part of the game.** The character that you create will become your entrance to Edara. Your characters are the star of the show, and the character creation process is what makes those characters real. Character creation covers all the bases, including your character's background, history, skills, and special traits. It is in this phase that you reflect the choice made on your "Banding Day." By choosing your Band you choose the direction your character will take and the role that your character will play in your company. For a basic game, your character will start at level 1 and level up to a maximum of level 20. For advanced play, your Game Master may have you start at level 5 or 10.

Character creation is divided into 7 steps in order to make the process easier and more manageable. These steps are for a Level 1 character.

## Step 1: Choose Background

The first step in character creation is choosing a Background. Your Background reflects the upbringing your character received. This is the building block that all future decisions will be based on. Take some time to read through all the options before choosing the Background that best fits the idea you have for your character. Characters from different Backgrounds will have developed differently and be stronger in certain areas; a blacksmith, for example, will be physically stronger than a nobleman, but the nobleman will be able to afford better gear. While choosing your Background, it is important to keep your final character in mind—choose a Background that will be fun for you to role-play as well.

The Backgrounds are detailed in Chapter 4. Each Background offers differing amounts of points to spend during the other steps of character creation.

### Sample Background

Underneath the title is a description of what sorts have risen from that Background. Below that you will see different categories of points to add to your Points Pool:

- **Trait Points:** To spend on Traits, which define your character's behavior.
- **Skill Points:** General skill points that can be spent on any skill in any attribute category.
- **Currency:** The amount of money you have to spend on equipment during character creation.
- **Proficiency Points:** To spend on Proficiencies, which train you in the equipment you will use.
- **Band Points:** To gain Band abilities, the special powers of your chosen discipline.

- **Languages:** The number of languages you can pick to speak upon creation.
- **Special:** Each Background will have a unique feature to enhance your character.

Once you have chosen your background, record it on the "Background" line at the top of your character sheet. Then record your Points Pool on a separate sheet of paper (or in the "Notes" section of your character sheet). Start thinking of your character's back story to give it a life all of its own!

## Step 2: Choose a Race

The next step is choosing your race. Each race has its own strengths and weaknesses, as well as special Traits that other races cannot access. Because each race is built differently, they have different limits to how high their Attribute scores can be and each gains a different amount of Attribute Points to add to your **Points Pool**, a group of points that you will spend during the other steps. Each race is described in Chapter 2.

### Sample Race

Each Race has a description of their physical characteristics and culture, which you can use to add to your back story. Following that is the Race's statistics:

- **Size:** Your size category determines how much space you take up and gives a range of typical height.
- **Lifespan:** How long each Race lives.
- **Health Pips:** Each Race gets a bonus to Vigor for starting HP.
- **Sub-race:** Allows access to racial Traits.
- **Language:** The only language you know naturally. Make sure you can communicate with your company members! More information on languages can be found in Act 2, Chapter 2: Adventuring.
- **Attribute Points:** To spend on Attributes.
- **Special:** Each Race gets different inherent benefits that make them unique.

After picking your Race, record it on the "Race" line at the top of your character sheet and add your racial Attribute Points to your Points Pool.



## Step 3: Choose a Band

The Bands are the disciplines of the Primarchs. By choosing a Band, your character is inducted into that Primarch's order, taught their traditions and trained in their ways. Each Band has 4 Trees of abilities and each tree contains 10 tiers of abilities. By spending points, you can move down the Trees and learn how to perform those special abilities. Obtaining any ability tier requires you to first acquire the tier before it (except for the first tier in each Tree).

Record your chosen Band on the "Band" line at the top of your character sheet.

The Bands, their Trees, and descriptions of their abilities can be found in Chapter 6, but here is a synopsis of each one:

### Black Band

The stewards of death follow Mortis, Goddess of Death and Mistress of Shadows. They have become feared and hated by the people of Edara, though their job is important. The dark powers of the Black Band contain the ability Trees of Bloodcraft, Intrigue, Necromancy, and Soulcrafter.

### Blue Band

The disciples of Auraelius make up the Blue Band. They were the first to unlock the key to Auramancy and have a natural talent for it. The Blue Band has some of the most fearsome powers, creating unparalleled destruction and influencing the mind through the Trees Battlecraft, Dragon, Mindcraft, and Spellcraft.

### Green Band

The chosen of Silva, Goddess of Life and Nature. She grew the forests of Edara and created the living things that fill them. Silva also created the elves to tend the forests. The four Trees of this Band (Beast, Lifecraft, Scouting, and Wrath) teach coexistence with nature by taming animals, wielding nature's life force, hunting, and harnessing raw emotion.

### Red Band

Most followers of the Red Band worship Ignis, the God of Fire. Ignis is known as the World Forger for having created the mountains of the world. Their ability Trees include Power, Precision, Shotcraft, and Speed. These reflect raw strength and the fiery, explosive nature of combat.

### White Band

This Band believes in the cause of Angelus, the God of Light and Protector of Life. He and his sister, Mortis, hold the world's balance in their hands. The White Band works to protect against and counter the powers of death. He is the guardian of life and his followers serve and help each other through Benediction, Diplomacy, Lightcraft, and Protection.

## Step 4: Spend your Points

After choosing your Background, Race, and Band, you should have your total Points Pool to spend. In order to best allocate your points, you should read through the Bands, Proficiencies, Skills, and Traits chapters of this book. Perhaps the most important part of spending your points is choosing your Attribute Scores. The amount of Attribute Points you have to spend is decided by the Race you've chosen. If you didn't record those points, refer to the Racial Attribute Table in Chapter 5: Races

### Attributes

Attributes encompass your character's physical and mental ability—how strong, quick, and smart they are. These scores also determine how effective you are in using your skills. They are divided into three categories: Body, Mind, and Spirit.

**Body Attributes** govern how fast and strong your character is. Agility (Agi) determines speed and quickness, and is used to calculate attacks with bows and crossbows. Brawn (Brw) represents your physical strength and is used for attacks with melee weapons.

**Mind Attributes** are also split into two types, Brains and Wits. Brains (Brn) represents your intelligence; it is necessary to be skilled with many of the mechanical gadgets of the industrial revolution. Wits (Wit) are your personality and willpower. Both of these Attributes are used for casting spells, with the specific Attribute determined by your Band.

**Spirit Attributes** are special. Vigor (Vig) helps resist pain and is a direct reflection of health—the higher the Vigor, the more Health Pips available. Prowess (Prw) determines how effective some game elements will be, such as band abilities and the duration of spell effects. Prowess also grants you a number of daily **Prowess Points**, which can be spent to increase your Tests, equal to your Prowess Attribute Value. Before making any Test, you can declare that you will use a Prowess Point to modify the result. This allows you to add your Prowess Value directly to the result of the Test you make. You can do this only once for a single Test. The Prowess Attribute also determines how many ticks are in your Death Clock.





Your character is making a Skill Test that you need to succeed. Declare to the GM that you will spend a Prowess Point and roll the die normally. The roll result is a 6, but since you have a Prowess Attribute Value of 3, your Test result is a 9. You can now do this 2 more times that day.



If you have an Agility of 9 and a Brains of 6, you have 9 points to spend on Agility Skills and 6 points for Brains Skills during character creation

**All Attribute Values start at 1**, which you may increase by spending Attribute Points. It costs 1 Attribute Point to increase any Attribute Value by 1. Record your Attribute Values in the appropriate Body, Mind, and Spirit sections on your character sheet.

## Bands

By now, you should know which Band you want your character to follow. If not, refer to Chapter 6 to find the Bands and their ability Trees. All Backgrounds start with one Band Point at Level 1, granting you the first tier in a Tree.

Each Band has four Trees that you can specialize in. When you spend your very first Band Point, the tree you put that point into becomes your **Primary Tree**. You can record this at the top of your character sheet on the line marked “Primary Tree.” There are 10 tiers of abilities in each Tree. When you spend your first Band Point in a Tree, you gain the Tier 1 ability that belongs to that Tree, which appears at the top of the table. For every point thereafter, you gain the next tier in the Tree in descending order.

You can gain a **Secondary Tree** in addition to your first, which you record on the line marked “Secondary Tree.” It still costs only one Band Point to gain access to an ability from your Secondary Tree. When you spend Band Points, you may gain abilities from either Tree and record them on your character sheet.

Be careful when choosing your Trees and spending your points! When you hit the maximum level of 20, you will only have accrued enough points to access the top tier abilities in *one* Tree.

## Skills

Skills represent your character’s ability in a specific activity and require you to make a Test to see if you succeed. Each skill has an Attribute linked to it. You can find a list of the Skills, their linked Attributes, and descriptions of their uses in Chapter 7. The linked Attribute gives you an equal number of Skill Points in your Points Pool to spend in that Attribute category during character creation. This applies to every Attribute, so you will have some Skill Points to spend in every category.

Your Points Pool should will include any General Skill Points that you got from your Background. These General points may be spent on any Skill category, regardless of the linked Attribute.

**All Skills start at 0**, and it costs 1 point to increase a Skill Value by 1. A Skill can never have a Value higher than the Attribute linked to it. Record the number of points you spend on a skill on the line marked “SP” in the Skill section of your character sheet.

Each Skill also has several **Facets** associated with it. A Facet is an area of the Skill that you can specialize in to get a bonus when using the Skill for that specific purpose. You can only invest in a Facet if you already have at least one point in the Skill itself, and you can only have one Facet per Skill. It costs 1 Skill Point to increase a Skill Facet by 2. The number of skill points in a facet can never be greater than the number of points in the skill itself.

## Traits

Is your character Flexible? Stealthy? Keen-Eyed? These are all character Traits: passive bonuses that have general or situational effects. Traits help you flesh out your character and give them more specific roles during your adventures. You can purchase Traits with the Trait Points in your Pool that you gained from your Background. Each Trait has a cost between 1-5, which is the number of Points you must spend to get it.

There are also negative Traits that can be taken. These have a negative effect and grant you more points to spend on positive Traits. You can only gain 5 trait points from negative Traits. They are great for role play, not to mention the extra points you get to spend!

You can find a complete list of all positive and negative Traits with their descriptions in Chapter 8. Record your chosen Traits and their description in the “Traits” section of your character sheet.

## Proficiencies

In order to wear armor, use a weapon, or activate a gadget, you must be trained in how to properly use it. That is where Proficiencies come into play. If you take a look at Chapter 9: Proficiencies, you can see all of the Proficiencies you can access. **All Proficiencies start at 0**, and it costs 1 point to increase a Proficiency by 1. The first point in each category gains



you basic access to that item or tactic. Each additional point gains you another level, with access to stronger items in that category, or certain bonuses when using those items or tactics.

You are always able to use Light and Medium melee weapons, bows, and Light armor without any Proficiency training, but at a -4 penalty on Attack Tests for the weapons and Physical Defense for the armor. Any other types of weapons, armor, equipment, or tactics cannot be used at all without at least Novice level Proficiency. So make sure you pay attention to what Proficiencies you have when you purchase your equipment! Record your Proficiencies and any benefits in the “Proficiency” section of the character sheet.

## Step 5: Pick Spells

If either your Primary or Secondary Trees grants you access to spells as one of its abilities, you will need to choose the spells you want your character to learn. Otherwise, you may ignore this step and continue on with the rest of character creation.

**You learn 2 spells per level you gain access to.** No spells have a limit to the number of times you may cast them. All spells and their descriptions are found in Chapter 10: Auramancy. Record your chosen spells and their effects in the “Spells” section of the character sheet.

## Step 6: Buy Equipment

Based on your Background, each character will start with a different amount of Currency. Even though there is a complex economy within Edara, and there are different exchange rates and currency types spread across the realms, your monetary wealth is simplified to one term: Currency.

After you determine your starting Currency, turn to Chapter 12: Equipment to see the various gear available and its costs. With each piece of equipment purchased, regardless of what it is, you must subtract the item’s cost from your total Currency. You can spend all of your Currency if you would like, but you might want to save some for when you play.

**Armor** is necessary for reducing the amount of damage characters take if hit with an attack. Your character’s body is divided up into *slots* that indicate what can be worn there. Everyone has the following slots: Head, Torso, Arms, Hands, Legs, and Feet. Most armor is designed for either the Head or Torso slots, leaving the other body slots available for different gear. You are able to wear one piece of armor in a slot at a time, unless you have the proper Proficiency to wear more.

**Weapons** are necessary for most characters to make attacks. Auramancers require an **implement** in order to cast a spell. Both weapons and implements must be held to be used, and weapons requiring two hands will be designated as such. Wielding a one-handed weapon or implement allows for the use of another item in your off-hand slot, such as a second weapon or a shield.

There are many other types of equipment besides weapons and armor, although those two are necessary to be successful in combat. There are also potions, gadgets, traps, and modifications that can be purchased to enhance your other equipment. Just remember that you must have the Proficiency to use them!

After you have purchased your equipment, record it in the “Equipment” section of your character sheet and any other relevant sections, such as the Attack and Armor sections. Anything worn on your body, such as a gadget or armor, should be recorded in the appropriate body slot on the back of the character sheet. Some pieces of gear will even give bonuses to Skills or Traits, so be sure to mark those as well!

Any left-over Currency is given to your character for the start of the game.

## Step 7: Add Everything Up

Now that you have spent your Points Pool and purchased equipment, you have to do a little math. On the front of your character sheet are several sections that are probably empty. You will need to fill them in with the appropriate information which is gathered together from Race, Background, Band, Attributes, Traits, Proficiencies, and Equipment. We will work our way across the character sheet, getting to each section one at a time.

### Armor

If a character is hit with an attack that made it past their Defense, Armor will reduce the amount of damage taken. There are 7 different kinds of damage: Piercing, Slashing, Crushing, Ballistic, Magic, Elemental, and Toxic. Of those 7, Armor can reduce the first 5. Most attacks will deal only one kind of damage. **A piece of armor can only reduce damage of the types it is rated for.** Add together each Armor Rating in every category for each different piece of Armor you are wearing, and record those numbers in their respective gears in the Armor section on the front of the character sheet. These numbers will be subtracted from the damage being dealt to your character. There is a spot for Notes in this section in case you have anything special you need to remember about your Armor Value, including as temporary bonuses. Keep in mind that your individual armor pieces should still be recorded in your Equipment section.



## Attack

The higher your Attack Value, the easier it will be to hit your opponents and deal extra damage. You add your Attack Value to your Attack Test and compare against the opponent's Defense. If your result is higher you successfully hit. The difference between your Attack Result and your opponent's Defense becomes bonus, or Threshold, damage that is added to the attack's base damage. Attack Tests cover melee or ranged attacks. Spell attacks use an Auramancy Test. Melee attacks use Brawn as their Attack Attribute. Bows use Agility, ballistic weapons use Brains, and crossbows can use either Agility or Brains. The Attribute for casting a spell depends on the Band. The Attack section has multiple boxes, in case your character has more than one kind of attack or weapon. In the first line of an Attack box, record the attack's relevant Attribute. In the second line, record the sum of any Attack bonuses gained from your Band, Traits, Proficiencies, and Equipment. Then add the two lines together and record the total in the gear. This is the number that will be added to your die roll when you make an attack or cast a spell. Also record the base damage the attack does and mark the appropriate gear for the damage type, and record the range of any ranged weapons.

## Defense

Defense is your character's ability to avoid attacks, either Physical or Spiritual. Under **Physical Defense** on your character sheet you will see boxes for your highest Body and Mind Attributes, plus a box for modifiers. The Body Attribute represents your ability to dodge or block, and Mind your mental fortitude to shrug it off. Record this sum, along with the sum of any other Defense bonuses gained from Band, Traits, or Equipment, in the "Physical Defense" box under Body Attributes. You follow a similar formula to determine your **Spiritual Defense**, except you add together your two Attributes from the Spirit category (Vigor and Prowess). Record this number in the "Spirit Defense" box under Spirit Attributes.

## Health

Your character's well-being is measured with Health Pips, or HP, comprised of 20 gears on your character sheet. Health Pips represent how much damage your character can take before falling unconscious and dying. You can never have more than 20 Health Pips. Your base HP comes from your race, plus your Vigor Attribute Value. Also add any extra Health Pips you may have gotten from Traits or equipment. This gives you your total HP. Count out that many gears and shade in the rest, leaving the blank gears to represent your available HP. When you are damaged by any source, the GM will tell you how many HP you lose. Mark out that many gears with a light X or a similar marker in pencil, so

you can erase it later. Any healing you receive will restore your health, and you can erase those X's. If you ever mark out all the gears, then you fall unconscious and are Dying.

## Death Clock

Every character starts the day with a number of ticks in their Death Clock equal to their current Prowess Attribute. Each time a character is knocked unconscious, that number is lowered by 1. When the Death Clock reaches 0, the character is dead. The Death Clock refreshes after a full night's rest, back to your current Prowess Attribute.

## Initiative

In combat, all participants get a turn, which is taken in Initiative order. This order is determined by your character's Initiative score, which is calculated by rolling a D12 and adding your Initiative Value ( $\frac{1}{2}$  your Agility Attribute Value). Record this number in the gear marked "Initiative" on the front of your character sheet.

Once you have these five sections filled out, you have completed your character and are ready to play!

## Advanced Start

Players or GMs may want to start a campaign at higher than Level 1 for more advanced play. While playing more powerful characters earlier in the campaign may be fun, it is advised that this is only done with experienced players who know Edara's rules. Higher level characters result in more complex features and rules.

When using advanced start rules, level the starting characters up to either level 5 or 10. Follow normal character creation rules and then level up according to the Leveling Table in Chapter 15: Running a Game. The character begins the game with the proper amount of XP needed to hit that level. Then gain an amount of Currency based on the level you choose to start. This amount of currency may be spent during character creation. Whatever currency is not spent makes up the character's starting Currency.

Level 5: 4000 CR

Level 10: 10000 CR











# CHAPTER 4

## BACKGROUNDS

“

*The measure of a man can not be obtained simply by the matter surrounding his birth. It is true that those born to a King will themselves be royalty, and those born into poverty will have countless struggles laid at their feet. But who is to say the royalty will benefit from their status? Will they ever learn to swing an Axe, cut a purse, or count coin? There is much to be gained from a hard childhood, and the skills of the father are oft passed to the son.*

”

*-Bellencphone*

### Lower Class

A mortal of the Lower Class grew up fighting to survive every day. Street urchins, mountaineers, ruffians, exiles, shamed warriors, and criminals all fall within this group. These characters are usually unemployed or even unemployable. They are down on their luck and often poor, but they have the skill set needed to make it as far as they have. The ability to survive in such a condition will make you a strong member of your Band. This background will allow your character to be naturally adaptable, but you will be severely lacking good equipment.

The Lower Class gains:

- Trait Points: 8
- Skill Points: 6
- Currency: 1000
- Proficiency Points: 6
- Band Points: 1
- 1 Bonus Language
- Choose 1: +1 Agility or +1 Brains  
Attribute maximum

### Middle Class

Members of the Middle Class usually follow in the steps of their parents by working the same manual labor job that their family has worked for generations. They are laborers, soldiers, farmers, and factory workers. Their work is back-breaking and dirty, but it is an honest living. Having the discipline to work these jobs has taught you much, and builds a strong foundation for the skills of your Band. Pick this background if you wish to start with decent equipment without sacrificing your abilities.

The Middle Class gains:

- Trait Points: 6
- Skill Points: 5
- Currency: 2500
- Proficiency Points: 4
- Band Points: 1
- Choose 1: +1 Brawn or +1 Wits  
Attribute maximum



A person's background says a lot about them. It tells you where the character has come from and what skills he has learned along the way. Backgrounds do more than inform the person your character becomes; they determine which characteristics of your character are strongest, and which are weakest.

Each Background offers a set amount of Trait Points, Skill Points, Currency, Proficiency Points, Band Points, and Languages. Some also offer a special ability, like increasing the maximum cap of one of your Attributes. When you chose a Background, it is important to record the amount of points and bonuses you gain. These numbers will be used many times throughout the character creation process.

When picking a Background, keep in mind the final form you wish your character to take.



The Upper Class Background offers the most balanced Background. It provides an average number of points across all categories and gives enough starting Currency to purchase anything you may need. For those stuck on the decision, this may be a good Background for first time characters.

## Upper Class

The Upper Class contains craftsmen, merchants, and priests, to name a few. This group leads a more privileged life than most, and enjoys the comforts that life provides. They have strong obligations to their community and they have the knowledge to perform their duties effectively. Those of the Upper Class are sometimes village and tribal leaders and often perform the Banding Day ceremonies. This class allows you to buy what you want and still have the skills to use those objects well.

The Upper Class gains:

- Trait Points: 5
- Skill Points: 4
- Currency: 5000
- Proficiency Points: 5
- Band Points: 1
- 1 Bonus Language
- +1 Attribute Point

## Noble Class

Only humans are egotistical enough to call themselves nobility and lord it over their brethren. Therefore, your race must be Human to select this Background. The Noble Class gains access to **Heirlooms**, special magical items handed down through the major and minor houses. Pick this Background if you wish to start with the best equipment available and start the game with a rare Aurafact or powerful item.

The Noble Class gains:

- Trait Points: 3
- Skill Points: 3
- Currency: 10000
- Proficiency Points: 8
- Band Points: 1
- 1 Heirloom



# CHAPTER 5

## RACES

“

*The known races of Edara share little in common except their ultimate mortality, and even that varies greatly from species to species. Each race has shaped its culture around its lifespan. Humans rush to accomplish innovation in their short time. They long to be remembered for something. The elves stake their being into tradition, as many who developed these traditions still live today. It fascinates me to study these varied beings, and take note of not only their difference, but of their amazing similarities.*

”

*-Bellenephone*

### CHOOSING A RACE

By now, you have read about each race and their home realms in Chapter 2: Life in Edara. Each race offers a different experience, both in role-playing the character and in its statistical advantages.

When choosing which race to play, remember that each race has a different Attribute Maximum (called a Racial Maximum). If the race you are choosing doesn't have the highest Racial Maximum with your chosen attack, remember that he will never be as effective as someone who does. However, the role-playing experience offered by a different race might be worth the trade off.

Also keep in mind that not every race can speak every language. Each race begins the game knowing their realm's most common language.

Additional languages may be learned through different backgrounds or by taking the appropriate Traits or Band Abilities.

*...ith the Orcs. After several months spend in their  
...a to think like them. I found myself forging good  
...ned my heavier weapons and armor, the objects to whi  
...th, It was not a good time for me, yet I found a simp  
...that when I listened to the voices of the mountains, I  
...uck to me. The echo of the wind through the canyons  
...animals calling back in awe struck wonder. You can  
...ountains to someone who has never been there. They  
...believe, but being able to see the peaks from a distance  
...The mountains are towering like nothing you've ever  
...before. I felt myself struck with awe at the sight. And so I find myself living  
...e for much longer than i anticipated. My weapons are rusty and my armor  
...as not crafted for me, yet still I stay. Still I fight in these endless clan battles.  
...someone outside must look in and wonder about me. Have I lost my sanity?  
...ometimes, I feel I have. I came to this tribe to preach the Word of Angelus,  
...take up arms against the enemies of the tribe. But this is where Angelus had  
...me, and so I will fight once again, and prepare to enter battle*



# THE DWARVES

*"I have spent time with every race known to man, and have found none as stubborn and prideful as the dwarves."*

## Dwarven Attribute Maximums

Body		Mind		Spirit	
Agility	Brawn	Brains	Wits	Vigor	Prowess
7	12	12	8	11	5



*This Red Band dwarf has left the caverns to hunt the mountain's wild game*

Dwarves are the oldest of Edara's races: said to have been created by the Primarch Ignis, the World Forger himself. The dwarves helped Ignis forge the world and consider themselves to be an integral part of it. They make their homes in the earth beneath the Flamma Mountains and prefer to adapt natural caverns instead of hollowing out their own. Occasionally, the dwarves will squabble with the mountains' other main inhabitants, ores and ogres, in fights mostly regarding resources and space. Dwarves and elves have a distaste for each other's environments, but otherwise highly respect each other and trade regularly.

Dwarven children are trained in the basics of each of the dwarven Order's duties. At the age of 25, when a dwarf is considered an adult, the former children are allowed to choose their path — they either join the Caste of their choice, usually the one for which they are best suited, or take part in the Banding Ceremony. Most dwarves choose to join a caste and remain with their own people. Those that undergo the Banding Ceremony are given the option to leave and use their newfound powers for the good of the dwarves outside of their cave systems, although many will stay and perform important tasks within their Castes.

Dwarves prefer to be left alone inside their mountain hollows. Many adventurers enter dwarven tunnels but few are ever allowed to see their cities. The dangerous nature of the dark underground pathways give cause for the dwarves to be highly protective of their city gates. To compound matters, dwarves strongly dislike outsiders viewing their ancient rituals and ceremonies. However, dwarven traders will venture to the surface frequently, and use gold and silver coin like the humans.

Dwarves are short but sturdy and solid. Their skin is earthen-toned and their coarse hair is ranges of black, brown, or red. Well-groomed beards are popular among traveling Banded dwarves, but facial hair is not as common in their homeland—it gets in the way when trying to maneuver small tunnels. Dwarven facial Band tattoos are elaborate geometric patterns.

## Dwarf Statistics

**Size:** Medium (4'5"-5'5")

**Lifespan:** Around 300 years

**Health Pips:** Vigor + 6

**Sub-race:** Earthen

**Speed:** 20 Feet

**Base Language:** Earthen

**Attribute Points:** 25

### Special:

- **Dark Vision:** They can see well in full darkness. They suffer no penalties for attacks or Perception rolls in darkness
- **Skill Bonus:** +3 to their Engineering Skill
- **Stoneborn:** Reduce all Knockback by 5 feet





*Nyria Greenspeaker communes with nature*

## THE ELVES

*“Beautiful and noble like the elves themselves, elven traditions play out like a musical melody that rings with the weight of time.”*

### Elven Attribute Maximums Table

Body		Mind		Spirit	
Agility	Brawn	Brains	Wits	Vigor	Prowess
12	9	9	12	8	5

Elves are the children of Silva, Primarch of Life and Nature. They are an elegant but delicate race. In appearance, elves are similar to humans but have high cheekbones, pointed ears, and slight frames and their Band tattoos are fluid plant designs. They are considered an example of beauty by most other mortal races.

By making their homes in the depths of the Forest of Sylvae, the elves are able to act as the forests’ keepers and caretakers. They are deeply in touch with nature and have a great respect for all living things. Many elves are even pacifists and only take a life when another life is at risk.

Elves live in matriarchal tribal communities that range from small nomadic groups to medium-sized cities. The leader of each

tribe, the Woodspeaker, is the religious leader and is generally believed to speak to Silva herself. The Woodspeaker is always a follower of the Green Band, and must be female. Most elves are devoted to Silva, but they still respect those who choose other Bands. However, the majority of elves scorn technology and devices powered by steam. They prefer their natural, wooden weapons such as bows and staves.

While each tribal group is lead individually by a Greenspeaker, all elves are considered part of one Sacred Tribe. This tribe is governed by an Elder Council housed within the boughs of Arborvitae, the Tree of life. The Woodspeaker, head of the Council, also makes her home there, and all lesser Greenspeakers make pilgrimages to hear her wisdom. Even Elves who choose other Bands often seek out the Woodspeaker for guidance.

Elves mate for life and partake in a private marriage ceremony in front of their Woodspeaker. Beyond that, they have no family structure and any children that result from a union are raised together by the entire tribe. In larger cities, children are often grouped together according to their innate talents in order to be better trained.

Elves do not use currency amongst themselves, but freely give what is needed in their tribes. However, when trading with other races, the elves exchange coins made of rare, valuable wood.

### Elf Statistics

**Size:** Medium (5’5” - 6’5”)

**Lifespan:** Around 200 years

**Health Pips:** Vigor + 6

**Sub-race:** Sylvan

**Speed:** 25 Feet

**Base Language:** Sylvan

**Attribute Points:** 25

#### Special:

- **Sharp Vision:** Elves suffer no penalties for any vision or attacks in low or failing light
- **Skill Bonus:** +3 to their Perception Skill
- **Calm Mind:** Elves are known for being very placid and gain +2 Spiritual Defenses



# THE GNOMES

*“These mischievous beings have something to teach us all. Not only does size not matter, but sometimes it only takes a song and a smile to warm a cold heart.”*

## Gnome Attribute Maximums Table

Body		Mind		Spirit	
Agility	Brawn	Brains	Wits	Vigor	Prowess
10	6	14	14	6	4

The race of gnomes are an anomaly and a mystery. No one can really trace when the gnomes first began to appear or when they became so populous. However the forests, plains, and mountains are now home to the small people.

Gnome legend claims they were born from the meeting of the earth and the roots of Arborvitae, the Tree of Life. However, no historian has been able to accurately prove this, and it is commonly believed that the gnomes came into being well after the other races, including humans. Human scientists believe the gnomes have resulted from secret relations between dwarves and elves.

The gnomes deny this, preferring the mystery, even though they share striking feature of the two Races. Their short stature with skin and hair of earthen tones indicate dwarven blood, while a slender build, high cheekbones, and pointed ears are reminiscent of elves.

Gnomes have a reputation for being wild and unpredictable. They call no one realm their home and gnome families often travel across the world. Due mainly to this penchant for travel, gnomes are considered by many to be the harbingers of the renaissance and children are often disappointed when they meet a gnome unable to sing or play an instrument. Gnomes are often musicians, poets, artists, inventors, and scientists. However some follow a different path, becoming thieves and con artists. They do not have their own cities, government, or coinage, and their culture is an amalgamation of the other races.

## Gnome Statistics

**Size:** Small (4'0" – 4'5")

**Lifespan:** Around 150 years

**Health Pips:** Vigor + 5

**Sub-race:** Earthen, Sylvan

**Speed:** 30 feet

**Base Language:** Either Earthen or Sylvan

**Attribute Points:** 27

### Special:

- **Sharp Vision:** Gnomes suffer no penalties for any vision or attacks in low or failing light.
- **Skill Bonus:** +3 to Trickery Skill
- **Arcane Gift:** All offensive spells against gnomes automatically fail and deal 1 damage to the caster if the result of the Auramancy roll is a 1
- Gnomes are considered to be small creatures and cannot use Heavy melee weapons or Medium size 2-handed melee weapons



*A gnome travels into town, bringing popular renaissance music*



# THE HUMANS

*"Their narcissism is to be admired. There is no other race that looks at the individual over the whole. Many hold conceit for this belief, but I admire it. Only by placing such burden on the individual can you expect them to push harder to carry it all"*

## Human Attribute Maximums Table

Body		Mind		Spirit	
Agility	Brawn	Brains	Wits	Vigor	Prowess
10	10	10	10	10	6

Mankind is the most diverse, well-rounded, and ambitious of all the races. Legend says humans were created from water by the Primarch Auraelius, the most power-hungry of all the Primarchs. Humans inherited his lust for power and were the first to master the mysteries of the Aura, the magical energy that connects all things.

Humans are the youngest recorded race, but have arguably accomplished the most. The Kingdom of Kuria began on the coasts of Edara but has since spread across the land, even encroaching upon the territory of other races. Humanity has embraced the ideals of the renaissance whole-heartedly. Their most intellectual thinkers work with the dwarves to create new technologies; their best craftsmen adapt ancient elven designs into their work; their artists and poets find inspiration among all the Bands.

The events of the Great War seeded much distrust within the human race, particularly in the higher echelons of society. Time has worked to improve this, but it has been very difficult for humans to let go of centuries of bad blood. Most humans still look down on the rest of the world for being less accomplished. and having so little ambition. The other races tolerate this to an extent, recognizing the prejudice as arrogance and narcissism. They understand that the majority of the human populace cannot be held accountable for the propaganda and poor decisions of the Kurian Government

Human cities are crowded, dirty, sprawling monstrosities. Industry has taken root there, and the new machines pollute the air with noise and smog. Small towns still exist far from the capital of Larith. Villages smaller both in size and population; a town where everyone knows everyone else's name. Further out on the Kurian border large family farms and other close-knit communities settle their buildings in wheel-like clusters and rely on each other for protection.

Physically, humans in Edara are as varied in shape and size as they are in our own world. They use gold, silver, and copper coins. Their facial Band tattoos are simple and to the point, like a bar over the eyes.



*This portrayal of the human race displays both their industrial roots and their noble aspirations.*

## Human Statistics

**Size:** Medium (5'0" – 6'5")

**Lifespan:** Around 60 years

**Health Pips:** Vigor + 6

**Sub-race:** Magica

**Speed:** 25 Feet

**Base Language:** Human

**Attribute Points:** 25

### Special:

- Only race able to select Noble Class Background
- Skill Bonus: +2 General Skill Points
- Varied: Humans are more diverse than any other race and receive +3 Attribute Points



# THE OGRES

*"The ferocity of the ogres is unparalleled. There is no greater foe to be faced on the battlefield"*



*Ogres prefer the hammer, as wielding this tool requires little strategy or thought..*

## Ogre Attribute Maximums Table

Body		Mind		Spirit	
Agility	Brawn	Brains	Wits	Vigor	Prowess
6	15	8	8	13	4

Ogres are the large cousins of the orcs. They are known for their incredible skill in battle as well as their great size. Ogres can very easily fight multiple opponents at one time, which make them highly sought after by orc war clans. Usually ogres who immerse themselves in orc culture dress themselves in orcish armaments. Ogres that prefer to live separate from orc tribes look down on this practice and call such ogres "orkers" in an attempt to be derogatory, though ogres do not actually have any distinct culture or craftsmanship of their own.

Ogres live in nomadic clans like their cousins, though their numbers are much smaller. They live in bonded family units, and usually two or three family units will make up one ogre clan. Ogres are so big that the

mountain regions cannot support many more than that in one place at a time. If ogres find caves large enough to support them they will settle down and live there for years at a time.

Oftentimes, a smaller ogre group will join with an orc clan. They assist them in battle and usually adopt the orcish honor system. With enough victories behind him, an ogre can even become an orc clan's warlord.

Ogres are very aggressive and quick to anger, often resorting to violence to resolve conflicts with outsiders. In contrast, they tend to be very loving and tender towards their family units.

Ogres are slightly disproportionate, with very large torsos and long arms but smaller legs. Their rough skin and hair range from sandy tan to red, and often their skin is mottled with tough, stone-like patches that are gray or black.

## Ogre Statistics

**Size:** Large (8'0"-10'0")

**Lifespan:** Around 80 years

**Health Pips:** Vigor + 8

**Sub-race:** Igneous

**Speed:** 20 Feet

**Base Language:** Igneous

**Attribute Points:** 23

**Special:**

- **Cumbersome:** Ogres receive a -3 penalty to all Agility skills
- **Skill Bonus:** +4 on Influence (*Intimidation*) Skill Tests
- **Rocky Skin:** Ogres naturally have 1 Piercing, 1 Slashing, and 1 Crushing armor
- **As Large creatures,** ogres suffer no penalty for using Heavy weapons, and they can use Medium size 2 handed weapons with only 1 hand



## THE ORCS

*"They are vicious, brutal, and angry. They kill with no obvious grievance. They are dangerous and unpredictable. Yet they are the most honorable and noble of all the races that walk Edara."*

### Orc Attribute Maximums Table

Body		Mind		Spirit	
Agility	Brawn	Brains	Wits	Vigor	Prowess
10	12	8	8	12	5

Orcs, along with their ogre cousins, appear at first to be very primitive, which is surprising for one Edara's oldest races. If legend can be believed, this is because their creator, Ignis, instilled within them fiery strength but not much else. Their barbaric civilization is often the butt of many jokes and they are viewed as unintelligent by their peers. This, however, is not true. Orcs just prefer their combat-driven society in place of lengthy debates and social statutes.

Orcish society has developed around a very strong sense of honor. Orcs can gain honor through their aggression, their performance in battle, and participation in honor duels. The greater a victory, the more honor an Orc gains. Defeat usually results in shunning, exile, or even suicide. But battle is not just about honor—it is also a fun pastime, and is used to settle conflicts, decide leaders, and win mating rights.

Orcs are scavengers and use whatever they can find to clothe and arm themselves, allowing them to save time spent making their own goods. The scraps they use to make their own weapons and armor give their equipment a crude, sharp look. When not in combat or scavenging, orcs are known for huge, rowdy feasts in which they regale themselves with grand tales of war.

Orcs live in nomadic warrior clans. They are ruled by a shaman, from either the Green, White, or Black Band, and a Red or Green Band warlord who has proven himself the most worthy in battle. It is not unheard of for an ogre to be the warlord of an orcish clan.

The renaissance ideals and the industrial revolution mean little to most orcs, though some work to better civilize themselves and become scientists and inventors. These orcs work to help their brethren improve their nomadic lives.

Orcs are very territorial, and often make war against the dwarves and humans who enter into their lands. Being very resourceful, orcs can survive in almost any condition. Such resilience makes them the most populous race of the Flamma Mountains.



*This orc has crafted armor for himself from the salvage found during his conquests*

Orcs are always prepared for battle and have honed their bodies into weapons. They sharpen their nails into claws and have large, tusk-like teeth. An orc's dark, charcoal-colored skin is often scarred by battle and ritualistic markings. Their hair is dark and coarse, often shaped into spikes or dreadlocks. Band tattoos have a sharp look that has been deemed as "tribal."

### Orc Statistics

**Size:** Medium (6'0"-7'0")

**Lifespan:** Around 100 years

**Health Pips:** Vigor +6

**Sub-race:** Igneous

**Speed:** 25 Feet

**Base Language:** Igneous

**Attribute Points:** 25

**Special:**

- Battle Lust: +2 Initiative
- Skill Bonus: +3 to their Survival Skill
- Intensive Training: +1 Proficiency Point



# CHAPTER 6

## BANDS

“

*I'll never forget the day I took my vows. I had felt the fire of Ignis burning inside of me since the day I was born, begging to be unleashed. I found satisfaction in fistfights, boxing, and bruising but that only dimmed the fire, it did not quench it. When it came to my Banding Day I knew no hesitation. The secrets of the Red Band were just beyond my reach. They took me, they marked me, and they trained me. I was beaten down, broken, and then built back up. I became who I am today in the bloody sands of that arena. If not for that guidance and direction I would have been lost. Dead by now, assuredly. My instructors gave me a focus and a channel for that fire. And now I serve proudly in the Royal Guard. My sword fights for more than myself. And I have the Reds to thank for it.*

”

*-Sgt. Pontifus Derelius,  
Kurian Palace Guard*

Every Primarch has a legacy that it passed down to its race at the dawn of time. They taught their people a discipline to live by. It became an integral part of their culture. It gave them purpose.

Today, not everyone in the world is Banded. It is a personal choice, rather than a cultural necessity. Since the end of the Great War, Bands have begun to share their traditions and anyone can enter any discipline they want. Not everyone believes in the Primarchs anymore, and Band teachings are broader and more generic.

You may choose a Band of your own. Whether you seek to follow a Primarch or have more personal reasons, your Band will give you the skills and abilities you need to survive in a competitive and sometimes hostile world. When you select a Band, you can choose up to two trees, a primary and a secondary. You will gain more abilities from your primary tree, so choose carefully.

When you choose a Band, you tattoo the color across your face to signify to the world which

discipline you follow. Each race has their own unique design that has evolved over generations.

### Band Trees

Every Band has 4 trees that grant different abilities. Some allow you to cast spells with Auramancy, others make you better with defense or weapon attacks. To gain these abilities, you must spend Band Points to advance through the Tree.

There are 10 tiers of abilities in each Tree. When you spend your first Band Point in a tree, you gain the Tier 1 ability that belongs to that Tree, which appears at the top of the table. For every point thereafter, you gain the next tier in the Tree in descending order on the table.

You are allowed to specialize in two Trees, a Primary and a Secondary. When you spend Band Points, you may gain abilities from either Tree. However, you will only be able to gain all 10 tiers from your Primary Tree.



When you reach the 9<sup>th</sup> Tier in your Primary Tree, you must make a choice. Every Tree splits into two branches for Tiers 9 and 10, an A-branch and a B-branch. You may learn the abilities in only one branch—you cannot take the Tier 9 in one branch and the Tier 10 in the other. The branches provide unique and powerful abilities that allow you to specialize your character.

The 10<sup>th</sup> Tier is special, called a Title Ability. As the name suggests, it grants not only an ability but also a title that your character assumes. Your title defines your character, letting other characters in the world know what you do and how good you are at it.

## BLACK BAND

According to myth, Mortis, the Primarch of Death, created Shadow Archons—colloquially referred to as demons—to fulfill her purpose. It was her burden to make sure each Cycle met its natural end.

For generations, the demons alone wore the mark of the Black Band. Over time, Mortis gathered followers who understood the necessary nature of her role. All those who choose to join the Black Band do not necessarily believe in or worship Mortis, but they have respect and an appreciation for death and darkness. Many who take the mark of Mortis act as caretakers of the dead: morticians, gravediggers, and the like. They operate human temples and dwarven tombs. Elves prefer a ritualistic ‘death speaker’ who eases the passage between this life and Abyssum. The shamans of the orcs and ogres treat those who fall in battle with great respect, giving them special funeral rites not granted to those who die of disease or age. But not all seek to aid and care for the dead; some forsake these timeless duties and instead use their disciplines for personal gain. This perverse

use of Mortis’ gifts helped foster a negative view of the Band by many people. The Great War only perpetuated this view, forcing many in the Black Band to work in secret to further the development of the darker disciplines.

Members of the Black Band can use their own life force to imbue themselves with power through Bloodcraft, deal in secrets and claim the lives of those whose time has come with Intrigue, command the dead with Necromancy, and collect the souls of those who have passed with Soulcraft. They also gain skill bonuses that help them work in the shadows:

- +1 Religion Facet of the Knowledge Skill
- +1 Stealth Skill
- +1 Trickery Skill



## Bloodcraft Tree

**Tier 1: Fuel.** *Active ability, 1 AP.* You can suffer 1 damage to your own HP in order to gain a +2 bonus on your next Attack or Auramancy Test. You may do this only once per attack or spell.

**Tier 2: Bloodlust.** *Passive ability.* You heal 1 Health Pip after reducing an enemy to 0 HP.

**Tier 3: Euthanasia.** *Passive ability.* When making an Attack or Auramancy Test against a target with HP less than or equal to your Prowess, or suffering from a disease, you gain a bonus to the Test equal to your Prowess.

**Tier 4: Coroner.** *Passive ability.* You automatically pass Hunting (*Gather Information*) Skill Tests made on a corpse.

**Tier 5: Adept.** *Passive ability.* You can cast Adept level Blood spells. Upon unlocking a spell

level, you automatically learn 2 spells. See Chapter 10: Auramancy for more information and spells lists.

**Tier 6: Infuse.** *Upgrade to Fuel.* You gain a +3 bonus on your next Attack or Auramancy Test but still suffer only 1 point of damage.

**Tier 7: Master.** *Passive ability.* You can cast Master level Blood spells.

**Tier 8: Insatiable.** *Upgrade to Bloodlust.* You may heal 2 Health Pips after reducing an enemy to 0 HP.



# Black Band

## Bloodcraft

Fuel

Bloodlust

Euthanaisa

Coroner

Adept

Infuse

Master

Insatiable

Blood Steal

Studied

Magus

Reaver

## Intrigue

Shank

Blend

Concealed  
Weapon

Secrecy

Espionage

Eviscerate

Interrogation

Darkness  
Blend

Combat  
Blend

Infiltration

Assassin

Shadow

## Necromancy

Animate  
Dead

Macabre  
Influence

Preserve  
Body

Mortician

Embalm

Corpse  
Soldier

Grave  
Digger

Undertaker

Infected  
Flesh

Corpse  
Bomb

Scourge

Legionary

## Soulcraft

Initiate

Ferry Soul

Disciple

Demonic  
Aid

Adept

Soul Tear

Master

Soulmend

Death  
Rites

Studied

Magus

Keeper



**Tier 9A: Blood Steal.** *Special ability.* Once per turn, you can inflict 2 damage to an adjacent ally to instantly gain 1 AP.

**Tier 9B: Studied.** *Passive ability.* You learn 1 additional spell per spell level.

**Tier 10A: Magus.** *Title ability.* You can cast Magus level Blood spells. You also gain the title Magus of Blood.

**Tier 10B: Reaver.** *Title ability.* Every time you deal at least 1 damage to an enemy, you heal HP equal to the damage, up to your Prowess, and gain a +2 bonus on your next Attack or Auramancy Test that round. These bonuses stack with the Infuse ability. You also gain the title Reaver.



*The orc clan kris'tuk has spent generations perfecting their assassin training.*

## Intrigue Tree

**Tier 1: Shank.** *Passive ability.* You gain a +4 bonus on Attack Tests against Unaware targets.

**Tier 2: Blend.** *Passive ability.* You gain a +2 bonus on Stealth Skill Tests. When in a crowd, you can make Stealth (*Hide*) Skill Tests while being observed with a +5 Target Number modifier.

**Tier 3: Concealed Weapon.** *Passive ability.* You gain a +1 bonus on Attack Tests with all one-handed Light melee weapons and all weapons with a Smuggle bonus.

**Tier 4: Secrecy.** *Passive ability.* You gain a +2 bonus on Trickery Skill Tests.

**Tier 5: Espionage.** *Passive ability.* You are able to make Stealth and Trickery Skill Tests for 2 AP.

**Tier 6: Eviscerate.** *Upgrade to Shank.* The bonus on Attack Tests against Unaware targets increases to +6.

**Tier 7: Interrogation.** *Passive ability.* You gain a +2 bonus on Hunting (*Gather Information*) Skill Tests. You may make Hunting (*Gather Information*) Skill Tests even when your target is Hostile.

**Tier 8: Darkness Blend.** *Upgrade to Blend.* Your bonus on Stealth Skill Tests increases to +4. When in heavy shadow or darkness, you can make Stealth (*Hide*) Skill Tests while being observed with a +5 Target Number modifier.

**Tier 9A: Combat Blend.** *Passive ability.* You can make a Stealth Skill Test in combat against an Overwhelmed target that is not Engaging you with a +5 Target Number modifier. If you succeed, that target becomes Unaware of you.

**Tier 9B: Infiltration.** *Passive ability.* When making Stealth and Thievery Skill Tests, you can roll twice and keep the better result.

**Tier 10A: Assassin.** *Title ability.* Successful attacks against Unaware targets ignore armor like a critical hit. Actual critical hits against Unaware targets deal +5 damage. You also gain the title Assassin.

**Tier 10B: Shadow.** *Title ability.* For 2 AP, You are able to become invisible for Duration [P]. You are treated as if you had succeeded on a Stealth (*Hide*) Skill Test, so you can still be heard. Attacking or Sprinting makes you visible again. You are able to use this ability a number of times per day equal to your Prowess. You also gain the title Shadow.

## Necromancy Tree

**Tier 1: Animate Dead.** *Active ability, 3 Action Points.* You summon a level 1 skeleton Minion to fight for you. It acts after your turn in combat but has its own Action Points to spend. The minion vanishes when it is killed, otherwise it lasts until you decide to destroy it. You can only have one undead Minion summoned at a time. You can use this ability a number of times per day equal to your Prowess. See Chapter 11: Companions for more information.

**Tier 2: Macabre Influence.** *Passive ability.* You are able to make Influence Tests of Skill against all undead. The Attitude of undead you encounter is 1 level higher than normal towards you, but not your allies.

**Tier 3: Preserve Body.** *Passive ability.* You and your allies gain +1 Tick on your Death Clocks and you gain a +2 bonus on all Tests made to heal or restore allies to life.

**Tier 4: Mortician.** *Upgrade to Animate Dead.* You can now summon Level 1 and Level 2 skeleton Minions. Your maximum Health is permanently reduced by 1 Health Pip.

**Tier 5: Embalm.** *Upgrade to Preserve Body.* You and your allies gain another +1 Tick on your Death Clock.. The bonus on Tests to heal or restore them to life increases to +3 and applies to all allies within 10 feet.

**Tier 6: Corpse Soldier.** *Upgrade to Animate Dead.* You can summon level 1 zombie Minions to fight for



you. Normal undead Minion rules apply.

**Tier 7: Grave Digger.** *Upgrade to Animate Dead.* You can summon and control up to 2 undead Minions at once.

**Tier 8: Undertaker.** *Upgrade to Animate Dead.* You can summon Level 1 and Level 2 zombie Minions. Your max Health is permanently reduced by another Health Pip.

**Tier 9A: Infected Flesh.** *Passive ability.* When you animate a new Minion, roll a D12 and refer to the disease chart in Chapter 14: Adventuring. The Minion is infected with the corresponding disease, but, being undead, it does not suffer the effects. Anytime the Minion deals at least 1 damage to a living, organic target, that target is infected with the same disease.

**Tier 9B: Corpse Bomb.** *Passive ability.* Whenever one of your undead Minions is reduced to 0 HP, it explodes and deals 2 Toxic damage to all enemies within 10 feet.

**Tier 10A: Scourge.** *Title ability.* For 5 AP, you can summon an abomination Minion to fight by your side. The abomination has 3 Action Points and lasts for Duration 2[P]. Roll to infect the abomination with 2 different diseases, both of which are transmitted if it damages an enemy. You can control no other undead Minions while controlling the abomination, and summoning the abomination destroys any other active Minions. You can use this ability a number of times per day equal to one-half your Prowess, rounded down. You also gain the title Scourge.

**Tier 10B: Legionary.** *Title ability.* You are able to summon and control up to 3 Minions at once and you can use the Animate Dead ability a number of times each day equal to twice your Prowess. You also gain the title Legionary.

## Soulcraft Tree

**Tier 1: Initiate.** *Passive ability.* You can cast Initiate level Shadow spells. Upon unlocking a spell level, you automatically learn 2 spells. See Chapter 10: Auramancy for more information and spell lists.

**Tier 2: Ferry Soul.** *Active ability, 1 Action Point.* If a living, organic being, ally or enemy, dies on your turn or has died before the start of your turn, you gain a +1 bonus to your Spirit Defense until the end of the encounter. This bonus can be gained multiple times and will stack, up to a maximum of your Prowess.

**Tier 3: Disciple.** *Passive ability.* You can cast Disciple level Shadow spells.

**Tier 4: Demonic Aid.** *Passive ability.* You gain a +1 bonus on Attack and Auramancy Tests against all members of the White Band and Light Archons.

**Tier 5: Adept.** *Passive ability.* You can cast Adept level Shadow spells.

**Tier 6: Soul Tear.** *Upgrade to Ferry Soul.* When you ferry a soul, you also gain a +1 bonus on Attack or Auramancy Tests until the end of the encounter. This bonus can be gained multiple times and will stack, up to a maximum of your Prowess.

**Tier 7: Master.** *Passive ability.* You can cast Master level Shadow spells.

**Tier 8: Soulmend.** *Upgrade to Ferry Soul.* When you ferry a soul, you may heal yourself or one ally in line-of-sight 1 HP instead of using Soul Tear.

**Tier 9A: Death Rites.** *Passive ability.* When an ally is reduced to 0 HP, you may gain 1 AP to your AP pool for the remainder of the battle, for as long as that ally remains at 0 HP.

**Tier 9B: Studied.** *Passive ability.* You learn 1 additional spell per spell level.

**Tier 10A: Magus.** *Title ability.* You can cast Magus level Shadow spells. You also gain the title Magus of Shadow.

**Tier 10B: Keeper.** *Title ability.* Any time you slay a living, organic target you may keep its soul. When casting a spell or making an attack, you can destroy the soul to add Magic damage equal to your Prowess to the normal damage dealt. Alternatively, you can release the soul at any time to heal yourself or an adjacent ally HP equal to your Prowess. You may keep only one soul at a time. You also gain the title Keeper.

## BLUE BAND

Auramancy was created by the Primarch Auralius and the legendary Artis Magicae within the Blue Band. Most Auramancers consider themselves scientists as well, and so they view their attachment to Auralius as more allegorical than literal. Some sects of the Blue Band set out to prove the existence of Auralius, while others attempt to disprove it once and for all. But for whatever reason, they were the first to unlock the key to the Aura and have a natural talent for it. Humans have had the easiest time understanding the Aura and it is rare to find a human city that does not contain a library or school to house this magical knowledge. Other races have not been as lucky. If they wish to become an Auramancer, they first have to seek out a Magus of the craft and study under him for the years required to master the Aura. It has grown easier to find a teacher as the number of Blue Band members has grown. With the birth of the Renaissance, and the spread of Primarch teachings, a group of Blue Band Auramancers formed a University of Magic in which to study the Aura together.

The Blue Band has some of the most fearsome powers, as they can influence the mind with Mindcraft, create unparalleled destruction through Spellcraft and Battlecraft, and gain a mighty ally with the Dragon tree. Members of the Blue Band are in constant study of the world around them and gain bonuses to reflect their command of the Aura:

- +2 Enchanting Skill
- +1 Magic Facet of the Knowledge Skill



# Blue Band

Battlecraft

Dragon

Mindcraft

Spellcraft

Initiate

Dragon  
Companion

Initiate

Initiate

Spell Blade

Treasure  
Sense

Telepathic  
Link

Spell Wisp

Disciple

Fire Breath

Disciple

Disciple

Eldritch  
Strike

Water Dance

Mental  
Assault

Arcane  
Dance

Adept

Greater  
Companion

Adept

Adept

Arcane  
Warrior

Draconic  
Growth

Manipulation

Wisp Armor

Master

Fluid Step

Master

Master

Greater  
Spellblade

Loyal  
Companion

Overload

Power Line

Spell  
Store

Studied

Draconic  
Synergy

Side  
Swipe

Mind  
Block

Studied

Spell  
Bomb

Studied

Magus

Shielder

Dragon  
Kin

Dragoon

Magus

Reader

Magus

Shaper



## Battlecraft Tree

**Tier 1: Initiate.** *Passive ability.* You can cast Initiate level Battle spells. Upon unlocking a spell level, you automatically learn 2 spells. See Chapter 10: Auramancy for more information and spell lists.

**Tier 2: Spellblade.** *Active ability, 1 Action Point.* You can create a blade of Aural energy that extends from your arm and takes the shape of a melee weapon of your choosing. The blade deals 2(P) 2(S) damage and is considered a Light melee weapon, but does not require the Proficiency. (Without it, you don't gain access to the light weapon abilities such as parry.) You can store 1 offensive spell in the blade by casting the spell as you normally would, spending the correct amount of Action Points but designating the spell as stored. Instead of being cast immediately, the spell stays in the blade, causing it to glow. The next time your Spellblade hits a target, add the damage and effects of the stored spell to the normal (P) or (S) damage of the blade. Any area-of-effect the spell has is negated. If you are disarmed, you lose any spells stored in the blade and must recast the weapon. You can summon the blade a number of times equal to twice your Prowess every day.

**Tier 3: Disciple.** *Passive ability.* You can cast Disciple level Battle spells.

**Tier 4: Eldritch Strike.** *Passive ability.* The damage or effect duration of any spell stored in the Spellblade is increased by 1. If a spell has both damage and duration, only the damage is increased.

**Tier 5: Adept.** *Passive ability.* You can cast Adept level Battle spells.

**Tier 6: Arcane Warrior.** *Passive ability.* You may reduce the Auramancy penalties from wearing armor and for being Engaged by 1.

**Tier 7: Master.** *Passive ability.* You can cast Master level Battle spells.

**Tier 8: Greater Spellblade.** *Upgrade to Spellblade.* Your Spellblade now deals 3(P) 3(S) damage.

**Tier 9A: Spell Store.** *Upgrade to Spellblade.* You are able to store a second spell in the Spellblade. When you hit a target with the Spellblade, add the damage and effects of both spells to the blade's damage.

**Tier 9B: Studied.** *Passive ability.* You learn 1 additional spell per spell level.

**Tier 10A: Magus.** *Title ability.* You can cast Magus

level Battle spells. You also gain the title Magus of Battle.

**Tier 10B: Shielder.** *Title ability.* For 1 Action Point, you can create a shield of Aural energy on your arm, as long as you wield nothing else in that hand. It grants 1(P) 2(S) armor and requires no proficiencies to use. In addition, the Auramancy penalty reduction from armor and from being Engaged increases to 2. You also gain the title Shielder.

## Dragon Tree

**Tier 1: Dragon Companion.** *Special ability.* You gain a dragon Companion who will accompany you and fight with you. This Companion is Small in size and does not breathe fire. It has its own statistics, except for Prowess, and is subject to the same rules as you. It takes its turn at your place in the Initiative Order, acting either before or after your turn. See Chapter 11: Companions for more information.

**Tier 2: Treasure Sense.** *Passive ability.* Whenever your Companion is present, all loot discovered by you and your allies has 10% more Currency.

**Tier 3: Fire Breath.** *Active Companion ability, 2 Action Points.* Your dragon

Companion can now breathe fire. This is an Agility-based attack that deals 2 Elemental damage to everything it hits in a 10-foot cone. This ability is usable a number of times each day equal to your Prowess.

**Tier 4: Water Dance.** *Active ability, 1 AP.* You gain a +1 bonus on your next Attack or Auramancy Test this turn. This ability can be used multiple times and its effect stacks.

**Tier 5: Greater Companion.** *Upgrade to Dragon*

*Companion.* Your Companion receives 3 Attribute Points to spend on any of its Attributes.

**Tier 6: Draconic Growth.** *Upgrade to Dragon Companion.* Your Companion increases to Medium size, with increased statistics listed in Chapter 11: Companions. Its fire breath now deals 3(E) damage and has a range of 15 feet. Small races are able to use their Companion as a mount with the Control Vehicle (*Ride*) Skill.

**Tier 7: Fluid Step.** *Upgrade to Water Dance.* The first time you use Water Dance every turn, you may move up to 5 feet.



*Auramancy is the sword which the  
Battlemage wields*



This movement does not count as a move action. Normal Engagement rules apply.

**Tier 8: Loyal Companion.** *Upgrade to Dragon Companion.* Your Companion receives 3 more Attribute Points to spend on any of its Attributes.

**Tier 9A: Draconic Synergy.** *Passive ability.* You and your Companion gain a +1 bonus on Attack Tests and Defense when within 10 feet of each other.

**Tier 9B: Sideswipe.** *Passive Companion ability.* When your Companion moves, it may make a free Claw attack against one enemy it passes.

**Tier 10A: Dragonkin.** *Title ability.* For 3 AP, you can breathe fire like your dragon companion. This is an Agility-based attack that deals 3(E) damage to everything it hits in a 15-foot cone. You can use this ability a number of times each day equal to your Prowess. In addition, you gain a natural +1 (PSC) armor bonus and your skin has a scaly texture. You also gain the title Dragonkin.

**Tier 10B: Dragoon.** *Title ability.* Your Companion increases to Large size, with increased statistics listed in Chapter 11: Companions. Its fire breath now deals 4(E) damage and has a range of 20 feet. Medium and Large races are able to use their Companion as a mount with the Control Mount (*Ride*) Skill. You also gain the title Dragoon.

### Mindcraft Tree

**Tier 1: Initiate.** *Passive ability.* You can cast Initiate level Mind spells. Upon unlocking a spell level, you automatically learn 2 spells. See Chapter 10: Auramancy for more information and spell lists.

**Tier 2: Telepathic Link.** *Active ability, 1 Action Point.* You can communicate telepathically with one ally in line-of-sight. Each participant may say one simple sentence, without any outside indication. You cannot use this ability if you become Overwhelmed.

**Tier 3: Disciple.** *Passive ability.* You can cast Disciple level Mind spells.

**Tier 4: Mental Assault.** *Passive ability.* All enemies within 10 feet of you receive a -1 penalty on Attack or Auramancy Tests. You cannot use this ability if you are Overwhelmed.

**Tier 5: Adept.** *Passive ability.* You can cast Adept level Mind spells.

**Tier 6: Manipulation.** *Passive ability.* You gain a +2 bonus on Influence Skill Tests.

**Tier 7: Master.** *Passive ability.* You can cast Master level Mind spells.

**Tier 8: Overload.** *Upgrade to Mental Assault.* The penalty increases to -2 and applies to all Tests.

**Tier 9A: Mind Block.** *Passive ability.* You persistently reduce the Action Points of one enemy within 10 feet of you by 1. If multiple enemies are within distance, only the first enemy that entered range receives the penalty. You cannot use this ability if you are Overwhelmed.

**Tier 9B: Studied.** *Passive ability.* You learn 1 additional spell per spell level.

**Tier 10A: Magus.** *Title ability.* You can cast Magus level Mind spells. You also gain the title Magus of the Mind.

**Tier 10B: Reader.** *Title ability.* You are able to tell what one target within 10 feet of you is going to do, gaining a +2 bonus on all Tests and both Defenses against them. You can use Telepathic Link to grant an ally a +1 bonus with Duration 1 to a single Test or Defense against the target once per round. If multiple targets are within distance, you must pick one at the start of your turn. If you Engage a target, it must be the target of this ability and you lose the bonus if the target is more than 10 feet away. You cannot use this ability if you become Overwhelmed. You also gain the title Reader.

### Spellcraft Tree

**Tier 1: Initiate.** *Passive ability.* You can cast Initiate level Arcane spells. Upon unlocking a spell level, you automatically learn 2 spells. See Chapter 10: Auramancy for more information and spell lists.

**Tier 2: Spell Wisp.** *Active ability, 2 Action Points.* You can summon an Aural Wisp to your side. The Wisp is able to be the origin point of spells you cast and can Engage enemies. It can also be the point of origin for Enchanting Skill Tests. You can move the Wisp up to ½ your Speed for 1 Action Point. The Wisp disappears if it is dealt damage and cannot be summoned again for a number of rounds equal to your Prowess.

**Tier 3: Disciple.** *Passive ability.* You can cast Disciple level Arcane spells.

**Tier 4: Arcane Dance.** *Active Wisp ability, 1 AP.* Your Wisp can make an attack against all targets in a 5-foot radius, using your Auramancy Test, that Blinds and Dazes all enemies it hits for Duration 1. This ability can be used a number of times per day equal to your Prowess.

**Tier 5: Adept.** *Passive ability.* You can cast Adept level Arcane spells.

**Tier 6: Wisp Armor.** *Passive ability.* You gain +1(M) Armor whenever your Wisp is within 10 feet of you.

**Tier 7: Master.** *Passive ability.* You can cast Master level Arcane spells.

**Tier 8: Power Line.** *Passive ability.* If you and your wisp are both adjacent to and Overwhelming the same enemy, you gain +1(E) damage on spells against that target.

**Tier 9A: Spell Bomb.** *Active ability, 3 AP.* You can sacrifice your Wisp to deal 5(M) damage in a radius equal to your Prowess originating from your Wisp. You cannot summon the Wisp again in the same 24 hour period. This ability is usable only once each day.

**Tier 9B: Studied.** *Passive ability.* You learn 1 additional spell per spell level.

**Tier 10A: Magus.** *Title ability.* You can cast Magus level Arcane spells. You also gain the title Magus of the Arcane.

**Tier 10B: Shaper.** *Title ability.* When you deal at least 1 damage to a target with a spell, roll a D12 and apply



the corresponding effect from the Conditions Table in Chapter 14: Adventuring. If the spell already inflicts the listed status effect, add 1(E) damage instead. You also gain the title Shaper.

## GREEN BAND

Elven lore says that members of the Green Band were chosen by the Primarch Silva, Goddess of Nature, to be shepherds to the animals and speakers to the trees. They have always had a deep connection with nature, respecting it to an extent that borders on worship. Without a forest teeming with life to tend to, the other races found further uses for Silva's teachings. Humans and dwarves took to agriculture, and all the races learned to respect the lives of the animals they took when hunting. Orcs and ogres found ways to channel forces inside them, introducing new ways of fighting that quickly spread throughout the world.

Since the end of the Great War, the renaissance spirit has caught on and the elves have begun to share their teachings even more. Some have left the Sylvan realms and taken to tending Groves in the cities of other races. When a new Woodspeaker first appears in a city, many of the Bandless flock to learn the ways of nature. Some of them even become skilled enough to travel back to their home cities and grow new Groves there and continue to spread the teachings. However, tradition dictates that only female elves of the Green Band can adopt the title 'Greenspeaker.' Everyone else who achieves this rank is known as a 'Shepherd'.

The four trees of this Band, Beast, Lifecraft, Scouting, and Wrath, teach how to live with nature by attuning with animals, controlling nature itself, hunting game, and harnessing raw emotion. All those of the Green Band gain Skill bonuses that help them interact with the forests:

- +1 Hunting Skill
- +1 Nature Facet of the Knowledge Skill
- +1 Survival Skill

## Beast Tree

**Tier 1: Animal Companion.** *Special ability.* You gain an animal Companion who will accompany you and fight with you. This Companion may be a bear, cougar, or wolf. The animal has its own statistics, except for Prowess, and is subject to the same rules as you. It acts on your turn in combat but has 4 of its own Action Points to spend. See Chapter 11: Companions for more information.

**Tier 2: Animal Nature.** *Passive ability.* You gain a +2 bonus on Influence Skill Tests against animals. The Attitude of animals you encounter is 1 level higher than normal towards you, but not your allies.

**Tier 3: Maul.** *Passive Companion ability.* Before making any melee attack, your animal Companion may gain an Attack bonus up to your Prowess Attribute for that attack. If it does, it takes an equal penalty to Physical Defense until the start of your next turn. You may do this only once per turn.

**Tier 4: Animal Instincts.** *Active ability, 1 Action Point.* You gain a bonus based on your animal Companion. If you have a cat or wolf, you get a +1 bonus on your next Attack Test this turn. If you have a bear, you get a +1 Physical Defense bonus against the next attack made against you before your next turn. This ability can be used multiple times and its effect stacks.

**Tier 5: Greater Companion.** *Upgrade to Animal Companion.* Your animal Companion receives 2 Attribute

Points to spend on any of its Attributes except Brains.

**Tier 6: Mutation.** *Passive ability.* You begin to mutate into the same animal as your Companion. You gain a permanent +1 bonus to the Body Attribute of your choice, which can exceed your racial maximums. If your companion is a Bear, you may choose Vigor instead. Your fingernails turn into claws that can deal 3(S) damage, and your teeth become fangs that can deal 2(P) damage, and all count as Light melee weapons that cannot be disarmed.

**Tier 7: Dermal Growth.** *Passive ability.* You gain a natural +1 (PSC) armor bonus.



*An ogre and his bear will  
dominate a battlefield*



# Green Band

Beast

Lifecraft

Scouting

Wrath

Animal  
Companion

Initiate

Pathfinder

Adrenaline  
Rush

Animal  
Nature

Serene  
Mind

Trapper

Savage  
Mind

Maul

Disciple

Ambush

Devestate

Animal  
Instincts

Wild Grove

Trailblazer

Fearsome

Greater  
Companion

Adept

Survivalist

Adrenaline  
Surge

Mutation

Natural  
Immunity

Waylay

Primal  
Emotion

Dermal  
Growth

Master

Camouflage

Cleave

Loyal  
Companion

Green  
Thumb

Hunter

Tireless

Fight  
or  
Flight

Bestial  
Rage

Life  
Grove

Studied

Guerrilla

Land  
Walker

Massacre

Brute

Shifter

Ferine

Magus

Speaker

Stalker

Ranger

Berserker

Titan



**Tier 8: Loyal Companion.** *Upgrade to Animal Companion.* Your animal Companion receives 3 more Attribute Points to spend on any of its Attributes except Brains.

**Tier 9A: Fight or Flight.** *Passive ability.* When your HP is lower than your Prowess, you may choose to either gain a +1 bonus on all Attack Tests or a +5 foot Speed bonus and you can always move as if you were Safely Disengaging. If you fall unconscious or are healed to an amount greater than your Prowess, the bonus ends. Once you have chosen a bonus, you cannot change your choice until the active bonus ends.

**Tier 9B: Bestial Rage.** *Active Companion ability, 1 AP.* Your animal Companion is able to enter a Rage that grants it a +2 bonus to its Body Attributes and Vigor. The Rage lasts Duration [P]. When the Rage wears off, your Companion suffers the status effect Tired for Duration [P]. It is able to enter this Rage a number of times per day equal to your Prowess.

**Tier 10A: Shifter.** *Upgrade to Mutation.* You gain the physical characteristics of your animal Companion and appear to be half beast. You gain another +1 bonus to the Body Attribute of your choice, or Vigor if your Companion is a bear. Your claws grow and can deal 4(S) damage and your fangs now deal 3(P) damage. You gain an additional +1 (PSC) armor bonus. Your Speed increases by +5 feet and you gain the special Mutation ability of your form, which can be found in your Companion's listing in Chapter 11: Companions. You also gain the title Shifter.

**Tier 10B: Ferine.** *Title ability.* Your animal Companion receives 3 more Attribute Points to spend on any of its Attributes, but only 1 point may be used on Brains. In addition, the bear gains 1(B) 1(M) armor, the cougar gains +1(S) damage with its claws, and the wolf gains +1(P) damage with its bite. The Attitude of animals you encounter is the same to your allies as it is to you. You also gain the title Ferine.

## Lifecraft Tree

**Tier 1: Initiate.** *Passive ability.* You can cast Novice level Nature spells. Upon unlocking a spell level, you automatically learn 2 spells. See Chapter 10: Auramancy for more information and spell lists.

**Tier 2: Serene Mind.** *Active ability, 1 Action Point.* You enter a peaceful State of Mind to focus your inner energy on healing which allows you to grant 1 additional HP whenever you cast a healing spell or perform a First Aid Skill Test. You can only be in one State of Mind at a time, which lasts until you choose to leave it or the encounter ends.

**Tier 3: Disciple.** *Passive ability.* You can cast Disciple level Nature spells.

**Tier 4: Wild Grove.** *Active ability, 3 AP.* You may cause an abundance of plant life to grow anywhere within your line of sight. This area covers a 25 foot radius, becomes Rough Terrain, and grants Low Cover. It lasts for Duration 2[P].

**Tier 5: Adept.** *Passive ability.* You can cast Adept

level Nature spells.

**Tier 6: Natural Immunity.** *Passive ability.* You are immune to Toxic damage and all diseases.

**Tier 7: Master.** *Passive ability.* You can cast Master level Nature spells.

**Tier 8: Green Thumb.** *Upgrade to Wild Grove.* The plant growth now covers a 50-foot radius, grants Half Cover, and provides a +2 bonus on Stealth (*Hide*) Skill Tests while within it.

**Tier 9A: Life Grove.** *Upgrade to Wild Grove.* You and your allies recover 1 HP at the start of your respective turns while in the grove. This healing is not increased by Serene Mind.

**Tier 9B: Studied.** *Passive ability.* You learn 1 additional spell per spell level.

**Tier 10A: Magus.** *Title ability.* You can cast Magus level Nature spells. You also gain the title Magus of Nature.

**Tier 10B: Speaker.** *Title ability.* You are able to speak to plants and use Skills on them, acting as if they were a regular NPC. The plant life grown by Wild Grove is able to defend itself with a cloud of toxic spores that deals 3(T) damage to any enemy that moves through or ends its turn in the area. You also gain the title Speaker.

## Scouting Tree

**Tier 1: Pathfinder.** *Passive ability.* Upon gaining this ability, choose a terrain type (Forest, Plains, Mountain, Swamp, or Underground). When in that type of terrain, you gain +5 Speed bonus and can ignore Difficult Terrain.

**Tier 2: Trapper.** *Passive ability.* You can use trap gadgets without any Proficiency and your traps deal +1 damage or have +1 Duration.

**Tier 3: Ambush.** *Passive ability.* You automatically move to the top of the Initiative Order after attacking an Unaware target.

**Tier 4: Trailblazer.** *Upgrade to Pathfinder.* When in your chosen terrain, you gain a +4 bonus on Navigation Skill Tests and a +2 bonus on Hunting Skill Tests.

**Tier 5: Survivalist.** *Passive ability.* You are able to make Hunting and Survival Skill Tests for 2 AP.

**Tier 6: Waylay.** *Passive ability.* When attacking an Unaware target, you receive no penalties for making multiple attacks or casting multiple spells.

**Tier 7: Camouflage.** *Passive ability.* You gain a +2 bonus to Stealth (*Hide*) Skill Tests. While in natural terrain, Stealth (*Hide*) Skill Tests where there are no hiding places do not suffer a penalty.

**Tier 8: Hunter.** *Upgrade to Pathfinder.* When in your chosen terrain, your critical threat range with all attacks and spells increases by 1.

**Tier 9A: Guerrilla.** *Passive ability.* You can make Stealth (*Hide*) Skill Tests with a natural hiding place, like plant cover, while being observed with a +5 bonus. You can also make such Tests in combat if you are not



Engaged, with the same bonus modifier.

**Tier 9B: Landwalker.** *Upgrade to Pathfinder.* You gain a +2 bonus to Attack and Auramancy Tests as well as Physical and Spiritual Defense while in your chosen terrain.

**Tier 10A: Stalker.** *Title ability.* When you or your allies have initiated a Surprise Round, you may take two consecutive turns. You also gain the title Stalker.

**Tier 10B: Ranger.** *Title ability.* You gain an animal Pet that can aid you outside of combat. The Pet can be a badger, bird of prey, fox, raccoon, or snake. Pets provide a constant bonus but do not get statistics, cannot participate in combat, and receive no Action Points. See Chapter 11: Companions for more information. You also gain the title Ranger, modified by your chosen terrain, such as “Ranger of the Forest.”

## Wrath Tree

**Tier 1: Adrenaline Rush.** *Active ability, 1 AP.* You are able to harness your emotions and induce an adrenaline-fueled fervor. This rush lasts a number of rounds equal to your Prowess Attribute and turns you into a rabid warrior. While in this state, you gain +1 to all Body Attributes and Vigor, which increases your HP. When the rush wears off, you suffer the status effect Tired for Duration [P]. You may use this ability a number of times equal to your Prowess every day.

**Tier 2: Savage Mind.** *Active ability, 1 Action Point.* You enter a violent State of Mind to focus your inner energy on offense, gaining a +1 bonus on Attack and Auramancy Tests. You can only be in one State of Mind at a time, which lasts until you choose to leave it or the encounter ends.

**Tier 3: Devastate.** *Passive ability.* Before making an Attack or Auramancy Test on your turn, you may choose to gain a bonus on the roll up to your Prowess Attribute. If you do, you take an equal penalty to Physical Defense for Duration 1. You may do this only once per turn.

**Tier 4: Fearsome.** *Passive ability.* You gain a +2 bonus on Influence (*Intimidate*) Skill Tests, or +4 if in Adrenaline Rush.

**Tier 5: Adrenaline Surge.** *Upgrade to Adrenaline Rush.* The bonus to Body Attributes and Vigor while in an adrenaline rush increases to +2.

**Tier 6: Primal Emotion.** *Upgrade to Savage Mind.* The bonus from your violent State of Mind increases to +2.

**Tier 7: Cleave.** *Upgrade to Devastate.* Whenever you use Devastate for a melee attack, you can make the attack against two enemies that are adjacent to each other and within your reach. If using Devastate for a ranged attack or spell, you can make the attack against two enemies that are lined up across your trajectory and within the weapon's range. You must be in a violent State of Mind to use this ability.

**Tier 8: Tireless.** *Upgrade to Adrenaline Rush.* You no longer become Tired when the adrenaline rush ends.

**Tier 9A: Massacre.**

*Passive ability.* If you reduce an enemy to 0 HP with an attack, or spell gain a free attack against any enemy within your reach or range. You must be in a

violent State of Mind to use this ability, and you may only use it once per turn.

**Tier 9B: Brute.** *Passive ability.* You gain +2 Health Pips. If you would ever have more than 20 HP, not counting Traits, then you get +1 Physical Defense for each excess HP.

**Tier 10A: Berserker.** *Title ability.* The adrenaline rush lasts twice as long and the bonus to Body Attributes increases to +4. You also gain the title Berserker.

**Tier 10B: Titan.** *Title ability.* You can choose to wield any Heavy melee weapon as if it were a Medium two-handed weapon instead, requiring only 3 AP to attack. It still counts as a Heavy weapon for Proficiencies and penalties. You are able to wield the Colossus Complex Heavy weapon, but it still requires 2 hands. In addition, Medium races can wield any Medium two-handed weapon with only one hand, unless it has Reach, and Small races can wield Medium two-handed weapons normally. You also gain the title Titan.

*The scout knows a true hunt  
requires patience*





## RED BAND

The Red Band channels the raw energy of fire into combat forms. It is said that Ignis, called the World Forger and Primarch of Fire, created and used these forms to build the mountains. He then passed them on to the Warchief of the first orc tribe. Whether its origins are fact or fiction, the orcs and ogres were once indeed the most accomplished with these fighting styles. Since then, the followers of the Red Band have spread far and wide, practicing their discipline as soldiers and mercenaries. No battle is won without a Red warrior on the field. With the arrival of the renaissance, the styles have adopted the use of fire-spewing guns and bombs, and the best inventors of the age wear the red mark on their face.

The trees of the Red Band reflect the characteristics of fire. Power grants incredible strength to overcome any foe, Precision uses a careful approach for devastating effects, Shotcraft embraces fire itself as a cleansing and damaging force of energy, and Speed encourages wild tactics with constant momentum and fierce attacks. Followers of this Band get bonuses to enhance their physical abilities and increase their skill with renaissance devices:

- +1 Athletics Skill
- +1 Stamina Skill
- +1 Engineering Skill

### Power Tree

#### Tier 1: Stalwart Form.

*Active ability, 1 Action Point.* You enter a defensive Stance that grants a +1 bonus to Physical Defense. You can only have one stance active at a time. Stances remain active until dropped or the encounter ends.

#### Tier 2: Offensive Defense.

*Passive ability.* If you deal damage to an enemy with an attack or spell, you gain +1 Physical Defense for Duration 1.

#### Tier 3: Devastate.

*Passive ability.*

Before making an Attack or Auramancy Test on your turn, you may choose to gain a bonus of up to your Prowess. If you do, you take an equal penalty to Physical Defense for Duration 1. You may do this only once per turn.

**Tier 4: Grit.** *Passive ability.* You gain a +2 bonus on Stamina Skill Tests.

**Tier 5: Tenacity.** *Upgrade to Stalwart Form.* The bonus from your defensive Stance increases to +2.

**Tier 6: Armor Plating.** *Passive ability.* You gain a +1 (PSC) bonus to the rating of one piece of armor you wear. If you replace that armor piece, you may carry over the bonus to the new armor.

**Tier 7: Robust.** *Passive ability.* You gain a +2 bonus on Force Skill Tests and are able to make such Tests for 2 AP.

**Tier 8: Destruction.** *Upgrade to Devastate.* The Defense penalty for Devastate is now -1 for every 2 points of bonus. You must be in a defensive Stance to use this ability.

**Tier 9A: Unstoppable.** *Upgrade to Stalwart Form.* The bonus from your defensive Stance increases to +3, but you receive a -1 penalty on Attack and Auramancy Tests.

**Tier 9B: Aggression.** *Passive ability.* You may make a free counterattack against any melee attack that misses you, provided the target is within your reach. You cannot move to make this attack. The counterattack must be a basic attack and not an ability.

**Tier 10A: Juggernaut.** *Title ability.* You reduce damage received from every source by 1 point. If you are reduced to 0 HP, you may immediately make a free attack against a target in your reach or range. You also gain the title Juggernaut.

**Tier 10B: Promethean.** *Title ability.*

Your weapons and spells burn with fire and you gain +1(E) damage on all attacks and offensive spells. In addition, you gain +1(E) armor against fire sources. You also gain the title Promethean.



*Sky pirates rely on speed and precision*

next Attack or Auramancy Test this turn. This ability can be used multiple times and its effect stacks.

### Precision Tree

#### Tier 1: Accuracy.

*Passive ability.* You gain a +2 damage bonus on critical hits.

#### Tier 2:

**Perceptive.** *Passive ability.* You gain a +2 bonus on Perception Skill Tests.

**Tier 3: Aim.** *Active ability, 1 Action Point.* You gain a

+1 bonus on your



# Red Band

Power

Precision

Shotcraft

Speed

Stalwart  
Form

Accuracy

Initiate

Accelerated  
Form

Offensive  
Defense

Perceptive

Craftsman

Swift

Devestate

Aim

Disciple

Engulf

Grit

Smolder

Gunslinger

Blaze

Tenacity

Follow  
Through

Adept

Velocity

Armor  
Plating

Perfection

Wright

Gymnast

Robust

Efficient

Master

Evasion

Destruction

Meticulous

Mechanical  
Savant

Torrent

Unstoppable Aggression

Piercing  
Edge      Dead  
Eye

Spell  
Slinger      Studied

Momentum      Back  
Draft

Juggernaut      Promethean

Duelist      Marksman

Magus      Ember

Thermic      Kinetic



**Tier 4: Smolder.** *Passive ability.* You gain a +1 bonus on your next Attack or Auramancy Test if you have not moved since your last attack.

**Tier 5: Follow-Through.** *Passive ability.* You gain a +1 bonus to Physical Defense for Duration 1 after scoring a critical hit.

**Tier 6: Perfection.** *Upgrade to Accuracy.* You now gain +4 damage on critical hits.

**Tier 7: Efficient.** *Passive ability.* Your critical range increases by 1 with all weapons.

**Tier 8: Meticulous.** *Passive ability.* You can critically hit with all Skill Tests, achieving automatic success.

**Tier 9A: Piercing Edge.** *Passive ability.* Your attacks ignore 1 point of armor, regardless of the damage type.

**Tier 9B: Deadeye.** *Passive ability.* Your maximum range with all ranged and ballistic weapons increases by 50%.

**Tier 10A: Duelist.** *Title ability.* After scoring a critical hit with a melee attack, you may make a free attack against the same target. You may repeat this as many times as you earn critical hits. You also gain the title Duelist.

**Tier 10B: Marksman.** *Title ability.* When making a ranged attack against a target in cover, you may reduce the size of the Cover bonus by 1. If the target is not in cover, your critical threat range for the attack increases by 1. You also gain the title Marksman.

## Shotcraft Tree

### Tier 1: Initiate.

*Passive ability.* You can cast Initiate level Smith spells. Upon unlocking a spell level, you automatically learn 2 spells. See Chapter 10: Auramancy for more information on casting spells.

### Tier 2: Craftsman.

*Passive ability.* You gain a +2 bonus on Engineering Skill Tests.

### Tier 3: Disciple.

*Passive ability.* You can cast Disciple level Smith spells.

### Tier 4: Gunslinger.

*Passive ability.* You gain a +2 bonus on your next Auramancy Test after making an attack with a ranged or ballistic weapon.

**Tier 5: Adept.** *Passive ability.* You can cast Adept level Smith spells.

**Tier 6: Wright.** *Passive ability.* You can make Engineering and Smithing Skill Tests for 2 AP.

**Tier 7: Master.** *Passive ability.* You can cast Master

level Smith spells.

**Tier 8: Mechanical Savant.** *Passive ability.*

You gain the next level of Gadget Proficiency and gain 1 extra use out of limited-use gadgets. If you already have Master Proficiency in gadgets, you instead gain a +2 bonus on Engineering (*Use*) Skill Tests.

**Tier 9A: Spell Slinger.** *Upgrade to Gunslinger.* You may reduce the cost of the next spell you cast by 1 AP after making an attack with a ranged or ballistic weapon.

**Tier 9B: Studied.** *Passive ability.* You learn 1 additional spell per spell level.

**Tier 10A: Magus.** *Title ability.* You can cast Magus level Smith spells. You also gain the title Smith Magus.

**Tier 10B: Ember.** *Title ability.* When you make a ranged attack, you may deal Elemental damage equal to ½ of the weapon's highest damage rating instead of its normal damage type. You also gain the title Ember.

## Speed Tree

**Tier 1: Accelerated Form.** *Active ability.* 1 Action Point. You enter an offensive Stance that grants a +1 bonus on Attack and Auramancy Tests. You can only have one stance active at a time. Stances remain active until dropped or combat ends.

**Tier 2: Swift.** *Passive ability.* You gain a +5 foot bonus to your standard Speed.

### Tier 3: Engulf.

*Passive ability.* The Action Point cost of your first attack or spell every turn is reduced by 1, to a minimum of 1.

### Tier 4: Blaze.

*Passive ability.* You gain a +1 bonus on your next Attack or Auramancy Test after moving. This can stack with the Combat Maneuver Charge.

### Tier 5: Velocity.

*Upgrade to Accelerated Form.* Your Offensive Stance now grants a +2 bonus on Attack Tests.

### Tier 6: Gymnast.

*Passive ability.* You gain a +2 bonus

on Acrobatics Skill Tests and can make such Tests for 2 Action Points.

**Tier 7: Evasion.** *Passive ability.* You gain a +1 bonus to Physical Defense and can use the Combat Maneuver Dodge for 3 Action

*Gunsmiths rely on more than bullets*





Points.

**Tier 8: Torrent.** *Upgrade to Engulf.* The Action Point cost of your second attack or spell every turn is reduced by 1, to a minimum of 1.

**Tier 9A: Momentum.** *Passive ability.* You gain a bonus on every Attack or Auramancy Test you make equal to the number of previous attacks you made or spells you cast that turn.

**Tier 9B: Backdraft.** *Upgrade to Blaze.* The bonus for attacking after moving increases to +2 and you get a +1 bonus to Physical Defense on attacks made against you when you Disengage.

**Tier 10A: Thermic.** *Title ability.* The Physical Defense penalty you receive for making multiple attacks is reduced by 1 on every attack.

**Tier 10B: Kinetic.** *Passive ability.* The Action Point cost of the first Move action you make every turn is reduced by 1. You get a free counterattack against anyone that attacks you for Disengaging. You also gain the title Kinetic.

## WHITE BAND

Followers of the White Band are the most religious of all mortals. They believe in the cause of Angelus, the Primarch of Light and Protector of Life. It is their role to heal the sick and save those whose time has not yet come. According to the Book of Angels, Angelus and his sister, Mortis, hold the balance of the world in their hands: the balance of life and death. Over time, many took this to mean that the White and Black Bands are in direct opposition to each other, each trying to undo the other's work. They believed Angelus and Mortis to be at war with each other, and took it upon themselves to bring that war to Edara. Rather than protect the living, they made it their goal to eliminate the Shadow Archons and defeat the "evil" Black Band. Since the start of the renaissance, however, both sides have begun to realize their purposes are two sides of the same coin, not a scale that tips to one side or the other. Old wounds take time to heal, but those of the White Band have started to find their way again.

Each race worships Angelus in a different way. The humans belong to a massive Church lead by a High Priest. The dwarves believe that they are Angelus' holy warriors and dwarven White Band followers are inducted into a prestigious caste of warrior Clerics and Paladins. Elves, on the other hand, rarely organize into White Band religions, while orcs and ogres sometimes have a White shaman who offers Angelus' blessings in battle.

Angelus grants his followers the ability to bless and support others with Benediction, the wisdom and patience needed to negotiate with Diplomacy, the knowledge to heal with Lightcraft, and the strength to shelter the weak with Protection.

They get additional skills to help them with

their sacred tasks:

- +1 Influence Skill
- +1 First Aid Skill
- +1 Religion Facet of the Knowledge Skill

## Benediction Tree

**Tier 1: Aura of Vigilance.** *Active ability, 1 Action Point.* You project an Aura that extends in a 10-foot radius around you. The aura grants a +2 bonus to Initiative to you and all allies within the radius. You can only have one Aura active at a time.

**Tier 2: Warrior's Prayer.** *Active ability, 1 AP.* You invoke a Prayer of strength that grants a +1 bonus on Attack and Auramancy Tests. Prayers last until dropped or the encounter ends.

**Tier 3: Aura of Protection.** *Active ability, 1 AP.* You project an Aura that extends in a 10-foot radius around you that grants a +1 (PSC) armor bonus to you and all allies within the radius. You can only have one Aura active at a time.

**Tier 4: Blessed Weapon.** *Passive ability.* You gain a +1 bonus on Attack Tests with a weapon type of your choice, such as Longswords.

**Tier 5: Aura of Valor.** *Active ability, 1 AP.* You project an Aura that extends in a 10-foot radius around you. It grants a +1 bonus on Attack Tests for you and all allies within the aura. You can only have one Aura active at a time.

**Tier 6: Helping Hands.** *Passive ability.* You grant a +3 bonus when Giving Aid to an ally with a Skill Test.

**Tier 7: Aura of Defense.** *Active ability, 1 AP.* You project an Aura that extends in a 10-foot radius around you that grants a +1 bonus to Physical Defense to you and all allies within the radius. You can only have one Aura active at a time.

**Tier 8: Wide Aura.** *Passive ability.* Your Auras now extend in a radius of 15 feet.

**Tier 9A: Holy Army.** *Passive ability.* You, but not allies, gain an additional +1 bonus from your active Aura for every ally it affects.

**Tier 9B: Dual Auras.** *Passive ability.* You are able to have two Auras active at a time.

**Tier 10A: Crusader.** *Title ability.* Your active Aura inflicts an equal penalty of the same type on enemies within its radius. You also gain the title Crusader.

**Tier 10B: Priest.** *Title ability.* The bonus granted by each of your Auras increases by +1 for you and all allies. You also gain the title Priest.

## Diplomacy Tree

**Tier 1: Bodyguard.** *Special ability.* You gain a humanoid Companion who will accompany you and fights with you. This Companion is the same race as you and may be equipped by you. It has its own statistics, except for Prowess, and is subject to the same rules of combat as you. It acts on your turn in combat but has 4 of its own Action Points to spend.



# White Band

## Benediction

Aura of  
Vigilance

Warrior's  
Prayer

Aura of  
Protection

Blessed  
Weapon

Aura of  
Valor

Helping  
Hands

Aura of  
Defense

Wide Aura

Holy  
Army

Dual  
Auras

Crusader

Priest

## Diplomacy

Bodyguard

Early  
Warning

Insight

Early  
Response

Authority

Manipulation

Peaceful  
Vision

Leadership

Baliff

Motivating  
Speech

Arbiter

Dignitary

## Lightcraft

Initiate

Healer's  
Prayer

Disciple

Divine Aid

Adept

Doctor

Master

Exorcism

Penance

Studied

Magus

Mender

## Protection

Armor  
Plating

Savior's  
Prayer

Sacrifice

First to  
Charge

Greater  
Plating

Provoke

Smite

First to Fall

Reckoning

Superior  
Plating

Paladin

Vanguard



See Chapter 11: Companions for more information.

**Tier 2: Early Warning.** *Passive ability.* You and your humanoid Companion gain a +2 bonus to Physical Defense against any enemy that has a higher Initiative Result than you.

**Tier 3: Insight.** *Passive ability.* You gain a +2 bonus on Influence Skill Tests.

**Tier 4: Early Response.** *Passive ability.* You and your humanoid Companion both gain a +2 bonus on Attack Tests against any enemy that has a lower Initiative Result than you.

**Tier 5: Authority.** *Passive ability.* Your humanoid Companion gains 3 Attribute Points to spend.

**Tier 6: Manipulation.** *Passive ability.* You gain a +2 on Trickery (*Lying*) Skill Tests.

**Tier 7: Peaceful Vision.** *Passive ability.* When making an Influence Skill Test, you may roll twice and keep the better result.

**Tier 8: Leadership.** *Upgrade to Bodyguard.* Your humanoid Companion gains 3 Attribute Points to spend.

**Tier 9A: Bailiff.** *Passive Companion ability.* Your humanoid Companion gains a +2 damage bonus on all their attacks. If they reduce a target to 0 HP, the target falls unconscious instead of dying.

**Tier 9B: Motivating Speech.** *Active ability. 2 AP.* You grant an ally within line-of-sight +2 Action Points on their next turn. You may use this ability only once per turn and a number of times equal to your Prowess every day.

**Tier 10A: Arbiter.** *Title ability.* You are granted the authority to handle civil and criminal disputes in any realm. For 2 Action Points, you may place a Sentence mark on a target to grant a +2 bonus on Attack or Auramancy Tests and Hunting Skill Tests against them to both you and your humanoid Companion. You also gain the title Arbiter.

**Tier 10B: Dignitary.** *Title ability.* You gain diplomatic immunity and will be treated as a diplomat when entering foreign realms and lands. You cannot be arrested in such lands and will always be granted an audience with government officials at least once, if you wish Humanoids that would normally be Hostile towards you are instead Unfriendly.

You will not be attacked by such enemies unless you first provoke them.

Humanoids will attempt to capture you alive instead of killing you.

You also gain the title Dignitary.

## Lightcraft Tree

**Tier 1: Initiate.** *Passive ability.* You can cast Novice level Light spells. Upon unlocking a spell level, you automatically learn 2 spells. See Chapter 10: Auramancy for more information and spell lists.

**Tier 2: Healer's Prayer.** *Active ability, 1 Action Point.* You invoke a Prayer of healing that grants a +1 bonus to the number of Health Pips you heal from any source. Prayers last until dropped or the encounter ends.

**Tier 3: Disciple.** You can cast Disciple level Light spells.

**Tier 4: Divine Aid.** *Passive ability.* You gain a +1 bonus on Attack and Auramancy Tests against all members of the Black Band and Shadow Archons.

**Tier 5: Adept.** *Passive ability.* You can cast Adept level Light spells.

**Tier 6: Doctor.** *Passive ability.* You gain a +2 bonus on First Aid Skill Tests and can make such Tests for 2 Action Points.

*Every race follows a healing tradition*





**Tier 7: Master.** *Passive ability.* You can cast Master level Light spells.

**Tier 8: Exorcism.** *Upgrade to Divine Aid.* Your bonus on Attack and Auramancy Tests against members of the Black Band and Shadow Archons increases to +2 and now applies to Nightmare and Undead creatures.

**Tier 9A: Penance.** *Passive ability.* If you are dealt at least 1 damage by an attack or spell, your attacker immediately suffers 1 damage as well, which cannot be soaked by armor.

**Tier 9B: Studied.** *Passive ability.* You learn 1 additional spell per spell level.

**Tier 10A: Magus.** *Title ability.* You can cast Magus level Light spells. You also gain the title Magus of Light.

**Tier 10B: Mender.** *Title ability.* Whenever you heal an ally, you may reduce the amount healed by 1 to heal yourself or a different adjacent ally 1 HP. You also gain the title Mender.

**Tier 9A: Reckoning.** *Passive ability.* You gain a +2 bonus on Attack Tests against the last enemy that attacked you. This does not count for damage intercepted by Sacrifice.

**Tier 9B: Superior Plating.** *Upgrade to Armor Plating.* The (PSC) armor bonus increases to +3 and you gain an additional +1 (BM) armor bonus to one piece of armor.

**Tier 10A: Paladin.** *Title ability.* Your attacks against the target of your Challenge Combat Maneuver always Daze the target if they deal at least 1 damage. You also gain the title Paladin.

**Tier 10B: Vanguard.** *Title ability.* You gain a +1 bonus to Initiative. The first time you are reduced to 0 HP and would be Dying in an encounter, you may instantly recover Health Pips equal to your Prowess. You do not fall prone. You may use this ability a number of times equal to your Prowess every day. You also gain the title Vanguard.

## Protection Tree

**Tier 1: Armor Plating.** *Passive ability.* You gain a +1 (PSC) bonus to the rating of one piece

of armor you wear. If you replace that armor piece, you may carry over the bonus.

**Tier 2: Savior's Prayer.** *Active ability, 1 Action Point.* You invoke a Prayer of protection that grants a +1 bonus to Physical Defense. Prayers last until dropped or the encounter ends.

**Tier 3: Sacrifice.** *Special ability.* You can choose to take the damage of an attack or physical spell that was made against an adjacent ally, as if the attack was made against you. You can use this ability a number of times per day equal to your Prowess. You must have invoked a Prayer of protection to use this ability.

**Tier 4: First to Charge.** You gain a +2 bonus to Initiative.

**Tier 5: Greater Plating.** *Upgrade to Armor Plating.* The (PSC) armor bonus increases to +2 but is still on one piece of armor.

**Tier 6: Provoke.** *Passive ability.* You gain a +2 bonus to the Influence Skill Test when using the Combat Maneuver Challenge.

**Tier 7: Smite.** *Upgrade to Sacrifice.* Gain a +5 bonus on your next Attack Test against the enemy that dealt the damage intercepted by Sacrifice.

**Tier 8: First to Fall.** *Special ability.* The first time an ally is reduced to 0 HP and is Dying in an encounter, you may choose to instead be at 0 HP and Dying. You lose a tick on your Death Clock instead of them. The ally recovers half their HP but is still prone.

*The dwarven Order of the Hand is the personification of the Protection Tree*





# CHAPTER 7

## SKILLS

“

*I grew up on the streets of Larith. My childhood was not a pleasant one. I stole what I needed to survive and spent my days dodging the local militiamen. Being poor in the capital city doesn't leave one with many prospects, but the pockets of the noblemen were ripe for the picking. If it wasn't for the skills that I picked up on the streets I would never have become who I am today. Years of necessary training made me skillful in all matters of stealth and thievery. In these days of secrecy and distrust, my skills will always be available to whoever's coin purse weighs heaviest.*

”

*-Duncan Shadowfoot,  
Professional Thief*

Skills reflect a character's ability to be particularly good at a specific task. They cover a wide range of areas, from stealth to athleticism to knowledge. Using Skills both inside and outside of combat is an important part of Edara and necessary for success.



For example, you may only be able to put 6 Skill Points into Stealth. If you want to become even better at hiding, you can put 6 more points into the Hiding Facet. This gives you +12 when making a Stealth (Hide) Skill Test.

### Gaining Skills

Every skill is linked to either a Body or Mind Attribute. Your Attribute Value determines the number of Skill Points, or SP, that you have available to spend in that Skill category. You also get general SP that may be spent on any category during character creation. A Skill can never have more points in it than its linked Attribute, which is called the Attribute Maximum.

Each Skill has a few main uses called **Skill Facets**. You may put Skill Points into a Facet, which is called specializing, gaining a +2 bonus for each point invested. Only one Skill Facet can be chosen per Skill. Like the main Skill, the number of Skill Points you can put in a Facet is limited by the Attribute maximum. However, you also cannot have more points in a Facet than you have in its main Skill, and you can never have more points in a Skill than the linked Attribute.

Another way improve a character's Skills is by gaining modifiers from items and abilities. Some Band abilities even grant bonuses to Facets, but those do not automatically specialize you in that Facet. Since such bonuses don't count as Skill Points, there is no limit to how many modifiers can be gained.

### Using Skills

A character can use a Skill by performing a Test of Skill. Tests made during combat cost 3 Action Points, and a character can make as many Skill Tests as they have Action Points for each turn. Skill Tests made outside of combat can be done at leisure, though the GM may assign a limit to the amount of time you have to succeed. To make a Skill Test, roll the D12 and add your Skill Value, the total of your points in the Skill plus any Facet bonus. Then add all modifiers from equipment, gadgets, and abilities to get your result.

The Game Master will provide the player with the number needed to hit in order to succeed, called the **Target Number**. The standard base Target Number is 10, though the GM may add various modifiers that the player may or may not be aware of. It is possible for multiple modifiers to be added to a single Target Number. If you think a Test is going to be difficult, remember that you can spend a Prowess Point to add your Prowess Attribute as a bonus to the Test. If you



fail a Skill Test, it is up to the GM if you are able to attempt it again by spending more Action Points.

If the Skill Test is a success, the amount by which your result exceeds the Target Number is your **Threshold**. Meeting the Target Number on a Skill Test is enough to use the Skill adequately, but exceeding the Target Number allows a character to perform that same Skill in a much faster, more accurate, or more grandiose fashion, according to the rules below or as dictated by the GM.

Standard Skill Test Format:

### Skill Name (Facet) [X] Skill Test.

The name of the skill is the only skill that can be used to complete that specific test. If there is a facet listed in the parenthesis, then that facet can be used instead of the base skill. The [X] will be replaced with a number, which becomes that base Target Number for that test. Sometimes the TN will be different if you are using a facet instead of the main Skill.

## Opposed Skill Tests

Some Skills do not have a Target Number but rather an **Opposing Skill**. For example, the Stealth Skill is opposed by the Perception Skill, as the character is trying to hide from something. In an Opposed Test, both parties make relevant Skill Tests and the GM compares the results. Whoever has the higher result wins the Test. Opposed Tests can use the same or different Skills. **In almost all Opposed Tests, modifiers are applied to the Opposing Skill Test Result and not your own.**

Sometimes a character will make a single Test, such as for hiding in one place, which becomes the Target Number for all Opposed Tests. Modifiers are still applied to the Opposing Skill.

## Give Aid

When one character is performing a Skill Test, you are able to assist them by Giving Aid. Doing so grants a +2 bonus on their Skill Test. In an encounter, this action costs 2 Action Points. A character can have a number of people Giving Aid to them equal to their Prowess Attribute Value.

## Skills Outside of Combat

Normally, players will make Skill Tests when they decide to use a Skill to overcome an obstacle. However the GM can call for Skill Tests when they feel the situation demands it.

A common Skill Test that might be asked for is Perception. Even though the player may not be actively searching at all times, his character is.

So when the GM calls for a Perception Test to determine if the character sees or hears something, such as movement in the trees or whispers from the next room, it demonstrates a character's capacity for passive perception.

## AGILITY SKILLS

### Acrobatics

You soar through the air and tumble breathlessly through crowded streets. You run up walls and leap across rooftops. Acrobatics guides your ability to be spry and gymnastic.

### Acrobatics Skill Facets

**Balance:** You are able to maintain equilibrium and stay on your feet. The Target Number is based on the width and stability of the object. Attempting to move across an object while balancing causes you to move at  $\frac{1}{4}$  your normal speed. For each point of Threshold, you move 1 foot per turn faster.

Modifier	Condition
+/-0	Object is wide and stable
+2	Object is wobbly, slick, or wet
+5	Object is very thin
+10	Object is very wobbly or unsecured

**Escaping:** You can escape bindings or squeeze through small spaces. The Target Number is modified by how tight the bindings are or how small the space is.

Modifier	Condition
-2	Bindings are loose; space has some give to it
+/-0	Bindings are normally secured, the space is as big as you are
+5	Bindings are very tight
+10	Space requires contortion to fit through

**Jumping:** You are able to make long or high jumps. To determine the length of your horizontal long jump, convert your total Skill Test result into feet. For example, if your result is 22, then you leap 22 feet forward. When making a vertical high jump, divide your total Skill Test result by 3 to determine the height you jump in feet. If you are jumping down from a higher elevation, add 2 feet to your jump distance for every foot of difference between elevations. If the difference in elevation is too great, the character may suffer Falling damage upon landing.



## Skill Chart

Agility	Brawn	Brains	Wits
Acrobatics <i>(Balancing, Escaping, Jumping, Parkour, Tumbling)</i>	Athletics <i>(Climbing, Swimming)</i>	Chemistry <i>(Crafting, Determining)</i>	Hunting <i>(Information Gathering, Manhunting, Tracking)</i>
Control Vehicle <i>(Driving, Piloting, Riding, Stealth)</i>	Force <i>(Knockout, Lifting)</i>	Enchanting <i>(Casting, Detecting, Disenchanting)</i>	Influence <i>(Diplomacy, Intimidation, Intuition)</i>
Stealth <i>(Hiding, Smuggling, Sneaking, Tailing)</i>	Stamina <i>(Endurance, Resistance)</i>	Engineering <i>(Determining, Using)</i>	Perception <i>(Auditory, Olfactory, Visual)</i>
Thievery <i>(Lockpicking, Pickpocketing)</i>		First Aid <i>(Detoxifying, Healing)</i>	Performance <i>(Dancing, Instrument, Singing)</i>
		Knowledge <i>(Any; Religion, History, Nature, etc.)</i>	Survival <i>(Forest, Mountain, Plains, Urban, etc.)</i>
		Navigation <i>(Forest, Mountain, Plains, Urban, etc.)</i>	Trickery <i>(Disguise, Lying, Prestidigitation)</i>
		Smithing <i>(Crafting, Repairing)</i>	

Modifier	Condition
-5	Running start
+/-0	Standing start
+5	Slippery surface

**Parkour:** You are able to run at full speed, or close to it, through crowded markets and cluttered alleys. You can also change elevation further than you might be able to jump, or down in elevation more safely. The Target Number is based on the difficulty of the terrain. If the Target Number is met, then reduce the difficulty of the terrain by one stage. For example, Very Difficult Terrain would become merely Difficult. For every 5 Threshold points, stage the Terrain Difficulty down again.

Modifier	Condition
-3	Going down in elevation
+/-0	Little to no obstacles, Normal Terrain
+5	Difficult Terrain, wet or slick surfaces, or going up in elevation
+10	Very Difficult Terrain

**Tumbling:** You know how to alleviate the impact from falling. The Target Number is determined by the height of the fall in feet and modified by the object you are landing on. If you succeed at the Test, you take half of the normal fall damage. For every Threshold Point, reduce the amount of damage suffered by 1 HP.

Modifier	Condition
-5	Landing on a water or mud
-3	Landing on soft dirt or grass
+/-0	Landing on a normal surface
+5	Landing on stone



## Control Mount/Vehicle

You feel completely in control atop a variety of mounts, steering a carriage, or behind the wheel of any new steam powered mobile machine. The Control Vehicle Skill will help you move through Edara's environments.

### Control Mount/Vehicle Skill Facets

**Driving:** You can control any ground vehicle. It is used by several Vehicle Maneuvers. Difficulty is based on speed and environmental conditions.

Modifier	Condition
-5	Driving on a well-kept road
+/-0	Driving in optimal conditions
+5	Driving at high speeds or in dangerous weather
+10	Driving off-road

**Piloting:** You can fly airships or steer boats. It is used by several Vehicle Maneuvers. The difficulty is based on weather conditions.

Modifier	Condition
-5	Clear skies with wind at your back
+/-0	Piloting in optimal conditions
+5	Piloting in heavy rain or light storms
+15	Piloting in very stormy weather
+20	Piloting in extreme weather such as a tornado or hurricane

**Riding:** You know how to saddle and ride a variety of animals. The Target Number is based on the state of the animal. This Facet is also used to perform certain Combat Maneuvers while fighting atop your mount.

Modifier	Condition
+/-0	Mount is tame and domesticated
+5	Mount is untamed and difficult to ride
+15	Mount is hostile and unwilling to be ridden

**Stealth:** You are able to perform stealthy actions with your mount or vehicle. You can hide, attempt to move quietly, or tail someone or something. Difficulty is modified by the mount or vehicle. The Opposing Skill is Perception (*Auditory/Visual*).

Modifier	Condition
-5	Mount/Vehicle is small and naturally quiet
+/-0	Mount/Vehicle is average size
+10	Mount/Vehicle is large and makes noise when it moves
+20	Mount/Vehicle is huge or makes lots of noise when it moves

## Stealth

You are at ease in the shadows and a master of hiding in plain sight. You can sneak, smuggle and move like a ghost in the night. Stealth will help you achieve objectives when combat is not an option.

### Stealth Skill Facets

**Hiding:** You can quickly find a hiding place and escape the sight of those looking for you. You cannot hide while being watched. Difficulty is based on hiding places and visibility. The Opposing Skill is Perception (*Visual*).

Modifier	Condition
-5	Hiding in darkness or an area with bountiful hiding places
+/-0	Hiding in low light or an area with available hiding places
+5	Hiding in normal light or an area with few hiding places
+15	Hiding in daylight or an area with no real hiding places
+20	Hiding in bright light with no hiding places at all

**Smuggling:** You can smuggle objects through searches and deliver goods unnoticed. The difficulty is based on size of the object and thoroughness of the search. The Opposing Skill is Perception.

Modifier	Condition
+/-0	Very small item
+2	Small item
+4	Medium melee weapon
+8	Heavy melee weapon
+10	Searcher touches the item during search

**Sneaking:** You are able to move through an environment without being heard. The difficulty is modified by the armor worn and the alertness of those you sneak past. The Opposing Skill is Perception (*Visual / Auditory / Olfactory*).

Modifier	Condition
-5	Sneaking in an area with lots of noise
+/-0	Sneaking past distracted targets
+4	Wearing Medium armor
+5	Sneaking past an alert target
+8	Wearing Heavy armor

**Tailing:** You can follow someone without being noticed by them. The difficulty is based on how aware your target is. The Opposing Skill is Perception (*Visual / Auditory*).



Modifier	Condition
-5	Target is being tailed in darkness or rain
+/-0	Target is unaware he is being tailed
+5	Target suspects he may be being tailed
+10	Target is paranoid of being tailed and is very alert

## Thievery

You are skilled in taking things that do not belong to you. You can pass through locked doors and steal from those unaware. Thievery will help you obtain items otherwise lost to you.

### Thievery Skill Facets

**Lockpicking:** You can open doors, chests, or safes that would otherwise require a key to open. The Target Number is based on the complexity of the lock. Locks take 5 minutes to pick. Reduce this time by 30 seconds for every Threshold point, to a minimum of 30 seconds.

Modifier	Condition
-5	Easy lock
+/-0	Simple lock
+5	Average lock
+15	Advanced lock
+20	Complex lock

**Pickpocketing:** You can steal something off of someone without them knowing it. Difficulty is based on the subject and size of object you are trying to steal. The Opposing Skill is Perception (*Visual*).

Modifier	Condition
-10	Target is asleep
+/-0	Target is Unaware of you
+5	Target is aware but not paying attention
+10	Target is alert and aware
+20	Target is actively watching you

## BRAWN SKILLS

### Athletics

You are a master of all things physically demanding and can compete with the best in the land. Athletics will help you perform physical feats that may leave others behind.

### Athletics Skill Facets

**Climbing:** You can scale up difficult surfaces. The Target Number is based on how difficult the object is to climb.

Modifier	Condition
-5	Climbing a knotted rope or easy surface
+/-0	Climbing a building or rocky surface
+5	Climbing a slick or wet surface
+10	Climbing a cliff face with few handholds
+15	Free-climbing a difficult surface

**Swimming:** You are able to move through water without drowning, and crossing a river or lake is no issue for you. The Target Number is based on the type of water being crossed. See Chapter 14: Adventuring for rules on drowning.

Modifier	Condition
+/-0	Swim through calm water
+5	Swim through choppy water
+15	Swim through rapids or undertow
+20	Swim through tall, rough waves

### Force

You are a true master of strength. You will put your muscles to the test to perform tasks that only the strongest can perform. Force will help you perform feats of pure might.

### Force Skill Facets

**Lifting:** You will be able to lift weights and heavy objects.

Modifier	Condition
-10	Very light object
+/-0	Normal sized object
+5	Humanoid or heavy object
+5	Object is awkward or difficult to hold
+10	Very heavy object

**Knockout:** This Facet is used to perform the Knockout Combat Maneuver. While the Combat Maneuver can be performed without the Facet; having it will greatly increase your chances of success. See Chapter 13: Combat for more information on the Knockout Combat Maneuver.

### Stamina

You will continue performing even when your body is at its limits. While others may crumble and fail under these conditions, you press on. See Chapter 14: Adventuring for environmental conditions that require the Stamina Skill.



## Stamina Skill Facets

**Endurance:** You will be able to continue running, swimming, or walking when all others have succumbed to exhaustion. The Target Number is based on variables found in Chapter 14: Adventuring.

**Resistance:** You will not succumb to physical ailments such as hunger or sleep deprivation. You can resist the elements much longer than your companions, and have a higher resistance to toxins. The Target Number is based on variables found in Chapter 14: Adventuring.

## BRAIN SKILLS

### Chemistry

You can create and identify potions and other such mixtures. Chemistry will help you create helpful items along your adventures. For rules on crafting items, see Chapter 14: Adventuring.

### Chemistry Skill Facets

**Crafting:** You are able to craft alchemical formulas into drinkable potions and usable items. Potions and their effects can be found in Chapter 12: Equipment and Gear. The Target Number is based on the potion you are creating.

**Determining:** You are able to study an alchemical compound and determine what it is made of and what its effects will be. If you score 5 or more Threshold, you can reverse engineer the compound to gain it as a Recipe.

Modifier	Condition
+/-0	The compound is fairly common or you know the Recipe
+5	The compound is unusual but made from recognizable ingredients
+10	The compound is unusual and made from unusual ingredients
+15	The compound is completely foreign and made from components outside your knowledge

### Enchanting

You are a master of magically complicated enchantments and can bestow special magical properties on your items, which often gives you an Advantage. Enchanting will also help you power up your allies. For rules on enchanting items, see Chapter 14: Adventuring.

### Enchanting Skill Facets

**Casting:** You are able to cast Enchantments found in Chapter 12: Equipment and Gear. The Target Number is based on the level of the Enchantment you are casting.

**Detecting:** You are able to detect Enchantments already cast on items, which will help determine magical properties and designate the helpful from the harmful. The Target Number is based on the level of the Enchantment you are detecting.

Enchantment Level	Target Number
Initiative	15
Disciple	20
Adept	25
Master	30
Magus	35

Roll Threshold	Information Gained
4 < TN	You can tell there is an enchantment present.
2 < TN	You determine if the enchantment is friendly or harmful.
= TN	You can tell what enchantment is cast.
5 > TN	You can determine how long the enchantment has been in place.
10 > TN	You gain all the information about the enchantment, including the name of the caster.

**Disenchanting:** You know how to remove harmful Enchantments that stand in your way. The Target Number is set by the original caster's Enchanting (*Casting*) Skill Test result. If the Disenchanting Test is higher than the original Casting Test, the original enchantment is dissolved.

### Engineering

You are able to harness steam and complex gear systems to create gadgets and useful items. For rules on crafting items, see Chapter 14: Adventuring.

### Engineering Skill Facets

**Crafting:** You are able to create gadgets found in Chapter 12: Equipment and Gear. The Target Number is based on the level of the gadget you are crafting.

**Determining:** You are able to determine what a gadget's purpose and function is. If you score 5 or more Threshold, you can reverse engineer the compound to gain it as a Schematic.



Modifier	Condition
+/-0	Item is commonly known and you already have Schematic.
+5	Items is unusual but made from familiar components
+10	Item is unusual and made from unfamiliar components
+15	Item is completely foreign and made in such a way that leaves you confused

**Using:** You are to use gadgets and other engineered items. The Target Number is based on the complexity of the item.

Modifier	Condition
+/-0	The item is easy to understand or you have Proficiency with the gadget
+5	The gadget is one level of complexity above your Proficiency
+10	The gadget is two levels of complexity above your Proficiency
+15	The gadget is three levels of complexity above your Proficiency

## First Aid

You come to the aid of your wounded friends and bring healing and relief from pain. First Aid is used to stabilize and heal those who are dying, and to help recover from toxins.

### First Aid Skill Facets

**Healing:** You can use a Medical Kit to stabilize the dying and heal the wounded. The Target Number is equal to 10 + the number of pips of damage taken.

**Detoxifying:** You can use a Detox Kit to help someone recover from a variety of toxins and poisons. The Target Number is based on the poison used.

## Knowledge

You are educated on a certain subject, and know how to find information you are unfamiliar with. When you need to, you are able to recollect relevant information. You must automatically choose a Facet with this Skill. All Skill Points go into the Facet rather than the base Skill, using the Attribute as the maximum limit.

### Knowledge Skill Facets

Knowledge Facets are as varied as the information in the world. Some common subjects would be Auramancy, Religion, Government, History, Nature, Social Structures, etc, but can be as specific as you want them to be. Knowledge Skill Tests are used to give you information that he or she may not actually know, even though your character would.

Modifier	Condition
+/-0	The information is common knowledge
+5	The information is easily accessible
+10	The information is not well-known, but you've read about it
+15	The information is very closely guarded, known only by a few
+20	The knowledge has been lost, or is recorded only in ancient lost text

## Navigation

You are rarely lost. You know how to read the sun and position of stars. You know in which direction to turn and down which path the air smells freshest. Navigation is used to keep you in the right direction.

### Navigation Skill Facets

Navigation Facets are based on location type. You can use Navigation to find your way in any situation, but if you wish to Specialize you must choose a specific landscape—Forest, Mountain, Plains, Swamp, Underground, Urban, or Water. The Target Number is based on how many points of reference you can use to determine your location.

Modifier	Condition
+/-0	You are in a very familiar location
+5	You have several points of reference
+10	You have only a few locational cues to draw from
+15	You have no locational cues except your innate sense of direction
+20	You have no idea where you are

## Smithing

You can turn a lump of metal into a sword or helmet and can repair damage equipment. For rules on crafting items, see Chapter 14: Adventuring.

### Smithing Skill Facets

**Crafting:** You can take a Pattern and raw materials and turn them into armor or weapons found in Chapter 12: Equipment and Gear. The Target Number is based on the level of the item you are crafting.

**Repairing:** You can work on a broken piece of equipment and make it like it is brand new again. The Target Number to repair an item is the same as to craft it.



## WITS SKILLS

### Hunting

You can find anything, no matter what it is or where it is hiding. You can gain information on something or track a trail left behind in the wilderness.

#### Hunting Skill Facets

**Information Gathering:** You are skilled at gathering information through asking questions, eavesdropping, and precise attention to detail. The Target Number is based on the information you are attempting to discover.

Modifier	Condition
+/-0	The information is very easy to obtain
+5	The information is only rumor
+10	The information is very important or could cause harm
+15	The information is very secretive and known only to a small group
+20	The information is known to only a small handful of people who would die to protect it

**Manhunting:** You excel at Tracking down humanoid targets. You can read patterns and plan ahead of your prey. The Target Number is based on the target's ability to avoid detection.

Modifier	Condition
+/-0	The target has shown his face in very obvious locations
+5	The target has attempted to cover his trail
+10	The target is under someone's protection
+15	The target is a master of disguise and infiltration
+20	The target has an incredibly large network and vast resources to help him disappear

**Tracking:** As a master hunter, you can track your prey though dense wilderness. You take notice of the smallest details and follow the trail. The Target Number is based on size of the target and the success of their attempt to move without leaving a trail.

Modifier	Condition
-5	The prey you are hunting is large and leaves an obvious trail
+/-0	The prey you are hunting is medium and leaves a normal trail
+5	The prey you are hunting is small but leaves a trail you can follow
+15	The prey leaves almost no trail or has covered its tracks

### Influence

You always get your way and are loved by all. There has never been a person you cannot sway over to your way of thinking. Influence is used to help win arguments and turn enemies into friends.

#### Influence Skill Facets

**Diplomacy:** You are a peace keeper by nature. You end fights through compromise and diplomatic solutions. The Target Number is based on the Attitude the target has towards you.

Modifier	Condition
-5	The target is Friendly towards you
+/-0	The target is Neutral towards you
+10	The target is Unfriendly towards you
+20	The target is Hostile towards you

**Intimidation:** You prefer to get your way by cajoling and threatening your opponents into seeing your point of view. The Target Number is based on the target's strength and Attitude.

Modifier	Condition
-5	The target is much weaker than you or easily frightened
+/-0	The target has similar strength as you
+5	The target is Unfriendly towards you
+10	The target is Hostile towards you
+20	The target is much stronger and does not fear you

**Intuition:** You can read your opponent and separate truth from lie. You can more easily tell when a target is hiding something. The Target Number is based on the severity of the lie you are detecting. This Facet can be used as an Opposing Skill for Trickery or even other Influence Facets.

Modifier	Condition
-5	The target has very obvious "tells" or is a known liar
+/-0	You have no reason to suspect the target of lying
+5	The target is telling a plausible lie
+10	The target is very good at lying
+20	The target offers no physical or emotional cues at all

### Perception

You can pick out a face in a crowd, see movement in the bushes, and hear footsteps in a building. Perception is used to gather visual and auditory stimuli from your environment. See Chapter 14: Adventuring for ways that Perception affects gameplay. Perception is almost always used as an Opposing Skill for Stealth Skill Tests.



## Perception Skill Facets

**Auditory:** You rely on your ears for information. You can pick up and distinguish most sounds.

**Olfactory:** You have a strong sense of smell that alerts you to clues such as the smell of smoke or a man's cologne. For a +25 Target Number modifier, you can smell fear.

**Visual:** You have an eagle's eyes and can catch even the slightest movements.

## Performance

You are able to perform music or dance beautifully. Large and small crowds alike are amazed with your artistic talent. It can be used to change an audience's Attitude towards you by one or two steps, as common sense dictates.

## Performance Skill Facets

Performance Facets include Dancing, Instrument, such as a fiddle or flute, and Singing.

Modifier	Condition
+5	The audience is Neutral
+15	The audience is Unfriendly
+25	The audience is Hostile

## Survival

You can live comfortably in environments where others would starve or die from exposure. You can build a shelter, make a fire, and forage for food. Survival is used to help see your character through long periods of time outside of civilization.

## Survival Skill Facets

Much like Navigation, those with the Survival skill can Specialize in different environments—Forest, Mountain, Plains, Swamp, Underground, Urban, or Water. The Target Number is determined by several factors which can be found in Chapter 14: Adventuring.

## Trickery

You are a master of deception. You can be anyone or anything and make those around you believe it. Trickery is used when are you attempting to lie or con those around you.

## Trickery Skill Facets

**Disguise:** You are able to make yourself look like someone else. You can infiltrate parties and organizations you would normally be denied access to. The Opposing Skill is Perception (*Visual*).

Modifier	Condition
+/-0	Your disguise is thorough and the location is crowded
+5	Your disguise is difficult to pull off
+10	Those around you are alert
+15	You are trying to look like someone specific, or the disguise is very minimal
+20	Those around you are actively searching for you

**Lying:** You know how to keep your secrets your own, and to make people believe you don't have any. The Opposing Skill is Influence (*Intuition*).

Modifier	Condition
-5	Your lie is plausible, or no one knows the actual truth
+/-0	You have no obvious reason to lie
+5	Your target has reason to suspect you of lying
+15	You are lying about something obvious or commonly known
+25	You are attempting to convince the target of something implausible

**Prestidigitation:** You utilize the art of distractions to perform tricks, making items appear or disappear. The Target Number is based on the complexity of the trick you are performing. If an observing character wishes, he may make an Opposing Perception (*Visual*) Skill Test, but the modifiers still apply to your own Test. If they succeed in their Test, they can figure out the workings of your trick.

Modifier	Condition
+/-0	You are performing a simple trick
+5	You are performing an advanced trick with few components
+10	You are performing a very advanced trick that has multiple components
+15	You are performing a very complicated trick using complicated techniques
+20	You are performing a nearly impossible trick that will be remembered

*I fool like I may have tricked them all. Maybe I am not as bad a cutpurse as they tell me I am.....*



# CHAPTER 8

## TRAITS

“

*To be a Necromancer is to know Biology and Anatomy. To see beneath the skin and muscle and determine what traits a man may possess. Traits are a strange thing, as even two identical men may excel in completely different ways. When choosing a corpse for reanimation, it is important to revive a being whose basic traits will fulfill your needs at the moment. We truly do live in a wonderful time for science.*

”

*-Doctor Davis L. Thorne*

Is your character Cautious? Talented? Brave? These are all character Traits and are gained by spending Trait Points. Traits help you flesh out your character by providing powerful gameplay bonuses as well as giving you ways to role play.

Traits are a great way to customize your character. While Skills and Proficiencies round out what your character can do, Traits really fill out who your character is by adding flavor as well as function.

There are three kinds of Traits—Positive, Negative, and Racial. Anyone can gain Positive Traits, but only members of a particular sub-race can gain their Racial Traits. Your sub-race is determined by the race you chose. If you are a member of multiple sub-races, you can choose Traits from any of those sub-race categories. Positive and Racial Traits can cost anywhere from 1 to 5 Trait Points.

Negative Traits give your character penalties instead of bonuses, but give you more points to spend rather than costing you. Whatever value they have is the number of Trait Points you gain when you pick that Negative Trait to spend on more Positive and Racial Traits. They also provide interesting role-play quirks for your character. You may gain up to 5 points worth of Negative Traits.

When you purchase a Trait, record it on your character sheet and subtract, or add, the appropriate amount of Trait Points from your available Points Pool. Unless otherwise specified, all Traits can be taken only once.

### POSITIVE TRAITS

#### 1 Point Cost

**Alert:** You are inherently aware of your surroundings and cannot be Surprised. You can still be Unaware.

**Bristly:** You have always worked more effectively on your own, and are surly when forced to work with others. You gain +2 on all Attack Tests while no allies, except Companions, are adjacent to you, but receive a -1 on Attack Tests when they are. You are unable to Give, or receive, Aid on Skill Tests. This cannot be taken with the Cooperative Trait.

**Burly:** Your Companion is big and tough. If you had a Currency for every time you have been asked what you feed them, you would be rich. Your Companion gains +1 Physical Defense. You must have a Companion to take this Trait.

**Cautious:** You know that the difference between bravery and stupidity is reservation, a philosophy that has saved your life many times in the past. You are naturally guarded and show cautious restraint even when pushing the attack. Whenever you have the Advantage against an opponent, you gain +1 Physical Defense against that opponent's attacks.

**Cooperative:** You work best with others, naturally synchronizing with those around you. Gain +1 on all Attack Tests while at least one ally, excluding Companions, is adjacent to you and you grant an additional +1 bonus on Skill Tests when you Give Aid. This cannot be taken with the Bristly Trait.



## Positive Traits

Cost	Name	Cost	Name	Cost	Name
1	Alert	1	Reckless	2	Energetic
1	Bristly	1	Rugged	2	Haggler
1	Burly	1	Sharpshooter	2	Learned
1	Cautious	1	Sniper	2	Nimble
1	Cooperative	1	Strong-Armed	2	Outdoorsman
1	Eager	1	Suave	2	Persevering
1	Elusive	1	Swift	2	Ranged Threat
1	Headstrong	1	Talented	2	Savant
1	Human Impostor	1	Weapon Specialist	2	Speedster
1	Jack of All Trades	2	Aural Assailant	2	Strong Aura
1	Jockey	2	Battlecaster	2	Tough
1	Self-Sufficient	2	Bonded	2	Treasure Hunter
1	Linguist	2	Braggart	3	Artisan
1	Lucky	2	Brave	3	Conditioned
1	Mobile	2	Charming	3	Connected
1	Precision Caster	2	City Slicker	3	Counter Mage
1	Quick on the Draw	2	Crackshot	3	Clever

**Eager:** You are enthusiastic about being the first to do something. This can sometimes get you into trouble, but it is a boon in combat. Gain a +2 bonus on your first Attack Test against a target if they have not yet been attacked in the encounter.

**Elusive:** Speed, maneuverability, and the occasional trick are great defensive allies. You gain +2 to Physical Defense when moving away from an enemy without Safely Disengaging.

**Headstrong:** You prefer action over words and are commonly stubborn. Your friends and allies frequently get frustrated with you for jumping into things when they want to do things another way, particularly combat. You gain +1 Initiative.

**Human Impostor:** As a non-human living in Kuria, you have tried to make yourself look more human. Humans that would normally be Unfriendly in social or non-combat situations are instead Neutral towards you. Only dwarves, elves, gnomes, and orcs may take this Trait.

**Jack of All Trades:** You are good at everything and you know it. Maybe you worked hard to be as good as you are, or you were always that way. You may treat all Skills as though their Attribute Maximums are as high as your highest Attribute Value.

**Jockey:** You are well-trained in combat from horseback or another type of mount. You know how to handle the mount and gain momentum for your attacks. You gain a +3 bonus on all Attack Tests with melee weapons while mounted.

**Self-Sufficient:** You know how to buckle down your belt and make your rations last longer. You require half the normal amount of food to be nourished.

**Linguist:** You have a mind for new languages. Perhaps you travel a lot, studied a language, or even lived in a place with many races. You are able to speak, read, and write a language you don't already know. This can be taken multiple times.

**Lucky:** Things seem to go your way even when you do not expect them to. When it comes to impossible odds, your friends know to turn to you. You have +1 Prowess Point. This does not increase your Prowess Attribute.

**Mobile:** You know how to attack on the move. When you take a movement action, you are able to interrupt the movement at any time to perform one other action, and then continue the movement normally. Engagement rules still apply.



### Positive Traits

3	Dauntless
3	Gifted
3	Hard to Kill
3	Intuitive
3	Magician
3	Natural Operator
3	Resilient
3	Strategist
3	Swift Companion
3	Tactician
3	Wealthy
4	Coordinated
4	Efficient
4	Highly Trained
4	Quick Healer
4	Striker
5	Elite

### Negative Traits

Gain	Name
1	Feeble
1	Illiterate
1	Inept
1	Prejudiced
1	Unlucky
1	Weak
2	Alcoholic
2	Aural Scarring
2	Clumsy
2	Major Commitment
2	Paranoid
2	Wanted
3	Magister
3	Nemesis
3	Pacifist
4	Sluggish

### Racial Traits

Sub-race	Cost	Name
Earth	1	Sturdy
	1	Subterranean Dweller
	1	World Smith
	2	Stone Constitution
Igneous	1	Flame-Forged
	1	Vengeful
	1	Weathered
	2	Weapon Master
Magica	1	Ambitious
	1	Attuned
	1	Charismatic
	2	Aural Affinity
Sylvan	1	Keen-Eyed
	1	Protector of Life
	1	Traditionalist
	2	Aural Sense

**Precision Caster:** Accurate with an implement, you are able to avoid hitting your allies with spells. You suffer no penalty for casting a spell at a target that is Engaged or Engaging with melee attacks.

**Quick on the Draw:** You are particularly dexterous and able to equip or swap your weapons without any Action Point cost.

**Reckless:** You like challenges and actively seek them out. Sometimes, though, you take on more than you can handle. When Overwhelmed, you gain a +2 bonus on Attack Tests against all targets Engaging you.

**Rugged:** You spend a fair amount of time in the wilderness. You have been through all kinds of weather and have known thirst and hunger. You gain a +2 bonus on any Skill Test made to resist environmental hazards.

**Sharpshooter:** You have unparalleled accuracy with weapons, worthy of bragging rights. You suffer no penalty for attacking an target who is Engaged or Engaging with Melee attacks.

**Sniper:** You are more comfortable viewing the battle from a distance, accurate even at extreme ranges. Increase the maximum range of ranged and ballistic weapons you have Proficiency with by 50%.

**Strong-Armed:** Your great strength allows for greater distance when throwing weapons and objects.

Add 10 feet to the range of weapons you throw.

**Suave:** You have a way with the opposite sex. Maybe it's your looks or perhaps your skill with words. Gain a +2 bonus on all Influence Skill Tests against targets of the opposite gender.

**Swift:** You are naturally quick on your feet and gain +5 feet to your movement Speed.

**Talented:** You are unusually good at a particular skill. You may show off your natural talent, whether you showboat or are more subtle. Gain +1 in the Skill of your choice. This can be taken multiple times, but cannot be used on the same Skill twice. This point may take you above your Attribute Maximum.

**Weapon Specialist:** Either through training, practice, or first-hand experience, you are good with a particular weapon. Gain +1 on all Attack Tests with a single weapon type, such as longswords. This may also be taken to grant +1 on all Auramancy Tests with an implement. This can be taken multiple times, but cannot be used on the same weapon twice.

### 2 Point Cost

**Aural Assailant:** Your manipulation of the Aura is strong enough to force others to actively defend themselves. You are able to Engage targets with spells.



**Battlecaster:** You are practiced with casting spells in the thick of battle. Perhaps you have a lot of first-hand experience, or you trained on your own or with a Magister. You take no penalty for casting a spell while Engaged.

**Bonded:** You and your Companion share a very strong bond. The two of you have spent lots of time together over the years and have been through good times and bad, but you have only grown closer together. Your Companion is the better for it and gains 2 Attribute Points.

**Braggart:** You love to boast to anyone that will listen. You have to have the last word, a quality that has probably gotten you into trouble. On the battlefield, you goad your enemies into weak defensive positions. You get a +2 bonus on all Attack Tests against the target of your Challenge Combat Maneuver.

**Brave:** Fear has no hold over you, and you put yourself into harm's way to protect others without a moment's thought. You can apply the effects of the Challenge Combat Maneuver to two targets at once.

**Charming:** You are naturally charismatic and a smooth talker. Typically you are the face in your group, and your friends know to let you do the bulk of the talking. The Attitude that non-hostile non-player characters have towards you is improved by one level. This stacks with other Attitude-affecting features.

**City Slicker:** You grew up in the city and you know your way around the streets, even in cities you are unfamiliar with. But that is all you know, leaving you lost and fumbling in the country or wilds. You gain a +1 bonus on Attack Tests and Agility, Brawn, and Wits Skill Tests, except for Performance and Trickery, as well as any Navigation and any city-related Knowledge Tests while in any city or large town. However, you suffer a -1 on Attack Tests and -2 on all the same Skill Tests while anywhere outside the city, including small villages, above or below ground. This cannot be taken with the Outdoorsman Trait.

**Crackshot:** You are fast enough to aim well when on the defensive, and take no penalty for making a ranged or ballistic attack while Engaged.

**Energetic:** You are particularly lively and active. You tend to fidget and get excited easily. You do not tire easily and require half the normal amount of sleep to be fully rested.

**Haggler:** Whether you shop often or not, no salesman has ever been able to sweet-talk you. You get a 10% discount when buying from a shop or merchant, and get 10% more Currency when selling.

**Hardened:** You have a steel fortitude that enables you to push on through your injuries. Gain +2 Physical Defense while at or below 5 Health Pips.

**Learned:** Whether you studied on your own, under a Magister, or at a university, you have a better education than most. You may be the quiet, bookish type or you may flaunt your superior knowledge. It may be common for you to carry a book with you, reading in your spare time. You may take an extra Knowledge Skill Facet. This stacks with other Facet-increasing features.

**Nimble:** You are light and fast, able to deftly move across the battlefield. The Dodge Combat Maneuver costs you 1 less Action Point.

**Outdoorsman:** You grew up in the country or wilds of Edara. You know how to survive on the land and navigate by the sun and stars. Cities, however, are big and menacing to you, placing you well out of your comfort zone. You gain a +1 bonus on Attack Tests and Agility, Brawn, and Wits Skill Tests, except for Performance and Trickery, as well as any Navigation and any nature-related Knowledge Tests while in any sort of wilderness, above or below ground. You also suffer a -1 on Attack Tests and -2 on all the same Skill Tests while in any city or large town. This cannot be taken with the City Slicker Trait.

**Persevering:** You are able to endure more than most both physically and mentally. Negative Conditions and effects put upon you last 1 less turn than normal, to a minimum of 1.

**Ranged Threat:** Archer or gunman, you are proficient enough to force your targets to actively defend themselves. You are able to Engage targets with spells, ranged weapons, and ballistic weapons.

**Savant:** Other people wish they were as good as you in your area of expertise. You may take an extra Skill Facet in a single Skill. This may be taken multiple times, even for the same Skill.

**Speedster:** If you are not traveling in something fast, you are not happy. You probably have a personal vehicle that is souped up to go as fast as physically possible. You are able to make up to 2 Change Speed Vehicle Maneuvers every turn.

**Strong Aura:** Your aura has an unusually strong connection with that of Edara's. Spells have less of an effect on you, even if you are not an Auramancer yourself. You have +1 natural Magic Armor.

**Tough:** You have an unusually high tolerance for pain that allows you to take more punishment than most. Gain 1 additional Health Pip. You cannot exceed 20 HP.



**Treasure Hunter:** You love money. You usually have currency on you somewhere, in a backup stash that no one knows about. Your obsession leads you to search all the nooks and crannies when you discover treasure, and you know how to spot items of greater value. Any Currency you personally receive as treasure or loot is increased by 10%, without decreasing the overall sum.

### 3 Point Cost

**Artisan:** You have a natural talent for craftsmanship, whichever trade you know. Perhaps you spent much of your life as an apprentice or in a family business. Whenever you craft something, you may gain +1 to any damage, armor, duration, or other effect of the item. You may only gain one bonus to one area per item.

**Conditioned:** Your body is a machine, finely tuned to withstand anything. Pain, injury, and extreme conditions are nothing to you. Gain a +1 bonus to your Physical Defense.

**Connected:** You have a friend in the right place to help you with difficult particulars. Maybe he is a procurer of rare magical items, a pilot with a decent airship, a politician, a good fence for your stolen items, or even someone who has connections of their own and can help you meet the right people for the right jobs. The level of detail is up to you and your GM, so work together to come up with the particulars of the contact—there may be things the GM keeps hidden from you, like their criminal record or dangerous acquaintances. The contact is not a Companion and should not participate in encounters. You may take this Trait multiple times, as your GM allows.

**Counter Mage:** Dueling magic and countering spells has always come naturally to you, making you a formidable opponent against Auramancers. The Counterspell Combat Maneuver costs you 1 less Action Point.

**Clever:** Thinking outside the box comes easily to you, though sometimes trial and error is necessary. You may spend Prowess Points to re-roll failed Skill Tests.

**Dauntless:** The mind is a muscle like any other, and you exercise your regularly. You are prepared for any mind games or Aural attacks that you face. Gain a +1 bonus to your Spiritual Defense.

**Gifted:** You are gifted in a way that others of your race are not. Gain a +1 bonus to any Attribute except Prowess. This can be taken multiple times but cannot be used on the same Attribute twice. This Attribute may exceed your Racial Maximum.

**Hard to Kill:** Your spirit and body are strong and you cling to life whenever you are brought down. You gain +1 click on your Death Clock.

**Intuitive:** You always have a gut feeling about situations and the way they might go. This has made you a sensible person that your friends commonly turn to for advice. You may spend Prowess Points to get small but useful hints from the GM, such as whether an idea is good or bad, what direction to go if you are lost, or where a lead might be.

**Magician:** You have made it your life's work to become a talented Auramancer. You probably studied under a Magister, and even now you study tomes or experiment with different manipulations of the Aura in an attempt to expand your knowledge. Learn one additional spell per spell level.

**Natural Operator:** You have natural talent at controlling any type of vehicle. You began driving at an early age, hopping into anything you could find, maybe even stealing vehicles for fun. You have had more practice than you can remember, and your skill outshines everyone else. You must only spend 2 Action Points every turn to maintain control of a vehicle you are operating.

**Resilient:** You are a perfect specimen of health and vitality and are able to weather any physical hardship life can throw at you. Gain 2 additional Health Pips. You cannot exceed 20 HP.

**Strategist:** You always have a plan, and a backup plan. It is best to be prepared, but mistakes will happen and you account for them ahead of time. You may spend Prowess Points to re-roll failed Attack and Auramancy Tests.

**Swift Companion:** Your Companion is particularly fast and agile. It gains +1 Action Point. You must have a Companion to take this Trait.

**Tactician:** You are excellent with military maneuvers. You see how people fight in an instance, their strengths and weaknesses. You are acutely aware of the layout of a battlefield and your own surroundings. This gives you a special defensive edge, and you cannot be Overwhelmed.

**Wealthy:** You come from a family with money, or maybe you have a business, legitimate or otherwise. Wherever your money comes from, you know you can rely on it and enjoy the finer things in life. You have an extra 1,000 CR to spend, but this amount does not increase.

### 4 Point Cost

**Coordinated:** You and your Companion work as an inseparable team. Your



fighting flows back and forth as you tag team your foes. You can spend Prowess Points to give both you and your Companion one Action Point. You must have a Companion to take this Trait.

**Efficient:** You make the most of your time and get irritated when it is wasted. You know how to do something right the first time. While this makes you reliable and good at what you do, it also typically makes you difficult to work with in a group. You gain +1 Threshold damage with all spell levels you know and weapons you are Proficient with.

**Highly Trained:** You received excellent training from somewhere or someone. Your Magister himself was particularly skilled in the arts of your Band. The imparted knowledge and plenty of practice shows, whether you flaunt it or not. You gain +1 Prowess, which can exceed your Racial Maximum.

**Quick Healer:** For some reason, your body responds well to healing. Maybe the Primarchs have blessed you, or you believe there is some scientific reason behind it. Whenever you are healed from any source, gain back 1 additional Health Pip.

**Striker:** Lightning-fast reflexes allow you to move and react in combat better than most. The first attack you make or spell you cast every turn costs 1 Action Point less than normal, to a minimum of 1.

### 5 Point Cost

**Elite:** You are the best of the best. Your name is probably well-known in your line of work, and your speed and skill in combat are evident. You have +1 Action Point.

## NEGATIVE TRAITS

### **Alcoholic**

Point Gain: 2

You drink to excess frequently. You need to have a drink a day to feed your addiction. If you spend 2 days without a drink, you must make a Stamina (*Resistance*) Skill Test at the beginning of each day after to try to resist your withdrawal symptoms. The Target Number starts at 10 and increases by 2 every day. Each day you fail the test, you lose 1 Action Point until you have a drink again.

### **Aural Scarring**

Point Gain: 2

Your Aura is permanently damaged. You might have been hit by a powerful spell, tortured Aurally, or you are an Auramancer and pushed yourself well beyond your abilities. Magic creatures and Auramancers are able to sense this damage and target you first, trying to take Advantage of your weakness. You are also particularly

vulnerable to spells and take +3 damage from any Magic source. This can be countered with Magic armor.

### **Clumsy**

Point Gain: 2

You trip over your own feet, drop your weapon often, and even spill your drink when carrying it to your table in the tavern. It bothers you how fumbling you are, especially when it causes problems for your allies. Every time you roll a 1 during a Test, you lose 1 Prowess Point for the day.

### **Feeble**

Point Gain: 1

You are physically weak and frail, with fragile bones. You have a poor immune system and get sick easily. You have -2 Health Pips.

### **Illiterate**

Point Gain: 1

You are unable to read or write any of the languages you are able to speak. Maybe you had difficulty learning, or were just never taught. This prevents you from learning recipes or tomes for crafting and enchanting. This cannot be taken with the Learned Positive Trait.

### **Inept**

Point Gain: 1

You are completely incompetent with a particular skill of your choice. You cannot put any Skill Points into it, cannot take any Facets in it, and suffer a -5 penalty when making Skill Tests with it. If you choose Knowledge, you are completely unable to make Knowledge Skill Tests. This Trait may be taken multiple times, but it cannot be used on the same Skill twice.

### **Magister**

Point Gain: 3

You have a pupil who travels with you to study under you in the ways of your Band. The student is probably young, though of age. They may or may not be of your race. Every day, you must spend time teaching and mentoring them. In battle, you must protect them, as they are not educated enough to join the fighting. They may wear 1 piece of Light armor, which you must pay for, and have 10 HP. If they die, you immediately lose all Prowess Points until you have a new student.

### **Major Commitment**

Point Gain: 2

You have some kind of serious obligation in a particular city or region. It can be a family, business to run, a position in a government or other important institution, or something of the like. You must visit the town or region at least once a week and spend a minimum of 12 total hours tending to the commitment. If you do not, the GM will render a reasonable response.



Multiple infractions may result in the family leaving you, loss or seizure of assets, being removed from your position, or even a warrant being issued for your arrest.

### **Nemesis**

Point Gain: 3

You have a personal enemy that hunts you down. Whatever the reason, there is bad blood between you. Maybe you had a family feud. Maybe you did something that they blame you for, like a grievous insult that made them an outcast or ruined a good opportunity for them. Maybe you killed their friend. You must create a full character, following normal character creation rules, that needs to be approved by your GM. They will always be the same level as you. Your nemesis will show up unexpectedly at the GM's discretion, and will always be played by the GM.

### **Pacifist**

Point Gain: 3

You actively avoid violence and will try to remove yourself from potentially violent situations. If you are forced to, you will fight in self-defense. If you take a life, you lose a Prowess Point for 1 week of in-game time while you reflect on your actions. If you are out of Prowess Points, you lose Death Counters instead.

### **Paranoid**

Point Gain: 2

You think the world is against you and something is always going to go wrong. You take extra precautions to protect yourself, sometimes going to absurd lengths. You are jumpy at even small noises and hate being sneaked up on. If someone touches you without you expecting it and you have a weapon drawn, or are Proficient in Unarmed Combat, you immediately attack them one time.

### **Prejudiced**

Point Gain: 1

This is most common amongst humans, who tend to think they are superior and are bigoted against the other races. It is possible amongst other groups as well, such as dwarves against orcs for attacking them, elves against dwarves for living underground, White Band against Black Band for the past and their beliefs, the rich against the poor, or something as simple as city dwellers against country farmers. You are standoffish towards the group you are prejudiced against, causing their Attitude towards you to decrease by one level to a minimum of Unfriendly. Members of the group will only turn Hostile if continuously insulted, threatened, or otherwise pushed.

### **Sluggish**

Point Gain: 4

You move slowly and have dull reflexes. You drag your feet when running and think slowly. Your stumbling nature causes you problems in many areas

of your life, but none as dangerous as combat. You have -1 Action Point.

### **Unlucky**

Point Gain: 1

Bad luck has cursed you for as long as you can remember. Accidents happen around you frequently. You have -1 Prowess Point.

### **Wanted**

Point Gain: 2-3

At some point in the past, you performed a criminal act and have a warrant out for your arrest, or a guild searching for you. Your crime could be anything from destruction of property to murder with the proper authorities, or something like cheating a contract with a guild. Maybe you led a whole life of crime, and maybe you still do. You may have never actually been caught for your misdeed, or you were and escaped. Whatever happened, the warrant is still in effect and the authorities or guild are still keeping an eye out for you in whatever town or region you offended. If you are wanted in the entire realm, not just a particular town or region, or the guild is willing to cross borders to find you, then this is worth 3 Trait Points.

### **Weak**

Point Gain: 1

Physically, you have difficulty swinging a weapon. Mentally, you have trouble focusing to cast a spell. You suffer a -2 penalty on your Attack OR Auramancy Tests, which you pick when taking this Trait.

## RACIAL TRAITS

### Earthen

#### **Sturdy**

Subrace: Earthen

Point Cost: 1

Short stature and strong musculature allows the Earthen races to have better control over their balance and movements. Armor does not restrict as much as with other races. Any penalty on Attack Tests you would suffer from individual pieces of armor, but not armor layering, is reduced by 1.

#### **Stone Constitution**

Subrace: Earthen

Point Cost: 2

There is a common folktale that says Earthen races are dug out of the ground. It is believed that the rock is a part of their very biology and helps to make them strong. You gain +1 HP and +1 natural Toxic armor.

#### **Subterranean Dweller**

Subrace: Earthen

Point Cost: 1

The Earthen grow up underground and spend much of their lives there. They know how to find their way if they get lost, based on the smell of the air and the look of the rock.



When underground, you are always able to tell which way is North and gain a +3 bonus on Navigation Skill Tests.

### **World Smith**

Subrace: Earthen

Point Cost: 1

The Earthen races are natural crafters, with ties running deep to the birth of the world. Many of them have never seen a piece of steam powered equipment that they could not replicate. You gain a +2 bonus on Engineering Skill Tests.

### Igneous

#### **Flame-Forged**

Subrace: Igneous

Point Cost: 1

Ignis created his race out of pure fire, hardening it to their forms. Fire is sometimes less effective against them, which lends credence to this ancient legend. You gain +1 natural Elemental armor against fire sources.

#### **Vengeful**

Subrace: Igneous

Point Cost: 1

Short tempers are common among the Igneous. Grudges are common, and their revenge is swift. Gain +1 damage against any enemy that attacked you since your last turn.

#### **Weapon Master**

Subrace: Igneous

Point Cost: 2

Extensive training with combat styles have made many Igneous experts with their favored weapons. You gain +1 Threshold damage with a weapon type, such as longswords. You may only take this Trait once.

#### **Weathered**

Subrace: Igneous

Point Cost: 1

The Igneous races have always lived in the harsh, unforgiving environment of the mountains. Large changes in temperatures, rough terrain, and difficult diets have made them well-suited to surviving other conditions. You gain a +2 bonus on Survival Skill Tests.

### Magica

#### **Ambitious**

Subrace: Magica

Point Cost: 1

Auraelius passed his power-hungry ways onto his children. They always strive to better themselves and maneuver for the best position in any situation. You gain +2 to your Initiative.

#### **Attuned**

Subrace: Magica

Point Cost: 1

The Aura has a stronger connection with most of the Magica, allowing them to manipulate

it better than any other race. You gain a +1 bonus on all Auramancy Tests.

#### **Aural Affinity**

Subrace: Magica

Point Cost: 2

Many of the Magica have a natural gift with the Aura, even if it never fully manifests. They are able to manipulate it in small amounts without any formal training. You gain 1 Initiate spell from a Tree within your Band, even if you have no training in that Tree.

#### **Charismatic**

Subrace: Magica

Point Cost: 1

Despite many of their flaws, those of the Magica race tend to have very strong personalities. Sometimes they try to push those personalities onto others, convincing them with words. You gain a +2 bonus on all Influence Skill Tests.

### Sylvan

#### **Keen-Eyed**

Subrace: Sylvan

Point Cost: 1

Sylva's creatures range from enormous to tiny, and she must be able to see them all. Her children have inherited these immaculate senses. You gain a +2 bonus on all Perception Skill Tests.

#### **Aural Sense**

Subrace: Sylvan

Point Cost: 2

Reverence for life allows Sylvans to be more aware of the Auras around them. With careful focus, they can literally sense an Aura nearby. You are able to make Perception Skill Tests, with no Facet bonuses, to detect Auras within 50 feet of you. This allows you to "see" people and creatures, living and undead, without having a direct line of sight. If you sense a target in this way, you are able to hit them with Spiritual offensive spells. Your detection only lasts for the turn that you make the Test.

#### **Protector of Life**

Subrace: Sylvan

Point Cost: 1

The Sylvan race reveres Sylva's creation of life in all its forms and does what it can to preserve it. If you would deal damage to a target that would kill it, you may instead choose for it have 1 HP and be unconscious.

#### **Traditionalist**

Subrace: Sylvan

Point Cost: 1

Many Sylvans prefer to use traditional wooden weapons. You gain a +1 bonus on Attack Tests with any weapons made of wood, such as bows, staffs, or hornbeam blades, but suffer a -1 penalty on Attack Tests with metal weapons and guns. You also gain a +1 Physical Defense bonus if wearing wooden armor



## CHAPTER 9

# PROFICIENCIES

“

*Mastery with your favored weapon is a truly wondrous thing. There are too many in the world today who attempt everything. Painter, artist, swordsman, and bard. But none of them will ever truly know the feeling that occurs when your weapon becomes an extension of your body. The fluidity that you experience when your blade moves before the thought enters your mind. Spending the time to be proficient with your weapon will sow glory for you on the battlefield.*

”

*-General Bracken "Breakblade" Tompson,*

### Being Proficient

Your Proficiency with an item is a measure of how well you use weapons, armor, and tactics. The more proficient you become, the better your chances of unlocking that item's full potential. Proficiency Points allow you to gain ranks in a specific category of items. The first point you put into a Proficiency makes you a Novice and grants you basic access to that category. Each additional point opens another tier, which unlocks stronger items in that category as well as certain bonuses when using those items. Be sure to pay attention to which Proficiencies you have when purchasing your equipment!

You can customize your character to your style of play by moving through the Proficiency trees much like you do with Band trees. A long-range Auramancer of the Blue Band might be using more gadgets and have lighter armor than a fierce warrior from the Red Band.

There are 5 tiers for each category of item that will take you from a Novice to a Master. It costs 1 point to gain access to each tier, and you must have the preceding tier to get the next in line—you can't become an Apprentice without first being a Novice. The number of Proficiency Points you gain in your Points Pool is detailed in your chosen Background.

### Being Incompetent

You are able to use some items without the corresponding Proficiency, but you are **incompetent** with them and take a penalty. You can use Light melee and ranged weapons with a -4 penalty to the Attack Test and wear Light armor with a -4 penalty to Physical Defense.

### Armor Layering

**Novice:** You can wear 2 pieces of armor on your body, but they cannot be the same type of armor. The Armor Ratings are additive according to the rules in Chapter 12: Equipment and Gear. You receive a -2 penalty on Attack and Auramancy Tests for each piece of armor layered, beyond the first.

**Apprentice:** Gain +1 Initiative while wearing layered armor.

**Expert:** Reduce the Attack penalty for layering armor by 1 for each piece of armor layered.

**Journeyman:** Gain +1 Physical Defense while wearing layered armor.

**Master:** You can wear 3 pieces of armor on your body, but they cannot be the same type of armor. The penalties for layering armor are cumulative.



Proficiency Table

	Novice	Apprentice	Expert	Journeyman	Master
<b>Armor Layering</b>	Basic Layering	+1 Initiative	Reduce Penalty	+1 Physical Defense	Advanced Layering
<b>Ballistic Weapons</b>	Simple weapons	Quick Reload	Advanced weapons	Sunder	Complex weapons
<b>Combat Tactics</b>	+1 Damage with Advantage	Quick Step	+1 Defense if Overwhelmed	Change Engagement	+1 Threshold damage
<b>Dual Wielding</b>	Dual Wielding	+1 Attack or Auramancy	Reduce Penalty	Deflect	Ignore Penalty
<b>Gadgets</b>	Simple	Average	Complex	Advanced	Rare
<b>Heavy Armor</b>	Under armor and helmets	Body armor	Outer armor	Reduce penalty	Complex armor
<b>Heavy Melee Weapons</b>	Simple weapons	Reduce penalty	Advanced weapons	Ignore penalty	Complex weapons
<b>Implements</b>	Simple	Counterspell	Advanced	+1 Counterspell	Complex
<b>Light Armor</b>	Under armor and helmets	Body armor	Outer armor	+1 Defense	Complex armor
<b>Light Melee Weapons</b>	Simple weapons	Parry	Advanced weapons	+1 Critical	Complex weapons
<b>Medium Armor</b>	Under armor and helmets	Body armor	Outer armor	Reduce penalty	Complex armor
<b>Medium Melee Weapons</b>	Simple weapons	Disarm	Advanced weapons	Disarm Heavy weapons	Complex weapons
<b>Modifications</b>	Simple	Average	Advanced	Complex	Rare
<b>Ranged Weapons</b>	Simple weapons	Pinning Shot	Advanced weapons	Repeating Pinning Shot	Complex weapons
<b>Shields</b>	Light shields	Shield Bash	Medium shields	Heavy shields	Reduce penalty



## Ballistic Weapons

**Novice:** You can wield Simple Ballistic ranged weapons.

**Apprentice:** Gain the Quick Reload ability. You can reload for only 1 Action Point.

**Expert:** You can wield Advanced Ballistic ranged weapons.

**Journeyman:** Gain access to the Sunder Combat Maneuver. When wielding a ballistic weapon, you may attempt to sunder a target's weapon or armor by making an Attack Test with a -5 penalty.

**Master:** You can wield Complex Ballistic ranged weapons.

## Combat Tactics

**Novice:** You gain +1 Damage against targets granting you Advantage.

**Apprentice:** Gain access to the Quick Step Combat Maneuver. You can move 5 feet in any direction.

**Expert:** You gain +1 Physical Defense when you are Overwhelmed.

**Journeyman:** You may change the target of your Engagement an additional time every round.

**Master:** Increase the Threshold Value of all weapons you are proficient with and spell levels you have learned by 1.

## Dual Wielding

**Novice:** You can wield a one-handed weapon, including melee, ranged, and ballistic, in each hand. For every attack you make with your primary weapon, you are able to make an attack using the offhand weapon for 1 Action Point. You suffer a -2 penalty on all Attack and Auramancy Tests as long as you are wielding both weapons. You may also dual wield implements to gain bonuses they provide, but this does not allow casting an extra spell. This Proficiency is not needed if you have naturally dual wielded weapons, like claws, but is needed to wield both a weapon and an implement at once.

**Apprentice:** When dual wielding two melee ranged, or ballistic weapons, you gain a +1 bonus on Attack Tests. When dual wielding two implements, you gain a +1 bonus on Auramancy Tests.

**Expert:** Reduce the penalty on Attack and Auramancy Tests for dual wielding by 1.

**Journeyman:** Gain access to the Deflect Combat Maneuver. When dual wielding melee weapons, you may use your primary weapon to deflect aside your target's weapon for a follow-up attack.

**Master:** Ignore the penalty for dual wielding.

## Gadgets

**Novice:** You can operate Simple gadgets.

**Apprentice:** You can operate Average gadgets.

**Expert:** You can operate Complex gadgets.

**Journeyman:** You can operate Advanced gadgets.

**Master:** You can operate Rare gadgets.

## Heavy Armor

**Novice:** You can wear Heavy Under armor and Helmets.

**Apprentice:** You can wear Heavy Body armor.

**Expert:** You can wear Heavy Outer armor.

**Journeyman:** The penalty to Attack and Auramancy Tests for Heavy armor is reduced by 1.

**Master:** You can wear any Complex armor.

## Heavy Melee Weapons

**Novice:** You can wield Simple Heavy melee weapons.

**Apprentice:** Reduce the Physical Defense penalty for wielding Heavy melee weapons by 1.

**Expert:** You can wield Advanced Heavy melee weapons.

**Journeyman:** Ignore the penalty for wielding Heavy melee weapons. Large races get a +1 bonus on Attack Tests with Heavy weapons.

**Master:** You can wield Complex Heavy melee weapons.

## Implements

**Novice:** You can wield Simple implements.

**Apprentice:** Gain access to the Counterspell Combat Maneuver. When wielding an implement, you can attempt to negate the effects of an opponent's spell by winning an opposed Auramancy Test.

**Expert:** You can wield Advanced implements.

**Journeyman:** Gain a +1 bonus to your Counterspell Combat Maneuver Test.

**Master:** You can wield Complex implements.

## Light Armor

**Novice:** You can wear Light Under armor and Helmets.

**Apprentice:** You can wear Light Body armor.

**Expert:** You can wear Light Outer armor.

**Journeyman:** You gain a +1 Physical Defense bonus when wearing only Light armor. The penalty to Auramancy Tests for Light armor is reduced by 1.

**Master:** You can wear any Complex armor.



## Light Melee Weapons

**Novice:** You can wield Simple Light melee weapons.

**Apprentice:** Gain the Parry ability. When holding a Light weapon, you gain a +1 bonus to Physical Defense against all melee attacks.

**Expert:** You can wield Advanced Light melee weapons.

**Journeyman:** Your critical hit threshold is increased by 1.

**Master:** You can wield Complex Light melee weapons.

## Medium Armor

**Novice:** You can wear Medium Under armor and Helmets.

**Apprentice:** You can wear Medium Body armor.

**Expert:** You can wear Medium Outer armor.

**Journeyman:** The penalty to Attack and Auramancy Tests for Medium armor is reduced by 1.

**Master:** You can wear any Complex armor.

## Medium Melee Weapons

**Novice:** You can wield Simple Medium melee weapons.

**Apprentice:** Gain access to the Disarm Combat Maneuver. When wielding a Medium weapon you can attempt to make your target drop their weapon, except Heavy melee weapons, by winning an opposed Attack Test.

**Expert:** You can wield Advanced Medium melee weapons.

**Journeyman:** Disarm can now be used against Heavy melee weapons.

**Master:** You can wield Complex Medium melee weapons.

## Modifications

**Novice:** You can equip Simple modifications.

**Apprentice:** You can equip Average modifications.

**Expert:** You can equip Complex modifications.

**Journeyman:** You can equip Advanced modifications.

**Master:** You can equip Rare modifications.

## Ranged Weapons

**Novice:** You can wield Simple ranged weapons.

**Apprentice:** Gain access to the Pinning Shot Combat Maneuver. When wielding a ranged weapon, you may attempt to Immobilize your target by making a ranged Attack Test.

**Expert:** You can wield Advanced ranged weapons.

**Journeyman:** You can perform the Pinning Shot Maneuver multiple times to extend the Duration.

**Master:** You can wield Complex ranged weapons.

## Shields

**Novice:** You can wield Light shields.

**Apprentice:** Gain access to the Shield Bash Combat Maneuver. When wielding a shield, you may attempt to daze or stun your target by making an Attack Test.

**Expert:** You can wield Medium shields.

**Journeyman:** You can wield Heavy shields.

**Master:** Reduce the penalty to Attack Tests for wielding a Heavy shield by 1.

*lose distance and cut the forearm*

*engage tightly with weapons crossed*

*lower the weapon to defend the hip*

*the tip of your sword under the thrust*

*make contact with the enemy blade*

*counter against the middle of the attack*

*cut horizontal, left to right*

*strike when the opponent switches*

*cut pressure to dominate the blade*

*stay steady and hold tight on the pommel*

*keep balance and never lose your footing*

*Red Hand*  
*Swordfighting Guide*



# CHAPTER 10

## AURAMANCY

“

*Becoming a skilled Auramancer is not something that can be taught. You are either born with it, or you are not. Those that are born with the gift will be able to feel Edara's Aura pulsing deep within their souls. They might not understand what they are feeling; they might live their normal, mundane lives for years before learning how to touch the Aura and manipulate it to cast their spells. But once you draw from the Aura even one time, you feel an intoxication that not even the finest spirits can reproduce. That power is hard to release.*

”

*-Excerpt from "On Auramancy"  
by Sr. Pontifus Reginald  
High Auramancer of the Magus Corp.*

Auramancy is the ability to manipulate the Aura of Edara to affect the natural world. Every living thing in the world has an Aura, and each one is connected. The Primarch Auraelius was the first to attune to the Aura, and passed that gift to his Blue Band through the legendary *Artis Magicae*. Since then, every Band has learned the ways of Auramancy and attuned it to their own unique disciplines.

Auramancers command a certain respect and awe across Edara. Aura Sense is something you are born with, not something that can be taught. Even some who have the ability never realize it and go on to live mundane lives in other professions. Once a mortal with Aura Sense is recognized, it is normal for their Band to teach them Auramancy spells and techniques.

A character becomes an Auramancer by gaining an ability that allows him to learn spells within his Band Tree. Once a spell level is unlocked, immediately learn 2 spells of that level. Every time a new spell level is unlocked, one spell from an earlier level may be switched out with another spell of that same level. There are 5 levels of spells, and each one costs Action Points equal to its level to use:

### Auramancer Rankings

1. **Initiate** - a new Auramancer recruit.
2. **Disciple** - has begun their official studies.
3. **Adept** - is trained enough to practice on their own.
4. **Master** - is skilled enough to train others.
5. **Magus** - has become the ultimate Auramancer.

### Spell Types

There are 3 types of spells: offensive, friendly, and neutral. An offensive spell deals damage, causes a negative Condition, or otherwise adversely affects its target. Friendly spells can heal damage or place helpful buffs on yourself or allies. Neutral spells do not have a specific target and have effects like conjuring an item or changing your surroundings.

There are two types of offensive spells, Physical and Spiritual. This denotes the type of Defense the spell uses as its Target Number for the Auramancy Test. Some spells do not have a listed defense. These spells are mostly friendly buffs and do not require an Auramancy Test and therefore cannot receive any Threshold bonuses.

Some spells also deal Linging damage, which is dealt at the start of the target's turn every round until the duration ends.

When casting a spell outside of an encounter, it is usually not necessary to keep track of the amount of Action Points it costs, unless the GM rules that the situation is time sensitive. Casting an offensive spell at a target typically initiates combat. There is no limit to the number of times a spell can be cast.

All spells have a verbal command, and require the caster to speak the incantation.



## Arcane Spells

Auramancers of the Arcane, sometimes just referred to as 'Arcanes,' have focused the Aura into power and destruction. Arcane spells deal damage in a mathematical and orderly way and usually channel the Aura into physical manifestations of the elements. The relevant Attribute for casting Arcane spells is Brains.

### Initiate Arcane Spells

**Arc Lightning:** *Physical.* A spark of lightning deals 1(M) damage to target and up to 3 other targets adjacent to the first.

**Dazing Word:** *Spiritual.* With one spoken word, target takes 1(M) damage and becomes Dazed for Duration 1.

**Mage Light:** Make your Spell Wisp glow, casting light in a 20 foot radius.

**Ripple:** The ground around you ripples outward in a 10-foot radius, causing Knockback 5 to all targets in the radius.

**Simple Enchant:** Cast a simple Enchantment instead of making an Enchanting Skill Test.

**Summon Food or Water:** Summon enough food or water for one meal for one person or creature.

### Disciple Arcane Spells

**Acid Splash:** *Physical.* Target enemy suffers 1(M) damage and -1 Armor of its highest armor type for Duration [P]. All adjacent enemies also suffer 1(M) damage.

**Arcane Link:** Target gains a +2 bonus on their next Enchanting Skill Test.

**Crippling Word:** *Spiritual.* With one spoken word, target takes 2(M) damage and is Slowed for Duration 1.

**Magical Speed:** Target can Sprint for 2 Action Points on their next turn, and without the Defense penalty.

**Summon Familiar:** Summon a level 1 Familiar to fight for you. Only one Familiar may be summoned at a time. Statistics can be found in Chapter 10: Companions.

**Summon Mundane Item:** Summon one piece of mundane equipment that has Duration [P] hours.

### Adept Arcane Spells

**Arcane Armor:** Target gains +2(M) armor for Duration [P].

**Average Enchant:** Cast an average Enchantment instead of using the Enchant skill.

**Lightning Bolt:** *Physical.* Shoot a bolt of lightning out in a straight line for 50 feet, dealing 3(M) to all targets.

**Stunning Word:** *Spiritual.* With one spoken word, target takes 3(M) damage and is Stunned for Duration 1.

**Summon Weapon:** Summon one weapon that lasts Duration [P] hours. You can give it to someone else or use it if you have Proficiency.

**Wave:** The ground around you moves like a

wave outward in a 15 foot radius, causing Knockback 5 to all enemies in the radius and turning the area into Rough Terrain.

### Master Arcane Spells

**Dispel:** Remove one Enchantment of Complex or lower level without an Enchanting (*Disenchant*) Skill Test.

**Homing Bolt:** *Physical.* Fire a series of bolts of Aural energy, dealing 2(M) damage each. You may shoot a number of bolts equal to your Prowess and each bolt may have a different target.

**Paralyzing Word:** *Spiritual.* With one spoken word, target takes 4(M) damage and is Paralyzed for Duration 1.

**Pool of Scrying:** Turn any small pool of liquid into a pool of scrying for Duration 2[P]. While looking into the pool, you are able to see one location or the actions of one person or creature that you have seen before.

**Spell Ward:** *Spiritual.* Cast a protective Aura with Duration 1 around your target. If the target would be hit by a spell while the Aura is active, the spell's damage and effects are negated and the Aura ends.

**Summon Greater Familiar:** Summon a level 2 Familiar to fight for you. Only one Familiar may be summoned at a time.

### Magus Arcane Spells

**Complex Enchant:** Cast a complex Enchantment instead of making an Enchanting Skill Test. Any numerical effects of the Enchantment are increased by 1.

**Word of Aquaticus:** *Spiritual.* With one spoken word, target suffers Lingering 3(M) damage for Duration [P].

**Fireball:** *Physical.* A bead of fire expands outward explosively, dealing 5(M) damage in a 15 foot radius and causing Knockback 5 to all targets within the area.

**Freezing Ray:** *Physical.* Release a cone of freezing air that is 15 feet long and 15 feet wide. All targets in the cone take 5(M) damage and are Slowed for Duration [P].

**Summon Superior Familiar:** Summon a level 3 Familiar to fight for you. Only one Familiar may be summoned at a time.

**Teleport:** Transport yourself and a number of targets up to your Prowess to any location that you have been to before.

## BATTLE SPELLS

There were some within the Blue Band who found themselves drawn to the thrill of melee combat. That sect broke from the traditional studies and began exploring other paths, working to turn their bodies into magical weapons. They became masters of Battlecraft, a form of Auramancy that protects them in traditional combat. Often they are at the front lines of battle, channeling the Aura into powerful melee attacks and physical protection. Battle Spells are unique as they



require no implement to be cast, and can channel spells into their Spellblade to be cast later in a process called 'Storing'. The relevant Attribute for casting Battle spells is Brains.

### Initiate Battle Spells

**Aural Discharge:** *Physical.* Adjacent target takes 1(M) damage.

**Dazing Strike:** *Physical.* Adjacent target is Dazed for Duration 1.

**Heightened Reflexes:** Gain a +1 bonus to your Initiative rating for the rest of combat. Move up in turn order based on your new Initiative rating.

**Magic Defenses:** Gain a +1 bonus to Physical Defense against the next attack directed at you.

**Magic Strength:** Gain a +1 bonus on your next Attack or Auramancy Test.

**Shielded Charge:** Your next Charge Combat Maneuver does not suffer the normal -2 penalty to Physical Defense.

### Disciple Battle Spells

**Aural Surge:** *Physical.* Adjacent target takes 2(M) damage.

**Crippling Strike:** *Physical.* Adjacent target takes 1(M) and becomes Slowed for Duration 1.

**Harmful Ward:** Create an Aura with Duration [P] around yourself that deals 2(M) damage to any adjacent enemy that attacks you. This damage ignores armor soak.

**Missile Parry:** If you would be hit by a ranged attack before your next turn, you are instead able to block the incoming projectile with your Spellblade.

**Resist Pain:** Prevent the next 1 damage that would be dealt to you from any single source.

**Shielding Ward:** Create an Aura with Duration [P] around yourself that grants a +1(PSC) armor bonus.

### Adept Battle Spells

**Aural Burst:** *Physical.* Adjacent target takes 3(M) damage.

**Arcane Defenses:** Gain a +2 bonus to Physical Defense against the next attack directed at you.

**Arcane Strength:** Gain a +2 bonus on your next Attack or Auramancy Test.

**Blink:** Teleport a distance up to half your Speed in any direction. This allows you to Safely Disengage.

**Rapid Reflexes:** Gain a +2 bonus to your Initiative rating for the rest of combat. Move up in turn order based on your new Initiative rating.

**Stunning Strike:** *Physical.* Adjacent target takes 2(M) damage and is Stunned for Duration 1.

### Master Battle Spells

**Aural Blast:** *Physical.* Adjacent target takes 4(M).

**Critical Strike:** Increase the critical range of your weapon or Spellblade by 1 for your next attack.

**Greater Harmful Ward:** Create an Aura with

Duration [P] around yourself that deals 3(M) damage to any adjacent enemy that attacks you.

This damage ignores armor soak.

**Greater Shielding Ward:** Create an Aura with Duration [P] around yourself that grants a +2(PSC) armor bonus.

**Overcome Pain:** Prevent the next 2 damage that would be dealt to you from any single source.

**Rending Strike:** *Physical.* Adjacent target takes 2(M) damage and suffers Lingering 1(M) for Duration [P].

### Magus Battle Spells

**Aural Explosion:** *Physical.* Adjacent target takes 6(M).

**Double Bladed:** Create a second Spellblade that has Duration 2[P]. You may store spells in this new spellblade, as well as make dual-wielding attacks with no penalty to Attack or Defense and without requiring the Dual Wielding Proficiency.

**Eldritch Defenses:** Gain a +4 bonus to Physical Defense against the next attack directed at you.

**Eldritch Strength:** Gain a +4 Attack bonus on your next attack or spell.

**Supreme Reflexes:** Gain a +4 bonus to your Initiative rating for the rest of combat. Move up in turn order based on your new Initiative rating.

**Repelling Ward:** Create an Aura with Duration [P] around yourself that causes Knockback 10 to any adjacent enemy that damages you.

## BLOOD SPELLS

Blood is full of life-giving energy. During the Great War, some Auramancers found that the power in blood can be as proficient in taking life as it is in granting it. Such magic is incredibly powerful, though, and manifesting only at the Adept level and higher. Bloodcrafters are now more widespread than they were during the War, though the practice is viewed negatively even by many within the Black Band. The relevant Attribute for casting Blood spells is Wits. Damage taken willingly to increase spell effects is applied directly to HP and cannot be soaked by Armor.

### Adept Blood Spells

**Bleed:** *Physical.* Make the target bleed from open wounds, inflicting Lingering 1(M) damage for Duration [P], or Lingering 2(M) damage if you voluntarily take 1 damage.

**Clot:** Remove 1 negative status effect from yourself or an adjacent target. Does not affect poison or disease.

**Demoralize:** *Spiritual.* The target becomes unsettled at the sight of your self-mutilation, suffering a -2 penalty to Attack Tests for Duration [P], or a -4 penalty if you voluntarily take 1 damage.

**Lacerate:** *Physical.* Slash the target's



skin, dealing 3(M) damage, or 5(M) damage if you voluntarily take 1 damage.

**Torment:** *Spiritual.* Use your knowledge of suffering against an enemy, crippling them briefly. Deal 2(M) damage and Immobilize the target for Duration 1, and Daze them if you voluntarily take 1 damage.

**Donation:** Heal 3 Health Pips on an adjacent target, other than yourself, or 5 HP if you voluntarily take 1 damage.

### Master Blood Spells

**Blood Oath:** *Spiritual.* You Challenge the target, like the Combat Maneuver, and the target also suffers Lingering 1(M) as long as it is Challenged by you.

**Blood Trail:** You may take 2 Movement actions as long as they are both Running, or voluntarily suffer 1 HP to Sprint. The Defense penalty for sprinting is only incurred once.

**Crimson Shield:** Gain a +2 bonus to Physical Defense and suffer voluntary Lingering 1 for as long as you sustain the spell. This damage can not be soaked.

**Red Mist:** Adjacent enemies suffer 1(M) damage for Duration [P], +1(M) damage for every 1 self-inflicted damage during the duration. This damage is not affected by armor soak.

**Sanguine Gift:** An ally in line-of-sight gains Regeneration 1 if you suffer voluntary Lingering 1 for as long as you sustain the spell.

**Stitch:** Heal yourself for 3 HP, or 5 HP if at least 2 enemies attacked you since your last turn.

### Magus Blood Spells

**Death Wish:** All effects gained from self-inflicting damage, either on spells or abilities, get a +1 bonus for each enemy adjacent to you for Duration [P].

**Empower:** Gain a +2 bonus on either Attack Tests or Physical Defense for Duration [P], or a +3 bonus if you voluntarily take 1 damage.

**Flay:** *Physical.* Shred the target's skin, dealing 6(M), or 9(M) if you voluntarily take 2 damage.

**Hemorrhage:** *Spiritual.* Make the target suffer massive internal bleeding, inflicting 2(M) damage immediately and Lingering 3(M) damage for Duration [P], or Lingering 4(M) damage if you voluntarily take 2 damage.

**Torture:** *Spiritual.* Use your knowledge of pain against an enemy, making them recoil. Deal 5(M) damage and Stun the target for Duration 1, or Paralyze them for Duration 1 instead if you voluntarily take 2 damage.

**Transfusion:** Heal 5 Health Pips on an adjacent target, or 7 HP if you voluntarily take 1 damage. Cannot target yourself.

## LIGHT SPELLS

Called the Holy Line to some, there is a strand of Edara's Aura that shines with pure white light.

The devout believe this light to be the source

of the mysterious angels' power. Auramancers who wish to wield this power choose to study Lightcraft. They are crusaders against evil and the most capable healers. The relevant Attribute for casting Light spells is Wits.

### Initiate Light Spells

**Angelus' Gift:** Heal 4 Health Pips on yourself or an adjacent target.

**Blessing of Power:** Fill your target with the power of an angel, granting a +2 bonus to the Attribute of your choice for Duration [P].

**Dagger of Faith:** *Physical.* Deals 3(M) damage to a Black Band, Nightmare, or Undead target.

**Daze:** *Spiritual.* The target is Dazed for Duration 1.

**Pure Soul:** Remove all negative status effects from yourself. Does not affect poison or disease.

**Ray of Light:** *Physical.* Fire a single ray of holy light. Deals 1(M) damage to target.

### Disciple Light Spells

**Angelic Aid:** Target gains a +2 bonus on their next Influence or First Aid Skill Test.

**Angelus' Breath:** Heal 4 Health Pips on a target in line-of-sight.

**Beam of Light:** *Physical.* Fire a bright beam of holy light, dealing 2(M) damage to the target.

**Blessing of Protection:** Target is granted the protection of Angelus, negating the first point of damage that target would take from 1 source once per round for Duration [P].

**Cleanse Being:** Remove one negative status effect from yourself or an adjacent target. Does not affect poison or disease.

**Sword of Faith:** *Physical.* Deals 4(M) damage to a Black Band, Nightmare, or Undead target.

### Adept Light Spells

**Angelus' Word:** Heal 5 Health Pips on yourself or an adjacent target.

**Blessing of Renewal:** Target is filled with refreshing energy, gaining Regenerate 1 for Duration [P].

**Pillar of Light:** *Physical.* Call down a dazzling pillar of holy light, dealing 3(M) damage to the target.

**Revive** Adjacent Dying target is restored to 1/2 HP and regains consciousness.

**Spear of Faith:** *Physical.* Deals 5(M) damage to a Black Band, Nightmare, or Undead target.

**Zone of Shielding:** Create an Aura with a radius of 10 feet that has Duration [P]. All allies standing in the Aura are unaffected by Conditions.

### Master Light Spells

**Angelic Armor:** Glowing plates of armor protect the target, granting a +1(PSC) armor bonus for Duration [P]. All enemies that attack the target become Blinded for Duration 1 as long as the armor is active.

**Angelus' Blessing:** Heal 5 Health Pips on a target in



line-of-sight.

**Blessing of Action:** The target can make one extra attack or cast one additional spell on their next turn.

**Column of Light:** *Physical.* Call down a blinding pillar of holy light. Deals 4(M) damage and Blinds target.

**Holy Ward:** Place a circle of sacred ground around you, extending in a radius of 10 feet, with Duration 2[P]. Any enemy who enters the circle takes 2(M) damage.

**Lance of Faith:** *Physical.* Deals 6(M) damage to a Black Band, Nightmare, or Undead target.

## Magus Light Spells

**Angelic Form:** You grow the wings of an angel. Gain the ability to fly at your Speed for Duration [P].

**Angelus' Touch:** Heal 8 Health Pips on yourself or an adjacent target.

**Cascading Light:** *Physical.* Holy light rains down upon your foes, dealing 4(M) damage and Dazing all targets in a 10-foot radius.

**Consecrate:** Create a holy circle on the ground in a 10 foot radius with Duration [P]. All allies that start their turn within the circle are healed for 3 HP.

**Crushing Faith:** *Physical.* Deals 8(M) damage to a Black Band, Nightmare, or Undead target.

**Purify:** Remove all negative status effects from a single target, including poison.

## Mind Spells

Mindcrafters have focused their time and energy into studying how the Aura affects the mind. Those who excel in Mind Spells have learned the tricks of illusion and how to interact with objects without touching them. They can even manipulate the Auras of the people around them. The relevant Attribute for casting Mind spells is Brains.



Mind spells require cooperation between the player and GM. Be realistic with your spell uses and realize that the GM has final say on the outcome of all attempts.

## Initiate Mind Spells

**Blackout:** *Spiritual.* Cut off target's vision, making them Blind for Duration 1.

**Mental Ache:** *Physical.* Make phantom pain become reality, dealing 1(M) damage to target.

**Minor Illusion:** Create a basic illusion of your design with Duration [P]. The illusion can have simple movement and can appear solid but has no scent and makes no sound. It cannot Engage in combat. To tell that it is an illusion, a target must make a Perception Skill Test opposed by your Auramancy Test. You gain a +2 bonus on your Auramancy Test if the illusion is of a static object. The illusion will dissipate if it takes

damage.

**Minor Telekinesis:** Pick up and move small inanimate objects with your mind. You can lift and move an object weighing up to 15 pounds over a distance of up to 25 feet. You may also make the object levitate for Duration 1 round. You may not attack targets with this spell or otherwise affect creatures or humanoids.

**Minor Telepathy:** *Spiritual.* Read a target's surface thoughts. You can only read one sentence of what the target is actively thinking at the time this spell is cast. You may not deal damage or status effects with this spell, may not influence the target in any way, and cannot otherwise affect creatures and humanoids.

**Spasms:** *Spiritual.* Force a target to have spasms and become Dazed for Duration 1.

## Disciple Mind Spells

**Charm Person:** *Spiritual.* Target non-Hostile humanoid is Friendly towards you for Duration [P]. This affects all interaction with the target, and the target will not attack you while charmed. The target gains a +2 bonus to Spiritual Defense against this spell every time it is cast successively.

**Illusionary Noise:** Cause an illusionary noise of your design to sound from anywhere within line-of-sight.

**Mental Pain:** *Physical.* Apply pressure to the brain, dealing 2(M) to the target.

**Mental Guidance:** Target gains a +2 bonus on their next Influence or Trickery Skill Test.

**Pins:** *Physical.* Target feels as if they are being pricked by hundreds of pins, suffering Lingering 1(M) damage for Duration [P].

**Suggest:** *Spiritual.* Plant a simple command into the target's mind and make them do a single action. The target must be able to do this action normally, and they cannot bring harm to themselves or their allies. Normal Action Point costs apply. The target gains a +2 bonus to Spiritual Defense against this spell every time it is cast successfully.

## Adept Mind Spells

**Charm Creature:** *Spiritual.* Target non-hostile creature is friendly towards you for Duration P. This affects all interaction with the target, and the target will not attack you while charmed. The target gains a +2 bonus to Spiritual Defense against this spell every time it is cast successfully.

**Major Illusion:** Create a more advanced illusion of your design with Duration [P]. The illusion can have more complex movement, can appear solid, and can make realistic sound. It can Engage targets in combat. You gain a +3 bonus on your Auramancy Test if the illusion is of a static object. The illusion will dissipate if it takes damage.

**Major Telekinesis:** Pick up and move medium inanimate objects with your mind. You can lift and move an object weighing up to 50 pounds over a distance of up to 50 feet.



You may also make the object levitate for Duration [P]. You may attack a target with the object, dealing damage appropriate for the object's size, weight, and physical type, with a maximum of 5. This spell cannot be used to otherwise affect creatures and humanoids.

**Major Telepathy:** *Spiritual*. Read a target's thoughts or attack their mind. You may read everything the target is actively thinking at the time this spell is cast. Alternatively you may attack the target with this spell, either dealing 2(M) damage or Dazing them, but are not able to read any thoughts in the process. This spell cannot be used to otherwise affect creatures and humanoids.

**Mental Burst:** *Physical*. Cause minor brain overload, dealing 3(M) damage to the target.

**Seizures:** *Physical*. Force the target to have a seizure and become Stunned for Duration 1.

### Master Mind Spells

**Command:** *Spiritual*. Plant several orders into the target's mind, commanding them for Duration 1. The target must be able to complete all actions normally, and they cannot bring harm to themselves. Normal Action Point costs apply. The target gains a +2 bonus to Spiritual Defense against this spell every time it is cast successfully.

**Greater Charm Person:** *Spiritual*. Any target humanoid is Friendly towards you for Duration [P]. This affects all interaction with the target, and the target will not attack you while charmed. The target gains a +2 bonus to Spiritual Defense against this spell every time it is cast successively.

**Mental Blast:** *Physical*. Overwhelm the target's brain, dealing 4(M) damage.

**Needles:** *Physical*. Target feels as if they are being pricked by a thousand needles, suffering Lingering 2(M) damage for Duration [P].

**Paralyze:** *Spiritual*. Cut off the target's motor capabilities, forcing them to become Paralyzed for Duration 1.

**Vanish:** *Spiritual*. You cloud the mind of your targets and cannot be seen or heard by them for Duration 1. You can have a number of targets equal to your Prowess.

### Magus Mind Spells

**Greater Charm Creature:** *Spiritual*. Any target creature is friendly towards you for Duration [P]. This affects all interaction with the target, and the target will not attack you while charmed. The target gains a +2 bonus to Spiritual Defense against this spell every time it is cast successively.

**Master Illusion:** Create a master illusion of your design for Duration P. This illusion can have realistic movement, sounds, smells, and can even be solid. It can Engage targets in combat. You gain a +4 bonus on your Auramancy Test if the illusion is of a static object. The illusion will dissipate the second time it

takes damage, instead of the first.

**Master Telekinesis:** Pick up and move large inanimate objects with your mind. You can lift and move an object weighing up to 100 pounds over a distance of up to 75 feet. You may also make the object levitate for Duration 2[P]. You may attack a target with the object, dealing damage appropriate for the object's size, weight, and physical type with a maximum of 8. If you wish, the impact may also cause Knockback 5. This spell cannot be used to otherwise affect creatures and humanoids.

**Master Telepathy:** *Spiritual*. Read a target's underlying thoughts or assault their mind. You may read one sentence of a hidden or buried thought, such as a memory or plan. Alternatively you may attack the target with this spell, either dealing 3(M) damage or Stunning them, but are not able to read any thoughts in the process. This spell cannot be used to otherwise affect creatures and humanoids.

**Mental Implosion:** *Physical*. Target feels as if their head is imploding, taking 6(M) damage and becoming Stunned for Duration 1.

**Morph:** *Spiritual*. Create an illusion to change the physical features of your target however you wish. Effect lasts for 1 day.

## NATURE SPELLS

Green Band Auramancers who have studied Lifecraft have learned how to harness the natural Aura that flows through the trees and plants. They have learned to bend the life-giving force of Edara's Aura to their will. Sometimes referred to as 'Naturalists,' these Auramancers make capable healers but still have strong combat abilities. The relevant Attribute for casting Nature spells is Wits.

### Initiate Nature Spells

**Animal Speech:** Gain the ability to speak to animals for Duration [P].

**Grow Food:** Grow enough food on a plant for one meal for one person or creature. This spell requires a different plant for each use.

**Gust of Wind:** *Physical*. The target suffers Knockback 10.

**Silva's Gift:** Heal 3 Health Pip on yourself or an adjacent target.

**Thorn:** *Physical*. Shoot thorns from your hands, dealing 2(M) damage to the target.

**Vine Lash:** *Physical*. A vine shoots from the ground and strikes the target. Deals 1(M) damage and target is Dazed for Duration 1.

### Disciple Nature Spells

**Antitoxin:** *Spiritual*. Neutralizes poison on yourself or an adjacent target.

**Entangling Growth:** *Physical*. Target becomes Immobilized for Duration [P].



**Fog:** Cause a thick fog to appear in a 1 mile radius, granting Concealment within the radius, for Duration [P] hours.

**Natural Guidance:** Target gains +2 bonus on their next Survival or Tracking Skill Test.

**Vine Whip:** *Physical.* A vine shoots from ground and whips the enemy. Deals 2(M) damage and you can make a Disarm attempt against target.

**Wasp Nest:** *Physical.* Summon a nest of angry wasps at the target location. Wasps swarm in a 5-foot radius and deal 1(M) to all targets in the area.

## Adept Nature Spells

**Boulder:** *Physical.* Throw a boulder at your target, dealing 3(M) damage and causing Knockback 5.

**Freeze:** *Physical.* Snap-freeze your enemy, dealing 2(M) damage and Slowing target for Duration 1.

**Natural Remedy:** *Spiritual.* Remove 1 negative status effect from yourself or an adjacent target. Does not affect poison or disease.

**Rust:** *Physical* Target takes a -1 Armor penalty to their highest armor rating for Duration P.

**Silva's Word:** *Spiritual.* Heal 4 Health Pips on yourself or an adjacent target.

**Snakebite:** *Physical.* You shoot poison barbs from your hand, dealing 1(M) damage and causing the target to suffer Lingering 1(T) damage for Duration [P].

## Master Nature Spells

**Bark Skin:** Your skin becomes as hard as tree bark. You gain +1(PSC) natural armor for Duration 2[P].

**Bestow Life:** Adjacent Dying target is restored to 1/2 HP and regains consciousness.

**Recharge:** Target gains Regeneration 1 for Duration [P] while in sunlight.

**Solar Ray:** *Physical.* Summon the power of the sun in a direct ray, dealing 4(M) damage and both Blinding and Dazing the target for Duration 1.

**Splinter Spear:** *Physical.* Skewer your target with a giant splinter of wood, dealing 5(M) damage normally or 6(M) damage if the target is Undead.

**Wall of Thorns:** Quickly grow a wall of tightly knit thorns. The wall is up to 30 feet long, has 10 HP, provides Full Cover, and blocks line-of-sight. Climbing the wall deals 1(M) damage per Movement that ignores armor soak. It disappears if it has 0 HP. It is immune to (P) damage and Spiritual attacks.

## Magus Nature Spells

**Befriend Animal:** *Spiritual.* Target animal becomes your Companion for Duration 2[P]. You can only have one animal befriended with this spell at a time. The target gains a +2 bonus to Spiritual Defense against this spell every time it is cast successfully. See Chapter 14: Adventuring for information on Companions.

**Earthquake:** *Physical.* Cause a devastating earthquake that affects all enemies in a 20-foot

radius. All targets hit suffer 2(M) damage and Knockdown. The affected area becomes Rough Terrain for Duration [P].

**Hail Storm:** *Physical.* Hail begins to fall heavily in a 15-foot radius. All enemies in the area suffer 3(M) damage and are Slowed for Duration [P].

**Lightning Strike:** *Physical.* Call down the power of lightning. Target takes 7(M) damage and is Dazed for Duration 1.

**Silva's Touch:** Heal 7 Health Pips on yourself or an adjacent target.

**Tornado:** *Physical.* Summon a giant whirlwind. Target suffers 5(M) damage and is lifted into the air for Duration 1. While in the air, target is Immobilized and can only be targeted by ranged attacks. After the effect ends, target suffers Knockback 15 and then Knockdown.

## SHADOW SPELLS

The Demons of Mortis are said to draw power from the shadow that the Aura casts onto the world. They use this power to bring death to those whose time was nearing its end. Followers of Mortis are given access to these powers and taught to separate a person's Aura from that of Edara's, ending their life in the process. The relevant Attribute for casting Shadow spells is Wits.

## Initiate Shadow Spells

**Cripple:** *Physical.* Target takes 1(M) damage and is Slowed for Duration 1.

**Curse of Weakness:** *Spiritual.* Fill your target with negative energy, bestowing a -2 penalty on their next Attack or Auramancy Test.

**Pain:** *Physical.* Inflict 2(M) damage to the target.

**Pollute:** Target liquid becomes poisonous. Whoever drinks the liquid is inflicted with Lingering 2(T) damage for Duration [P].

**Strength of Mortis:** Infuse your target with the strength of Mortis, granting a +2 bonus to their next Attack or Auramancy Test.

**Scare:** *Spiritual.* Terrify your target, forcing them to flee 10 feet in a direction of their choice, away from you, without Safely Disengaging.

## Disciple Shadow Spells

**Curse of Sloth:** *Spiritual.* Target becomes Dazed and Slowed for Duration [P].

**Dark Burst:** *Physical.* Target takes 2(M) damage and is Dazed for Duration 1.

**Demonic Whispering:** Target gains a +2 bonus on their next Stealth or Trickery Skill Test.

**Fear:** *Physical.* Inflict 3(M) damage to the target.

**Life Leech:** *Physical.* Target takes 2(M) damage and you or a target adjacent to you heals 2 Health Pips.

**Night Sight:** You gain Dark Vision for Duration [P]. If you already have



natural Dark Vision, you gain a +4 bonus to Perception (*Visual*) Skill Tests in darkness for Duration [P].

### Adept Shadow Spells

**Anger:** *Physical*. Inflict 4(M) damage to the target.

**Armor of Mortis:** Target's armor grows shadowy spikes with Duration [P]. Anyone that attacks the target suffers 2(M) damage, which is not affected by armor soak.

**Curse of Vulnerability:** *Spiritual*. Target takes a -2 penalty to their highest armor rating for Duration [P].

**Dark Blast:** *Physical*. Target takes 3(M) and is Stunned for Duration 1.

**Defile:** *Spiritual*. Remove one positive effect from the target.

**Shroud:** Target becomes cloaked in shadow and cannot be seen for Duration 1. No ranged attacks or spells can be made against the target and melee attackers are treated as though Blind.

### Master Shadow Spells

**Curse of Decay:** *Physical*. Target's body begins to decay. They suffer Lingering 1(M) for Duration [P]. At the end of the duration, roll a D12. On a 1-6, the target loses use of a leg and becomes Slowed for Duration P. On a 7-12, the target loses use of an arm which disables all attacks or equipment that require that arm for Duration [P].

**Hate:** *Physical*. Inflict 5(M) damage to the target.

**Life Siphon:** *Physical*. Target takes 4(M) damage and you or a target adjacent to you heals 4 Health Pips.

**Removal:** Remove one negative status effect from yourself or an adjacent target. Does not affect poison or disease.

**Sow Chaos:** *Spiritual*. Cast against 2 adjacent targets in line-of-sight. They are filled with confusion and each makes a basic melee attack against the other.

**Wound:** *Physical*. Target takes 3(M) damage and suffers Lingering 1(M) damage for Duration [P].

### Magus Shadow Spells

**Curse of Doom:** *Physical*. Target suffers Lingering 1(M) for Duration [P]. At the end of the duration, the target takes Magic damage equal to twice your Prowess.

**Chosen of Mortis:** Grow large black wings and gain the ability to fly at your Speed for Duration [P].

**Darkness:** Create a 20-foot radius zone of magical darkness that has Duration 2[P]. Unlike normal darkness, this zone is impenetrable by light. Therefore all forms of vision, including Dark Vision, do not work to see through the zone. Anyone in or attempting to look through the zone are treated as though they were Blind.



*Doctor Davis L. Thorne does not only teach Necromancy, he actively practices it.*

**Desecrate:** Create an Aura with a 10 foot radius for Duration [P]. All members of the Black Band that stand within the Aura gain a +2 bonus on all Attack and Auramancy Tests. Any enemy who enters the circle takes 3(M).

**Re-purpose:** Adjacent Downed target is restored to 1 HP and regains consciousness.

**Suffering:** *Physical*. Inflict 8(M) to the target.

### SMITH SPELLS

Auramancers are new within the Red Band. The Shotcrafter uses special Aura-infused projectiles to rain destruction on his foes. Smith spells work differently from other spells. Instead of a normal implement, the Shotcrafter uses any ranged or ballistic weapon as his implement. When casting a Smith spell, make an Attack Test just as you would when firing the weapon. If the attack would hit, then the spell effect goes off. Since the ranged weapon is your implement, the Implement Proficiency is not required. However, you must have the correct Weapon Proficiency instead. The relevant Attribute for casting Smith spells is the same as the Attribute for Attack Tests with weapon you are using for an implement.



## Initiate Smith Spells

**Booster Shot:** Heal 2 Health Pips on a target in line-of-sight.

**Explosive Shot:** *Physical.* Fire an explosive-tipped projectile that deals 1(M) damage to 2 adjacent targets.

**Flame Shot:** *Physical.* Shoot an incendiary projectile that deals 1(M) damage and Dazes for Duration 1.

**Flare:** *Physical.* Fire a bright flare, illuminating a 30-foot radius or make a target Blind for Duration [P].

**Impact Shot:** *Physical.* Target is hit with a shot so hard he suffers Knockdown.

**Smokescreen:** Create a thick cloud of smoke in a 20-foot radius that blocks vision for Duration [P]. Inside the cloud, vision is reduced to 5 feet.

## Disciple Smith Spells

**Apprenticeship:** Target gains a +2 bonus on their next Engineering or Smithing Skill Test.

**Poison Shot:** *Physical.* Shoot a poison-tipped projectile. The target suffers Linging 1(T) damage for Duration [P].

**Deflection:** If you would be hit by a ranged attack before your next turn, you instead shoot the incoming projectile out of the air with your implement weapon.

**Landmine:** *Physical.* Shoot a mine into the ground at your feet that deals 1(M) damage to all targets that get within 5 feet. Mine lasts for 24 hours but disappears after one attack. You can have a number of active mines equal to your Prowess.

**Lightning Shot:** *Physical.* Fire an electrically charged projectile that deals 3(M) damage.

**Net:** *Physical.* Fire a magical net that Immobilizes target for Duration [P].

## Adept Smith Spells

**Bright Star:** *Physical.* Shoot a flare that Blinds all enemies in line-of-sight for Duration 1 and illuminates a 30 foot radius for Duration [P].

**Double Shot:** *Physical.* Shoot up to 2 targets for 2(M) each.

**Flame Wall:** A wall of fire shoots forward in a straight line for 20 feet. All targets that come into contact with the wall suffer 2(M). The wall lasts Duration [P].

**Grenade Launcher:** *Physical.* Fire a magical grenade with an explosion that deals 2(M) damage to all targets in a 5-foot radius.

**Healing Shot:** Heal 3 Health Pips on the target.

**Ice Shot:** *Physical.* Fire a frozen projectile that deals 3(M) damage and Slows the target for Duration 1.

## Master Smith Spells

**Barricade:** Summon a solid barricade, made of wood with metal reinforcement and spikes. The barricade is up to 5 feet tall and 15 feet wide, grants Full Cover, has 10 Health Pips, and deals 1 + your Prowess (P) damage to anyone that attacks it. It disappears if it has 0 HP.

**Chemical Cloud:** Fire a projectile that releases a cloud of gas in a 15-foot radius with Duration [P]. Anyone who moves into the cloud or starts their turn there suffers 3(M) damage and becomes Blind for Duration 1.

**Curing Shot:** Remove 1 negative effect from target. Does not affect poison or disease.

**Dragon Breath:** *Physical.* Shoot a stream of fire in a cone that is 15 feet long and 15 feet wide. All targets in cone take 4(M) damage.

**Power Shot:** *Physical.* Fire a crackling shot of blue-white energy, dealing 5(M) damage to the target.

**Shock Net:** *Physical.* Fire a net made out of electricity. Target is both Immobilized and suffers Linging 1(M) for Duration [P].

## Magus Smith Spells

**Fire of Ignis:** *Physical.* Summon the fire of Ignis himself to burn an enemy alive. Target takes 6(M) damage and suffers Linging 1(E) damage for Duration [P].

**Jury-Rig:** Make modifications to a gadget that is Simple, Average, or Complex to allow anyone that is not Proficient with it to use it. Modifications last Duration [P] hours. Gadgets that have already been modified cannot be modified again for Duration [P] days. Limited-use gadgets disappear as normal.

**Meteor Shot:** *Physical.* Fire a shot like a burning chunk of rock hurtling through the sky. The shot explodes in a 15 foot radius. All targets in the radius take 4(M) damage, suffer Knockdown, and are Dazed for Duration 1.

**Concussive Blast:** *Physical.* Fire a sonic concussive blast. All targets in a 20-foot radius take 2(M) damage and are Stunned for Duration 1.

**Stabilizing Shot:** Dying target is restored to 1 HP and regains consciousness.

**Triple Shot:** *Physical.* Shoot up to 3 targets for 4(M) damage each.

key to Auramancy is to feel the stars flow as  
be able to fully access them. There are some who say  
the Magicians hold the secrets to unlocking this  
but it died with the last of them.

is feared that the spells we have learned and  
may be the last. There hasn't been a new spell  
in centuries.

we selfish of the Primarchs to share so little  
spells with us. They must access to an unfathomable  
of power.

The Aurafacts they were said to have produced  
swung the battle in either direction. It is a shame  
but we didn't have access to them during the P

isibly buried deep within the Magician's Tower  
tells the true location. If it ever did exist in

so I will be wise enough to follow the same  
path.

Dr. Davis L. Thron



# CHAPTER II

## COMPANIONS

“

*My bear is fierce and deadly. I give signal, he shows his teeth and claws. I give signal again, you best be running. When young in tribal clan, always thought of power of bear. Hear its roar from the forest edge. This roar give me strength, and strength I use to topple my enemies. If you are unwise, you might be my enemy. And if so, you will learn to fear the roar of the bear.*

”

*-Grook, Mountain Ogre*

A Companion is a controllable creature that will accompany a character on his adventures. Companions are characters in and of themselves, complete with their own statistics and Action Points, and will require separate role play. They can interact with player and non-player characters and are extremely valuable both in and out of combat.

If a player gains access to a Companion through their Band, it falls on them to create and record its statistics just as they would their own. There is a section on the character sheet specially designated for Companions. You must give your Companion its own statistics just like you did for yourself, except for Prowess—Companions use their owner's Prowess for Spiritual Defense. You may also use your Prowess Points to enhance your Companion's Tests, and any Traits that affect the way you may spend Prowess Points apply to your Companion as well. Companions have 4 Action Points of their own and use your place in the Initiative Order, acting either before or after your turn.

Companions can have equipment and armor, purchased with the player character's normal Currency. Four-legged Companions, like animals and dragons, need special armor and cannot wield weapons.

If your Companion goes Down during combat, they follow the same rules for Dying that your character does. They get Death Counters per day equal to your character's Prowess Attribute Value, and every round they are in the Dying state and not healed they lower their Death Counters by 1. If they reach 0, the Companion is permanently dead.

If your Companion dies, you may obtain a new one. Until you do, your Prowess Points are reduced to 0. To gain a new Companion, you must go to the realm where they are most commonly found, including humanoid Companions. There you must search for a potential candidate and improve their Attitude to Friendly. Then you must prove yourself to them in a way the Game Master deems appropriate, as common sense dictates—you may have to defeat an animal or orc in combat, or beat a dwarf in a drinking game. If you succeed, the candidate becomes your new Companion-in-training.

Dragon Companions can only be obtained in Larith, the capital of Kuria, at the School of Auramancy. They come as eggs, which are the same color as the dragon. They must be kept warm for 2 weeks of in-game time until they hatch, then the hatchling must be protected for 1 week. After that, the dragon is a Companion-in-training.

While in training, Companions have only 3 Action Points. You must spend 2 hours every day for two weeks of in-game time training them, which requires a Skill or Attack Test appropriate for the training. If a day of training is missed or you fail the Test, 2 days must be made up for it. If you miss days and fail Tests equal to your Prowess, your Companion leaves your service and you must try again. Once you have successfully completed the 2 week training period, your Companion is fully devoted to you and gains its normal Action Points.



## Animal Companions

The animal Companions belong to the Green Band. They cannot have an Intelligence Attribute greater than 3, and cannot speak. Natural weapons and armor bestow no penalties, but standard weapon category Action Point costs apply for attacking. Animals need no Proficiencies to wear artificial armor.

### Bear

**Health Pips:** Vigor +8

**Speed:** 25 Feet

**Attribute Points:** 20

**Skill Points:** 6

**Natural Armor:** 4(P) 5(S) 3(C) 1(M)

#### Natural Weapons

- Dual Wielded Claws, Heavy melee weapons: 4(S), 5 Threshold

- Bite, Medium melee weapon: 3(P), 3 Threshold

**Trainable Skills:** Athletics (*Climbing* or *Swimming*), Stamina (*Endurance* or *Resistance*), Influence (*Intimidate*), Acrobatics (*Jumping*), Perception (*Auditory* or *Visual*), Survival (*Forest* or *Mountain*).

**Special Features:** +2 bonus on Stamina (*Endurance*), Influence (*Intimidate*), and Survival Skill Tests. Bears can use the Challenge and Charge combat maneuvers. Can be used as a mount by Small races.

**Mutation Ability:** Shifters with this Companion force the target of a successful Challenge Combat Maneuver to flee away from them, in a direction of the target's choice, without Safely Disengaging.

### Cougar

**Health Pips:** Vigor +5

**Speed:** 30 Feet

**Attribute Points:** 20

**Skill Points:** 8

**Natural Armor:** 2(P) 2(S) 1(C)

#### Natural Weapons:

- Dual Wielded Claws, Light melee weapons: 3(S), 3 Threshold

- Bite, Light melee weapon: 2(P), 3 Threshold

**Trainable Skills:** Acrobatics (*Balancing*, *Jumping*, *Parkour*, or *Tumbling*), Athletics (*Climbing* or *Swimming*), Stealth (*Hiding* or *Sneaking*), Influence (*Intimidate*), Perception (*Auditory* or *Visual*), Stamina, Survival (*Mountains* or *Plains*)

**Special Features:** +2 to Stealth, Perception, and Acrobatics skills. Cats may use the Charge, Dodge, and Grab Combat Maneuvers.

**Mutation Ability:** Your first attack with your off-hand claw each turn costs no Action Points.

### Wolf

**Health Pips:** Vigor +6

**Speed:** 40 Feet

**Attribute Points:** 20

**Skill Points:** 7

**Natural Armor:** 3(P) 3(S) 1(C)

#### Natural Weapons:

- Bite, Medium melee weapon: 5(P) or 2(C), 4 Threshold

**Trainable Skills:** Stealth (*Hiding*), Influence (*Intimidate*), Acrobatics (*Jumping*), Stamina (*Endurance*), Athletics (*Swimming*), Survival (*Forest* or *Plains*), Hunting (*Tracking*), Perception.

**Special Features:** +2 to Survival Skill and +4 to Hunting Skill. The Wolf may use the Charge and Trip Combat Maneuvers.

**Mutation Ability:** You may immediately Engage any target that enters your melee range, regardless of other Engagement rules.

#### Animal Companion Maximum Attributes

Animal	Agi	Brw	Brn	Wit	Vig
Bear	7	9	3	8	10
Big Cat	10	9	3	8	7
Wolf	9	10	3	7	8

## Dragon Companion

The Blue Band Dragon tree gains access to a dragon Companion that grows over time. The dragon begins life Small in size and cannot breathe fire. It is unable to speak but a high Brains Attribute will allow it to communicate intelligently at an animalistic level. Natural weapons and armor bestow no penalties, but standard weapon category Action Point costs apply for all attacks. The dragon has a range of scale colors, including red, blue, green, and brown. Dragons need no Proficiencies to wear artificial armor.

### Small Dragon

**Health Pips:** Vigor +5

**Speed:** 25 Feet, Flight

**Attribute Points:** 20

**Skill Points:** 8

**Natural Armor:** 2(P) 2(S) 1(C) 1(B) 3(M)

#### Natural Weapons:

- Dual Wielded Claws, Light melee weapons: 2(S), 3 Threshold

- Bite, Light melee weapon: 1(P), 2 Threshold

**Trainable Skills:** Acrobatics (*Balance* or *Jumping*) Athletics (*Climbing*), Stealth (*Hiding*), Influence (*Intimidate* or *Intuition*), Perception (*Auditory* or *Visual*), Stamina (*Endurance* or *Resistance*)

**Special Features:** Can use any Combat Maneuver.

### Medium Dragon

**Health Pips:** Vigor +6

**Natural Armor:** 3(P) 3(S) 2(C) 1(B) 4(M)

#### Natural Weapons:

- Dual Wielded Claws, Medium melee weapons: 4(S), 4 Threshold

- Bite, Medium melee weapon: 3(P) or 1(C), 3 Threshold

**Special Features:** Can be used as a mount by Small races.



## Large Dragon

**Health Pips:** Vigor +8

**Speed:** 20 Feet, Flight

**Natural Armor:** 5(P) 5(S) 3(C) 2(B) 5(M)

**Natural Weapons:**

- Dual Wielded Claws, Medium melee weapons: 5(S), 4 Threshold
- Bite, Heavy melee weapon: 6(P) or 4(C), 4 Threshold

**Special Features:** Can be used as a mount by Medium and Large races.

Dragon Companion Maximum Attributes

Agility	Brawn	Brains	Wits	Vigor
9	10	8	8	9

## Humanoid Companion

The humanoid Companion for White Band is of the same race as its owner and thus gain the same racial benefits and adheres to that race's Attribute maximums. The humanoid Companion purchases Traits and Proficiencies just as a normal character. It comes with an allowance for basic equipment, which can be expanded upon with your own Currency.

**Health Pips:** As race

**Speed:** As race

**Attribute Points:** 20

**Proficiency Points:** 4

**Skill Points:** 5

**Trait Points:** 4

**Trainable Skills:** Any

**Special Features:** Can use any Combat Maneuver. Comes with an allowance of 500 CR for equipment.

## Pets

Pets are different from Companions because they do not get their own statistics, cannot participate in combat, and do not get Action Points. Instead, they provide both a Skill bonus and a special ability to their owner. They can also be great for role play.

If a Pet must make a Skill Test, use the owner's statistic and treat the situation as common sense dictates. If a Pet would take damage, it is immediately Dying and follows Companion rules for being revived.

## Animal Pet

The Green Band Ranger can receive an animal Pet to accompany them. There are five animals available, but only one can be chosen.

### Badger

**Skill Bonus:** +3 Endurance

**Ability:** Once per day, you may get a bonus

on your turn equal to your Prowess to your Physical Defense for Duration 1.

### Bird of Prey

**Skill Bonus:** +3 Perception

**Ability:** Once per day, you may declare one Attack Test you make an instant Critical Hit prior to rolling.

### Fox

**Skill Bonus:** +3 Trickery

**Ability:** Once per day, you may declare one Attack Test made against you to target a different enemy adjacent to you prior to rolling.

### Raccoon

**Skill Bonus:** +3 Survival

**Ability:** Once per day, you may immediately re-roll a Skill Test you failed.

### Snake

**Skill Bonus:** +3 Stealth

**Ability:** Once per day, you may either immediately ignore all poison damage you would receive from one source or add Lingering 1(T) damage for Duration 2 x [P] to an attack you make.

## Minions

A Minion is a kind of temporary Companion. Rather than being in play constantly, it must be summoned. Once its duration has expired or it is killed, it disappears and cannot be revived by normal means. Minions usually have different strengths, and the number of Action Points they have varies.

## Abomination

The Abomination can only be summoned by a Scourge Necromancer.

**Health Pips:** 18

**Action Points:** 5

**Speed:** 20 Feet

**Physical Defense:** 16

**Attack Bonus:** +12

**Attributes:**

3 Agility, 12 Brawn, 2 Brains, 4 Wits, 10 Vigor

**Armor:** N/A

**Natural Weapons:**

- Dual Wielded Hands, Medium melee weapons: 5(S), 5 Threshold
- Bite, Heavy melee weapon: 7(C), 6 Threshold

**Special Features:** Attacks inflict Lingering 1(T) damage for Duration 2. Takes 2 damage less from all sources.

## Familiar

The Blue Band's Familiar can be summoned by an Arcane spell. It has preset statistics based on the strength of the spell cast. However, the summoning character can determine the Familiar's appearance even though it does not change its physical statistics. The Familiar can use the Charge and Trip Combat Maneuvers.



## Level 1 Familiar

**Health Pips:** 10

**Action Points:** 3

**Speed:** 20 Feet

**Physical Defense:** 12

**Attack Bonus:** +8

**Attributes:**

3 Agility, 8 Brawn, 4 Brains, 2 Wits, 5 Vigor

**Natural Armor:** 1(P) 1(S) 1(C) 1(B) 1(M)

**Natural Weapons:**

- Dual Wielded Claws, Light melee weapons: 2(S), 2 Threshold
- Bite, Medium melee weapon: 3(P), 3 Threshold

**Special Features:**

- Can teleport up to 10 feet once for free.

## Level 2 Familiar

**Health Pips:** 12

**Action Points:** 3

**Speed:** 25 Feet

**Physical Defense:** 13

**Attack Bonus:** +9

**Attributes:**

4 Agility, 9 Brawn, 4 Brains, 2 Wits, 7 Vigor

**Natural Armor:** 2(P) 2(S) 2(C) 2(B) 2(M)

**Natural Weapons:**

- Dual Wielded Claws, Light melee weapons: 3(S), 3 Threshold
- Bite, Medium melee weapon: 4(P), 4 Threshold

**Special Features:**

Can teleport up to 15 feet once for free.

Deals 1(E) damage to all adjacent enemies at the start of its turn.

## Level 3 Familiar

**Health Pips:** 14

**Action Points:** 4

**Speed:** 30 Feet

**Physical Defense:** 14

**Attack Bonus:** +10

**Attributes:**

5 Agility, 10 Brawn, 4 Brains, 2 Wits, 9 Vigor

**Natural Armor:** 3(P) 3(S) 3(C) 3(B) 3(M)

**Natural Weapons:**

- Dual Wielded Claws: Medium melee weapons: 5(S), 4 Threshold
- Bite, Heavy melee weapon: 6(P), 5 Threshold

**Special Features:**

Can teleport up to 20 feet once for free.

Deals 1(E) damage to all adjacent enemies at the start of its turn.

Overwhelms its Engaged target by itself.

## Skeletons

The Necromancy Tree in the Black Band can summon skeletons.

## Level 1 Skeleton

**Health Pips:** 10

**Action Points:** 4

**Speed:** 20 Feet

**Physical Defense:** 9

**Attack Bonus:** +7

**Attributes:**

7 Agility, 2 Brawn, 2 Brains, 2 Wits, 8 Vigor

**Armor:** \*(P) 4(S) -2(C)

## Weapons:

- Longbow: 4 (P), 4 Threshold

**Special Features:** Immune to Piercing damage and Vulnerable (2) to Crushing Damage.

## Level 2 Skeleton

**Health Pips:** 12

**Action Points:** 5

**Speed:** 20 Feet

**Physical Defense:** 11

**Attack Bonus:** +8

**Attributes:**

2 Agility, 8 Brawn, 2 Brains, 3 Wits, 8 Vigor

**Armor:** \*(P) 6(S) -2(C)

**Weapons:**

- Longsword: 3(P) 3(S), 3 Threshold

**Special Features:** Immune to Piercing damage and Vulnerable (2) to Crushing Damage.

## Zombies

The Necromancy Tree in the Black Band gains the ability to summon zombies at higher levels.

## Level 1 Zombie

**Health Pips:** 13

**Action Points:** 3

**Speed:** 15 Feet

**Physical Defense:** 12

**Attack Bonus:** +9

**Attributes:**

2 Agility, 9 Brawn, 2 Brains, 3 Wits, 8 Vigor

**Armor:** N/A

**Natural Weapons:**

- Dual Wielded Hands, Light melee weapons: 3(S), 3 Threshold
- Bite, Medium melee weapon: 4(C), 4 Threshold

**Special Features:** Takes 2 less damage from all sources.

## Level 2 Zombie

**Health Pips:** 15

**Action Points:** 4

**Speed:** 15 Feet

**Physical Defense:** 14

**Attack Bonus:** +10

**Attributes:**

2 Agility, 10 Brawn, 2 Brains, 4 Wits, 8 Vigor

**Armor:** N/A

**Natural Weapons:**

- Dual Wielded Hands, Light melee weapons: 4(S), 4 Threshold
- Bite, Medium melee weapon: 5(C), 5 Threshold

**Special Features:** Takes 2 less damage from all sources.



# CHAPTER 12

## EQUIPMENT

“

*We live in a brilliant world. Just a generation ago, gun powder was unheard of. Steam powered gadgets were just vague concepts in our heads. And now we power our world with it. For a creative mind, it is impossible to stop inventing. There is always a way to build better weapons and armor. Make them sharper, faster, deadlier. There is always a way to improve ballistic impact. And there are always new inventions to invent. To put away my pen and roll up my blueprints would be to a crime. Worse than a crime, a moral sin. I am an inventor. I must invent.*

”

*- Ulysses K. Riachies,  
Larith's Premier Inventor*

Equipment is vital to your adventuring experience. Weapons, armor, camping equipment and clockwork gadgets will prove invaluable as you explore trap filled dungeons and dangerous ruins; mounts and vehicles will help you explore the far reaches of the Edaran landscape.

Equipment is most commonly acquired by purchasing it with **Currency**, or **CR**. If you do you, subtract the cost of the equipment from your remaining Currency. In-game, items can generally be purchased from a store, vendor, or other kind of merchant. They can also be obtained as loot from an encounter or found by exploring the world around you.

### Weapons

No adventurer in Edara is safe without a weapon to protect them. Melee weapons, the most commonly used type of weapon in Edara, are categorized by their size and weight: Light, Medium, and Heavy. The weapon's category determines the amount of time it takes to attack with the weapon and how much damage the weapon can deal. You can also find stringed ranged weapons, like bows and crossbows, and ballistic weapons, like guns and grenade launchers.

### Using Weapons

#### The Primary Attack

**Attribute** (the base number you add to your D12 roll when making an attack) for Melee weapons is Brawn. Most String-based Ranged weapons use Agility as their Primary Attack Attribute. The only exception to this is the Crossbow, which can be fired using either Agility or Brains. Ballistic weapons rely on Brains as their Primary Attack Attribute.



In addition to being categorized by size and weight, weapons are further divided based on their difficulty to use; some weapons are harder to wield and thus require more experience than others. These divisions are referred to as

a weapon's **Complexity**: a weapon is either Simple, Advanced, or Complex. As a character moves further down a weapon's **Proficiency** chart, they will unlock further complexities of their weapons.



## Light Melee Weapons

	Cost	Piercing	Slashing	Crushing	Ballistic	Range	Threshold	Special
<b>Simple</b>								
Brass Knuckles	100	—	—	1	—	—	2	Unarmed
Club	50	—	—	2	—	—	2	—
Dagger	50	2	1	—	—	15	1	+2 Smuggle, +1 Critical
Handaxe	100	—	3	—	—	15	2	—
Quarterstaff	50	—	—	1	—	—	1	2H, Cheaper Attacks
Short Sword	100	2	2	—	—	—	2	—
Spear	100	2	—	—	—	25	2	2H
<b>Advanced</b>								
Baton	100	—	—	1	—	—	1	+1 Physical Defense
Curved Dagger	150	1	2	—	—	—	2	+2 Smuggle, +1 Critical
Elven Thinblade	500	1	3	—	—	—	3	Cannot be Sundered
Fan Blade	150	—	2	—	—	—	1	Automatic Smuggle
Fist Dagger	150	2	1	—	—	—	1	+4 Smuggle
Garrote	200	—	—	2	—	—	4	+8 vs. Unaware
Long Spear	200	2	—	—	—	50	2	2H, Reach
Sai	200	1	—	—	—	15	1	+2 Smuggle, +1 Defense
<b>Complex</b>								
Ballistic Dagger	250	2	—	—	1	20*	2	+2 Smuggle
Stun Baton	300	—	—	1	—	—	1	Stun
Two-Pronged Shortsword	300	2	2	—	—	—	2	+2 Physical Defense
Wrist Blade	500	3	—	—	—	—	3	+4 Smuggle, +4 vs. Unaware

\*When firing as Ballistic attack

## Weapon Damage

Weapons are able to deal one of 5 damage types: Piercing (P), Slashing (S), Crushing (C), Ballistic (B) or Magic (M). Some weapons can be used in different ways (you can swing a sword, or you can thrust with it), which means they are capable of dealing multiple types of damage. However, **each attack can only deal one damage type on each separate attack**. For example, the Longsword has Piercing and Slashing damage, but you can only deal one or the other with a single attack. The type of attack you make and damage you deal will most often depend on the kind of armor your opponent is wearing, as you want to target their weakest **Armor Value**.

Some weapons also have special abilities or effects. The special ability or bonus is only gained while the weapon is being wielded. Weapons that are carried but not in use do not grant any bonuses unless otherwise noted.

There is no set limit to the number of weapons you can carry at once as long as it is a feasible amount. The GM may question you as to why and how your character is carrying that many weapons at once—so be realistic. Regardless of how many weapons you may be carrying, you can only wield up to two one-handed weapons or one two-handed weapon at a time.

Some weapons can be thrown, using the same rules as ranged weapon but using Brawn as the relevant attack Attribute instead of Agility.

## Light Melee Weapons

Light melee weapons are the smallest of the weapon categories. They range from the size of a dagger to a quarterstaff. They are easily concealed, some more than others, and make up for their low damage by being quick to use. Light melee weapons require **2 Action Points** to attack and suffer no penalties. They have the **Parry** Proficiency ability, which grants a +1 Physical Defense bonus once learned.

### Simple Light Weapons

**Brass Knuckles:** Brass shaped to fit around the fingers in a fist, for greater punching impact.

Damage: 1(C)

Threshold: 2

Cost: 100 CR

Special: Used for unarmed attacks with no gauntlets.



**Club:** A simple wooden or metal bat, weighted more heavily at one end.

Damage: 2(C)

Threshold: 2

Cost: 50 CR

Special: N/A

**Dagger:** A knife with a small blade that is good in close quarters or for throwing.

Damage: 2(P) 1(S)

Range: 15 feet, thrown

Threshold: 1

Cost: 50 CR

Special: +2 to Stealth (*Smuggle*) Skill Tests. The critical range of this weapon is increased by 1.

**Handaxe:** A small, single-bladed axe with a triangular head.

Damage: 3(S)

Throw Range: 15 feet, thrown

Threshold: 2

Cost: 100 CR

Special: N/A

**Quarterstaff:** This simple staff of wood can be used to attack with either end.

Damage: 1(C)

Threshold: 1

Cost: 50 CR

Special: 2-Handed. Can make 2 attacks for 2 AP each, or standard attacks for the normal 2 AP. Also grants +1 Acrobatics (*Balance*).

**Short Sword:** A straight, double-edged sword with a small cross guard and short blade.

Damage: 2(P) 2(S)

Threshold: 2

Cost: 100 CR

Special: N/A

**Spear:** This basic spear has a double-edged head and is often thrown.

Damage: 2(P)

Threshold: 2

Range: 25 feet, thrown

Cost: 100 CR

Special: 2-Handed.

### Advanced Light Weapons

**Baton:** As simple as the club in design, but evenly balanced for easy wielding.

Damage: 1(C)

Threshold: 1

Cost: 100 CR

Special: +1 Physical Defense.

**Curved Dagger:** A dagger with a curved blade for a better slashing edge.

Damage: 1(P) 2(S)

Threshold: 2

Cost: 150 CR

Special: +2 to Stealth (*Smuggle*) Skill Tests. The critical range of this weapon is increased by 1.



**Elven Thinblade:** Elves fold the steel dozens of times to create a harder, sharper blade. This short sword has a single, narrow slashing edge.

Damage: 1(P) 3(S)

Threshold: 3

Cost: 500 CR

Special: This weapon cannot be Sundered.

**Fan Blade:** This looks like a collapsible hand fan, but the metal edge is razor sharp.

Damage: 2(S)

Threshold: 1

Cost: 150 CR

Special: Stealth (*Smuggle*) Skill Tests automatically succeed with this weapon.

**Fist Daggers:** A miniature dagger with a small T-shaped hilt that enables you to hold it between your fingers when punching.

Damage: 2(P) 1(S)

Threshold: 1

Cost: 150 CR

Special: +4 to Stealth (*Smuggling*) Skill tests.

**Garrote:** A wire with a T-shaped handle on each end that is lethal for strangling from behind.

Damage: 2(C)

Threshold: 4

Cost: 200 CR

Special: +8 on Attack Tests against Unaware targets. Can only be used against Unaware targets.

**Long Spear:** A longer version of the spear, providing better balance for throwing.

Damage: 2(P)

Threshold: 2

Range: 50 feet, thrown

Cost: 200 CR

Special: 2-Handed. Can reach targets within 10 feet, but cannot attack through an ally or enemy.





**Sai:** A fork-like dagger with three prongs, of which the outside two are shorter. The blades have no slashing edge, but the design makes it easy to block incoming attacks.

Damage: 1(P)

Threshold: 1

Range: 15 feet, thrown

Cost: 200 CR

Special: +2 to Stealth (*Smuggling*) Skill Tests. +1 Physical Defense.

## Complex Light Weapons

**Ballistic Dagger:** It looks like a basic dagger, but a hidden trigger fires the blade.

Damage: 2(P) 1(B)

Threshold: 2

Range: 20 feet, ballistic attack

Cost: 250 CR

Special: +2 to Stealth (*Smuggling*) Skill Tests.



**Stun Baton:** Similar in shape and concept to the baton, but an electrified mechanism stuns victims.

Damage: 1(C)

Threshold: 1

Cost: 300 CR

Special: When the Stun Baton damages a target they are Stunned for Duration 1.

### Two-Pronged Short

**Sword:** A Short Sword with a gap in the blade to catch and deflect weapons.

Damage: 2(P) 2(S)

Threshold: 2

Cost: 300 CR

Special: +2 Physical Defense.

**Wrist Blade:** This retractable dagger straps onto the forearm and is easily concealable.

Damage: 3(P)

Threshold: 3

Cost: 500 CR

Special: +4 to Stealth (*Smuggling*) Skill Tests. +4 on Attack Tests against Unaware targets. The Wrist Blade is not held and does not take up an open hand.

## Medium Melee Weapons

Medium melee weapons are the most versatile of all weapon categories. There is no penalty for using a Medium weapon, but they are not as quick as their Light counterparts. Medium weapons require **3 Action Points** to make an attack. They also grant a +4 bonus on Opposing Perception Skill Tests when

trying to smuggle the weapon.

The Proficiency ability that you can gain for Medium weapons is the **Disarm** Combat Maneuver, which allows you to attempt to disarm one of your target's weapons so that they must pick it up again to use it.

## Simple Medium Weapons

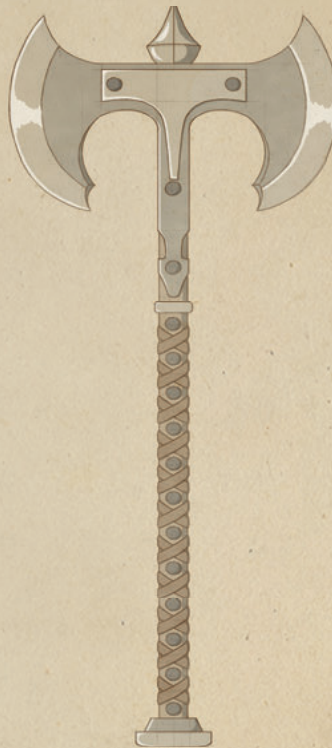
**Battleaxe:** A two-handed, double-bladed axe.

Damage: 5(S)

Threshold: 4

Cost: 500 CR

Special: 2-Handed.



**Broadsword:** A two-handed version of the longsword, with a wider blade.

Damage: 2(P) 4(S)

Threshold: 4

Cost: 500 CR

Special: 2-Handed.

**Flail:** A spiked metal ball on a chain.

Damage: 2(P) 2(C)

Threshold: 3

Cost: 400 CR

Special: N/A

**Glaive:** This long pole arm has a tall, single blade similar to that of an axe.

Damage: 1(P) 2(S)

Threshold: 4

Cost: 500 CR

Special: 2-Handed. Can reach targets within 10 feet. Cannot attack through an ally or enemy.



## Medium Melee Weapons

	Cost	Piercing	Slashing	Crushing	Ballistic	Range	Threshold	Special
<b>Simple</b>								
Battleaxe	500	—	5	—	—	—	4	2H
Broadsword	500	2	4	—	—	—	4	2H
Flail	400	2	—	2	—	—	3	—
Glaive	500	1	2	—	—	—	4	2H, Reach
Mace	400	—	2	2	—	—	3	—
Longsword	400	3	3	—	—	—	3	—
Rapier	500	4	—	—	—	—	3	+1 Critical
Waraxe	400	—	4	—	—	—	3	—
Warhammer	400	—	—	3	—	—	3	—
<b>Advanced</b>								
Chainblade	750	1	3	—	—	—	3	2H, 15 Foot Reach
Dwarven Hammer	800	—	—	4	—	—	4	—
Double-Bladed Sword	750	2	2	—	—	—	3	2H, Cheaper Attacks
Elven Longblade	1000	2	4	—	—	—	4	Cannot be Sundered
Falchion	750	—	5	—	—	—	5	2H
Hooksword	600	—	3	—	—	—	3	Disarm +1
Net	300	—	—	—	—	10	—	Immobilize
Orcish Warmace	1000	—	4	3	—	—	5	2H
Scimitar	750	1	4	—	—	—	4	+1 Critical
Trident	600	3	—	—	—	25	3	Reach, +1 Disarm
Whip	400	—	1	—	—	—	2	Disarm +3, 15 Foot Reach
<b>Complex</b>								
Cat o' Nine Tails	600	—	3	—	—	—	2	Disarm +2, 10 Foot Reach
Forearm Blades	750	—	4	—	—	—	3	—
Gunblade	2000	—	3	—	3	30	3	—
Morning Star	1000	—	—	3	—	—	3	Armor Piercing

**Mace:** A club-like weapon with sharp metal ridges, preferred by orcs.  
 Damage: 2(S) 2(C)  
 Threshold: 3  
 Cost: 400 CR  
 Special: N/A



**War Axe:** A heavy axe with a single blade.  
 Damage: 4(S)  
 Threshold: 3  
 Cost: 400 CR  
 Special: N/A

**Warhammer:** A single-headed hammer, often preferred by dwarves.  
 Damage: 3(C)  
 Threshold: 3  
 Cost: 400 CR  
 Special: N/A

**Longsword:** A straight, double-edged blade and wide cross-guard makes this weapon a common choice for all Bands and races.  
 Damage: 3(P) 3(S)  
 Threshold: 3  
 Cost: 400 CR  
 Special: N/A

**Rapier:** This sword has a very thin blade that is used for lunging, piercing attacks.  
 Damage: 4(P)  
 Threshold: 3  
 Cost: 500 CR  
 Special: The critical range of this weapon is increased by 1.

### Advanced Medium Weapons

**Chain-Blade:** A dagger-like razor at the end of a lightweight chain.  
 Damage: 1(P) 3(S)  
 Threshold: 3  
 Cost: 750 CR  
 Special: 2-Handed. Can reach any target within 15 feet. Cannot attack through an ally or enemy. Cannot be disarmed.





**Dwarven Hammer:** Dwarven craftsmanship makes for denser, sturdier weapons, creating a heavier warhammer.

Damage: 4(C)

Threshold: 4

Cost: 800 CR

**Double-Bladed Sword:** A sword with a straight, double-edged blade on each end and an extended hilt in the middle.

Damage: 2(P) 2(S)

Threshold: 3

Cost: 750 CR

Special: 2-Handed. Can make 2 attacks for 2 AP each, or standard attacks for the normal 3 AP.

**Elven Longblade:** This sword is longer and lighter than the standard longsword, and has only a single slashing edge. Elves fold the steel over dozens of times to make a stronger and sharper blade.

Damage: 2(P) 4(S)

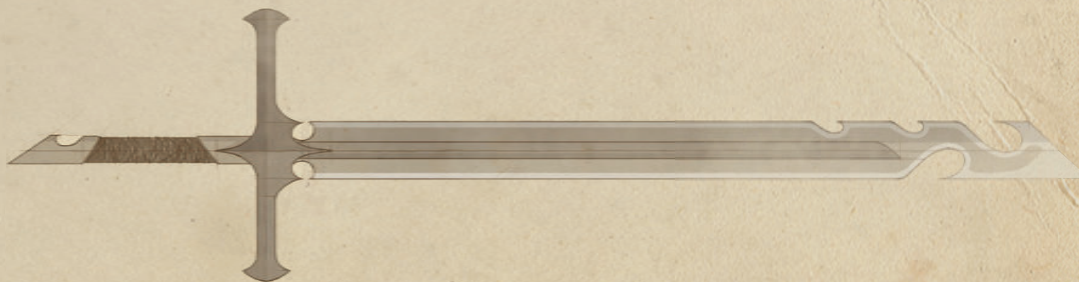
Threshold: 5

Cost: 1000 CR

Special: This weapon cannot be Sundered.

**Falchion:** A very broad, curved blade with a single slashing edge.

Damage: 5(S)



Threshold: 5

Cost: 750 CR

Special: 2-Handed

**Hooksword:** A longsword with a hooked tip, designed for disarming.

Damage: 3(S)

Threshold: 3

Cost: 600 CR

Special: +1 bonus to Disarm attempts.

**Net:** A mesh of strong rope that can entangle foes.

Damage: N/A

Throw Range: 10 Feet

Cost: 300 CR

Special: If hit, target is Immobilized and can only be freed by a successful Acrobatics (*Escaping*) Skill Test, a successful attack with a Slashing weapon, an offensive spell against 15 Physical Defense, or if you retrieve the Net. This weapon cannot be used again until retrieved.

**Orcish Warmace:** Orcs piece together their equipment from scavenged weapons, resulting in this mace with axe-blade flanges.

Damage: 4(S) 3(C)

Threshold: 5

Cost: 1000 CR

Special: 2-Handed.

**Scimitar:** This sword has a single-edged curving blade, making it better at slashing.

Damage: 1(P) 4(S)

Threshold: 4

Cost: 750 CR

Special: The critical range of this weapon is increased by 1.

**Trident:** A spear with three barbed prongs, excellent for catching weapons.

Damage: 3(P)

Threshold: 3

Throw Range: 25 Feet

Cost: 600 CR

Special: Can reach targets within 10 feet. Cannot attack through an ally or enemy. The three prongs of the trident give it +1 to Disarm attempts.



## Heavy Melee Weapons

	Cost	Piercing	Slashing	Crushing	Ballistic	Range	Threshold	Special
<b>Simple</b>								
Bastard Sword	500	4	4	—	—	—	4	—
Greatsword	600	3	5	—	—	—	5	2H
Greataxe	600	—	6	—	—	—	5	2H
Halberd	750	—	4	3	—	—	5	2H, 10 Foot Reach
Lance	750	5	—	—	—	—	5	Mounted
Maul	600	—	—	5	—	—	5	2H
<b>Advanced</b>								
Axe-Hammer	1000	—	5	4	—	—	6	2H
Heavy Flail	1000	4	—	3	—	—	6	2H, 10 Foot Reach
Orcish Warblade	1500	2	5	—	—	—	6	2H, Armor Piercing
Pike	1000	5	3	—	—	—	6	2H, 10 Foot Reach
Scythe	1000	—	6	—	—	—	6	2H, 10 Foot Reach
<b>Complex</b>								
Colossus	2000	—	10	9	—	—	8	2H, Special
Electric Chain	1500	—	4	—	—	—	3	2H, Stun, 15 Foot Reach
Hammerstaff	2000	—	—	4	—	—	6	2H, Cheaper Attacks
Heavy Lance	1500	8	—	—	—	—	6	Mounted
Steam Glove	2000	—	—	5	—	—	6	—

**Whip:** This long leather braid can be used to easily disarm opponents.

Damage: 1(S)

Threshold: 2

Cost: 400 CR

Special: +3 bonus to Disarm attempts. Can reach any target within 15 feet. Cannot attack through an ally or enemy.

### Complex Medium Weapons

**Cat o' Nine Tails:** A short whip with multiple, knotted tails.

Damage: 3(S)

Threshold: 2

Cost: 600 CR

Special: +2 bonus to Disarm attempts. Can reach any target within 10 feet. Cannot attack through an ally or enemy.

**Forearm Blade:** This is similar to a short sword, but is strapped to your arm.

Damage: 4(S)

Threshold: 3

Cost: 750 CR

Special: Does not take up a hand slot to wield.

**Gunblade:** A pistol is built into the cross guard and hilt of this longsword.

Damage: 3(S) 3(B)

Threshold: 3

Range: 30 Feet, ballistic attack

Cost: 2000 CR

Special: Ballistic attack follows normal rules.

**Morning Star:** The spikes on this mace will pierce through armor.

Damage: 3(C)

Threshold: 3

Cost: 1000 CR

Special: Ignore 1 point of armor.

## Heavy Melee Weapons

Heavy melee weapons deal the more damage than any other weapon category. They may be cumbersome and difficult to wield, but they pack a punch to make up for it. It takes **4 Action Points** to attack with a Heavy melee weapon.

Since Heavy melee weapons are slow to swing, you will have a difficult time using it to defend yourself. All Heavy weapons, impose a **-2 Physical Defense penalty** while wielded, unless you are an ogre or other Large-sized being. Once you become Proficient enough with the weapon, this penalty can be lessened. Heavy weapons grant a +8 bonus on Opposing Perception Skill Tests when trying to smuggle the weapon.

If you are willing to put up with the slow attack speed and the resulting penalty, Heavy weapons are the ultimate killing tools.

### Simple Heavy Weapons

**Bastard Sword:** A straight-bladed weapon, like the longsword, but with a longer blade and hilt.

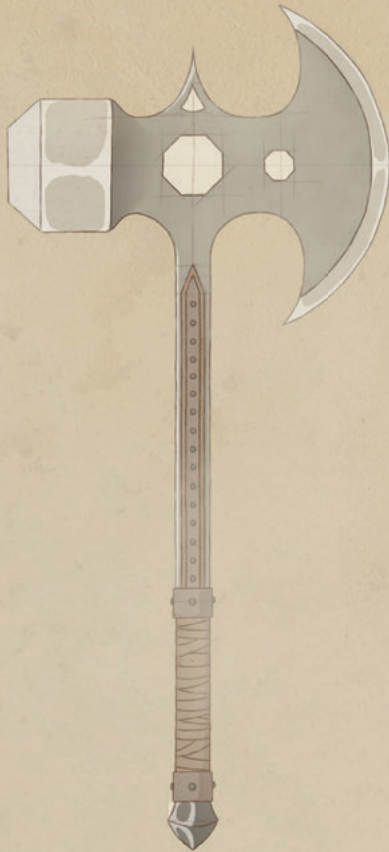
Damage: 4(P) 4(S)

Threshold: 4

Cost: 500 CR

Special: N/A





**Greatsword:** A very wide-bladed, dual-edged sword.  
 Damage: 3(P) 5(S)  
 Threshold: 5  
 Cost: 600 CR  
 Special: 2-Handed

**Greataxe:** A huge, heavy, double-headed axe.  
 Damage: 6(S)  
 Threshold: 5  
 Cost: 600 CR  
 Special: 2-Handed

**Halberd:** A heavy glaive with a spike on the end.  
 Damage: 4(S) 3(C)  
 Threshold: 5  
 Cost: 750 CR  
 Special: 2-Handed. Can reach targets within 10 feet.  
 Cannot attack through an ally or enemy.

**Lance:** A pole arm used while mounted.  
 Damage 5(P)  
 Threshold: 5  
 Cost: 750 CR  
 Special: Can only be used while mounted. Suffer a -2 penalty on Control Mount/Vehicle (*Riding*) Skill Tests while equipped.

**Maul:** An enormous dual-headed hammer.  
 Damage: 5(C)  
 Threshold: 5  
 Cost: 600 CR  
 Special: 2-Handed.

### Advanced Heavy Weapons

**Axe-Hammer:** A long-hilted weapon with an axe blade on one side and a hammer on the other.  
 Damage: 5(S) 5(C)  
 Threshold: 6  
 Cost: 1000 CR  
 Special: 2-Handed.

**Heavy Flail:** A much larger version of the flail.  
 Damage: 4(P) 3(C)  
 Threshold: 6  
 Cost: 1000 CR  
 Special: 2 handed. Can reach targets within 10 feet.  
 Cannot attack through an ally or enemy.

**Orcish Warblade:** Orcs fashion their equipment out of what they salvage. Who knows what this oversized blade used to be, but now it is a lethal weapon with a single jagged edge.  
 Damage: 2(P) 5(S)  
 Threshold: 6  
 Cost: 1500 CR  
 Special: 2-Handed. The jagged, toothed edges of this weapon ignore 1 point of armor.

**Pike:** A pole arm version of a spear.  
 Damage: 5(P) 3(S)  
 Threshold: 6  
 Cost: 1000 CR  
 Special: 2-Handed. Can reach targets within 10 feet.  
 Cannot attack through an ally or enemy.

**Scythe:** A wooden pole with a curved, perpendicular blade.  
 Damage: 6(S)  
 Threshold: 6  
 Cost: 1000 CR  
 Special: 2-Handed. Can reach targets within 10 feet.  
 Cannot attack through an ally or enemy.

### Complex Heavy Weapons

**Colossus:** A truly massive weapon, 8 feet long, that comes in sword, axe, and hammer varieties.  
 Damage: Axe/Sword 10(S), Hammer 9(C)  
 Threshold: 8  
 Cost: 2000 CR  
 Special: 2-Handed. Trait. Can only be used by those in the Green Band Wrath Tree with the Titan ability. Costs 2 AP to equip, or 1 with the Quick on the Draw Imposes a -5 Physical Defense penalty instead of -2. Cannot be smuggled.



### Electric Chain:

A lightweight chain with a glove mechanism to charge it with electricity.

Damage: 4(S)

Threshold: 3

Cost: 1500 CR

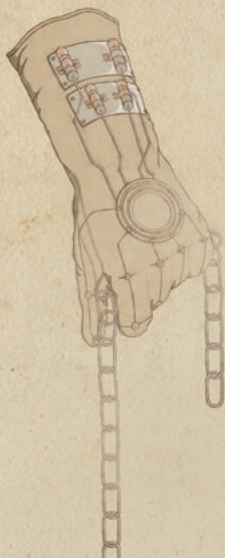
Special:

2-Handed.

If target is hit, target is Stunned for Duration 1.

Can reach targets within 15 feet.

Cannot attack through an ally or enemy.



**Hammerstaff:** A quarterstaff with hammer heads on each end.

Damage: 3(C)

Threshold: 6

Cost: 2000 CR

Special: 2-Handed. Can make 2 attacks for 3 AP each, or standard attacks for the normal 4 AP.

**Heavy Lance:** A heavy pole arm for use while mounted, similar to the lance.

Damage: 8(P)

Threshold: 6

Cost: 1500 CR

Special: Can only be used while mounted. Suffer a -2 penalty on Control Mount Skill Tests while equipped.

**Steam Glove:** A steam-powered glove that enables you to punch with ballistic force.

Damage: 5(C)

Threshold: 6

Cost: 2000 CR

Special: The Steam Glove does not take up a hand slot to wield.

## Ranged Weapons

Ranged weapons differ from melee weapons in that there are no size categories. When it comes to ranged weapons, bigger size doesn't always equal more power. Inside this category you will still find the same Simple, Advanced, and Complex subcategories to measure the rarity and difficulty of using that weapon.

All ranged weapons use **2 Action Points** to make an attack. Attacks made against Engaged targets and while Engaged suffer a -2 penalty on the Attack Test. Ranged weapons also cannot Engage a targets with their attacks.

If attacking a target beyond the weapon's range, take a -1 penalty on the Attack Test for every 5 additional feet. Crossbows must be reloaded between attacks for 2 Action Points.

### Simple Ranged Weapons

**Sling:** A strip of leather with a pouch for flinging rocks.

Damage: 2(C)

Threshold: 2

Range: 50 Feet

Cost: 100 CR

Special: Stealth (*Smuggle*) Skill Tests automatically succeed with this weapon. Requires simple stones for ammunition.

**Shortbow:** A small, wooden bow with a short draw. Recurved limbs preserve power relative to its size.

Damage: 3(P)

Threshold: 3

Range: 60 Feet

Cost: 300 CR

Special: 2-Handed. Requires arrow ammunition.

**Longbow:** A lightweight, straight wooden bow as tall as a man with a long draw for great firepower.

Damage: 4(P)

Threshold: 4

Range: 100 Feet

Cost: 500 CR

Special: 2-Handed. Requires arrow ammunition.

**Light Crossbow:** A small crossbow, shoulder fired and with a simple reloading crank.

Damage: 3(P)

Threshold: 5

Range: 125 Feet

Cost: 600 CR

Special: 2-Handed. Must be reloaded between attacks. Requires bolt ammunition.

### Advanced Ranged Weapons

**Elven Longbow:** This Hornbeam weapon, crafted by elven hands, has the draw strength of a greatbow at the size of a longbow.

Cost: 1000 CR

Damage: 5(P)

Threshold: 6

Range: 200 Feet

Special: 2-Handed. Requires arrow ammunition.

**Greatbow:** A heavy, wooden bow the same size as a longbow but with recurved limbs for greater firepower.

Damage: 5(P)

Threshold: 6

Range: 150 Feet

Cost: 750 CR

Special: 2-Handed. As a Heavy weapon, it imposes a -2 Physical Defense penalty while wielded.



## Stringed Ranged Weapons

	Cost	Piercing	Slashing	Crushing	Ballistic	Range	Threshold	Special
<b>Simple</b>								
Sling	100	—	—	2	—	50	2	Automatic Smuggle
Shortbow	300	3	—	—	—	75	3	2H
Longbow	500	4	—	—	—	100	4	2H
Light Crossbow	600	3	—	—	—	125	5	2H, Reload
<b>Advanced</b>								
Elven Longbow	1000	5	—	—	—	200	6	2H
Greatbow	750	5	—	—	—	150	6	2H, Heavy
Heavy Crossbow	1000	6	—	—	—	200	6	2H, Reload, Heavy
<b>Complex</b>								
Compound Bow	1500	6	—	—	—	200	6	2H
Hand Crossbow	1000	2	—	—	—	50	2	Reload, +2 Smuggle
Repeating Crossbow	2000	3	—	—	—	100	3	2H

**Heavy Crossbow:** A large crossbow that requires more time to reload.

Damage: 6(P)

Threshold: 6

Range: 200 Feet

Cost: 1000 CR

Special: 2-Handed. As a Heavy weapon, it imposes a -2 Physical Defense penalty while wielded. Must be reloaded between shots. Requires bolt ammunition.

**Repeating Crossbow:** A light crossbow with dual firing strings that alternate via a gear system and automatically reloads with a sliding loader.

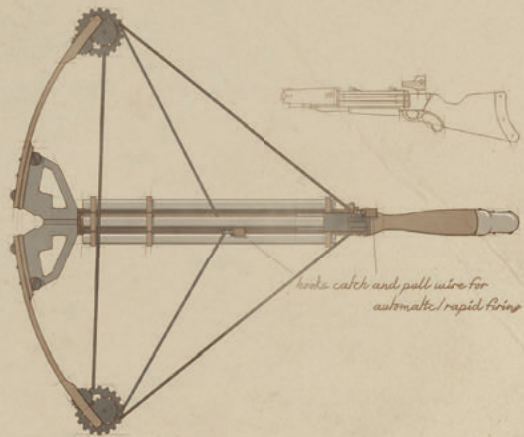
Damage: 3(P)

Threshold: 3

Range: 100 feet

Cost: 2000 CR

Special: 2-Handed. Must be reloaded after 10 attacks. Requires bolt ammunition.



## Complex Ranged Weapons

**Compound Bow:** A non-traditional wooden bow that utilizes a system of pulleys to reduce the strain on the user without sacrificing firepower.

Damage: 6(P)

Threshold: 6

Cost: 1500 CR

Special: 2-Handed

**Hand Crossbow:** A version of the light crossbow that can be held and fired with a single hand.

Damage: 2(P)

Threshold: 2

Range: 50 feet

Cost: 1000 CR

Special: +2 to Stealth (*Smuggling*) Skill Tests. Must be reloaded between attacks. Requires bolt ammunition.

## Ammunition

**Arrows:** These arrows are sized to the archer's draw length and have feather fletchings and steel barbed arrowheads.

Cost: 10 CR for 10

**Bolts:** Around 8 inches in length, bolts have a barbed tip and small feather fletchings.

Cost: 10 CR for 5

## Ballistic Weapons

Ballistic weapons, or guns, are new to Edara. They were introduced to the races by the Golem and are constantly being studied and improved. Most guns are fired by a levered hammer striking a wire, which releases a burst of steam to propel the projectile. Guns make a loud hiss from the barrel as the steam is released. All ballistic weapons come with 1 small Element battery, which must be replaced when it wears out. The Primary Attack Attribute is Brains.

Unless otherwise stated, Ballistic weapons require 2 **Action Points** to fire and must be reloaded between attacks for 2 Action Points. Attacks made against Engaged targets and while Engaged suffer a -2 penalty to the Attack Test. Ranged weapons also cannot Engage targets with their attacks. If attacking a target beyond the weapon's range, take a -1 penalty on the Attack Test for every 5 additional feet.



## Ballistic Ranged Weapons

	Cost	Piercing	Slashing	Crushing	Ballistic	Range	Threshold	Special
<b>Simple</b>								
Ceremonial Gun	250	—	—	—	—	—	—	—
Pistol	1000	—	—	—	3	50	2	—
Rifle	2000	—	—	—	5	10-200	3	2H
Taser	750	—	—	—	—	—	—	Daze
<b>Advanced</b>								
Combat Rifle	4000	—	—	—	4	100	3	2H
Dwarven Shotgun	5000	—	—	—	5	30	5	2H, Pellet Ammo
Grenade Launcher	5000	—	—	—	2	25	3	2H, Area of Effect
Revolver	4000	—	—	—	2	50	3	
Blunderbuss	4000	—	—	—	5	20	4	2H
Stun Gun	2500	—	—	—	—	10	—	Stun
<b>Complex</b>								
Chain Gun	8000	—	—	—	1	75	3	2H, Heavy, Special Attack
Personal Artillery System	10k	—	—	—	8	10-75	6	2H, Heavy, 3 AP Reload
Hold-Out Pistol	2500	—	—	—	2	15	1	+4 Smuggle



Like bows, ballistic weapons are not categorized by size, only by complexity. Again you will find Simple, Advanced, and Complex ballistic weapons.

### Simple Ballistic Weapons

**Ceremonial Gun:** This gun, either a pistol or rifle, is purely decorative and cannot fire.

Damage: N/A

Threshold: N/A

Range: N/A

Cost: 250 CR

Special: Often used in as an implement for casting Smith Spells.

**Pistol:** A one-handed gun for use at close range.

Damage: 3(B)

Threshold: 2

Range: 50 Feet

Cost: 1000 CR

Special: Must be reloaded between attacks. Requires bullet ammunition.

**Rifle:** This shoulder-fired gun is good for long range engagements.

Damage: 5(B)

Threshold: 3

Range: 10-200 Feet

Cost: 2000 CR

Special: 2-Handed. Must be reloaded between attacks. Requires bullet ammunition. Cannot hit targets at Close Range.

**Taser:** A hand-held device used to deliver a powerful shock.

Damage: N/A

Threshold: N/A

Range: N/A

Cost: 750 CR

Special: Daze target for Duration 1.

### Advanced Ballistic Weapons

**Combat Rifle:** A less powerful but semi-automatic version of the rifle with a clip for extended firing.

Damage: 4(B)

Threshold: 3

Range: 100 Feet

Cost: 4000 CR

Special: 2-Handed. Must be reloaded after 4 attacks. Requires bullet ammunition.



**Dwarven Shotgun:** A more refined version of the blunderbuss from dwarven engineers, the barrel design has no flare and directs the pellets tighter for a longer-range shot.

Damage: 5

Threshold: 5

Range: 30 Feet

Cost: 5000 CR

Special :2-Handed, Requires Pellet Ammunition



**Grenade Launcher:** A big-barreled rifle that fires an explosive shell.

Damage: 2(B)

Threshold: 3

Range: 25 Feet

Cost: 5000 CR

Special: 2-Handed. Must be reloaded between attacks. Attacks all targets in a 10-foot radius of impact. Requires shell ammunition.

**Revolver:** A single-barreled pistol with multiple chambers in a rotating cylinder.

Damage: 2(B)

Threshold: 3

Range: 50 Feet

Cost: 4000 CR

Special: Must be reloaded after 4 attacks. Requires bullet ammunition.

**Blunderbuss:** A short, large-bore gun with a flared barrel that sprays pellets at short range.

Damage: 5(B)

Threshold: 4

Range: 20 Feet

Cost: 4000 CR

Special: 2-Handed. Requires pellet ammunition.

**Stun Gun:** A stronger, ranged version of the taser.

Damage: 1(E) shock

Range: 10 Feet

Cost: 2500 CR

Special: Stun target for Duration 1.

### Complex Ballistic Weapons

**Chain Gun:** The six barrels on this heavy weapon spin when fired, spitting out a rain of bullets.

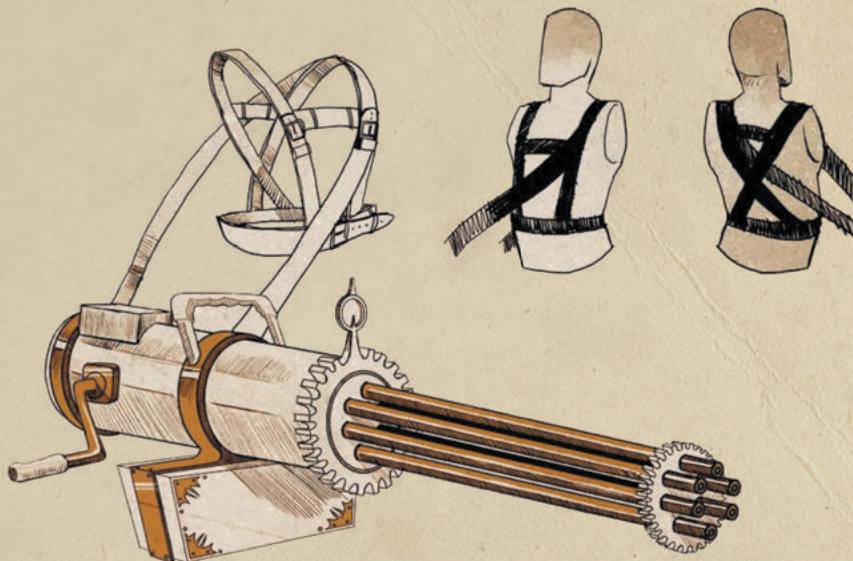
Damage: 1(B)

Threshold: 3

Range: 75 Feet

Cost: 8000 CR

Special: Requires bullet ammunition. Requires a Brawn Attribute of 3. Straps in to a special chest harness but requires 2 hands to fire. This is a Heavy weapon and you suffer -5 feet to your Speed and a -3 Physical Defense penalty with it equipped. It costs 1 Action Point to make 2 attacks with this weapon, but all attacks must be made against targets in a 10-foot radius of each other. After 20 shots, you must Reload for 5 Action Points. It takes the equivalent of 10 Action Points (2 rounds) to equip the harness and weapon.





**Personal Artillery System:** A heavy-barreled cannon on a harness for portable use.

Damage: 8(B)

Threshold: 6

Range 10-75 Feet

Cost: 10000 CR

Special: Requires shell ammunition. Requires a Brawn Attribute of 3 or greater. Straps in to a special chest harness but requires 2 hands to fire. This is a Heavy weapon and you suffer -5 feet to your Speed and a -3 Physical Defense penalty with it equipped. The P.A.S. requires 3 Action Points to reload. Cannot hit targets at Close Range. It takes the equivalent of 10 Action Points (2 rounds) to equip the harness and cannon.

**Hold-Out Pistol:** A pistol that can fit into the palm of your hand.

Damage: 2(B)

Threshold: 1

Range: 15 Feet

Cost: 2500 CR

Special: +4 to Stealth (*Smuggling*) Skill Tests.

### Ammunition

**Bullets:** Lead, conical bullets are the common ammunition for ballistic firearms. They are loaded directly into the gun and propelled with steam.

Cost: 50 CR for 10

**Pellets:** Tiny, spherical lead pellets are wrapped in water-soluble paper for use with shotguns.

Cost: 50 CR for 10

**Shells:** Copper spheres, about the size of a fist, are filled with an alchemical liquid that explodes when exposed to air. The shell only detonates if there is an impact hard enough to crack the copper casing.

Cost: 25 CR for 1

## Implements

Implements are required by Auramancers to cast spells. Implements do not add any combat bonus themselves, and so do not have a damage rating. All implements are small and frail, and cannot be used for melee attacks. Some implements have special abilities and properties. There are several types and sizes of implements, but they are only categorized by Simple, Advanced, and Complex varieties, based on the power of the magic contained within. Most implements are also available as staves, which are 2-handed.

### Simple Implements

**Decorative Implement:** This wand or staff implement is capable of manipulating any Aura.

Cost: 250 CR

Special: Staff version is 2-Handed

## Implements

Simple	Cost	Special
Decorative Implement	250	—
Dueling Wand	1000	+2 Counterspell
Staff of Light	1000	2H, Light source
<b>Advanced</b>		
Combat Implement	5000	+1 Auramancy
Enchanting Device	3000	+2 Enchantment Skill Tests
Hacker's Tool	3000	+3 Enchanting ( <i>Disenchant</i> ) Skill Tests
Healer's Help	7500	+1 Healing
<b>Complex</b>		
Angelus' Wing	10000	+2 Auramancy for Light spells
Auraelius' Eye	10000	+2 Auramancy for Mind and Arcane spells
Mortis' Bone	10000	+2 Auramancy for Shadow spells
Silva's Sapling	10000	+2 Auramancy for Nature spells

**Dueling Wand:** This wand is designed to prevent the manipulation of an Aura.

Cost: 1000 CR

Special: +2 bonus when using the Counterspell Combat Maneuver.

**Staff of Light:** A crystal embedded into the top of this staff will glow on command.

Cost: 1000 CR

Special: 2-Handed. Light will illuminate a 30-foot radius. Activating and deactivating the light costs 1 Action Point.

### Advanced Implements

**Combat Implement:** Good for combat Auramancers. Comes in staff and wand varieties.

Cost: 5000 CR

Special: +1 bonus on all Auramancy Tests.

**Enchanting Device:** A common tool of enchanters to assist with their work. Comes in staff and wand varieties.

Cost: 3000 CR

Special: +2 to Enchantment Skill Tests.

**Hacker's Tool:** Useful for breaking difficult enchantments. Comes in staff and wand varieties.

Cost: 3000 CR

Special: +3 to Enchanting (*Disenchanting*) Skill Tests.

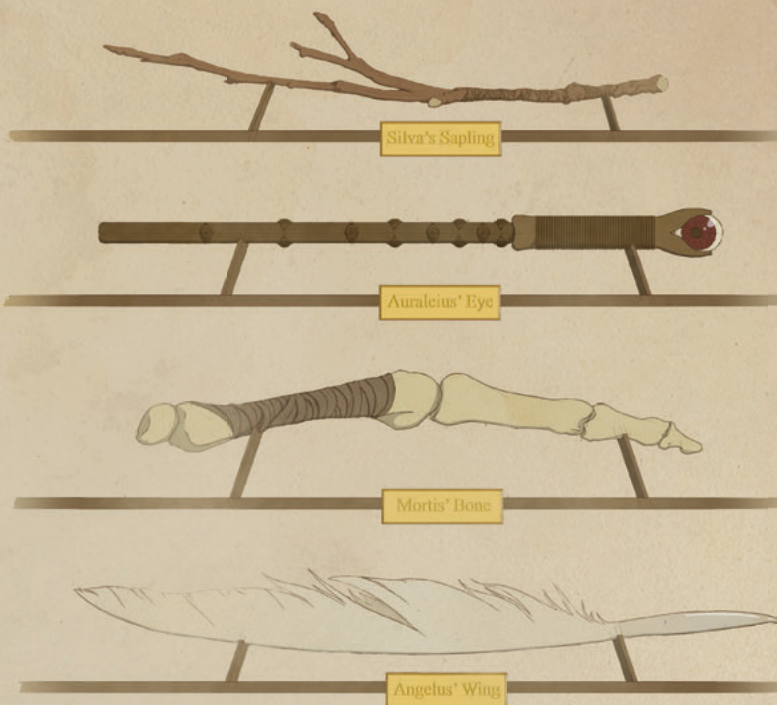
**Healer's Help:** Specially designed to make healers more effective. Comes in staff and wand varieties.

Cost: 7500 CR

Special: All healing spells heal +1 HP.







## Complex Implements

**Angelus' Wing:** A white wand carved to look like a feather.

Cost: 10000 CR

Special: +2 bonus on Auramancy Tests with Light spells.

**Auraelius' Eye:** A crystal ball at the end of this wand is rumored to hold a breath of Auraelius.

Cost: 10000 CR

Special: +2 bonus on Auramancy Tests with Mind and Arcane spells.

**Mortis' Bone:** This burnt bone makes a gruesome wand.

Cost: 10000 CR

Special: +2 bonus on Auramancy Tests with Shadow spells.

**Silva's Sapling:** An intricate wand of living wood shaped from *Arborvitae* itself.

Cost: 10000 CR

Special: +2 bonus on Auramancy Tests with Nature spells.

## Armor

Armor is divided based on weight into Light, Medium, and Heavy categories, just like melee weapons. However, there are only two complexities when it comes to armor: Basic and Complex. Basic Light, Medium, and Heavy armors are all unlocked through individual Armor Proficiencies, with Complex armors unlocked at the end. You must spend enough points in an Armor Proficiency in order to wear armor, except for Light armor which can be worn with no Proficiency, and thus worn awkwardly

and incorrectly, with a -4 Physical Defense penalty.

You will see that Armor can be worn in several different ways. Under Armor is worn under your clothing and fits tight to your chest and legs. Body Armor is fitted over your clothing and generally comes in several pieces that cover your entire body. Over Armor includes jackets or robes that are meant to be worn over clothing. All three are worn on the body and so take up your Body Equipment Slot. This means you can only wear one piece of armor at a time, unless you have gained the ability to layer armor through the Armor Layering Proficiency. Even with the Proficiency, you can still never wear two pieces of the exact same type.

When you layer armor, add the Armor Ratings of the pieces together to determine your character's total Armor Value. You gain full benefit for each piece of armor. However, you take a **-2 encumbrance penalty on all Attack and Auramancy Tests for each piece of armor worn beyond the first, in addition to any penalties that armor may normally bestow, according to the Armor Layering Proficiency.**

Also in the Armor section you will find Masks and Helmets. The rules governing these pieces are the same as with any other armor. Without the layering proficiency, you can only wear a Mask or a Helmet, adding its Armor Rating to your total without any penalties. With the proficiency, you can wear one of each at once, but suffer a -2 penalty on all Attack and Auramancy Tests for each piece worn beyond the first. Masks and Helmets fill your Head Equipment Slot.

The final variety of armor is Shields. Shields can



## Light Armor

	Cost	Piercing	Slashing	Crushing	Ballistic	Magic	Special
<b>Under Armor</b>							
Magi Clothing	250	—	—	—	—	1	—
Padded Clothing	200	—	—	1	—	—	—
<b>Body Armor</b>							
Elven Wood Plate	500	2	2	—	—	—	—
Leather Armor	400	1	2	—	—	—	—
Padded Armor	300	—	1	1	—	—	—
<b>Outer Armor</b>							
Bullet Vest	500	—	—	—	1	—	1(E)
Chain Shirt	500	2	1	—	—	—	—
Leather Jacket	200	—	1	—	—	—	—
Magi Robes	500	—	—	—	—	2	—
Padded Vest	300	—	1	1	—	—	—
<b>Masks</b>							
Black Mask	200	—	—	—	—	—	+1 Hide
Doctor Mask	200	—	—	—	—	—	+1 First Aid
Face Mask	200	—	1	—	—	—	—
Masquerade Mask	200	—	—	—	—	—	+1 Disguise
Vicious Mask	200	—	—	—	—	—	+1 Intimidate
<b>Helmets</b>							
Leather Helm	100	—	1	—	—	—	—
Magi Helm	200	—	—	—	—	1	—
Padded Helm	100	—	—	1	—	—	—
<b>Creature</b>							
Leather Armor	500	1	2	—	—	—	—
Magi Cloth Armor	500	—	—	—	—	1	—

never be layered and take up an open Hand Equipment Slot, meaning you can either hold two weapons or a weapon and a shield. You could even wield two shields if you wished.

Armor is able to protect against five damage types: Piercing (P), Slashing (S), Crushing (C), Ballistic (B), and Magic (M). If you were to take damage from any of these types, you subtract your equivalent Armor Value from the damage, as in the following formula.

$$\text{Base Damage} - \text{Armor Value} = \text{Health Pips Lost}$$

This is referred to as **Armor Soak**. The resulting number is the amount of damage you actually take.

Some armor will bestow additional penalties beyond those for layering armor. Heavy armor, for example, is difficult to maneuver in and gives a penalty on Attack Tests to the wearer. But armor also makes it very difficult to cast spells, due to the somatic requirements of spellcasting. For all spells cast, Light armor gives a **-1 Auramancy** penalty, Medium armor gives a **-3 Auramancy** penalty, and Heavy armor gives a **-5 Auramancy** penalty.

## Light Armor

Light armor is flexible and easy to maneuver in, but it provides the least amount of protection.

Light armor bestows a **-1** penalty on Auramancy Tests, regardless of the number of pieces worn.

**Magi Clothing:** A thin suit of special mageweave cloth, fabric that was woven with magic to create a protective Aura.

Armor Rating: 1(M)

Cost: 250 CR

Special: N/A



## Light Under Armor



**Padded Clothing:** A set of clothing quilted and fitted to size, offering a slight amount of padding.

Armor Rating: 1(C)

Cost: 200 CR

Special: N/A

### Light Body Armor

**Elven Wood Plate:** The elves sculpted this lightweight armor out of hornbeam wood.

Armor Rating: 2(P) 2(S)

Cost: 500 CR

Special: N/A

**Leather Armor:** The cuirass and pauldrons are made from hard, boiled leather, while the rest of the suit is softer and more flexible.

Armor Rating: 1(P) 2(S)

Cost: 400 CR

Special: N/A

**Padded Armor:** Tightly-woven cloth stuffed full with padding. Vulnerable to mold and lice.

Armor Rating: 1(S) 1(C)

Cost: 300 CR

Special: N/A

### Light Outer Armor

**Bullet Vest:** A vest that can be strapped over armor or clothing, made of aramid cloth, an incredibly strong and heat resistant fabric.

Armor Rating: 1(B)

Cost: 500 CR

Special: Also grants 1(E) armor against fire.

**Chain Shirt:** Chainmail armor for just the torso, leaving the limbs free to move.

Armor Rating: 2(P) 1(S)

Cost: 500 CR

Special: N/A

**Leather Jacket:** A lightweight, brown leather jacket.

Armor Rating: 1(S)

Cost: 200 CR

Special: N/A

**Magi Robes:** Full robes made of mageweave cloth.

Armor Rating: 2(M)

Cost: 500 CR

Special: N/A

**Padded Vest:** A simple vest stuffed with padding.

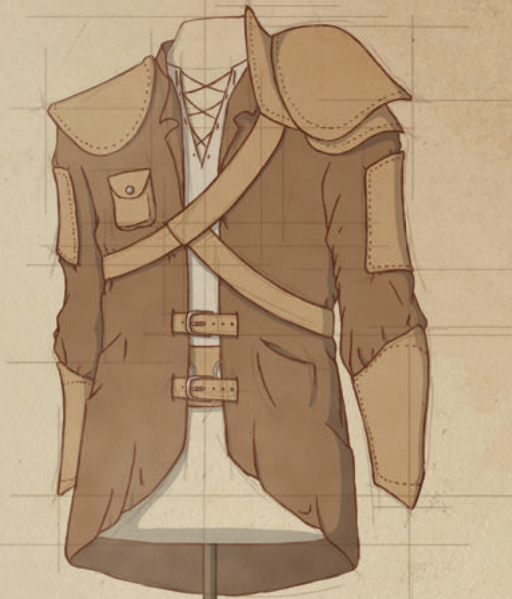
Armor Rating: 1(S) 1(C)

Cost: 300 CR

Special: N/A

### Light Masks

**Black Mask:** A black cloth mask that makes your face look like a shadow.



Armor Rating: N/A

Cost: 200 CR

Special: +1 to Stealth (*Hide*) Skill Tests.

**Doctor Mask:** The enlarged nose on this mask is to hold flower blossoms to filter out bad smells.

Armor Rating: N/A

Cost: 200 CR

Special: +1 to First Aid Skill Tests.

**Face Mask:** A mask sculpted from hardened leather.

Armor Rating: 1(S)

Cost: 200 CR

Special: N/A

**Masquerade Mask:** A highly decorative mask made for disguising oneself at parties and carnivals.

Armor Rating: N/A

Cost: 200 CR

Special: +1 to Trickery (*Disguise*) Skill Tests.

**Vicious Mask:** This is painted with grotesque patterns.

Armor Rating: N/A

Cost: 200 CR

Special: +1 to Influence (*Intimidate*) Skill Tests.



## Medium Armor

	Cost	Piercing	Slashing	Crushing	Ballistic	Magic	Special
<b>Under Armor</b>							
Leather	400	1	1	—	—	—	—
Mesh	500	1	—	1	—	—	—
<b>Body Armor</b>							
Ceramic Plate	2500	3	2	—	2	—	-3 Attack
Chainmail	1000	3	2	—	—	—	-1 Attack
Elven Chainmail	2000	3	3	—	—	—	—
Leather Scalemail	750	2	2	—	—	—	—
Scalemail	1500	3	3	1	—	—	-2 Attack
Wood Plate	1500	2	3	1	—	—	-1 Attack
<b>Outer Armor</b>							
Combat Vest	1500	1	—	1	2	—	-1 Attack
Leather Duster	750	1	1	—	—	—	+2 Smuggle skill
Leather Vest	500	1	1	—	—	—	—
Magi-chain Cloak	1500	1	1	—	—	2	—
Mesh Shirt	1000	2	—	1	—	—	—
Orchish Warplate	2000	2	3	1	—	—	Damage on Grapple
<b>Helmets</b>							
Chain Helm	750	2	1	—	—	—	—
Combat Helmet	1500	—	1	—	2	—	—
Mesh Helm	750	1	—	1	—	—	—
Steel Cap	1000	2	2	—	—	—	—
<b>Creature</b>							
Chainmail	1000	2	2	—	—	—	-1 Attack
Elven Mail	2500	2	2	2	—	—	—
Mesh Mail	1000	2	—	1	—	—	—
Scalemail	1500	2	2	1	—	—	-2 Attack

### Light Helmets

**Leather Helm:** A very simple leather helmet.

Armor Rating: 1(S)

Cost: 100 CR

Special: N/A

**Magi Helm:** A cap woven from mageweave cloth.

Armor Rating: 1(M)

Cost: 200 CR

Special: N/A

**Padded Helm:** A quilted cap often worn by poets and bards.

Armor Rating: 1(C)

Cost: 100 CR

Special: N/A

### Light Companion Armor

**Leather Armor:** This leather armor is tailored to fit a four-legged creature.

Armor Rating: 1(P) 2(S)

Cost: 500 CR

Special: Can only be worn by a four-legged Companion or mount.

**Magi Cloth Armor:** This coat of mageweave cloth is tailored to fit a four-legged creature.

Armor Rating: 1(M)

Cost: 500 CR

Special: Can be layered with another piece of Companion armor without the proficiency. Can only be worn by a four-legged Companion or mount.

## Medium Armor

Medium armor is the most versatile of the three armor types. It offers decent protection while maintaining good mobility. However, some Medium armors will still have a general attack penalty. Wearing Medium armor bestows a -3 penalty on Auramancy Tests, regardless of the number of pieces worn.

### Medium Under Armor

**Leather Under Armor:** A protective suit of flexible leather.

Armor Rating: 1(P) 1(S)

Cost: 400 CR

Special: N/A

**Mesh Under Armor:** A specially-crafted light chainmail. The links lock together to protect better against crushing attacks.

Armor Rating: 1(P) 1(C)

Cost: 500 CR

Special: N/A



## Medium Body Armor

**Ceramic Plate:** High-density clay plates encased in metal bindings provides excellent protection.

Armor Rating: 3(P) 2(S) 2(B)

Cost: 2500 CR

Special: -2 on Attack Tests.

**Chainmail:** Interlocked steel links make this armor strong but heavy.

Armor Rating: 3(P) 2(S)

Cost: 1000 CR

Special: -1 on Attack Tests.

**Elven Chainmail:** Elven mail is lighter but just as stronger, offering greater movement.

Armor Rating: 3(P) 3(S)

Cost: 2000 CR

Special: N/A

**Leather Scalemail:** The cuirass of this armor is made of overlapping leather scales.

Armor Rating: 2(P) 2(S)

Cost: 750 CR

Special: N/A

**Scalemail:** Overlapping steel scales backed by leather cause blows to glance off the cuirass. The rest of the armor is thin metal plates.

Armor Rating: 2(P) 2(S) 1(C)

Cost: 1500 CR

Special: -2 on Attack Tests.

**Wood Plate:** Imitation elven armor of hornbeam panels, often crafted by woodsmen.

Armor Rating: 2(P) 3(S) 1(C)

Cost: 1500 CR

Special: -1 on Attack Tests.

## Medium Outer Armor

**Combat Vest:** This vest is woven with both mesh and aramid cloth components.

Armor Rating: 1(P) 1(C) 2(B)

Cost: 1500 CR

Special: N/A

**Leather Duster:** This long leather coat can easily conceal weapons.

Armor Rating: 1(P) 1(S)

Cost: 750 CR

Special: +2 to Stealth (*Smuggle*) Skill Tests.

**Leather Vest:** An over vest of boiled leather.

Armor Rating: 1(P) 1(S)

Cost: 500 CR

Special: N/A

**Magi-chain Cloak:** A chainmail cloak with a layer of mageweave cloth interwoven in the links.

Armor Rating: 1(P) 1(S) 2(M)

Cost: 1500 CR

Special: N/A

**Mesh Shirt:** A shirt of mesh mail that covers only the torso.

Armor Rating: 2(P) 1(C)

Cost: 1000 CR

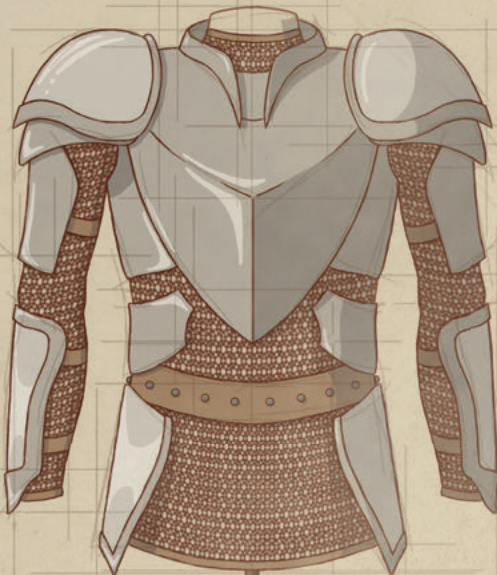
Special: N/A

**Orcish Warplate:** A steel and iron breastplate made from several pieces of other armor. The seams have jagged edges.

Armor Rating: 2(P) 3(S) 1(C)

Cost: 2000 CR

Special: Deals 2(P) damage with the Grapple Combat Maneuver, both when using the Maneuver or being targeted. The Maneuver's roll is the Attack Test in both cases. If the wearer rolls a 1 on a melee Attack Test, they suffer 1 damage which cannot be soaked by armor.





## Heavy Armor

	Cost	Piercing	Slashing	Crushing	Ballistic	Magic	Special
<b>Under Armor</b>							
Chainmail	1000	2	1	—	—	—	—
<b>Body Armor</b>							
Dwarven Plate	8000	6	6	4	1	—	-5 Attack
Elven Plate	8000	5	5	3	—	—	-2 Attack
Full Steel Plate	5000	4	5	3	—	—	-4 Attack
Half Steel Plate	4000	3	4	2	—	—	-3 Attack
Lamellar Scale	2500	3	3	2	—	—	-2 Attack
<b>Outer Armor</b>							
Ceramic Vest	5000	3	2	—	3	—	-2 Attack
Steel Cuirass	3000	3	3	—	—	—	-1 Attack
<b>Helmets</b>							
Dwarven Plate	5000	3	3	3	—	—	-3 Attack
Elven Plate	5000	2	2	2	—	—	—
Steel Plate	2500	2	2	2	—	—	-2 Attack
<b>Creature</b>							
Combat	5000	2	2	1	2	—	-2 Attack
Steel Plate	2500	3	3	2	—	—	-3 Attack

### Medium Helmets

**Chain Helm:** A chainmail head piece.

Armor Rating: 2(P) 1(S)

Cost: 750 CR

Special: N/A

**Combat Helmet:** A bowl-shaped leather helmet lined with aramid cloth.

Armor Rating: 2(B)

Cost: 1500 CR

Special: N/A

**Mesh Helm:** A mesh mail head piece.

Armor Rating: 1(P) 1(C)

Cost: 750 CR

Special: N/A

**Steel Cap:** A metal helmet with a nose guard and pointed top that does not cover the sides of the head.

Armor Rating: 2(P) 2(S)

Cost: 1000 CR

Special: N/A

### Medium Companion Armor

**Chainmail:** A coat of chainmail tailored to fit a four-legged animal.

Armor Rating: 2(P) 2(S)

Cost: 1000 CR

Special: -1 on Attack Tests. Can only be worn by a four-legged Companion or mount.

**Elven Mail:** Elves value the lives and freedom of their animals and craft for them this armor that combines excellent protection with mobility.

Armor Rating: 2(P) 2(S) 2(C)

Cost: 2500 CR

Special: Can only be worn by a four-legged Companion or mount.

**Mesh Mail:** A coat of mesh mail tailored to fit a four-legged animal.

Armor Rating: 2(P) 1(C)

Cost: 1000 CR

Special: Can only be worn by a four-legged Companion or mount.

**Scale Mail:** This scale armor is specially tailored to fit a four-legged animal.

Armor Rating: 2(P) 2(S) 1(C)

Cost: 1500 CR

Special: -2 on Attack Tests. Can only be worn by a four-legged Companion or mount.

## Heavy Armor

Heavy armor provides the greatest amount of protection, but also greatly restricts movement and has the largest penalties. Heavy armor bestows a -5 penalty on Auramancy Tests, regardless of the number of pieces worn. It also imposes a -5 penalty on Control Mount/Vehicle (*Riding*) Skill Tests without stirrups.

### Heavy Under Armor

**Chainmail:** Sections of chainmail that can be worn under heavier armor.

Armor Rating: 2(P) 1(S)

Cost: 1000 CR

Special: N/A

### Heavy Body Armor

**Dwarven Plate:** Dwarven heavy armor is crafted with a double-layer of steel plates and has a blocky silhouette.

Armor Rating: 6(P) 6(S) 4(C) 1(B)

Cost: 8000 CR

Special: -5 on Attack Tests.



**Elven Plate:** Multiple overlapping plates allow the wearer to move easier with this elegant elven armor.  
Armor Rating: 5(P) 5(S) 3(C)  
Cost: 8000 CR  
Special: -2 on Attack Tests.

**Full Steel Plate:** Full steel plates that cover the body.  
Armor Rating: 4(P) 5(S) 3(C)  
Cost: 5000 CR  
Special: -4 on Attack Tests.



**Half Steel Plate:** This armor has segmented plates that do not restrict as much as the full counterpart.  
Armor Rating: 3(P) 4(S) 2(C)  
Cost: 4000 CR  
Special: -3 on Attack Tests.

**Lamellar Scale:** This scalemail offers more scales with no backing for improved mobility.  
Armor Rating: 3(P) 3(S) 2(C)  
Cost: 2500 CR  
Special: -2 on Attack Tests.

## Heavy Outer Armor

**Ceramic Vest:** An aramid cloth vest lined with high-density clay plates in a metal casing.  
Armor Rating: 3(P) 2(S) 1(C) 3(B)  
Cost: 5000 CR  
Special: -2 on Attack Tests.

**Steel Cuirass:** A steel breastplate, without leg or arm protection.  
Armor Rating: 3(P) 3(S)  
Cost: 3000 CR  
Special: -1 on Attack Tests.

## Heavy Helmets

**Dwarven Plate Helm:** A face is sculpted into this double-plated steel helmet. Beard sculpt optional.  
Armor Rating: 3(P) 3(S) 3(C)  
Cost: 5000 CR  
Special: -3 on Attack Tests.

**Elven Plate Helm:** Lightweight, flowing craftsmanship provides protection without restriction.  
Armor Rating: 2(P) 2(S) 2(C)  
Cost: 5000 CR  
Special: N/A

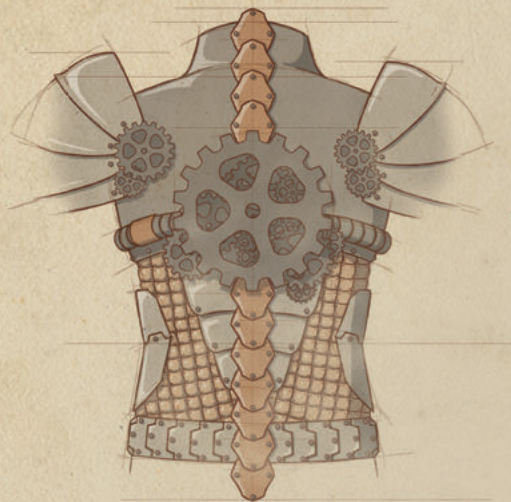
**Steel Plate Helm:** This steel helmet covers the entire head and has a visor that can lift up for visibility.  
Armor Rating: 2(P) 2(S) 2(C)  
Cost: 2500 CR  
Special: -2 on Attack Tests.

## Heavy Companion Armor

**Combat Armor:** This coat of armor is specially tailored to fit a four-legged animal.  
Armor Rating: 2(P) 2(S) 1(C) 2(B)  
Cost: 5000 CR  
Special: -2 on Attack Tests. Can only be worn by a four-legged Companion or mount.

**Steel Plate Armor:** These segmented steel plates are designed for a four-legged animal.  
Armor Rating: 3(P) 3(S) 2(C)  
Cost: 2500 CR  
Special: -3 on Attack Tests. Can only be worn by a four-legged Companion or mount.





## Complex Armor

Complex Armors are gained through any of the other armor Proficiencies. Some Complex armors grant extra abilities or bonuses. Others are derived from the technology provided by the Golem and run on steam power. The armor type will be listed with each item.

### Light Complex Armor

**Clockwork Mask:** This mask connects to the face by injecting dozens of painful needles into the wearer. The clockwork gears generate electricity that enhance muscle function and speed. It can be taken off.

Armor Rating: N/A

Type: Mask

Cost: 25000 CR

Special: +1 Action Point, but -2 HP.

**Figure Mask:** A pure-white porcelain mask, designed to influence those who look upon it.

Armor Rating: 1(M)

Type: Mask

Cost: 10000 CR

Special: +2 to all Influence, Performance, and Trickery Skill Tests.

**Skin Suit:** A skin-tight suit of fine mageweave cloth blends to your skin, completely undetectable with the naked eye.

Armor Rating: 2(M)

Type: Under Armor

Cost: 10000 CR

Special: This does not use up an armor slot and requires no Proficiency to layer.

**Stunt Mask:** Commonly worn by acrobatic performers, spinning gears over the ears help increase equilibrium and dexterity.

Armor Rating: 1(S)

Type: Mask

Cost: 8000 CR

Special: +3 to all Acrobatics Skill Tests

### Medium Complex Armor

**Steam Suit:** Dozens of segmented metal plates on this suit are connected with gears to a steam-powered mechanism on the back. The gears spin together to increase reaction times, but the mechanical parts make the suit vulnerable to crushing damage. It comes with a medium Element battery that must be changed every 2 weeks.

Armor Rating: 4(P) 4(S)

Cost: 15000 CR

Special: +2 Initiative, +1 Physical Defense.



## Complex Armor Table

	Cost	Piercing	Slashing	Crushing	Ballistic	Magic	Special
<b>Light</b>							
Clockwork Mask	25000	—	—	—	—	—	+1 Action Point, -2 HP
Figure Mask	10000	—	—	—	—	1	+2 Influence, Performance, and Trickery
Skin Suit	10000	—	—	—	—	2	Doesn't take armor slot
Stunt Mask	8000	—	1	—	—	—	+3 Acrobatics Skills
<b>Medium</b>							
Steam Suit	15000	4	4	—	—	—	+2 Initiative, +1 Defense
Combat Suit	25000	3	3	1	3	—	Faster Reload
<b>Heavy</b>							
War Suit	50000	8	8	6	4	—	+5Attack, -1 Action Point, -5 Defense, Weapon Equip

**Combat Suit:** A full suit of chainmail layered with aramid cloth for superior protection. Several exterior pouches can hold ammo for faster loading.

Armor Rating: 3(P) 3(S) 1(C) 3(B)

Cost: 25000 CR

Special: Reloading costs 1 less Action Point.

## Heavy Complex Armor

**War Suit:** This full body suit of mechanized, steam-powered armor is a walking weapons platform. It is heavy and slow, but powerful.

Armor Rating: 8(P) 8(S) 6(C) 4(B)

Cost: 50,000 CR

Special: Requires a Brains Attribute of 3 or greater. This Armor cannot be layered with any other body slot equipment. Gain a +5 bonus on Attack Tests but the suit is slow and you have -1 Action Point and suffer a -5 penalty to Physical Defense. The suit can be outfitted with any Ballistic ranged weapon other than the pistol. This ballistic weapon attaches to the suit's arm but does not require a hand slot. While wearing the suit, you can wield 2-Handed melee weapons with only 1 hand. No weapon penalties are bestowed while in the suit. It takes the equivalent of 10 Action Points (2 rounds) to equip or unequip the War Suit.

## Shields

Unless otherwise stated, Shields require an open hand slot to hold. Therefore, you can't use a shield while wielding a 2-Handed weapon or 2 1-Handed weapons. Like armor, shields come in Light, Medium, and Heavy varieties, and require the relevant Proficiency to use.

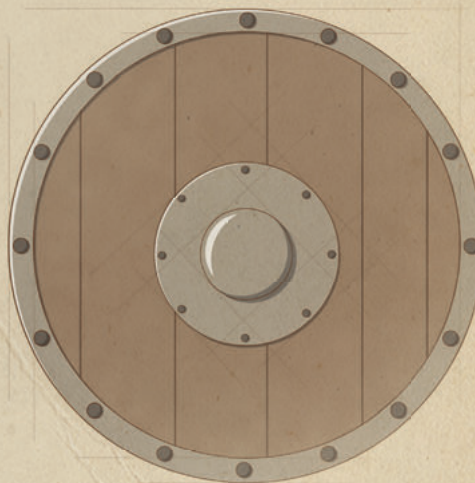
### Light Shields

**Buckler:** A small metal shield strapped to the arm and used to deflect melee attacks, but is small to be used against arrows.

Armor Value: 1(S)

Cost: 300 CR

Special: No hand slot required for use. Cannot be



## Shield Table

	Cost	Piercing	Slashing	Crushing	Ballistic	Magic	Special
<b>Light</b>							
Buckler	300	—	1	—	—	—	No hand slot required
Target	500	1	1	—	—	—	—
Wooden	750	1	2	—	—	—	—
<b>Medium</b>							
Elven	2500	2	2	2	—	—	—
Kite	1500	2	2	1	—	—	—
<b>Heavy</b>							
Combat	5000	2	2	1	2	—	-1 Attack
Dwarven	5000	3	3	3	—	—	-2 Attack
Tower	3000	3	3	2	—	—	-2 Attack, -2 Defense, Full Cover



used while Dual Wielding.

**Target:** A small, concave shield capable of stopping arrows as well as melee blows.

Armor Value: 1(P) 1(S)

Cost: 500 CR

**Wooden Shield:** A flat, round shield made of linden wood with a metal frame and leather backing.

Armor Value: 1(P) 2(S)

Cost: 750 CR

Special: N/A

## Medium Shields

**Elven Shield:** A kite shield with the shape of a curving leaf, the harder steel offers greater protection than other shields.

Armor Value: 2(P) 2(S) 2(C)

Cost: 2500 CR

Special: N/A

**Kite Shield:** A steel shield with leather backing that is wide at the top and tapers to a point at the bottom to offer some leg protection without adding weight.

Armor Value: 2(P) 2(S) 1(C)

Cost: 1500 CR

Special: N/A

## Heavy Shields

**Combat Shield:** This steel kite shield has a layer of aramid cloth.

Armor Value: 2(P) 2(S) 1(C) 2(B)

Cost: 2500 CR

Special: -1 on Attack Tests.

**Dwarven Shield:** A double layer of steel and leather makes this shield heavier but stronger.

Armor Value: 3(P) 3(S) 3(C)

Cost: 2500 CR



Special: -2 on Attack Tests.

**Tower Shield:** A rectangular shield as tall as a man that offers full body protection but is difficult to carry and maneuver to block melee attacks.

Armor Value: 3(P) 3(S) 2(C)

Cost: 3000 CR

Special: -2 on Attack Tests, -2 Physical Defense. Provides Full Cover from ranged attacks.

## Modifications

Modifications are a type of equipment that can be installed into your gear. These modifications will enhance that item's normal statistics or give it special abilities and functions. There are 5 categories of modifications: Simple, Average, Advanced, Complex, and Rare. Just like everything else, you must have the required Proficiency to use any modification. There are also 4 types, which will be designated on each modification: melee, ranged, and ballistic weapons, and armor. Only two modifications can be put onto a single item. Once a modification is installed into a piece of equipment, it is permanent and cannot be recovered. If another modification is installed, the original is lost. No Skill Test is required to add modifications.

### Simple Modifications

#### Balance Weight

Cost: 1000 CR

Type: Melee, ranged, and ballistic weapon

A simple weight to make the grip or hilt better balanced with the rest of the weapon. Grants +1 on Attack Tests.

#### Boot Treads

Cost: 1000 CR

Type: Armor

Specially designed leather treads can be added to the bottom of boots or shoes, allowing better gripping of terrain. Reduce the effect of Knockback by 5 feet.

#### Cup Hilt

Cost: 1000 CR

Type: Melee weapon

A protective cup, either a plate or more decorative rings, to cover the hilt and protect the hand. Grants +2 Physical Defense against attacks meant to disarm.

#### Fur Lining

Cost: 1000 CR

Type: Armor

A warm fur lining along the inside of the armor helps protect against the elements. Can also be added to cloaks. Grants +2 on Stamina (*Resistance*) Skill Tests to withstand cold weather, but imposes a -1 penalty if wet or in hot weather.

#### Improved Joints

Cost: 1000 CR

Type: Armor



Improved joint mechanisms allow for a greater range and speed of movement in armor. Lowers any attack penalty imposed by armor by 1. Can only be used on body-slot armor, not helms or shields.

#### **Knuckle Studs**

Cost: 1000 CR

Type: Armor

Metal studs that can be added to the knuckles of any gauntlet. Grants +1(C) and 2 Threshold damage to unarmed attacks.

#### **Natural Silencer**

Cost: 1000 CR

Type: Ranged weapon

Carefully-cut strips of animal fur woven into the bowstring allow for a quieter shot. Grants +2 on Attack Tests against Unaware targets and +2 to the Target Number of Perception (*Auditory*) Skill Tests to hear the shot.

#### **Reloading Crank**

Cost: 1000 CR

Type: Ranged weapon

A crank mechanism that needs to be pulled from the front to the back of the weapon allows for significantly faster crossbow reloading. Reduces the cost of reloading to 1 AP. Can only be used on crossbow ranged weapons, not regular bows.

### Average Modifications

#### **Collapsible Parts**

Cost: 2500 CR

Type: Melee, ranged, and ballistic weapons

The weapon has been separated into several parts that can be assembled or disassembled for 5 Action Points. When broken down, the weapon is easily stored, transported, or hidden, and gains a +4 bonus on Stealth (*Smuggling*) Skill Tests.

#### **Shaped Grip**

Cost: 2500 CR

Type: Melee, ranged, and ballistic weapons

A leather-wrapped grip or hilt that is custom-fit for the wielder allows for greater control of the weapon. Grants +1 Threshold damage.

#### **Shield Spikes or Blades**

Cost: 2500 CR

Type: Armor

Steel spikes can be fitted to the front of a shield or blades attach to the outer edge. Grants +2(P), for spikes, or +2(S), for blades, when used with the Shield Bash Combat Maneuver.

#### **Improved Sights**

Cost: 2500 CR

Type: Ranged and ballistic weapons

A round targeting sight with better measurements

allows for more accurate shots at long range. Grants +20% weapon range. Cannot be used with the Scope.

#### **Leather Lining**

Cost: 2500 CR

Type: Armor

A leather lining can be added to the inside of any armor, granting +1(S) armor.

#### **Length Extension**

Cost: 2500 CR

Type: Melee weapon

An extended blade or haft allows greater distance between the wielder and opponent, granting better defense without sacrificing offense. Grants +1 Physical Defense.

### Advanced Modifications

#### **Chainmail Lining**

Cost: 5000 CR

Type: Armor

A chainmail lining can be added to the inside of any armor, granting +1(P) armor.

#### **Extended Clip**

Cost: 5000 CR

Type: Ballistic Weapons

A larger clip on certain weapons allows for more shots before having to reload. This allows the combat rifle to make 6 attacks or the chain gun to shoot 30 times before reloading.

#### **Keen Edging**

Cost: 5000 CR

Type: Melee and ranged weapons

A finer, sharper edge can be obtained with a special whetstone. Grants +1(P) or (S) damage.

#### **Mechanical Silencer**

Cost: 5000 CR

Type: Ballistic weapon

A brass canister that fits over the end of the barrel to hide and quiet the steam released when the weapon is fired. Grants +2 on Attack Tests against Unaware targets and +4 to the Target Number of Perception (*Auditory*) Skill Tests to hear the shot.

#### **Mesh Lining**

Cost: 5000 CR

Type: Armor

A mesh lining can be added to the inside of any armor, granting +1(C) armor.

#### **Sliding Weight**

Cost: 5000 CR

Type: Melee weapon

A weight on a track attached to the haft of the weapon that is balanced during the swing but slides to the end right before impact, adding more weight to the swing. Grants +1(C)



damage.

## Complex Modifications

### **Aramid Lining**

Cost: 10000 CR

Type: Armor

An aramid cloth lining can be added to the inside of any armor, granting +1(B) armor.

### **Hardened Broadheads**

Cost: 10000 CR

Type: Ranged weapon

Hardened steel broadhead arrows or bolts allow for greater armor penetration. Ranged attacks with the weapon ignore 1 point of armor.

### **Mageweave Lining**

Cost: 10000 CR

Type: Armor

A mageweave cloth lining can be added to the inside of any armor, granting +1(M) armor.

### **Rifled Bore**

Cost: 10000 CR

Type: Ballistic weapon

Grooving in the barrel of the weapon forces the projectile to spin as it is propelled forward. Grants +1(B) damage.

### **Scope**

Cost: 10000 CR

Type: Ranged and ballistic weapons

A mounted scope with a glass lens allows the wielder to see much farther, making more accurate shots at range. Grants +50% weapon range. Cannot be combined with the Improved Sight. Can only be used on crossbow ranged weapons, not regular bows.

## Rare Modifications

### **Ceramic Plating**

Cost: 15000 CR

Type: Armor

High-density ceramic encased in metal sheathing can be added to the inside of any armor, granting +1(P) and +1(B) armor.

### **High Density Materials**

Cost: 20000 CR

Type: Melee, ranged, and ballistic weapons

This modification requires part or all of the weapon to be remade, likely destroying any enchantment or other modification, as common sense dictates. The new weapon is made with higher-density materials, increasing its overall strength and effectiveness.

Increases the critical threat range of the weapon by 1.

### **Match Trigger**

Cost: 15000 CR

Type: Ranged and ballistic weapons

A finely-tuned, adjustable trigger allows for faster shooting. Reduces the cost of crossbow and ballistic attacks to 1 AP. Can only be used on crossbow ranged weapons, not regular bows.

### **Saw Blade**

Cost: 15000 CR

Type: Melee Weapons

The weapon is outfitted with a saw blade that moves up and down the weapon at high speed, powered by a steam motor on an Element battery. The saw teeth are devastating to both flesh and armor. Grants +1(S) damage and ignores 1 point of armor. Comes with 1 small Element battery, which must be replaced when it wears out.



### **Steel Plating**

Cost: 15000 CR

Type: Armor



Sectioned steel plates can be added to the inside of any armor, granting +1(P) and +2(S) armor.

## Mundane Items

Mundane gear is regular, everyday equipment that will help you on your quest. You should coordinate your mundane gear purchases with your allies so that you do not have too much to carry, but have everything you need.

### Backpack

Cost: 100 CR

A canvas bag on a wooden frame that distributes weight from the wearer's shoulders to their hips. It can hold most basic camping equipment, including a bedroll, tent, cookware, several days' worth of rations, rope, and spare clothing. Grants a +3 bonus on Force (*Lifting*) Skill Tests to carry objects inside it.

### Basic Lock-Picking Kit

Cost: 100 CR

Tools wrapped up in a leather pouch. This kit grants a +1 bonus on Thievery (*Lockpicking*) Skill Tests.

### Basic Medicinal Kit

Cost: 100 CR

A wooden box full of medical supplies. This kit heals 1 HP with a successful First Aid (*Healing*) Skill Test with a Target Number of 10. The kit is not expended upon use, but does expend 1 Medicinal Kit Supply pack. The kit comes with 1 supply pack.

### Bedroll

Cost: 50 CR

A body-length linen sack, stuffed with thin padding, and a lightweight blanket that provides some comfort when sleeping on the ground.

### Belt pouch

Cost: 10 CR

A small leather pouch with a belt loop, useful for carrying small items.

### Blanket

Cost: 75 CR

A thick, wool blanket that provides plenty warmth on a cold night. Provides a +1 bonus on Stamina (*Resistance*) Skill Tests to resist cold weather. If it gets wet, it imposes a -1 penalty instead.

### Book

Cost: 500-1000 CR

A medium-sized book of bound, blank parchment between two stiff leather covers. The price varies based on the number of pages.

### Camouflage Paint

Cost: 100 CR

A small metal container of green and brown paint

that can be spread on the skin to blend in to foliage. Grants a +2 bonus on Stealth (*Hiding*) Skill Tests when in plant cover. Has 3 uses.

### Candle

Cost: 10 CR

A wax candle that sheds dim light in a 5 foot radius.

### Claw Trap

Damage: 1(C)

Cost: 200 CR

A circular, steel trap with jagged teeth that will snap shut on anyone who steps on a pressure plate in the middle. Arming it requires a Brains-based Test with a Target Number of 10, the result of which also serves as the Attack Test Result when the trap goes off. The trap can hit only one target at a time, Immobilizing them.

### Cloak

Cost: 75 CR

A wool traveling cloak to help ward off the cold. Provides a +1 bonus on Stamina (*Resistance*) Skill Tests to resist cold weather. If it gets wet, it imposes a -1 penalty instead.

### Clothing, Fancy

Cost: 200 CR

This set of clothing is made of silk or fine wool or cotton and dyed bright colors. It usually features fine embroidery or a pattern.

### Clothing, Simple

Cost: 25 CR

A single set of simple cotton or linen clothing. This is lightweight and excellent for traveling.

### Cookware

Cost: 150 CR

A set of copper cookware, including a pot with a lid, skillet, and cook spoon, lightweight enough to use in the field.

### Fire Irons

Cost: 200 CR

A full set of iron tools to cook over an open fire. Includes 2 upright hooks, a cross bar, 2 S-hooks, and a standing grate. The set is very heavy and bulky, and comes wrapped in a linen sack.

### Flint and Steel

Cost: 5 CR

When struck together, these will create sparks and can start a fire.

### Grappling Hook

Cost: 150 CR



When tied to the end of a rope, a grappling hook can be thrown to secure a rope to something high up or farther away, like a tree branch or window ledge

#### **Ink**

Cost: 25 CR

A glass inkwell filled with black ink used for writing.

#### **Iron Oven**

Cost: 100 CR

A round iron pot that stands on three short legs, with a lid that has a slight lip. Placing this oven directly into a fire with coals on the lid will cook something inside quickly and efficiently. Heavy and too large to fit in a backpack, but great for use in the field.

#### **Lantern**

Cost: 50 CR

A wooden frame with glass panels that can hold a candle or an oil wick.

#### **Lantern, Bullseye**

Cost: 100 CR

A metal-framed lantern with a single, shuttered opening for light to escape. Mirrors inside help reflect the light. Can shine in a cone for 50 feet with an oil wick or 20 feet with a candle.

#### **Manacles**

Cost: 200 CR

Metal cuffs connected by a chain, used to secure prisoners. They are locked by a key and have a Thievery (*Lockpicking*) Skill Test Target Number of 15 and an Acrobatics (*Escaping*) Skill Test Target Number of 20. The lock can be replaced with a more advanced gadget version, standard costs apply.

#### **Matchbook**

Cost: 25 CR

Matches are small, one-time use wooden sticks with an alchemical substance on one end that will ignite a flame when struck against a rough surface. Each book contains 10 matches. They will not light when wet.

#### **Medicinal Kit Supplies**

Cost: 25 CR

Ointments, medicine, bandages, and anything else you need to heal the wounded in the field. Each pack of supplies is good for 1 use of a Medicinal Kit.

#### **Mirror**

Cost: 50 CR

A small piece of highly-reflective glass.

#### **Night Cloak**

Cost: 150 CR

A full-length cloak dyed pitch black to help

the wearer hide. Grants a +2 bonus on Stealth (*Hide*) Skill Tests at night or in darkness.

#### **Oil**

Cost: 25 CR

Lantern oil made from animal fat. It comes in a small metal container with a single wick. When lit, it shines light in a 30-foot radius. Burns for 6 hours.

#### **Parchment**

Cost: 50 CR

A single sheet of parchment made from sheepskin.

#### **Quill**

Cost: 10 CR

A quill pen that can be dipped in ink to write.

#### **Raincloak**

Cost: 100 CR

A cloak made of canvas or oilcloth to help keep dry in rain and other precipitation.

#### **Rations**

Cost: 10 CR/day

Everyone must eat. One day of rations is enough to fully nourish a single character without foraging. See Chapter 14: Adventuring for information on starvation.

#### **Rope**

Cost: 25 CR

A 50-foot length of hempen rope.

#### **Rope Ladder**

Cost: 100 CR

Easily rolled up and stored, this ladder grants a +4 bonus on Athletics (*Climbing*) Skill Tests.

#### **Sack**

Cost: 25

A simple burlap sack used to carry goods.

#### **Tent**

Cost: 250 CR

A canvas A-frame waterproof shelter that traps in heat. Provides a +2 bonus on Stamina (*Resistance*) Skill Tests when withstanding the elements.

#### **Torch**

Cost: 10 CR

A wooden stick with one end wrapped in cloth soaked with fuel that sheds light in a 25-foot radius.

#### **Waterskin**

Cost: 25 CR

This leather pouch holds 1 day of water for a single person or animal. See Chapter 14: Adventuring for information on dehydration.

## Potions and Poisons

Potions and poisons are liquids contained in glass vials



that can either help or hurt, respectively. It takes 1 Action Point to drink a potion or to apply a poison to a weapon. All potions and poisons have 1 use and their effects do not stack.

## Potions

Potions take effect immediately on whomever it was administered to.

### **Curing Potion**

Rarity: Common

Cost: 250 CR

Remove 1 negative status condition.

### **Defense Potion**

Rarity: Uncommon

Cost: 1000 CR

Provides +2 Physical Defense for Duration [P] hours.

### **Invisibility Potion**

Rarity: Rare

Cost: 5000 CR

Become invisible for Duration [P].

### **Major Healing Potion**

Rarity: Rare

Cost: 1000 CR

Heals 3 Health Pips.

### **Medium Healing Potion**

Rarity: Uncommon

Cost: 500 CR

Heals 2 Health Pips.

### **Minor Healing Potion**

Rarity: Common

Cost: 250 CR

Heals 1 Health Pip.

### **Offense Potion**

Rarity: Uncommon

Cost: 1000 CR

Provides a +2 bonus on Attack and Auramancy Tests for Duration [P] hours.

### **Power Potion**

Rarity: Rare

Cost: 5000 CR

Provides +1 to one Attribute for Duration [P] hours.

### **Skill Potion**

Rarity: Uncommon

Cost: 500 CR

+2 to one Skill for Duration [P] hours.

## Poisons

Poisons have initial damage that is dealt immediately and then a lasting effect. Poisons placed on a weapon

take effect the next time the weapon deals damage, while poisons ingested in food or drink take effect once consumed. Any Prowess-based durations use the Prowess of the person who administered the poison.

### **Agonizing Poison**

Rarity: Uncommon

Cost: 2500 CR

Damage: 1(T)

Detox TN: 30

Target suffers Lingering 2(T) damage for Duration [P].

### **Blinding Poison**

Rarity: Common

Cost: 500 CR

Damage: 2(T)

Detox TN: 20

Target is Blind for Duration [P].

### **Crippling Poison**

Rarity: Common

Cost: 500 CR

Damage: 2(T)

Detox TN: 20

Target is Slowed for Duration [P].

### **Cruel Poison**

Rarity: Common

Cost: 1000 CR

Damage: 1(T)

Detox TN: 25

Target suffers Lingering 1(T) damage for Duration [P].

### **Dazing Poison**

Rarity: Uncommon

Cost: 1000 CR

Damage: 1(T)

Detox TN: 20

Target is Dazed for Duration 1.

### **Knockout Poison**

Rarity: Uncommon

Cost: 2500 CR

Damage: N/A

Detox TN: 25

Target falls unconscious for Duration [P] hours.

### **Nightshade Poison**

Rarity: Rare

Cost: 5000 CR

Damage: 5(T)

Detox TN: N/A

### **Paralyzing Poison**

Rarity: Rare

Cost: 5000 CR



Damage: 1(T)  
Detox TN: 30  
Target is Paralyzed for Duration 1.

### **Stunning Poison**

Rarity: Uncommon  
Cost: 2500 CR  
Damage: 1(T)  
Detox TN: 25  
Target is Stunned for Duration 1.

## **Gadgets**

Gadgets are relatively new to the world. When the Golem first introduced steam technology, many were bewildered. Those that took to the new technology called themselves Engineers and took pride in constructing and using these devices.

Gadgets are small, mechanical devices that have special functions. They come in all shapes and sizes and offer usage beyond that of simple combat. Gadgets will help you in your adventure in a lot of different ways. Like every other piece of equipment, Gadgets are divided into categories based on complexity. However, since there are so many more Gadgets, there are also more complexities. Gadgets come in Simple, Average, Advanced, Complex, and Rare categories. Just like everything else, you must have the required proficiency to use any of these gadgets.

Some gadgets also require Skill Tests to use. These will be listed in the Gadget's description.

### **Simple Gadgets**

To create simple gadgets, you must make an Engineering (*Crafting*) Skill Test with a Target Number of 20.

#### **Caltrop Grenade:**

Cost: 250 CR  
A fist-sized brass ball filled with dozens of sharp iron caltrops. The grenade can be thrown with an Engineering (*Using*) Skill Test with a Target Number equal to the distance of the target area in feet. Failing causes the grenade to fall in an appropriate place along the trajectory according to the result. The grenade explodes on impact and litters a 10-foot radius area with the caltrops, turning it into Difficult Terrain for Duration 3. This item is expended upon use.

#### **Clockwork Watch**

Cost: 200 CR  
A pocket watch that enables you to tell time. The gears must be wound up daily for the time to be accurate.

#### **Flame Retardant**

Cost: 500 CR  
A small, brass cylinder that contains an

alchemical substance that will put out any flame in a 10-foot radius. The substance sprays forward in a cone as a liquid mist. This item is expended upon use.

### **Flash Grenade**

Cost: 500 CR  
A fist-sized brass ball filled with powders that cause an intense flash of light when ignited. The grenade can be thrown with an Engineering (*Using*) Skill Test with a Target Number equal to the distance of the target area in feet. Failing causes the grenade to fall in an appropriate place along the trajectory according to the result. The grenade explodes on impact and Blinds all targets within a 10-foot radius for Duration 1. This item is expended upon use.

### **Goggles**

Cost: 250 CR  
These goggles protect your eyes from bright lights or smoke. While wearing these, you cannot be affected by the Blind Condition caused by these effects.

### **Heavy Claw Trap**

Damage: 3(C)  
Cost: 500 CR  
A version of the simple claw trap that is armed with an interlocking set of gears to amplify the force when the jaws close. Arming it requires an Engineering (*Using*) Skill Test with a Target Number of 12, the result of which also serves as the Attack Test Result when the trap goes off. The trap can hit only one target at a time, Immobilizing them. This item is not expended upon use.

### **Lightstick**

Cost: 100 CR  
A glass stick filled with a liquid chemical with a small, glass capsule inset in one end. When the capsule is pushed in, it empties another chemical into the stick, causing it to glow with dim light in a 10 foot radius for 2 hours. This item is expended upon use.

### **Music Box**

Cost: 200 CR  
A small wooden box that plays a song when you open it via a wire moving over a grooved metal cylinder inside. It has a secret compartment underneath the cylinder that gives a +4 bonus on Stealth (*Smuggling*) Skill Tests when hiding a single small item inside it.

### **Silver Ammo Pack**

Cost: 500 CR + cost of the ammunition  
This box contains 20 projectiles that are made of silver or are silver-tipped. These projectiles deal extra damage to Nightmares, which are vulnerable to silver. The projectiles can be bought as arrows, bolts, bullets, or pellets, but not shells. Attacks must be declared to use the silver ammo prior to the Attack Test, and the projectile is expended even if the attack misses.



### Simple Gear Lock

Cost: 500 CR

This lock has a single gear mechanism inside that requires a key to open. The Target Number for Thievery (*Lockpicking*) Skill Tests to break into this lock is 15.

### Simple Lock-Picking Kit

Cost: 500 CR

A leather pouch containing several delicate metal tools for opening locks. This kit grants a +2 bonus on Thievery (*Lockpicking*) Skill Tests.

### Simple Medicinal Kit

Cost: 500 CR

This kit heals 2 HP with a successful First Aid (*Healing*) Skill Test. The kit is not expended upon use, but does expend 1 Medicinal Kit Supply pack. The kit comes with 1 supply pack.

### Small Element Battery

Cost: 500 CR

A copper cylinder, small enough to fit in the palm



of your hand, that contains processed Element. It is capable of powering devices by placing it into a designated slot. Lasts 12 hours. If a device needs an Element battery and you are not Proficient, you can buy the battery and pay someone to change it for you.

### Spyglass

Cost: 500 CR

A collapsible brass cylinder with a glass lens that allows the user to see farther by 50%.

### Torchbox

Cost: 150 CR

This tiny metal box is filled with a combustible liquid and can strike a spark with the click of a button, igniting a small flame at the top. This item is expended after 10 uses.

### Average Gadgets

To create average gadgets, you must make an Engineering (*Crafting*) Skill Test with a Target

Number of 25.

### Average Gear Lock

Cost: 1000 CR

This lock has two interlocking gears, making it more secure. The Target Number for Thievery (*Lockpicking*) Skill Tests to break into this lock is 20.

### Climbing Clamps

Cost: 1000 CR

These gloves have a metal clamp on each hand that grasps when the hand is closed and releases when the hand is opened. The clamp easily attaches onto surfaces and grants a +4 bonus on Athletics (*Climbing*) Skill Tests. Alternatively, it can be used with a rope to treat it as a knotted rope instead.

### Electric Torch

Cost: 750 CR

This torch can be turned on and off with the touch of a button, and will create a cone of light 40 feet long and 15 feet wide.

### Gas Mask

Cost: 1000 CR

This mask straps onto the face and has a multi-layered mesh fabric inside a metal canister over the mouth to filter air while breathing. While wearing this mask, you cannot take damage from clouds that deal either Toxic or Magic damage.

### Hidden Pouch

Cost: 750 CR

This cloth pouch sews into the lining of your clothing or armor and can be moved when your armor is changed. The pouch can conceal only one item at a time and can hold Light melee weapons of a reasonable size (ie. not a Long Spear) or smaller items. It grants +4 on Stealth (*Smuggle*) Skill Tests for the item hidden inside the pouch.

### Magnetic Attractor

Cost: 1000 CR

This hand-held device is made with powerful magnets that enable the wearer to “pull” any average or smaller sized object, such as a Medium melee weapon, to them from a distance of up to 15 feet away. The object must be free to move and cannot be attached to or held down by anything.

### Shock Ammo Pack

Damage: 1(E) shock

Cost: 1000 CR + cost of the ammunition

This box contains 20 projectiles that are made of silver or are silver-tipped. When the projectile hits a target or inanimate object, it suffers the shock damage in addition to normal weapon damage. The projectiles can be bought as arrows, bolts, bullets, or pellets, or shells. Attacks must be declared to use the shock ammo prior to the



Attack Test, and the projectile is expended even if the attack misses.

### Shock Trap

Damage: 1(E) shock

Cost: 1000 CR

This metal disc, about the size of a dinner plate, has an electrically-charged battery wired to a center pressure plate. Arming it requires an Engineering (*Using*) Skill Test with a Target Number of 14, the result of which also serves as the Attack Test Result when the trap goes off. The trap can hit only one target at a time, Stunning them. This item is expended upon use.

### Smoke Grenade

Cost: 750 CR

A fist-sized brass ball filled with a glass container of alchemical liquid. The grenade can be thrown with an Engineering (*Using*) Skill Test with a Target Number equal to the distance of the target area in feet. Failing causes the grenade to fall in an appropriate place along the trajectory according to the result. The grenade explodes on impact and covers a 15-foot radius area with dense smoke for Duration 3, Blinding anyone inside it. This item is expended upon use.

### Steam Boots

Cost: 1000 CR

These boots have steam-powered pistons that help propel you forward, building on your own natural momentum. You gain a +5 foot Speed bonus to your movement, but the boots are heavy and clank when you step, causing a -5 penalty on all Stealth Skill Tests. Each boot comes with 1 small Element battery, which must be replaced when they wear out. The Speed bonus does not function if only one boot is powered.

## Advanced Gadgets

To create advanced gadgets, you must make an Engineering (*Crafting*) Skill Test with a Target Number of 30.

### Advanced Gear Lock

Cost: 2500 CR

This lock has a third gear of a different size, making it even more secure. The Target Number for Thievery (*Lockpicking*) Skill Tests to break into this lock is 25.

### Advanced Medicinal Kit

Cost: 2500 CR

This kit heals 3 HP with a successful First Aid (*Healing*) Skill Test. The kit is not expended upon use, but does expend 1 Medicinal Kit Supply pack.

The kit comes with 1 supply pack.

### Advanced Lock-Picking Kit

Cost: 2500 CR

The tools of this kit are more complicated, and some have mechanized parts. This kit

grants a +4 bonus on Thievery (*Lockpicking*) Skill Tests.

### Detoxification Kit

Cost: 3000 CR

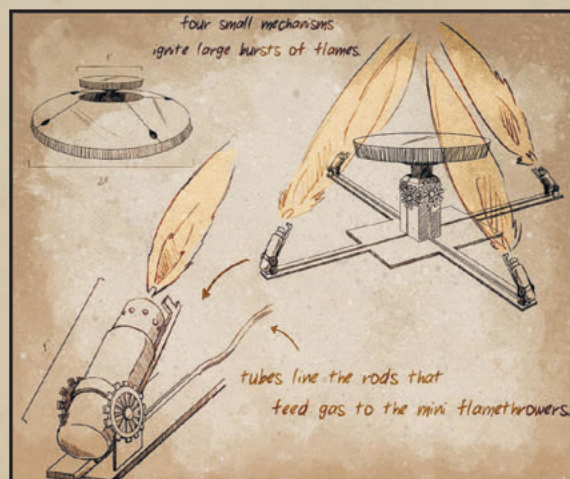
This kit removes all poison and toxins from a target with a successful First Aid (*Detoxifying*) Skill Test. The kit is not expended upon use, but does require Medicinal Kit Supplies per use.

### Fire Trap

Cost: 2500 CR

This trap contains a canister of gas that is ignited by a central pressure plate. Arming it requires an Engineering (*Using*) Skill Test with a Target Number of 16, the result of which also serves as the Attack Test Result when the trap goes off. The trap can hit only one target at a time, inflicting Lingering 2(E) fire damage for Duration 3. This item is expended upon use.

### Flame Ammo Pack



Cost: 2000 CR + cost of the ammunition

This box contains 20 projectiles that are tipped with an alchemical liquid that will combust when exposed to air, housed in a very thin metal capsule. When the projectile hits a target or inanimate object, it suffers Lingering 1(E) fire damage for Duration 2 in addition to normal weapon damage. The projectiles can be bought as arrows, bolts, bullets, pellets, or shells. Attacks must be declared to use the flame ammo prior to the Attack Test, and the projectile is expended even if the attack misses.

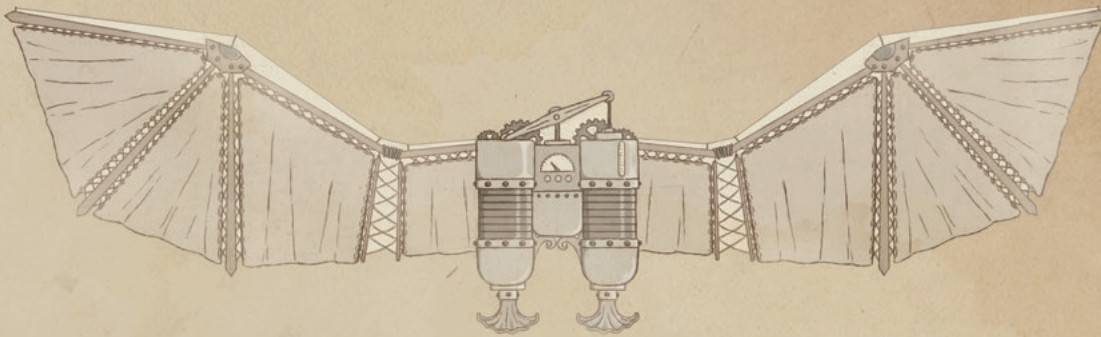
### Food Purifier

Cost: 3000

A metallic box that can remove toxins and poisons from food and drink. It opens from the top and requires 1 minute to process the food or liquid. The clunky shape makes it difficult to use in the field, but it is portable. Comes with 1 small Element battery, which must be replaced when it wears out.

### Fragmentation Grenade





Cost: 2000 CR

This grenade contains an explosive core that shatters the outer brass shell and sends it flying. The grenade can be thrown with an Engineering (*Using*) Skill Test with a Target Number equal to the distance of the target area in feet. Failing causes the grenade to fall in an appropriate place along the trajectory according to the result. The grenade explodes on impact and deals 3(B) damage to everything in a 10-foot radius. This item is expended upon use.

#### **Frost Trap**

Cost: 2500 CR

This item is expended after use. This gadget requires an Engineering (*Use*) skill check with a target number of 20. If an enemy steps on the trap, the trap will vent liquid nitrogen. The trap makes an ice attack against the target using your Engineering (*Use*) skill check result as its attack roll. If the attack hits, the target is Immobilized for Duration 1, then Slowed for Duration P.

#### **Glide Wings**

Cost: 5000 CR

These wings attach to your back and allow you to glide through the air. When used with an Acrobatics (*Jump*) Skill Test, your long jumps will let you travel twice as far as long as the end of the jump will be at equal or lower elevation as the starting point. While wearing the Glide Wings you will never take damage from falls.

#### **Jump Boots**

Cost: 5000 CR

These steam-powered boots use gears to tighten springs, which act as pistons to launch you into the air. While wearing, you gain a +4 bonus to your Acrobatics (*Jump*) skill checks. Each boot comes with 1 small Element battery, which must be replaced when they wear out.

#### **Medium Element Battery**

Cost: 2500 CR

A copper cylinder, a foot and a half tall with a six-inch diameter, that contains processed Element. It is capable of powering devices by placing it into a designated slot. Lasts 20 hours. If a device

needs an Element battery and you are not Proficient, you can buy the battery and pay someone to change it for you.

### **Complex Gadgets**

To create complex gadgets, you must make an Engineering (*Crafting*) Skill Test with a Target Number of 35.

#### **Assault Turret**

Cost: 15000 CR

A programmed turret construct that will attack hostile targets for you. Use the stats for the basic form of the Assault Turret Adversary (Page 211.) Deploying the construct requires an Engineering (*Using*) Skill Test with a Target Number of 20. Comes with 1 small Element battery, which must be replaced when it wears out.

#### **Complex Gear Lock**

Cost: 5000 CR

This is the most complicated gear-based lock that Engineers have been able to create. The Thievery (*Lockpicking*) Skill Test Target Number is 30.

#### **Concussion Grenade**

Cost: 4000 CR

This grenade contains an explosive core that sends out a sonic shock wave. The grenade can be thrown with an Engineering (*Using*) Skill Test with a Target Number equal to the distance of the target area in feet. Failing causes the grenade to fall in an appropriate place along the trajectory according to the result. The grenade explodes on impact and deals Stuns all targets in a 10-foot radius for Duration 1. This item is expended upon use.

#### **Explosive Ammo Pack**

Cost: 5000 CR + cost of the ammunition

This box contains 20 projectiles that are tipped with a substance that explodes on impact, housed in a very thin metal capsule. The projectile deals 2(B) damage in addition to normal weapon damage to the target and 1(B) damage to everything immediately adjacent. The projectiles can be bought as arrows, bolts, bullets, pellets, or



shells. Attacks must be declared to use the explosive ammo prior to the Attack Test, and the projectile is expended even if the attack misses.

### Fire Grenade

Cost: 4000 CR

This grenade contains an explosive core that sends out a sonic shock wave. The grenade can be thrown with an Engineering (*Using*) Skill Test with a Target Number equal to the distance of the target area in feet. Failing causes the grenade to fall in an appropriate place along the trajectory according to the result. The grenade explodes on impact and deals Stuns all targets in a 10-foot radius for Duration 1. This item is expended upon use.

### Healbot

Cost: 10000 CR

A waist-high construct that has a built-in Medicinal Kit to heal organic creatures. It moves on metal treads and will follow anything it is instructed to. It will heal organic allies, pets, and Companions at a rate of 1 HP per round, but can only heal one target each round. Comes with 1 small Element battery, which must be replaced when it wears out.

### Magnetic Shield

Cost: 10000 CR

A magnetic generator belt that projects a field to reduce the impact of high-velocity metallic objects. This grants 1(P) and 1(B) armor against ranged and ballistic attacks. Comes with 1 small Element battery, which must be replaced when it wears out.

### Repairbot

Cost: 7500 CR

A small construct that can repair armor, weapons, vehicles, and other constructs. It is approximately knee-high on a human and runs on metal treads. It will follow anything it is instructed to, repairing machines, constructs, and vehicles at a rate of 1 HP per round, but it can only repair one target each round. Outside of combat, it will automatically repair any sundered armor or weapons. Comes with 1 small Element battery, which must be replaced when it wears out.

### Rare Gadgets

To create rare gadgets, you must make an Engineering (*Crafting*) Skill Test with a Target Number of 40.

### Combat Golem

Cost: 25000 CR

A fully mobile attack construct. Use the stats of the basic form of the Combat Golem Adversary. (Page 212.) Deploying the construct requires an Engineering (*Using*) Skill Test with a Target Number of 25. Comes with 1 medium Element battery, which must be replaced when it wears out.

### Combination Lock

Cost: 1000 CR

This lock is not built with gears, but is opened via a numeric code punched into a key pad. This lock cannot be picked. However, it can be disabled via an Engineering (*Using*) Skill Test with a Target Number of 35.

### Jet Pack

Cost: 25000 CR

Giant steam jets on this metal backpack propel you upward, lifting you off the ground. Once activated, you can use the jet pack to fly for Duration [P]. If you have not landed by the last round, you fall and suffer fall damage based on the height you were flying. Flying forward in a straight line deals 1(E) damage, per move action, as the steam jets hit your legs. Comes with 1 medium Element battery, which is used up by a single activation and must be replaced. This gadget cannot be used by Large races, someone wearing Heavy armor, or by anyone carrying a large amount of weight.

### Large Element Battery

Cost: 10000 CR

A copper box, two feet long and one foot high and wide, that contains processed Element. It is capable of powering devices by placing it into a designated slot. Lasts 30 hours. If a device needs an Element battery and you are not Proficient, you can buy the battery and pay someone to change it for you.

### Pneumatic Lock-Picking Kit

Cost: 10000 CR

This automatic lock picker blasts the gear lock with an alchemical spray to first freeze, then shatter the locking mechanism. It grants a +6 bonus on Thievery (*Lockpicking*) Skill Tests. The lock is rendered useless after being picked this way.

### Steambot

Cost: 50000 CR

A programmed assassin construct. Use the stats of the basic form of the Steambot Adversary. Deploying the construct requires an Engineering (*Using*) Skill Test with a Target Number of 30. Comes with 1 medium Element battery, which must be replaced when it wears out.

### Surgeon's Medicinal Kit

Cost: 10000 CR

Contains everything needed to perform complex surgeries on the battlefield. This kit heals 4 HP with a successful First Aid (*Healing*) Skill Test. The kit is not expended upon use, but does expend 1 Medicinal Kit Supply pack. The kit comes with 1 supply pack.

## Enchantments

Enchantment Tomes are a special type of equipment. They are not something you equip and use, but



rather something you learn. When you purchase an Enchantment Tome, you are able to perform the ritual to cast a particular enchantment. Each tome is only a few sheets of parchment and can be combined into a larger book. If a tome is lost, stolen, or resold, you can no longer cast the enchantment.

Enchantments are divided up into 5 tiers. There are also 5 tiers of spells, and these two sets of tiers match up. So in order to cast a Disciple enchantment, you must first unlock Disciple spells from any Band.

To cast an enchantment, you must wield an implement and pass an Enchanting (*Casting*) Skill Test. Each enchantment tier will show you the target number required to successfully cast the enchantment. You can only cast the same enchantment once every 24 hours. Only inanimate, inorganic objects can be enchanted. Objects can only have one active enchantment at a time. Casting an enchantment takes a number of minutes equal to the enchantment's tier. Once an enchantment has been successfully cast, it is permanent. However, it can be removed with a successful Enchanting (*Disenchanting*) Skill Test with a Target Number equal to the Enchanting Skill Test result, or by the original caster placing a new Enchantment upon it.

## Initiate Enchantments

To cast Initiate enchantments, you must be able to cast Initiate spells and make an Enchanting (*Casting*) Skill Test with a Target Number of 20.

### **Bright**

Cost: 2500

Enchant any object to make it glow in a 10-foot radius.

### **Buoyant**

Cost: 2500 CR

Enchant any object to make it float when in water.

### **Encode**

Cost: 2500 CR

Make text unreadable except by you and anyone that you specify while casting the enchantment. You can encode a number of pages equal to your Prowess. Anyone may attempt to decipher the code with a Knowledge (*Auramancy* or as common sense dictates) Skill Test with a Target Number equal to the result of the Enchanting Skill Test.

### **Holding**

Cost: 2500 CR

Enchant a weapon or implement so that it cannot be Disarmed.

### **Lock**

Cost: 2500 CR

Enchant a box, doorway, or window so that it is

magically locked. It can only be opened by a command word, determined when casting the enchantment, or by being disenchanting.

### **Minor Alert System**

Cost: 2500 CR

Enchant a doorway or window with a minor alert system. As long as you are within 50 feet of the door, you will be mentally alerted when anyone passes through. However, you will not know if the creature is friend or foe. You may allow your allies to be alerted as well by increasing the Target Number by +2 for each ally.

### **Quick**

Cost: 2500 CR

Enchant a weapon, implement, or armor to give its wielder +1 Initiative.

### **Silent**

Cost: 2500 CR

Enchant a doorway or window so that no sound passes through it.

### **Striking Weapon**

Cost: 2500 CR

Enchant a weapon or implement so that it gains +1 on Attack or Auramancy Tests.

### **Swiftess**

Cost: 2500 CR

Enchant a pair of boots or shoes to give +5 Speed.

## Disciple Enchantments

To cast Disciple enchantments, you must be able to cast Disciple spells and make an Enchanting (*Casting*) Skill Test with a Target Number of 25.

### **Darkness**

Cost: 5000 CR

Enchant an area to have pure darkness in a 30-foot radius. Light cannot penetrate the darkness, and anyone inside it is considered Blind.

### **Glass Eye**

Cost: 5000 CR

Enchant a small glass marble to turn it into an eye. By blocking out your own senses, you can see whatever the magic eye can see. While looking through the eye, you are completely unaware of what is happening around you. The range for the connection is equal to the Enchanting Skill Test's result in miles.

### **Free Movement**

Cost: 5000 CR

Enchant any piece of armor or shield to remove any penalty on Attack Tests it imposes.



### Lethal Weapon

Cost: 5000 CR

Enchant any weapon or implement to have +1 Threshold damage.

### Minor Weapon Detector

Cost: 5000 CR

Make any doorway or window able to detect weapons. If a weapon or implement passes through it, you will be mentally alerted as long as you are within 25 feet. You will not know what type of weapon it is. To smuggle an item through without setting off the alarm, you must make a Stealth (*Smuggling*) Skill Test with a Target Number of 20. You may allow your allies to be alerted as well by increasing the Target Number by +2 for each ally.

### Tracking Bug

Cost: 5000 CR

Enchant an object to always be aware of its location.

## Adept Enchantments

To cast Adept enchantments, you must be able to cast Adept spells and make an Enchanting (*Casting*) Skill Test with a Target Number of 30.

### Detect Magic

Cost: 10000 CR

This enchantment is not permanent and can only be cast on a defined area, such as a room. If any spell is cast in that area, or if an enchantment is already upon it, you will be immediately notified. This enchantment can be cast once per hour, instead of every 24 hours. The enchantment lasts for Duration [P] hours. Only one Detect Magic Enchantment can be active at one time.

### Improved Alert System

Cost: 10000 CR

Enchant a doorway or window with an improved alert system. You will be mentally alerted when anyone passes through the door as long as you are within 100 feet. You will also be alerted if the creature is friend or foe. You may allow your allies to be alerted as well by increasing the Target Number by +2 for each ally.

### Magic Armor

Cost: 10000 CR

Enchant any piece of armor or shield to gain +1 armor to a single type it already has.

### Magic Trap

Cost: 10000 CR

Set a magical trap on any object, like a door knob or key. Once the trap is set, you can cast any damage or negative status condition spell of Tier 3 or lower into it and the trap will contain that spell. The next person to touch that object will set off the trap and be attacked by the spell, with the Enchanting (*Casting*) Skill

Test result as the Auramancy Attack Value.

### Magic Weapon

Cost: 10000 CR

Enchant a weapon to give it +1 damage to a single type it already has, or an implement to deal +1 magic damage.

## Master Enchantments

To cast Master enchantments, you must be able to cast Master spells and make an Enchanting (*Casting*) Skill Test with a Target Number of 35.

### Defensive Armor

Cost: 25000 CR

Enchant any piece of armor or shield to grant +2 Physical Defense. A character may only wear one piece of armor enchanted with this enchantment.

### Enchantment of Scrying

Cost: 25000 CR

Cast on any reflective surface, such as a mirror or pool of water. When you place an object owned by a person on the surface, you can see exactly what they are doing at that moment.

### Impact

Cost: 25000 CR

Enchant any weapon to cause Knockback 5 when it deals at least 1 point of damage to a target.

### Improved Weapon Detector

Cost: 25000 CR

Make any doorway able to detect weapons. If a weapon passes through it, you will be mentally alerted as long as you are within 50 feet of the doorway. You will also be alerted to what kind of weapon it is. To smuggle an item through without setting the alarm, you must make a Stealth (*Smuggle*) check with a target number of 20. You may allow your allies to be alerted as well. Increase the check difficulty by +2 for each ally.

## Magus Enchantments

To cast Magus enchantments, you must be able to cast Magus spells and make an Enchanting (*Casting*) Skill Test with a Target Number of 40.

### Critical Weapon

Cost: 50000 CR

The critical threat range of this weapon or implement is increased by 1.

### Enchantment of Power

Cost: 50000 CR

Make any piece of armor grant +1 Attribute of your choice. A character may only wear one piece of armor enchanted with this enchantment.



### Leeching

Cost: 50000 CR

Enchant a weapon or implement to heal the wielder 1 HP whenever it deals at least 1 point of damage with an attack or spell.

### Protected

Cost: 50000 CR

This enchantment must be cast on another active enchantment. Add +2 to the Enchanting (*Disenchanting*) Target Number for that enchantment. This enchantment can only be cast once on each target enchantment.

## Heirlooms

Heirlooms are special items only available to those of the Noble Class Background. They are family treasures that have usually been passed down through generations and provide a special and rare bonus to the owner. They are given to the character by a prominent member of the character's House when they set off to start their adventure. Members of the Noble Class choose only one Heirloom, and only during the character creation process. After that, these items are unavailable.

Items with inherent magic properties cannot have modifications or be enchanted further.

### House Aspirian

**Cloak of Many Colors:** This rare cloak was given as a gift during a major trade deal generations ago and has been a symbol of the prestige of House Aspirian ever since. The cloak changes color between red, green, blue, black, and white, often displaying two or even three colors at once. The colors automatically adapt to the wearer's need, turning black for a +2 Stealth (*Hiding*) Skill Test bonus at night and green for the same bonus in plant cover. The cloak grants the wearer +1(E) armor from all sources. It also allows the wearer to be recognized as a member of the prestigious house in any realm, as House Aspirian trades with all races, granting a +2 Influence (*Diplomacy*) Skill Test bonus and causing them to be treated with respect.

**Waldorf Aspirian's Lucky Coin:** The very first gold coin ever earned by the patriarch of House Aspirian. It is incredibly old, and the engraving on the coin has long since been rubbed away by the many hands that have held it. The bearer of this coin has all their die roll results increased by 1, to a maximum of 12, as long as it is somewhere on their person. If it is held in the hand, it takes the hand equipment slot. The die roll boost cannot cause critical hits.

### House Bandici

**Dawnblade:** This dark steel sword has a red tint to the blade and is as hard and sharp as a weapon of elven craftsmanship. It is believed to be made by Ignis himself, given to the Bandici family as a reward for their faithful service. It may be a short sword, longsword, or greatsword to fit your character, but once you have chosen it does not change forms. When Dawnblade is drawn from its sheath, the blade ignites in flames, dealing +2(E) damage in addition to normal weapon damage. It also has +1 Threshold and cannot be sundered. You must have the appropriate Novice Proficiency to wield the blade.

**Flamewall:** A steel kite shield inlaid with red gold flames. This shield saw many battles during the Primarch's War and saved the lives of many Bandici family members. Some say the gold has become redder over time as it drinks any blood spilled on it. This shield grants +1 (C) and +1 (M) in addition to normal kite shield armor. It also makes all melee, ranged, and ballistic critical hits against the wielder reflect half the damage back to the attacker. The wielder still takes full damage.

### House Malincroft

**Kingcloak:** This brown traveling cloak was worn by Bryndon Malincroft himself during his exile from Kuria. During his travels, he had it enchanted by Auramancers of various races. The cloak grants +1(M) armor and increases your total Health Pips by 4. This may exceed the normal maximum of 20 HP.

**Royal Signet Ring:** A golden ring engraved with the royal crest of House Malincroft. A relatively recent addition to the family, it was enchanted by the Grand Auramancer of the Larith School of Auramancy. The ring functions as an implement, allowing the wearer to cast spells while leaving their hands free. It also grants a +2 bonus on all Auramancy Tests. You must have Novice Implement Proficiency to use the ring. While in the Kurian kingdom, showing this ring will let anyone know you are a member of the royal family, and you will never have to pay for room and board or drinks. The ring also signifies you as a valuable hostage if you are captured by an enemy.

### House Ravensgate

**High Priest Darius' Scepter:** When the Horn House was all but destroyed during the Malincroft rebellion, House Ravensgate ensured that Darius Horn's clerical scepter passed to them. Seen by some as a symbol of corruption, the scepter is a powerful tool against the Black Band and creatures of darkness. The scepter is both a mace, a medium melee weapon, and an implement, but using it as either requires the appropriate Novice Proficiency. It grants +2 damage to all attacks and spells against members of the Black Band, Shadow Archons, Nightmares, and Undead. It also grants 1



damage reduction, which is applied before armor and counts against critical hits, against all attacks and spells from the same enemies.

**Relic of the First Angel:** This sun-shaped reliquary amulet contains a bead of white light that is supposedly all that remains of Angelus' first light archon. The amulet glows white any time a shadow archon or any undead are within 100 feet. The wearer of the amulet is able to heal themselves or adjacent allies a total of 10 Health Pips every day without spending any Action Points.

### House Riacles

**Auto:** This cat-sized construct seems to have sentience and will follow you around faithfully, helping you in any way that it can. Created by an unknown genius, one day it began to appear and follow around members of House Riacles. It appears to be made of brass except it is indestructible. Auto has a rudimentary humanoid torso, complete with arms and grasping hands, attached to a ball that allows it to move around. For longer travel, Auto collapses entirely into the ball but is still able to navigate on its own. Auto is unable to traverse stairs, Difficult Terrain, climb, or swim.

The construct is considered a Pet and cannot participate in combat. It can Give Aid on any Skill Test you or an ally performs, even in combat, granting a +3 bonus, except on Influence, Perception, Performance, and Trickery. Auto is able to perform Thievery (*Lockpicking*) Skill Tests with an automatic result of 25. It is also able to prepare and cook food and set up a campsite. It can fetch and carry simple objects, but is unable to carry large or heavy objects or transport anything for an extended time. Auto can understand basic commands in any language, but is only able to respond with one click for "yes" or two clicks for "no." It has no discernible power source and only shuts down when instructed.

**Inventor's Kit:** This kit contains every tool needed to expertly create gadgets, some of which are one-of-a-kind. With this kit, only half the resources and currency are needed to engineer a gadget. In addition, any gadgets created have +1 damage and any limited-use gadgets have +1 use. This kit can be used with an Engineering (*Determining*) Skill Test to gain a gadget's schematic without destroying the gadget.

### House Viera

**Purebred Destrier:** A rare breed of warhorse, the destrier is highly sought after and extremely valuable, a breed that has long been used in the Viera family. This horse comes with a studbook showing it is descended from several generations of purebred destriers. The rider gains a +1 Handling bonus to Control Mount/Vehicle (*Riding*) Skill Tests with this horse. In addition, the horse has a +10 foot Speed bonus and a +2 Physical

Defense bonus. The horse comes with a saddle and livery with the Viera crest.

**Viera Goldcloak:** House Viera has always been known to flaunt its wealth, and nothing says wealthy like a cloak of gold thread. Emblazoned with the crest of House Viera, this cloak is famous throughout Kuria. Even many in other realms will recognize the rich house's crest, and those who do will treat the wearer with greater respect. It grants 1 damage reduction, which is applied before armor and counts against critical hits, against all attacks and spells. It is also enchanted to flutter slightly at all times, even if there is no breeze.

### Minor Houses

**Ring of Speed:** This silver ring grants the wearer incredible speed, allowing them to move at a blur. The wearer gains +1 Action Point.

**Ring of Power:** A golden ring that fills the wearer with power and makes them better at everything they do. The wearer gains +1 Prowess.

## Aurafacts

Aurafacts are incredibly rare items crafted with the power of the Aura itself. These ancient relics of the Mythic Age were created mostly by the Artis Magicae. Most were lost or destroyed during the Primarch's War, but some still remain. The Kurian noble houses have accumulated a few items over hundreds of years, but now most items are found in remote places and forgotten ruins. Occasionally, a well-connected merchant will be selling a single item. Anyone else who procures a magic item should consider themselves very lucky. Items with inherent magic properties cannot have modifications or be enchanted further.

### Aura Stone

Value: 75000 CR

This clear crystal, about the size of a thumb, projects an incredibly powerful Aura. When held by an Auramancer, it will rise from their hand and begin to orbit slowly around their head. It grants +2 on all Auramancy Tests.

### Bloodplate Armor

Value: 130000 CR

This full suit, including a helm, of dark steel plate armor is etched with several runes across the cuirass. When the wearer is injured by an attack or physical spell, the armor drinks their blood, causing the runes to glow. The more blood it drinks, the brighter the glow. Grants a +1 Physical Defense bonus every time the wearer takes at least 1 damage, up to a maximum of their Prowess Attribute Value. The bonus lasts until the end of the encounter.

Type: Heavy armor, full steel plate  
Armor Rating: 4(P) 5(S) 3(C)



Special: -4 on Attack Tests.

### Bottomless Bag

Value: 25000 CR

This bag appears to be a high-quality linen sack, but it is capable of holding far more than it should physically be able to. The quantity of 10 burlap sacks could fit inside this bag, and while it may look full at that point, it still weighs very little. The bag is not waterproof, allowing liquid to leak out or seep in.

### Brute Mask

Value: 50000 CR

Armor Rating: 1(P) 1(S) 1(C)

Type: Mask

Sharp angular lines are sculpted into this metal mask. When worn, the lines glow with arcane energy and provide great strength to the wearer. It grants a +1 Brawn Attribute bonus that may exceed the wearer's racial Attribute maximum.

### Cornucopia Box

Value: 15000 CR

A simple wooden box engraved with a cornucopia basket on the lid. Every day, it generates food, but not water, for up to 4 people or animals. The quality of the food is slightly better than rations, and in some cases needs to be cooked.

### Dragon Tooth

Value: 50000 CR

Wild dragons are nearly all extinct, but parts of them still exist. The point of this tooth is still just as deadly as when the dragon was alive.

Type: Light weapon, dagger

Damage: 4(P)

Range: N/A

Threshold: 4

Special: +2 to Stealth (*Smuggle*) Skill Tests. The critical range of this weapon is increased by 1.

### Dragonscale Armor

Cost: 100000 CR

This Medium scalemail armor is crafted from the hide of a dragon. The scales overlap flawlessly, with a small ridge down the center of each one. Their original color was bronze, but the tanning process and age have browned them. Still, they have a sheen in the right light. The armor is lightweight, flexes easily, and is immune to fire.

Type: Medium armor, scalemail

Armor Rating: 4(P) 4(S) 2(C) 1(B) 1(M)

Special: Immune to Element damage from fire sources. No penalty on Attack Tests.

### Dragonwing Cloak

Cost: 150000 CR

Fashioned from the leathery membrane of a dragon's wing, this cloak may not look like much at first glance

and may even seem repulsive. The skin is strong, durable, and fire resistant, granting +1(S) and +1(E) fire armor. The cloak has been enchanted to bestow the wearer with the original function of the wing, allowing them to fly once per day at their standard Speed for Duration [P].

### Firelog

Value: 10000 CR

A single round, wooden log, approximately one foot in length, that ignites when set on dirt or stone. The fire is as hot as a normal campfire, puts off light, can ignite things on fire, and can even cause burns, but the log itself is cool to the touch. The fire creates no smoke, soot, or ash. Picking the log up immediately puts the fire out.

### Frost Storm Axe/Hammer

Cost: 100000 CR

Rumored to be made by orcish mages in the northern mountains, this weapon is made from a pale steel and is cold to the touch. When it is swung with enough force, it unleashes the force of a winter storm, even creating frost and a burst of snowflakes.

Type: Heavy weapon, greataxe or maul

Damage: As weapon, +1(E) cold damage

Threshold: 6

Special: 2-Handed. On a critical hit, organic targets, living or undead, immediately suffer Frostbite.

### Unicorn Horn

Value: 25000 CR

The only way to obtain this item is to kill a unicorn, an act many consider to be evil given the purity of the animal. If it is touched to the wounds of someone who is dying, they will instantly be restored to 1 HP and become conscious. It will also reset their Death Clock for the day.

### House Tent

Value: 25000 CR

A canvas A-frame tent with no poles that rolls up as tightly as a bedroll and is just as light. When set on the ground, it erects itself to the size of a normal tent. Inside, however, it is as large as three tents, capable of sleeping 6. It is completely waterproof, the opening prevents insects from entering, and it holds in heat better than a normal tent. It grants a +5 bonus on Stamina (*Resistance*) Skill Tests to withstand temperatures and the elements.

### Lightbow

Cost: 100000 CR

One would assume this longbow would be impossible to draw, as it is made from a dark steel. However, the weight of the draw is no different than a normal longbow. When the string is pulled to its full length, an incorporeal arrow appears on the string. The arrow is a part of the bow's Aura, and glows slightly. When released, it flies and



behaves like a normal arrow, except it is unaffected by wind. The arrow damages a target's Aura, rather than piercing its flesh. The bow may also use normal arrows.

Type: Ranged weapon, longbow

Damage: 4(M)

Threshold: 3

Range: 150 Feet

Special: 2-Handed. Requires no ammunition.

### Lightning Blade

Cost: 80000 CR

The steel of this blade is tinged blue and glows with bolts of electricity that crackle down its length from the hilt. It is rumored that weapons like this were created at the Water Castle, one of the earliest experiments of manipulating an item's Aura with enchanting.

Type: Medium weapon, broadsword, longsword, or rapier

Damage: As weapon, +1(E) shock damage

Threshold: As weapon, +1

Special: As weapon. Attacks that deal at least 1 damage, including Elemental damage, Daze the target for Duration 1.

### Ring of the Elements

Value: 30000 CR

This ring is set with 3 tiny gems, a ruby, sapphire, and diamond. The gems absorb the energy of elemental damage, granting +1(E) damage against all sources.

### Ring of Protection

Value: 40000 CR

This iron ring lacks any adornment, but grants the wearer +2 Physical and Spiritual Defense.

### Ring of Reflection

Value: 30000 CR

An iron ring polished to a reflective surface. Whenever the wearer suffers at least 1 damage, 1 damage is also dealt to the attacker, which cannot be blocked by armor soak.

### Runehide Armor

Cost: 75000 CR

Made by the Artis Magicae, this leather armor is designed to protect Auramancers in combat without hindering spellcasting. However, it was also popularly used by mage hunters due to its flexibility and magical protection. Several glowing runes line the front of the cuirass, an advanced form of enchanting lost in ages past.

Type: Light armor, leather armor

Armor Rating: 1(P) 2(S) 2(M)

Special: No penalty on Auramancy Tests.

### Shadowcloak

Value: 25000 CR

This black cloak appears to be made from shadow, almost incorporeal except for the

dark outline. When in darkness or shadows in dim light, the wearer is invisible to anyone without dark vision.

### Soulstone

Value: 70000 CR

Created by dark magic, this hand-sized black crystal contains an unfortunate soul captured by a corrupt member of the Black Band. It can be used as an implement, with the proper Proficiency, by anyone in the Black Band to gain +2 magic damage on all offensive spells. If it is destroyed, the soul inside will refresh the Death Clock of anyone nearby as a show of thanks.

### Thought Mask

Value: 30000 CR

Armor Rating: 1(M)

Type: Mask

A silver mask inlaid with 3 different jewels that only covers the wearer's brow. The jewels are enchanted to help with memory recollection, and each one grants an additional Knowledge Facet, which are predetermined for each mask. The mask also grants the wearer a +2 bonus on any Knowledge Facets they already have, or +5 if that Facet overlaps with one granted by a jewel.

### Vitality Mask

Value: 25000 CR

Armor Rating: N/A

Type: Mask

A tribal mask made from the front of a polished humanoid skull. The lower jaw is missing, but the front teeth are still in place. The skull gives the wearer some of the original owner's life force, granting +2 Health Pips. This can exceed the maximum of 20.

### Whispering Stones

Value: 20000 CR

Once a part of a larger set, these two stones allow communication at a great distance. Any noise near one stone, particularly voices, emits from the other and vice versa, allowing for full conversations. Each stone is completely smooth and polished black, small enough to fit comfortably in the palm of your hand. It is possible that more stones could be found.

## Mounts and Vehicles

The quickest way to travel through Edara is to purchase your own mount or vehicle. Mounts are defined as animals, and some machines, that can be ridden, and require the Control Vehicle (*Riding*) skill to use. Vehicles are any kind mobile machine used for transport, and can be either steam-powered or animal-driven. They require either the Control Vehicle (*Driving*), for land vehicles, or Control Vehicle (*Piloting*), for water and air vehicles, Skills to use. Both mounts and vehicles have Handling Modifiers,



which represent the difficulty of steering the mount or vehicle and are added to the Skill Test.

Mounts move similarly to characters, with a movement Speed that they are able to travel with Running and Sprinting movement actions. Vehicles move much differently. They have a **Current Speed** that is the distance they move each round, which can be adjusted up or down by the vehicle's Speed Rating up to its Max Speed. For more information on mount and vehicle movement and combat, see Chapter 13: Combat.

The cost listed for each item is considered the average price but is based on GM discretion for the area you are traveling in. In some locations, steam power, Element batteries, spare parts, and animal mounts are hard to come by and must be shipped in, so vehicles and mounts can be much more expensive.

## Mounts

Mounts are ride-able animals and the basic form of travel in Edara. They are great at sprinting in short distances, but cannot maintain speed over long-distance travel like a vehicle. However, they are cheaper, easier to come by, and easier to maintain. Mounts have no natural armor, but may be given armor equipment to wear. All mounts come with full tack, including bridle, reins, and saddle. Live animals require food just as the mortal races do.

### Donkey

A working animal, smaller than other mounts. Does not have the speed or gallantry of a horse, but makes for a great beast of burden.

Cost: 2500 CR

Base Defense: 12

Health Pips: 8

Handling: -1

Speed: 50 Feet

Special: Can equip up to 2 sets of saddle bags.

### Horse

The most common mount and often used in battle, horses are fast and durable.

Cost: 8000 CR

Base Defense: 15

Health Pips: 15

Handling: +1

Speed: 100 Feet

Special: Horses are the only basic mounts strong enough to carry a rider in Heavy armor, and without stirrups the rider suffers a -5 penalty on their Control Mount/Vehicle (*Riding*) Skill Test.

### Mule

The offspring of a donkey and a horse shares some of the best characteristics of each. The mule is faster and easier to ride than the donkey.

Cost: 5000 CR

Base Defense: 10

Health Pips: 10

Handling: +/-0

Speed: 70 Feet

## Mount Accessories

Accessories are pieces of equipment for your mount. Some Accessories require you to have a specific Proficiency in order to be used, which are listed with the item. Mounts can wear armor, which can be found in the Armor Section of this chapter.

### Custom Saddle

Cost: 5000 CR

This saddle is custom-made for the wearer, granting increased control. Gain +1 Handling. Cannot be equipped with the Steam Saddle.

### Mechanized Mount

Cost: Original mount cost + 25000 CR

A mechanical version of an animal mount, created from clockwork and powered by steam. It has no will or intelligence of its own, but responds to commands as its animal counterpart would. Controlling the mechanized mount still requires Control Vehicle (*Riding*) Skill Tests.

Requirement: Complex Gadget Proficiency

Health Pips: 15

Armor Rating: 2(P) 4(S) 2(C) 2(B)

Defense: Base Defense + 4

Handling: Base Handling -1

Speed: Base Speed increased by 25%

Special: Being a machine, the mount does not die when its HP reaches 0, but may be repaired following normal vehicle destruction rules. Imposes a -5 penalty on Stealth (*Hiding*) Skill Tests made while mounted. Comes with 1 medium Element battery, which must be replaced when it wears out. Only the basic mounts can be mechanized.

### Riding Crop

Cost: 250 CR

This short whip allows the rider to spur a mount to move much quicker for a short time. For 1 AP, increase the mount's Speed by 10 feet for the current round. The animal suffers 1 damage to its HP. Cannot be used with a mechanized mount.

### Saddle Bags

Cost: 2000 CR

These two leather bags attach to either side of a saddle for storage. Together, they are able to hold as much as a normal backpack.

### Steam Saddle

Cost: 10000 CR

A mechanical saddle that matches the mount's movement to better lift and distribute the rider's weight, granting +2 Handling. The saddle must be strapped to the rider's waist, which helps



prevent them from falling and gives them +2 Physical Defense against being dismounted. It takes +1 Action Point to mount and dismount from this saddle. Cannot be equipped with the Custom Saddle. Comes with 1 small Element battery, which must be replaced when it wears out.

Requirement: Advanced Gadget Proficiency

### Stirrups

Cost: 2500

Leather straps that attach to a saddle on each side of a mount to support a rider's feet. Grants +1 Handling if the rider is wearing Light or Medium armor, or negates the penalty for riding in Heavy armor.

## Vehicles

Vehicles are a more advanced form of movement. Vehicles are usually mechanical and steam powered. Vehicles are rare, expensive, and harder to drive. Yet they offer the fastest and most versatile movement options.

### Automobile

A sleek, 4-wheeled vehicle with smooth siding. The engine is in the front of the vehicle with a pipe running to the back for steam exhaust.

Cost: 70000 Currency

Type: Land

Health Pips: 12

Armor Rating: 4(P) 5(S) 3(C) 3(B)

Base Defense: 10

Handling: +1

Speed Rating: 130 Feet/9 mph

Max Speed: 675 Feet/45 mph

Ram Rating: 8(C)

Stealth Rating: -1, -6 when running

Seats: 2

Special: Comes with 1 large Element battery, which must be replaced when it wears out.

### Barge

A flat, wooden boat, sometimes with a cabin, with a steam motor and propeller.

Cost: 30000 CR

Type: Water

Health Pips: 10

Armor Rating: 2(P) 2(S) 1(C)

Base Defense: 10

Handling: -2, additional -2 for each worsening weather increment

Speed Rating: 75 Feet/5 mph

Max Speed: 150 Feet/10 mph

Ram Rating: 3(C)

Stealth Rating: -2, -7 when running

Seats: 10

Special: Comes with 1 large Element battery, which must be replaced when it wears out.

### Biplane

A small, fixed-wing aircraft with two wings stacked on top of each other and propelled with a rotary engine. It has a short-coupled wooden fuselage, with the tail close to the wings, covered with fabric.

Cost: 70000 CR

Type: Air

Health Pips: 15

Armor Rating: 1(P) 2(S)

Base Defense: 15

Handling: +2, +/-0 in unfavorable winds

Speed Rating: 300 Feet/20 mph

Max Speed: 1200 Feet/80 mph

Max Elevation: 750 Feet. Exceeding this causes the engine to stall and the vehicle to plummet. Restarting the engine requires a Control Vehicle (*Piloting*) Skill Test with a Target Number of 30, Handling does not apply.

Ram Rating: 10(C), destroys the vehicle

Stealth Rating: -3 at low altitude, 0 at high altitude

Seats: 2

Special: This vehicle is incapable of making 2 90° or sharper turns in opposite directions, horizontally or vertically, on the same turn. Making 2 90° turns in the same direction in the same turn Dazes the operator for Duration 1, making 1 180° turn deals 1 damage and Dazes the operator for Duration 1, and making 2 180° turns makes the operator unconscious. Cannot equip Heavy weapons. Comes with 1 medium Element battery, which must be replaced when it wears out.

### Drawn Carriage

An old fashioned carriage drawn by animals, in a team of two or four.

Cost: 15000 CR + cost of the animals

Type: Land

Health Pips: 8

Armor Rating: 1(P) 2(S)

Base Defense: 10

Handling: -1

Speed Rating: 100 Feet/7 mph

Max Speed: 2 Team: 225 Feet/15 mph (Donkey), 300 Feet/20 mph (Mule), or 450 Feet/30 mph (Horse)

4 Team: 375 Feet/25 mph (Donkey), 450 Feet/30 mph (Mule), or 600 Feet/40 mph (Horse)

Ram Rating: 3(C), side only

Stealth Rating: 0

Seats: 6, 2 in the driver seat and 4 inside

Special: These statistics can also be used for four-wheeled wagons, but lower the Handling by 1.

### Gondola

A long, flat-bottomed boat that can be propelled and steered with a single oar. Gondolas can have an awning or cabin to provide shelter.

Cost: 15000 CR

Type: Water

Health Pips: 5

Armor Rating: 1(P) 1(S)

Base Defense: 12



Handling: +1, -2 for each worsening weather increment  
Speed Rating: 15 Feet/1 mph  
Max Speed: 75 Feet/5 mph  
Ram Rating: N/A  
Stealth Rating: +2  
Seats: 4  
Special: Cannot equip Heavy weapons.

### Hot Air Balloon

A wicker basket lifted into the air by a giant balloon filled with heated gas.  
Cost: 50000 CR  
Type: Air  
Health Pips: 5  
Armor Rating: NA  
Base Defense: 13  
Handling: +2 with favorable winds, -5 with unfavorable winds  
Speed Rating: Dependent on wind speed. Ascend/Descend at 50 Feet/round  
Max Speed: 75 Feet/5 mph  
Ram Rating: N/A  
Max Elevation: 500 Feet  
Stealth Rating: +1 for every 100 Feet above ground.  
Seats: 4  
Special: The gas must be replaced after 10 hours of use, which costs 3000 CR. Cannot equip Heavy weapons. Comes with 1 small Element battery, which must be replaced when it wears out.

### Pull Cart

A two-wheeled wagon, pulled by a single animal.  
Cost: 10000 CR + cost of the animal  
Type: Land  
Health Pips: 5  
Base Defense: 8  
Handling: -2  
Speed Rating: 75 Feet/5 mph  
Max Speed: 150 Feet/10 mph (Donkey), 225 Feet/15 mph (Mule) 375 Feet/25 mph (Horse)  
Ram Rating: 1(C), side only  
Stealth Rating: +1  
Seats: 2  
Special: Cannot equip Heavy weapons.

### Schooner

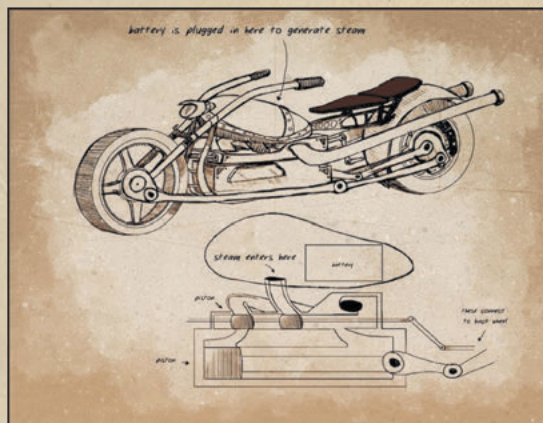
A medium-sized sailing vessel with two masts with fore-and-aft rigged sails, along the line of the boat. Common for carrying cargo and passengers.  
Cost: 80000 CR  
Type: Water  
Health Pips: 30  
Armor Rating: 5(P) 6(S) 4(C) 4(B)  
Base Defense: 12  
Handling: +/-0  
Speed Rating: Dependent on wind speed.  
Max Speed: 225 Feet/15 mph  
Stealth Rating: -1, -3 with sails raised  
Seats: 8

### Sloop

A small sailing vessel with a single mast and two sails in a fore-and-aft rig.  
Cost: 50000 CR  
Type: Water  
Health Pips: 20  
Armor Rating: 4(P) 5(S) 3(C) 3(B)  
Base Defense: 12  
Handling: +/-0  
Speed Rating: Dependent on wind speed.  
Max Speed: 150 Feet/10 mph  
Ram Rating: 5(C)  
Stealth Rating: +/-0, -2 with sails raised  
Seats: 4

### Steam Carriage

A horseless metal carriage with four wheels and a cab that is open on the front and sides. The engine is on the back of the vehicle, to prevent steam exhaust from hitting the operator or passengers.  
Cost: 35000 CR  
Type: Land  
Health Pips: 10  
Armor Rating: 3(P) 4(S) 2(C) 2(B)  
Base Defense: 10  
Handling: -1  
Speed Rating: 75 Feet/5 mph  
Max Speed: 450 Feet/30 mph  
Ram Rating: 5(C)  
Stealth Rating: -2, -7 when running  
Seats: 4  
Special: Comes with 1 medium Element battery, which must be replaced when it wears out.



### Steamcycle

A two-wheeled vehicle that requires balance to ride. Handlebars allow the front wheel to be turned for steering.  
Cost: 50000 CR  
Type: Land  
Health Pips: 5  
Armor Rating: 2(P) 3(S) 1(C) 1(B)  
Base Defense: 12  
Handling: +2  
Speed Rating: 100 Feet/7 mph  
Max Speed: 525 Feet/35 mph  
Ram Rating: N/A



Stealth Rating: +2, -3 when running  
Seats: 2  
Special: Cannot equip Heavy weapons. Comes with 1 medium Element battery, which must be replaced when it wears out.

### **Zeppelin**

A giant balloon with a metal cab attached underneath, propelled by a single large propeller.

Cost: 150000 CR  
Type: Air  
Health Pips: 30  
Armor Rating: 2(P) 5(S) 5(C) 2(B)  
Base Defense: 16  
Handling: -2  
Speed Rating: 150 feet/10 mph. Ascend/Descend at 30 feet /round.  
Max Speed: 900 Feet/60 MPH  
Max Elevation: 700 Feet  
Ram Rating: 15(C)  
Stealth Rating: -5 at low altitude, -2 at high altitude.  
Seats: 10  
Special: Comes with 1 large Element battery, which must be replaced when it wears out.

## Vehicle Modifications

Some engineers enjoy tinkering with their vehicles and adding new parts. Using or adding vehicle modifications requires the Modification Proficiency of the appropriate level. Applying a part to a vehicle requires an Engineering (*Crafting*) Skill Test with a Target Number of 20, or you can pay an engineer to do it for you. This number may increase based on the difficulty of adding a particular part. All vehicles have only 1 weapon slot, except the zeppelin and schooner which have 2.

### Simple

#### **Spiked Hubcaps**

Cost: 2000 CR  
Type: Land  
Skill Test Modifier: -2  
These caps fit on the center of each wheel of the vehicle, with outward-facing metal spikes. When using the Ram Vehicle Maneuver from the side, the vehicle deals +5(P) damage.

#### **Muffler**

Cost: 5000 CR  
Type: Land, Water  
Skill Test Modifier: +2  
This cylinder attaches to the steam exhaust pipe of an engine to muffle the hissing sound, reducing the Stealth Rating penalty when the vehicle is running to -2.

#### **Treaded Tires**

Cost: 1000 CR per tire  
Type: Land  
Skill Test Modifier: 0

With a full set, grants +1 Handling on roads and reduces the off-road Handling penalty to -3. Cannot be applied to animal-drawn vehicles.

### Average

#### **Armor Plating**

Cost: 15000 CR  
Type: Air, Land, Water  
Skill Test Modifier: +5, +2 additional for each application after the first.  
Steel or ceramic plates increase the armor value of the vehicle. Grants +2 to any single armor type except Magic. Can be applied multiple times, but must be used for a different type each time. Each application beyond the first reduces the max speed by 5 mph. Air vehicles can only have 1 application.

#### **Element Supplement**

Cost: 5000 CR  
Type: Air, Land, Water  
Skill Test Modifier: -5  
A special element battery that can be connected in tandem with the normal battery. It provides a surge of energy to over pressurize the steam engine, allowing the vehicle to reach its Max Speed in a single Change Speed Maneuver. This item is expended upon use.

#### **Improved Breaks**

Cost: 3000 CR  
Type: Land  
Skill Test Modifier: -2  
These breaks press against the wheel when activated and improve the rate at which the vehicle can slow down. When using the Sudden Stop Vehicle Maneuver, multiply the Speed Modifier by 3 instead of 4.

### Advanced

#### **Aramid Cloth Layer**

Cost: 15000 CR  
Type: Air  
Skill Test Modifier: +5  
This cover fits over the outer cloth layer of a balloon or fuselage, granting +2(B) armor.

#### **Combat Rifle**

Cost: 4000 CR  
Type: Air, Land, Water  
Skill Test Modifier: +5 mounted, +10 built-in  
Damage: 4(B)  
Threshold: 3  
Range: 100 Feet  
A weapon good for smaller vehicles. Can receive weapon modifications. Must be reloaded for 2 AP after 4 attacks. Requires bullet ammunition in a clip. Comes with 1 small Element battery, which must be replaced when it wears out. Can be mounted externally or built into the vehicle. Uses the vehicle weapon slot.



### **Improved Steering**

Cost: 5000 CR

Type: Air, Land, Water

Skill Test Modifier: +5

Adding a better steering mechanism and more responsive gears increases responsiveness. Grants +1 Handling. Cannot be applied to animal-drawn vehicles.

### **Swivel Mount**

Cost: 5000 CR

Type: Air, Land, Water

Skill Test Modifier: +5

A mount for a vehicle weapon that allows it to rotate in a 360° horizontal arc, rather than being fixed in a specific position. Does not increase weapon slots.

## Complex

### **Aerodynamic Parts**

Cost: 25000 CR

Type: Air, Land

Skill Test Modifier: +15

Replacing parts of the vehicle with lighter weight versions and adding accessories like a spoiler reduces drag on the vehicle. Grants +10 mph to the Max Speed of the Vehicle.

### **Articulated Mount**

Cost: 10000 CR

Type: Air, Land, Water

Skill Test Modifier: +10

A raised mount for a vehicle that allows it to both tilt up and down and rotate in a 360° horizontal arc, rather than being fixed in a specific position. Does not increase weapon slots.

### **Cannon**

Cost: 15000 CR

Type: Air, Land, Water

Skill Test Modifier: +5 mounted, +10 built-in

Damage: 10(B)

Threshold: 6

Range: 10-80 Feet

This large cannon deals massive amounts of damage. Can receive weapon modifications. Must be reloaded for 3 AP after every attack. Requires shell ammunition. Comes with 1 small Element battery, which must be replaced when it wears out. Can be mounted externally or built into the vehicle. Uses the vehicle weapon slot. Heavy weapon.

### **Chain Gun**

Average Cost: 8000 CR

Type: Air, Land, Water

Skill Test Modifier: +5 mounted, +10 built-in

Damage: 1(B)

Threshold: 3

Range: 75 Feet

A 6-barrelled weapon that spins when fired, spraying a rain of bullets. It costs 1 AP to make 2 attacks with

this weapon, but if the weapon is fixed, all attacks must be made against targets in a 10-foot radius of each other. Can receive weapon modifications. Must be reloaded for 5 AP after 20 attacks. Requires bullet ammunition. Comes with 1 small Element battery, which must be replaced when it wears out. Can be mounted externally or built into the vehicle. Uses the vehicle weapon slot. Heavy weapon.

## Rare

### **Bomb Deploy**

Cost: 25000 CR

Type: Air, Land, Water

Skill Test Modifier: +10

Damage: 8(B)

This device attaches to the back of your mount of vehicle and drops bombs behind you. The bomb has a slight delay, then detonates when it hits an object, attacking everything in a 10-foot radius. Must be reloaded for 2 AP after every attack. The bombs float and cost 500 CR each. Comes with 1 small Element battery, which must be replaced when it wears out. Cannot be put on a weapon mount and uses the vehicle weapon slot.

### **Flamethrower**

Cost: 20000 CR

Type: Air, Land, Water

Skill Test Modifier: +10 mounted, +15 built-in

Damage: 3(E)

Range: 15 Feet

This weapon spews a tongue of scorching flame. This version has been modified to fire faster, preventing the flame from flying back at the vehicle due to air resistance. The gas must be reloaded for 3 AP after 2 attacks and costs 1000 CR. Comes with 1 small Element battery, which must be replaced when it wears out. Can be mounted externally or built into the vehicle. Uses the vehicle weapon slot.

### **Lightning Rod**

Cost: 20000 CR

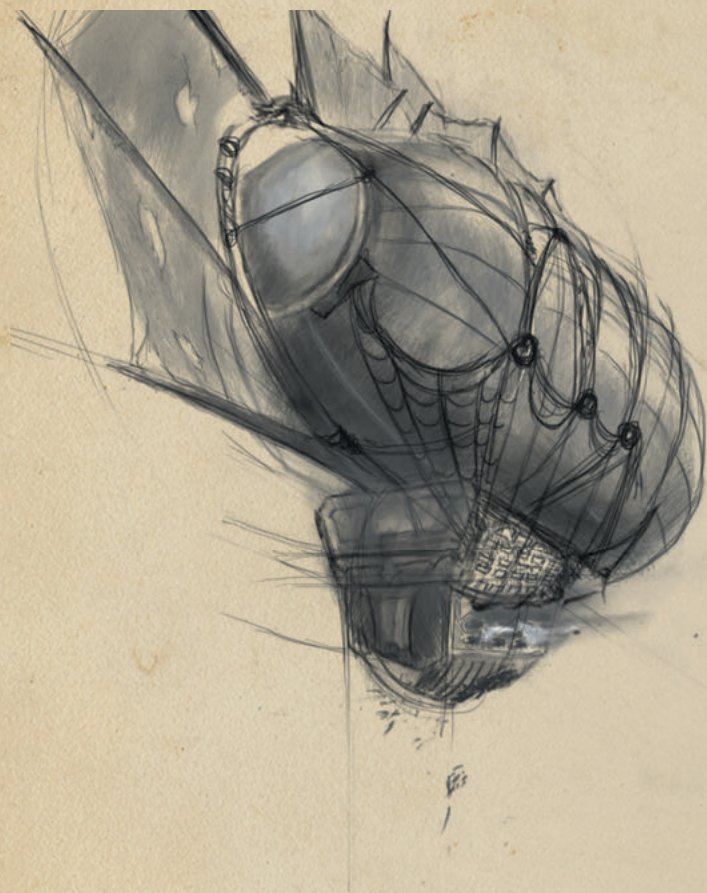
Type: Air

Skill Test Modifier: +15

This rod prevents the vehicle from being struck and dealt damage by lightning if flying in a storm. If another vehicle is within 20 feet when lightning strikes, it takes 5(E) shock damage or half the damage the lightning would normally deal, whichever is higher, unless it also has a lightning rod.



# ACT 3 The Rules



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“

*Rules are guidance for life. Without rules, there is only chaos. Rules bring order, and order brings peace.*

*The Order of the Hand prides itself on its rules.*

*The penalty for lawbreakers is swift and just, and the rewards for following them are plentiful. The same is true for all Orders of Dwarven Society.*

*Without each Order, our society would flounder.*

*And without a strict set of rules, set down by the*

*Order of Elders, each Order would flounder.*

*However, there are always exceptions to every rule.*

*Sometimes you must choose what is more important: following a rule, or making the moral decision. As is true with all rules, it is up to each of us to decide which rules we choose follow....and which we choose to ignore.*

”

*-Tison,  
Paladin of Angelus*



# CHAPTER 13

## COMBAT

“

*You want to know about combat, eh? You think you have what it takes to go toe-to-toe with the big guys? Well let me be the first to tell you: you don't. I served in the Great War; I've seen things that will fill your head with nightmares. Ah, but maybe, just maybe, I can teach you a few things that might keep your head attached to your shoulders. The Element changed everything. Guns and steam tech changed warfare. But nothing can replace the feeling of hard steel at your side. You stick to the things I teach you, then you may just survive your time here. Choose to ignore what I say, shrug me off like I'm just some old man, and your next meal will be at Mortis' table.*

”

*-General Bracken "Breakblade" Tompson,  
Excerpt from his speech to the City Militia*

Combat is an essential part of playing Edara. When diplomacy and negotiation fall through, it is helpful to have combat skills to fall back on. This is why every Band provides their followers with a variety of different combat trainings. Some, like the Red Band, focus the majority of their time and energy into these teachings. Others, like the White Band, teach combat as a form of a self-defense, or to be used to protect others.

Each combat encounter that the players come across will test their characters both mentally and physically. Many of the Band abilities that characters will gain, and the Traits that define these characters, are rooted in combat. Creating your character to excel at this will help you overcome challenges; challenges that will lead to glorious success or catastrophic failure. Bad luck on your die rolls may not lead to death, but poor positioning and lack of teamwork certainly will. While reading this chapter, be sure to focus on the many actions you can perform and the combat Maneuvers offered to rescue you from danger and learn to use them well.

Remember, once Mortis has you, she will not be eager to give you back.

### Core Concepts

There are a few elements of combat that form the very foundation of battle. They are the most important things to remember and will come into play for both offense and defense.

#### Action Points

Every action that you perform during your turn is measured by **Action Points**, or AP. Action Points are a currency used to help track time during combat. Every character starts the game with 5 Action Points per turn, though some characters may have more or less depending on Traits and equipment. Every action that can be taken during your turn has an Action Point cost that represents the amount of time spent on that action. In order to perform that action, you must spend the Action Points it costs and reduce your total for the remainder of your turn. The longer it would take to perform the action, the more Action Points it will cost—5 Actions Points equates to about 10 seconds. Action Points do not carry over between turns, so if you have any left at the start of your next turn, they are lost. Once you are out of Action Points, you can take no more actions that round and must wait until your turn to act again.

#### Armor Value

Your Armor Value is the total combined strength of all the pieces of armor you wear. When hit with a



successful attack, that attack will do damage of a certain type, which is discussed later in the Damage section. If you are wearing armor of the matching damage type, you can reduce the damage you would take equal to your Armor Value of the matching type. For example, if you wear one piece of armor that grants 1(S)lashing protection and another that grants 2(S), you have a total Armor Value of 3(S). If someone hits you with an attack that deals a total of 2(S) damage, you can reduce that 2 damage by your 3 Armor Value and bring it down to 0. This is called *soaking*.

## Attack Test

In order to attempt to hit a target with any kind of weapon, you must make an Attack Test. If the result of that test, your Attack Value, meets or exceeds the target's Physical Defense Value then you successfully hit them. The calculation for determining your Attack Value is as follows:

$$D12 + \text{Relevant Attribute} + \text{Modifiers} = \text{Attack Value}$$

The relevant Attribute is based on the type of attack you are making. Melee attacks use Brawn, bows require Agility, and guns require Brains. Crossbows can use either Agility or Brains as their relevant attribute. You must be wielding a weapon to make an Attack Test.

## Auramancy Test

Similar to weapon attacks, you must make an Auramancy Test to attempt to hit a target with a spell. If the resulting Auramancy Value meets or exceeds the target's Defense Value, either Physical or Spiritual based on the spell, then you successfully hit them. The calculation for determining your Auramancy Value is as follows:

$$D12 + \text{Relevant Attribute} + \text{Modifiers} = \text{Auramancy Value}$$

The relevant Attribute is dependent upon the Band the spell is from. The Black, Green, and White Bands use Wits while the Blue and Red Bands use Brains. You must be wielding an implement to make an Auramancy Test.

## Damage

There are seven kinds of damage that you can receive. They are referenced by the first letter of their name:

*(B)allistic, (C)rushing, (E)lemental, (M)agic,  
(P)iercing, (S)lashing, and (T)oxic*

Most weapons deal Crushing, Piercing, or Slashing damage. Guns deal Ballistic and spells deal Magic damage. Armor is able to protect against these five

damage types. Elemental and Toxic damage is much rarer, and worn armor cannot stop it. Elemental damage usually comes from the environment, such as fire. Toxic damage comes from poison.

The damage you deal with an attack or spell determines the potential amount that an enemy's HP will be lowered. Remember that the damage you deal can be soaked by armor. If your Attack or Auramancy Value matches your target's Defense Value, then you take the base damage of your weapon or spell and subtract their Armor Value of the appropriate type. If a weapon is able to deal more than one type of damage, you must select which type you will use prior to making the attack. Any damage that is not soaked by armor is subtracted from the target's Health Pips.

## Threshold Damage

If your Attack or Auramancy Value exceeds your target's Defense Value, then you get a **Threshold**, which deals bonus damage to represent a particularly powerful blow. Use this equation to determine your Threshold:

$$\text{Attack/Auramancy Value} - \text{Target's Defense Value} = \text{Threshold Result}$$

Every weapon has a Threshold Value that indicates the maximum amount of Threshold damage it can deal. If your Threshold Result exceeds your weapon's Value, then you only deal the weapon's Value. A spell's Threshold Value is equal to its spell level, so a Master spell has a Value of 4. The Threshold damage is added to the base damage of your weapon or spell when resolving armor soak.

## Defense

Whenever someone attempts to hit you with an attack or spell, they have to beat your Defense. There are two kinds of Defense, Physical and Spiritual.

To successfully hit you, your attacker must make an Attack or Auramancy Test that has a resulting value greater than or equal to your relevant Defense Value. The higher your Defenses, the less likely you are to take damage at all.

## Physical Defense

Your Physical Defense protects from all melee, ranged, and ballistic attacks as well as spells that affect the body. It is calculated with the following equation, representing your physical ability to shrug off the attack and mental fortitude to withstand it:

$$\text{Highest Body Attribute} + \text{Highest Mind Attribute} + \text{Modifiers} = \text{Physical Defense Value}$$



## Spiritual Defense

Some spells affect the mind, targeting your Spiritual Defense which uses this equation:

$$\text{Prowess} + \text{Vigor} + \text{Modifiers} = \text{Spiritual Defense Value}$$

## Dying

When a character is reduced to 0 remaining Health Pips, they are considered to be **Dying**. The character is immediately **Down**, which means they are both unconscious and have fallen prone. Dying characters have a limited number of rounds, called **Death Ticks**, to be restored to life. Each day, a character starts with an amount of Death Ticks equal to their Prowess Attribute Value. Every round a character is Dying and not healed, they lower their daily Death Tick count by 1. If they ever reach 0, the character dies permanently. Death Ticks may only be restored by becoming fully rested. Usually only player characters can be in a Dying state, but the GM may determine that other important characters can, too.

Dying characters may be restored to life with a First Aid Skill Test or healing spell. The Target Number for the Skill Test is equal to the Dying character's maximum HP. If the Test succeeds, the character heals 1 HP and regains consciousness but is still prone. A healing spell will restore its normal amount of HP and cause the character to regain consciousness as well.

## Engagement

When you Engage a target you make it your primary focus and force them to try to defend themselves. This is required to make a melee attack against a target, but you may also Engage with ranged attacks or spells with the proper Traits. Engaging is important for two reasons.

First, if a target is Engaged by two or more attackers at the same time, they become **Overwhelmed**. This condition grants Advantage to all attackers, not just those that have Engaged the target, because the Overwhelmed target has a harder time defending itself from multiple sides.

Second, it is harder to move when Engaged. If you, or anyone, is Engaged and wish to move away, you must first **Disengage**. This allows you to simply move out of the melee range of the Engager normally, but doing so is not safe and gives the Engager a free melee attack against you. Alternatively, you can **Safely Disengage**, an action that costs 1 Action Point that allows you to break the Engagement without being attacked. However, Safely Disengaging is not a move action, so you must still spend Action Points to Run or Sprint away from the attacker. An Engagement will also end

if the Engaged target dies.

In most circumstances, you may only have one target Engaged at a time. You may only change your Engaged target once in a round, but you may maintain an active Engagement until the target dies or you change your target. If you have not changed your Engagement yet in a round and an enemy moves within melee range when it is not your turn, you may immediately Engage that enemy, even if you currently have a target that you Engaged on a previous turn. This allows you to intercept targets moving past you, though make sure you keep track of your Engaged target—if you Engage someone that moves past you before your turn, you cannot Engage a closer target and must move to intercept to be able to make melee attacks. Anyone Engaged at range or with spells never has to Disengage to move.

## Health

All characters, player and non-player, have an amount of **Health Pips**, or HP. It is determined by the character's Race and their Vigor Attribute. Health is represented by the number of empty boxes on the character's HP monitor, with unused boxes filled in. As a character takes damage, they check or cross off an equal number of HP boxes. When the character has crossed off every available box, they have 0 HP left and are considered to be dead or Dying.

## Movement

Moving around the battlefield is as essential as attacking. There are 3 types of movement that you can use: Running, Sprinting, and Walking. Running involves moving at the character's standard Speed and costs 2 Action Points. Sprinting lets you move at double your standard Movement Speed for 3 Action Points, but you suffer a -2 penalty to your Physical Defense for Duration 1. You may also Walk, which is any movement less than your full Speed, for 2 AP.

When running or sprinting constantly, characters need to make Stamina (*Endurance*) Skill Tests every turn to continue. The first Test must occur after 2 minutes, or 20 rounds, of solid running or sprinting. The Target Number starts at 10 and increases by +1 every round for running and +2 for sprinting, or a combination of sprinting and running. If you fail the Test, you must stop to catch your breath for 5 minutes.

## The Combat Turn

Combat is broken down into rounds, which is further broken down into turns. Every character, both player and non-player, gets one turn in a round. Once every character has had the opportunity to act, a new round begins. This process is repeated until the encounter ends.



## Initiative Order

The turns in each round occur in a specific order, called the Initiative Order, to keep combat organized. At the beginning of an encounter, every character participating will roll a D12 and add their Initiative Value to calculate their Initiative for that encounter. The character with the highest total acts first and then turns move in descending order. The same Initiative Order is used on subsequent rounds, starting back at the top of the list. Even though all combat is happening simultaneously, acting in turn allows the GM and players to have a full understanding of the action around them.

You may choose to delay your turn until later in the Initiative Order, but you may not delay individual actions except in special circumstances, like the Counterspell or Dodge Combat Maneuvers. If you delay, you may reenter the order between any two turns. You must use this new spot in the Initiative Order for the rest of the encounter, unless you delay again.

## Your Turn

Each turn, you are able to do whatever you want with your Action Points. Make any number of attacks, cast any number of spells, move any number of times, make any number of Skill Tests, however you want to divide your AP up. Plan ahead so that you make the most out of your turn, and coordinate with allies.

**You suffer a -2 Physical Defense penalty with Duration 1 for every attack made or spell cast after the first.** This penalty is cumulative. So if you attack twice, you have a -2 penalty, and if you attack twice and then cast a spell, you have a -4 penalty. The penalty does not count for attacks made against Disengaging targets.

## Action Point Costs

You cannot take any action in combat without spending Action Points, except speaking. The costs range from 1 to 5 and each action is listed here for reference. Note that Band Abilities are unique and not included in the list.

### **1 Action Point**

- Adopting a Prone stance
- Casting a Novice spell
- Drawing or sheathing a weapon
- Drinking a potion or using a poison
- Entering cover
- Entering a stance
- Picking up an object
- Safely Disengaging
- Standing up from Prone

### **2 Action Points**

- Attacking with a light melee weapon
- Attacking with a ranged or ballistic weapon
- Attempting certain Combat Maneuvers
- Casting a Disciple spell
- Controlling a Vehicle
- Give Aid
- Running at your standard Speed

### **3 Action Points**

- Attacking with a medium melee weapon
- Attempting certain Combat Maneuvers
- Casting an Adept spell
- Performing a Test of Skill
- Sprinting at twice your standard Speed

### **4 Action Points**

- Attacking with a heavy melee weapon
- Attempting certain Combat Maneuvers
- Casting a Master spell

### **5 Action Points**

- Casting a Magus spell

## Attacking and Auramancy

In order to attempt to hit a target with a weapon or spell, you must make an Attack or Auramancy Test, respectively. These tests are part of a series of steps to make it easier for the player and to ensure everything happens in the proper order.

### Step 1: Determine Attack Type

Before making any rolls, you must determine your attack type. Are you going to make an attack with a melee or ranged weapon, cast a spell, or use an ability? You can even use one of the Combat Maneuvers listed later in this chapter. If your weapon has more than one Damage Rating, you must choose which type of damage you will use.

### Step 2: Pick Targets and Engage

You must declare who the target of your attack is before you make it. Weapon, melee or ranged, attacks can usually only have one target, but spells can have more. You must also be in a position to hit your desired target. Ranged weapons have a specific distance they can hit, and trying to hit a target outside that range imposes penalties. Spells do not have a limited range, but both ranged weapons and spells require you to have line-of-sight to your target.

Most melee attacks require you to be adjacent to your target, but some weapons have Reach and allow you to be farther away. In either case, you must Engage the target of a melee attack, if you have not already done so.



The following table lists all potential modifiers for combat. Some apply to Attack Tests, some to

Condition	Modifier
Attacking an Unaware target	Grants Advantage
Attacking a Surprised target	Grants Advantage
Attacking from a moving vehicle	As Speed Modifier
Attacking from higher elevation	+2 to both
Attacking outside weapon range	-1 Attack per 5 feet
Attacking while Prone	-3 Attack
Blind attack	-4 to both
Drunk	As intoxication
Dual Wielding	-2 Attack
Incompetent with Simple Light or Ranged Weapon	-4 Attack
Melee attack against Prone target	Grants Advantage
Ranged attack or spell while Engaged	-2 to both
Ranged attack or spell against an Engaged target	-2 to both
Sick	As disease
Target Overwhelmed	Grants Advantage
Tired	-2 to both
Wearing Heavy armor	-5 Auramancy, Attack by armor
Wearing layered armor	-2 to both for each piece
Wearing Light armor	-1 Auramancy
Wearing Medium armor	-3 Auramancy, Attack by armor
Weather, rainy	-2 to both
Weather, stormy	-4 to both
Weather, windy	-6 to ranged Attack, -2 to ballistic Attack

Auramancy Tests, and some apply to both.

### Step 3: Attack or Auramancy Test

To successfully hit with an attack or spell, you must make an Attack or Auramancy Test and your result must beat the target's Defense Value.

Remember that Attack Tests, with any weapon, and Auramancy Tests use this equation:

$$D12 + \text{Relevant Attribute} + \text{Modifiers} = \text{Attack or Auramancy Value}$$

The following table lists all potential modifiers for Physical Defense.

Condition	Modifier
Cover, Half	+4
Cover, Partial	+2
Incompetent with Light armor	-4
Making multiple attacks or casting multiple spells	-2 for each after the first
Prone	+2 vs. ranged attacks and physical spells
Sick	As disease
Sprinting	-2
Starving	-1 per day
Visibility, darkness	+2
Visibility, low light	+1
Wielding a Heavy weapon	-2

### Step 4: Determine Success or Failure

Now compare your Attack or Auramancy Value to the target's applicable Defense Value, either Physical or Spiritual.

Remember that Physical Defense is calculated with this equation:

$$\text{Highest Body Attribute} + \text{Highest Mind Attribute} + \text{Modifiers} = \text{Physical Defense Value}$$

Spiritual Defense uses this equation:

$$\text{Prowess} + \text{Vigor} = \text{Spiritual Defense Value}$$

If the Attack or Auramancy Value meets or exceeds the target's applicable Defense Value, the attack or spell successfully hits and the rest of the steps occur. Remember, every point higher than the target's defense gains Threshold. If the Defense Value is higher, then the attack or spell fails and this becomes the final step.

### Step 5: Determine Damage Value

If your Attack or Auramancy succeeded then your Damage Value needs to be calculated using this equation:

$$\text{Base Damage} + \text{Modifiers} + \text{Threshold} = \text{Damage Value}$$

The base damage comes from the weapon or spell used. If your weapon has multiple Damage Ratings, remember to use the one selected in Step 1. Modifiers can come from equipment, spells, or other effects.



You only add Threshold damage if your Attack or Auramancy Value exceeded the target's Defense Value in Step 4.

## Step 6: Apply Damage

Once you have figured your Damage Value, you can apply that damage to your target. Most targets will be wearing some armor which protects against certain damage types. If the target has armor that protects against the damage type you are dealing, then use this equation to determine how much damage you actually deal:

$$\text{Your Damage Value} - \text{Target's Armor Value} = \text{Applied Damage}$$

The Applied Damage is the amount of damage the target takes, and the target marks off that many Health Pips.

## Step 7: Apply Effects

Finally, apply any effects or Conditions that your attack or spell may have caused. Some spells, attack abilities, or equipment might inflict positive or negative effects. These effects are applied after damage is dealt, if the target is still able to take them.

Once you have gone through all 7 steps, your attack is concluded!

## Advanced Concepts

Sometimes combat will not be as easy as moving to a target and attacking them. There are more advanced rules and strategies that apply in certain situations.

### Advantage

Gaining the Advantage over an opponent is a very strategic move. When you have the Advantage over a target, it means you'll gain a +2 Attack bonus to all attacks made against them. Advantage is a condition that is granted by the target. The following situations grant Advantage:

- Inferior position, such as at a lower elevation
- Overwhelmed
- Prone
- Surprised
- Unaware

You can only gain the Advantage one time, not matter how many of these conditions are met.

### Cover

Hiding behind objects on the battlefield like rocks or crates provides Cover, granting a bonus to your Physical Defense against ranged attacks and physical spells. There are three types of Cover you can use.

**Partial Cover** only conceals part of your body, like standing behind a wagon, and grants a +2 Physical Defense bonus. **Half Cover** protects most of your body, such as kneeling behind a wall, granting a +4 bonus. **Full Cover** completely conceals you, breaking line of sight and therefore making it impossible for you to be attacked at range.

Entering Cover costs 1 Action Point, and doing anything offensive while in cover causes you to leave it. Anything large enough between you and your attacker can provide Cover without you spending AP, but it acts only as Partial Cover.

When attacking a target in Cover, you may choose to use the Suppressing Fire Combat Maneuver instead of attacking them directly.

### Critical Hits

When you roll a 12 on the die in an Attack or Auramancy Test, you score a critical hit against your opponent. This means you have achieved the most perfect strike possible and hit your target somewhere there is no armor to protect them, or your attack went straight through their armor. An attack or spell that gets a critical hit ignores the target's Armor Value and any normal armor soaking.

### Duration

Abilities, spells, and other effects can have a duration. This is annotated with "Duration X," where X is the number of rounds the duration lasts. If the duration is [P], it lasts for a number of rounds equal to your Prowess Attribute Value. Sometimes a different length of time besides a round will be given. Durations end at the start of the character's turn on which they were created.

### Prone

When lying down on the ground, whether voluntary or not, you are considered to be Prone. When Prone, you grant Advantage to melee attackers but gain a +2 Physical Defense bonus against ranged and ballistic attacks and physical spells. You can choose to drop Prone or stand back up on your turn for 1 Action Point. If you stand while Engaged, opponent may make a free attack against you. While Prone, you cannot move and suffer a -3 penalty on Attack, but not Auramancy, Tests.

### Prowess Points

Prowess Points can be spent to increase your result on any Test you make, even when it is not your turn. Before making the Test, you can declare that you will use a Prowess Point to modify the result. This allows you to add your Prowess Value directly to the result of the Test you make. You can do this only once for a single



Test, and it cannot be done after the Test without a Trait. You get a number of Prowess Points to spend each day equal to your Prowess Attribute.

### Ranged Attacks and Spells

There are a few special rules for making ranged attacks and casting spells. **First, in order to make a ranged attack or cast a spell, you must have line-of-sight to your target.** Ranged weapons have a limited range, though spells do not, and suffer a -1 penalty to the Attack or Auramancy Test for every 5 feet beyond that.

Second, you can never Engage with a ranged weapon or spell without the proper Traits. If you can Engage this way, then the target does not have to Disengage to move—you do not get a free attack with ranged weapons or spells.

Third, when attacking or casting a spell against a target that is Engaged by at least one of your allies or is Engaging them with melee, you suffer a -2 penalty to your Attack or Auramancy Test. Your target and ally are moving around in close proximity, and you have to be careful not to hit the wrong target.

Fourth, you suffer a -2 Penalty to your Attack or Auramancy Test when you yourself are Engaged, but only when it is by melee. You are distracted from casting while attempting to defend yourself.

Finally, casting a spell with an ongoing effect on a target multiple times only refreshes the duration of the effect. Effects from the same spell do not stack on a single target. This applies to both offensive and friendly spells.

### Skills

During combat you may attempt to use skills normally. It costs 3 Action Points, whether you succeed or fail. You may attempt any number Skill Tests each turn, as long as you have the Action Points for it.

### Standard Combat Maneuvers

A Combat Maneuver is a special action that you can take to achieve a specific effect. They can be very strategic, but only in the right circumstances. Each one is linked to an Attack or Skill Test. The effects of a Maneuver are only applied if the test is completed successfully. If you fail, the Action Points are still spent. Some Maneuvers require a Trait or Proficiency to use. All of these Maneuvers are used in standard combat on foot.

#### **Assassinate—3 AP**

Make a normal melee weapon attack against an Unaware target. You may add in any Band or weapon bonuses you may get for attacking Unaware targets. If you hit, deal damage as normal, applying the full amount

of Threshold you have on the attack, ignoring the weapon's Threshold limit.

#### **Challenge—2 AP**

Make an Influence (*Intimidate*) Skill Test against the target's Spirit Defense. If you succeed, you taunt the target, forcing it to focus its attacks on you or suffer an attack penalty equal to your Prowess. The effect lasts until the end of combat or until you Challenge a different target. You may only have one target Challenged at a time, and a target can only have one Challenge affecting them at a time. If a new Challenge is attempted by someone else, the Influence Test must beat the result of the previous one to take effect.

#### **Charge—5 AP**

Make a Stamina [15] Skill Test. Sprint towards the target and make a melee attack. You get a bonus on the Attack Test equal to the Threshold of the Skill Test. If you deal any Threshold damage, you also deal 5 Knockback. You must be a distance from the target at least equal to your standard Speed.

#### **Concuss—Special**

Make an attack with a weapon that deals Crushing damage as normal. If you would deal at least 1 point of damage, you instead deal no damage and apply the **Concussed** condition to the target for the duration of combat, imposing a -2 attack penalty. If the target becomes Concussed 3 times, they fall Unconscious for a number of hours equal to the attacker's Brawn x2. The penalty from Concussed stacks.

#### **Counterspell—Special**

This Maneuver may be made when it is not your turn. It requires the Apprentice Implement Proficiency and you must be wielding an implement. When a target attempts to cast a spell, you may spend Action Points equal to the spell level to make an opposing Auramancy Test. If your result is higher, then the spell fails.

#### **Deflect—2 AP**

This Maneuver requires the Journeyman Dual Wielding Proficiency and you must be dual wielding melee weapons. When you make a successful attack with your primary weapon, you may choose to forgo dealing damage to deflect your target's weapon aside to open them up for a follow-up attack. The target takes a Physical Defense penalty equal to half your Prowess, rounded down, for your off-hand weapon attack. The penalty does not persist for any additional attacks or spells.

#### **Disarm—3 AP**

This Maneuver requires the Apprentice Medium Melee Weapon Proficiency. Declare 1 weapon of your choice that the target is wielding and make an attack with a Medium melee weapon as normal. If you would deal at least 1 point of damage, you instead deal no damage



and force the target to drop the chosen weapon. Heavy melee weapons can only be targeted with the Journeyman Medium Melee Weapon Proficiency.

### **Dodge—4 AP**

This Maneuver may be made when it is not your turn, as long as you have the Action Points to spend. When targeted with an attack or spell, make an Acrobatics or Athletics [15] Skill Test prior to the Attack or Auramancy Test. If you succeed, you gain a bonus to your Physical Defense for that attack equal to the amount by which you exceeded the TN, up to a maximum of +5.

### **Grab—3 AP**

Make an opposed Force Skill Test with the target. If you succeed, the target is Paralyzed as long as you maintain the maneuver. However, you are Slowed, grant Advantage, and cannot attack for the duration. The target must be released, succeed at an Acrobatics (*Escapist*) or Force Skill Test opposed by your Force Skill Test, or you must be incapacitated in order for them to escape. If one of your allies attacks the target while you are grabbing them, they get a +5 bonus.

### **Knockout—3 AP**

Make a Force (*Knockout*) Skill Test against an Unaware or Grabbed target's Physical Defense. If you succeed, the target becomes Unconscious for a number of hours equal to your Brawn x2.

### **Pinning Shot—2 AP**

This Maneuver requires the Apprentice Ranged Weapons Proficiency. Make an attack with a ranged weapon as normal. If you would deal at least 1 point of damage, you instead deal no damage and pin the target in place, Immobilizing them for Duration 1. With the Journeyman Ranged Weapons Proficiency, you may perform this Maneuver multiple times to extend the Duration. This Maneuver uses ammunition.

### **Quick Step—1 AP**

This Maneuver requires the Apprentice Combat Tactics Proficiency. You can move 5 feet in any direction, and you automatically Safely Disengage.

### **Shield Bash—2 AP**

This Maneuver requires the Apprentice Shields Proficiency and you must be wielding a shield. Make a Brawn-based melee attack against your target's Physical Defense. If you succeed, the target is Dazed if you are wielding a Light shield or Stunned if you are wielding a Medium or Heavy shield. You also deal 5 Knockback to the target. If you have shield spikes you deal 2 Piercing damage, or 2 Slashing damage if you have shield blades.

### **Sunder—4 AP**

This Maneuver requires the Journeyman Ballistic Weapons Proficiency. Declare 1 weapon or piece of armor the target has and make an attack with a ballistic weapon as normal. The target receives +5 Physical Defense because you are trying to hit a small target. If you would deal at least 1 point of damage, you instead deal no damage and sunder the chosen weapon or armor. Ballistic, ranged, Light melee weapons, helmets, and shields are destroyed. Medium and Heavy melee weapons and Medium and Heavy armor have their damage or armor values, respectively, halved, rounded down. If you sunder them again, they are destroyed. Natural weapons or armor are unaffected. Implements cannot be targeted, except those of a Shotcrafter. Equipment damaged this way can be repaired with the Smithing Skill. This Maneuver uses ammunition.

### **Suppressing Fire—Special**

This Maneuver requires a ranged or ballistic weapon capable of making multiple attacks or a physical spell capable of being cast multiple times. When attacking a target in Cover, you may choose to Suppress them instead of attacking them directly. To do so, spend the Action Points and ammunition normally required to make a minimum of 2 attacks or cast 2 spells. You suffer no penalties for multiple attacks. The target suffers a -2 penalty to all Tests for Duration 1, increased by 1 for every attack you make or spell you cast beyond 2. If the target moves from Cover during the duration, you may make an Attack or Auramancy Test, respectively, against it without spending additional AP or ammunition, assuming that one of the shots or spells got close enough to hit.

### **Trip—3 AP**

This Maneuver may be made when it is not your turn. Make a melee weapon attack as normal. If you would deal at least 1 point of damage, you instead deal no damage and the target falls prone. If the target is in the middle of movement, that movement ends.

### **Vision in Combat**

Your vision distance is based on your Perception Skill. You are able to see 200 feet normally. To see farther, make a Perception (*Visual*) Skill Test and multiply the result by 5. Add that to the 200, and that is the distance you are able to see, in feet. See Chapter 14: Adventuring for more information.

When fighting in low or dim light, targets are harder to hit. When in low or fading light, targets gain a +1 Physical Defense bonus against attacks and physical spells, unless the attacker has Sharp Vision. In dim light, close to darkness, targets gain a +2 bonus, unless the attacker has Dark Vision. With no light source, you and your attacker gain no bonus and are instead



considered Blind, suffering a -4 Attack or Auramancy penalty.

### Unaware and Surprised

If a target has not seen or heard you, then they are Unaware of you. This condition grants you Advantage, if you attack. If combat has not yet been initiated, attacking an Unaware target starts a Surprise Round. In a Surprise Round, only the allies of the first attacker enter the Initiative Order. The attacked target and all its allies that were also Unaware are considered Surprised for the round, a condition that grants Advantage. Once all characters in the Initiative Order have acted in the Surprise Round, everyone involved in combat may join the Initiative Order and participate as normal, and the Surprised condition ends.

### Mounted Combat

You can also enter combat while atop a mount, such as a horse. Mounted warriors have a distinct tactical Advantage over combatants on foot. **Mounted melee attacks against targets on foot gain +2 damage due to the increased momentum.** It also requires 4 targets Engaging to Overwhelm someone on a mount, instead of the normal 2. Mounted fighters are immune to any attempts to interrupt their movement made by opponents on foot. When attacking a mounted target, you can choose to target the mount or the rider. Mounts have their own Defense, HP, and Armor. If a rider's mount is slain during combat, they fall Prone and forfeit any remaining AP that round, even if they have not yet taken their turn.

### Actions and Movement

While mounted, the basic rules for combat are the same as for any other fighter. You can use AP to perform the same basic actions, but some Combat Maneuvers cannot be performed while mounted. This includes Dodge, Grab, Knockout, and Trip. All other attacks, including ranged attacks and spells, and Combat Maneuvers can be performed by expending the normal amount of AP.

When moving while mounted, you take the same movement actions as normal and for the same cost, but your character's movement rate is replaced with that of your mount. You are still allowed any number of movement actions, mounted or not.

### Mounted Combat Maneuvers

There are two additional Combat Maneuvers that can be performed while mounted or against a mounted target.

#### **Forcibly Dismount—3 AP**

You may attempt to pull a mounted target off of their mount. Make an opposed Force

Skill Test. If you succeed, the target is dismounted and falls to the ground. They may attempt an Acrobatics (*Tumbling*) [15] Skill Test to stay on their feet, or they fall Prone. If you are on foot when you perform this Maneuver, you suffer a -4 penalty on the Skill Test.

#### **Trample—3 AP**

You may attempt to run down a target that is in your path. Make a Control Mount/Vehicle (*Riding*) Skill Test against your target's Defense. If you succeed, you Sprint towards the target and deal Crushing damage equal to half your mount's Brawn, rounded down. The target is also knocked Prone. You must be a distance from the target at least equal to your mount's standard Speed. This counts as a move action.

### Mounting and Dismounting

It costs 4 Action Points to either mount or dismount. If you dismount during combat and there are adversaries that have Engaged you, they are able to make a melee attack against you as if you were Disengaging.

### Vehicle Combat

While the common carriage has been around for an age, the development of steam technology has allowed for an array of advanced vehicles. These sought-after inventions offer not only a speed of travel that was previously unobtainable; they also provide weapons and firepower that can turn any fight in your favor.

Vehicle combat is very different from normal combat. It has its own set of Maneuvers and statistics. It is a much more complex system than basic combat, but it can also be very rewarding.

### Vehicle Statistics

A vehicle's statistics make up the foundation for the actions it is able to perform. They are similar to a character's normal statistics, with a few exceptions that must be tracked carefully.

**Health Pips:** The vehicle's total health. If it reaches 0, the vehicle is destroyed.

**Armor Rating:** The vehicle's armor for soaking damage.

**Base Defense:** Vehicles have a base Physical Defense. They cannot be targeted by Spirit-affecting attacks.

**Handling:** A modifier that can be added or subtracted from rolls made while in the vehicle that represents responsiveness.

**Speed Rating:** The rate the vehicle can accelerate or decelerate in one round.

**Max Speed:** The fastest that the vehicle is able to travel.

**Ram Rating:** The amount of damage dealt to other vehicles or objects in a collision and the angle you can ram.

**Stealth Rating:** How easy the vehicle is to spot.



## Vehicle Movement

Vehicles move differently than characters or mounts. Their speed changes frequently, sometimes every round. The speed that a vehicle is moving at the beginning of a round, or when it is adjusted by a Maneuver, is called its **Current Speed**. A vehicle at rest has a Current Speed of 0. This can be increased by accelerating with the Change Speed Vehicle Maneuver, and decreased once the vehicle has a Current Speed greater than 0. A vehicle can only accelerate or decelerate up to its Speed Rating every round, and it can never exceed its Max Speed.

Vehicle speed is listed in both feet per round, which is used during small-scale combat, often with mounts or characters on foot, and miles per hour, per round, which can be used for large-scale combat and travel. In all instances, Speeds in feet are rounded for easier use. You may make your own conversions, keeping in mind that there are **5280 feet in a mile**. The table below lists common feet-to-mile per hour conversions for use during gameplay:

Feet	Miles per Hour
75	5
150	10
300	20
450	30
600	40
750	50
900	60

During combat, vehicles turn at high speeds, and tighter turns are more difficult than others. The following table shows the Turn Difficulty for each type of turn:

Angle	Turn Difficulty Rating
45°	1
90°	3
180°	6

Land vehicles are meant to drive on roads. They are capable of going off-road on Normal Terrain, but suffer a -5 Handling penalty.

## Performing Actions in a Vehicle

Tests performed with a vehicle typically use the Control Mount/Vehicle skill. However, these Skill Tests follow a slightly different formula than normal Tests—you add in the Handling statistic as an additional modifier. The formula is as follows:

$$D12 + \text{Control Mount/Vehicle} + \text{Handling Modifier} + \text{Miscellaneous Modifiers}$$

In some actions and Combat Maneuvers, you also add a **Speed Modifier**. Unlike most instances where you round down, when calculating this modifier you round normally—down for 4 or below and up for 5 or above. Use this formula for calculating the Speed Modifier:

$$\text{Current Speed/Speed Rating} = \text{Speed Modifier}$$

The Speed Modifier is also used to calculate your vehicle's Defense. Every vehicle has a Base Defense, but the speed of the vehicle affects how difficult it is to hit:

$$\text{Base Defense} + \text{Speed Modifier} = \text{Total Physical Defense}$$

Obviously this means that a vehicle's Defense changes relative to its speed. Since the Defense can be different values during the course of an encounter, it is important to keep the Speed Modifier updated for accurate results.

## The Vehicle Combat Round

### Step 1: Determine Speed and Positioning

At the beginning of each round, it is important to make note of each vehicle's Current Speed and the distance they are from each other. This is especially important if the vehicles are operating in a restricted space, such as an arena or town square.

### Step 2: Character Turns

Characters in vehicles follow the same Initiative Order as any other characters involved in the encounter. They use the same Action Point pool as they normally would, and may split their points between interacting with the vehicle and normal actions. Any character driving or piloting a vehicle must spend 3 AP each turn to maintain control of the vehicle.

### Step 3: Resolve Movement

Many Vehicle Maneuvers are movement-based, allowing the vehicle to travel a distance equal to its Current Speed when it is performed. If no such Maneuver is taken during the driver's turn, then the vehicle moves forward in a straight line at its Current Speed at the end of the driver's turn.

## Special Rules

### Crashing

If you collide with an object or another vehicle, without doing so on purpose, it is considered a crash. Treat this as if the vehicle had made a Ram attack, dealing the vehicle's Ram Rating in damage to the object. Barrier strength can be found later in this chapter. If the object or vehicle is not destroyed by the crash,



then your vehicle takes the same amount of damage plus your Speed Modifier. Either way, you reduce your Current Speed by your Speed Rating and lose control, if you hadn't already.

For example, you are driving a steam carriage and fail a 90° turn around the corner of a building at a speed of 30 miles per hour. You lose control and crash into the building, dealing your Ram Rating of 5(C) damage. This does not destroy the wall, though, so your steam carriage also takes 5(C) plus your Speed Modifier of 6, from your Current Speed of 30 divided by your Speed Rating of 5, for a total of 11(C), destroying the vehicle.



You can decide to have the vehicle crash without a collision, such as tipping over if it fails a really difficult turn. In such cases, deal damage and reduce the vehicle speed as the GM dictates.

### Damage and Occupants

A vehicle has armor just like a character, and that armor soaks damage in the same way. However, a vehicle has a driver or other occupants which can also be damaged. If a vehicle receives damage equal to twice its armor rating of that type, or if it has no armor of the damage type, then all occupants receive half the damage the vehicle sustains, rounded down.

If a vehicle is destroyed, receiving more damage than it has remaining Health Pips, any occupants fall out of the vehicle. They receive half the damage the vehicle took, even if that damage did not double the vehicle's armor. If the occupants hit the ground or any other objects, they take additional damage equal to the vehicle's Speed Modifier when it was destroyed.

Occupants in a vehicle can only be targeted specifically by an outside attack if they are visible. They get a bonus to their Physical Defense equal to the vehicle's Speed Modifier. It is possible for the vehicle to provide cover, as common sense dictates.

### Normal Actions

It is still possible to take normal, non-vehicular actions while on or inside a vehicle. You may want to make an attack out the window of a moving vehicle, or use the Acrobatics Skill to leap from one vehicle to another.

In these cases, follow all the regular rules for performing such actions. In most circumstances, the vehicle's Speed Modifier is applied as a penalty to all such Tests inside a moving vehicle, including Attack and Auramancy Tests. Remember that vehicular actions and normal actions use your normal Action Point pool.

### Losing Control

When you lose control of a vehicle you are driving or piloting, it becomes more difficult to steer. You lose any positive, but not negative, Handling bonus and suffer an additional -5 penalty on all Control Vehicle Skill Tests for one round. If there is a stationary object in front of your vehicle, you crash into it. You can lose control if you fail a Vehicle Maneuver, if you do not or are unable to spend the necessary 3 AP to drive or pilot the vehicle on your turn, or if the Game Master determines that it would be appropriate, as common sense dictates.

### Vehicle Destruction

When a vehicle is reduced to 0 Health Pips, it is considered destroyed and unusable. When this happens to an air vehicle in-flight, the vehicle and everything inside it falls to the ground, taking falling damage as normal. When this happens to a water vehicle, the vehicle and everything inside it sinks.

Vehicles may be repaired to regain health. Non-steam vehicles, such as animal-drawn carriages or sailing ships, require a Smithing (*Repairing*) Skill Test with a Target Number of 25. All vehicles that have a steam engine require an Engineering (*Crafting*) Skill Test with a Target Number of 30. This may be done in the field or during combat, provided the appropriate tools, materials, and situation, as common sense dictates. Destroyed vehicles may be repaired at GM discretion, also as common sense dictates—a vehicle may be damaged beyond repair, or it may never be as good as it was and have reduced HP or Max Speed.

### Vehicle Weapons

Vehicles can have weapons that are either integrated into the vehicle or mounted on it. Vehicular weapons are considered gadgets, and thus require the relevant Gadget Proficiency to use. As always, simple gadgets can be used without proficiency at a -4 penalty.

To attack with a vehicle's weapon, make an Engineering (*Using*) Skill Test, without adding the vehicle's Handling Modifier. The Action Points necessary to use a weapon are specific to that weapon. Drivers and pilots are able to use integrated weapons while controlling the vehicle, while mounted weapons must be used by another occupant.

### Vehicle Maneuvers

Similar to Combat Maneuvers, these are special actions that may be taken by someone in or controlling a vehicle. Movement-based Maneuvers allow the vehicle to move immediately.

### Change Speed—1 AP

You may accelerate or decelerate to change your Current Speed by an amount up to your vehicle's Speed Rating, so this may only be performed only once per



turn. No Test is required. This is a movement-based Maneuver. If a vehicle has a Current Speed of 0, this Maneuver must be taken first to perform any other movement-based Maneuvers. You may not exceed your vehicle's Max Speed.

### **Cut Off—2 AP**

You attempt to cut off another vehicle or mounted character. You must be next to or in front of your target, and your Current Speed must be faster than theirs. Make an opposed Control Vehicle (*Driving/Piloting*) Skill Test. If your result is higher than your target's, you cut in front of them but they may make a free Ram attack against you. This is a movement-based Maneuver.

### **Drift—2 AP**

You may attempt a turn without slowing down, but only in a land or water vehicle. Make a Control Vehicle (*Driving/Piloting*) Skill Test [ $10 + 2x$  Speed Modifier +  $2x$  Turn Difficulty]. If successful, you make the turn and maintain your Current Speed. If you fail, you lose control. This is a movement-based Maneuver that changes direction.

### **Hide—1 AP**

You may hide your vehicle if you are in an area with similar vehicles or terrain that would allow it. Make a Control Vehicle (*Stealth*) Skill Test, but do not add your Handling Modifier. Instead, add or subtract your vehicle's Stealth Rating. Your result is the Target Number for any opposing Perception (*Any*) Skill Tests. You may be either moving or stationary to perform this Maneuver, but your Current Speed must be less than half your vehicle's Max Speed.

### **Position Vehicle—1 AP**

This allows you to change your orientation in a flying vehicle, tilting up or down to change altitude. No Test is required. This is a movement-based Maneuver that changes direction.

### **Ram—2 AP**

You can use your vehicle itself as a weapon, running it into a stationary object, another vehicle, or a character on foot or mounted. Make a Control Vehicle (*Driving/Piloting*) Skill Test against your target's Defense. If you succeed, you hit your target and deal damage equal to your Ram Rating + your Speed Modifier. If you are targeting something that is moving, it must be within the distance of your Current Speed once both you and the target have moved. This is a movement-based Maneuver.

### **Sudden Stop—2 AP**

You suddenly slow down dramatically. Make a Control Vehicle (*Driving/Piloting*) [ $10 + 4x$  Speed Modifier] Skill Test. If you succeed, you decrease your Current Speed by three times your Speed Rating. If you fail, you slow down by just your Speed Rating and then lose control. This is a movement-based Maneuver.

### **Surge—3 AP**

You may attempt to accelerate faster than normal, but doing so is dangerous. Make a Control Vehicle (*Driving/Piloting*) [ $10 + 3x$  Speed Modifier] Skill Test. If you succeed, you increase your Current Speed by twice your vehicle's Speed Rating but cannot add your Handling Modifier on Control Vehicle Tests the following round. If you fail, you crash. This is a movement-based Maneuver.

### **Tail—2 AP**

You attempt to follow a person or vehicle without being spotted. Make a Control Vehicle (*Stealth*) Skill Test, adding or subtracting your vehicle's Stealth Rating, opposed by your target's Perception Skill Test. This is a movement-based Maneuver.

### **Turn—1 AP**

You can make a turn to change the direction of your vehicle. Make a Control Vehicle (*Driving/Piloting*) [ $10 +$  Speed Modifier + Turn Difficulty] Skill Test. If you succeed, you make the turn but lower your Current Speed by your Speed Rating. If you fail, you lose control. This is a movement-based Maneuver that changes direction.

## **Barriers and Objects**

Occasionally while operating a vehicle, a driver may crash into an object or barrier. These objects follow the same rules as doors, walls, and cover. The vehicle makes an Attack Test against the type of barrier to determine if they are able to destroy it.

If the vehicle is not enough to destroy the object, then the vehicle takes an amount of damage equal to the double the barrier or objects (C) armor.

For more information on Barriers and Objects see Chapter 15: Running a Game.



# CHAPTER 14

## ADVENTURING

“

*There are those who would tell you that Edara can be a safe place. That if you stick to the beaten paths and always avoid the road less traveled, the troubles that befall the unwary will escape you; that simple advice like “be prepared” or “never travel in darkness” will actually save you from harm. The truth is more horrid. Those platitudes are spoken by the unadventurous: those whose idea of a journey consists of traveling the Empire Road from their farm to the village where they sell their crop. I can tell from a glance that this is not you. When you make a living exploring the hidden secrets that Edara harbors, there is no guarantee of safety. You will soon reach the conclusion that you will perish, and that all you can do is stay the hand of Mortis one day at a time. Keep to the instruction in this text and you may spare yourself from Abyssum longer than most.*

”

*The Introduction to “The Wary Traveler’s Guide”  
Prof. Julius Hyde*

### Breaking the Law

While on your journey, it is possible you will break the law, either intentionally or by accident. Being in trouble with the authorities in a realm can cause you serious problems.

Before the authorities can do anything, a crime must be reported. That means there have to be witnesses. If no one sees you take some Currency from a shopkeeper, then you cannot get in trouble. If someone sees you commit murder, but you threaten or bribe them not to talk, then you would also be in the clear. This means that crime is easier to get away with in remote locations, like on a lonely road, but much harder in a populated area like a big city.

Once the authorities are aware you have committed a crime, and they deem it serious enough to concern themselves with, they may take action. Every realm handles crime differently.

#### Dwarven Holds

Dwarves frown on any kind of crime, from petty theft to murder. If you are reported, the Order of the Fist will issue a warrant for your arrest and post Wanted signs with an illustration based on your description. Guards will be on the lookout for you and may actively hunt you, based on the seriousness of the crime. If you are caught, you will have to answer for your misdeeds. Small crimes will carry a fine. For example,

if you steal you must pay the value of the item stolen plus 25% as a lesson. Serious crimes, such as murder, require a trial by a White Band Arbiter. While you await trial, you will be held in prison with all your equipment confiscated. If you are found guilty of a serious crime, you will be exiled or banished from the Hold in which you committed the crime, or potentially from all Holds. Any items you possessed deemed dangerous will not be returned to you. Executions are extremely rare, but do happen.

#### The Free Cities

In the Free Cities, the law is handled very differently from city to city. Some places take crime seriously, others do not care at all. Lyre is mostly a lawless place. Crime of all kinds happens there regularly. There is a militia, but it is primarily for protecting the town from attack, not for keeping the peace. However, if you anger someone powerful in the town, like the self-proclaimed Lord of Lyre or the city council, or if you irritate enough people, the militia may get involved or, more likely, the townsfolk will take matters into their own hands.

In Therisen Village, a code exists that allows physical violence, usually short of murder, but not theft or other crimes. The townsfolk take it upon themselves to either teach criminals a lesson or chase them out.

Araeris, Lysec, and Pertony all handle things similarly to the elves. If a crime takes place, the townsfolk will find the perpetrator and ask them to leave, or attempt to



apprehend them and hand them over to the Rangers.

### Flamma Mountains

Crime is low among the orcish clans, partly because they are always busy fighting or trying to survive. Most transgressions are considered personal offenses and dealt with by combat against the offended party in an attempt to regain honor. Such duels typically end with serious injury or death. If a crime is serious enough, the clan's shaman will exile the perpetrator. Non-orcish villages typically do not have the resources to deal with serious crime. The villagers will band together to deal with a thief or murderer and are satisfied if they can get the criminal to leave town.

### Kuria

It is very easy to get in trouble with the law. Humans will report all kinds of crime, sometimes no matter how petty. Guards are plentiful and will issue arrest warrants, post Wanted signs, and track down criminals. Fines are common for small transgressions, in the same fashion as in the dwarven Holds. Larger crimes always come with jail time, even if the crime is not serious enough to warrant a trial. In big cases, such as murder, guards will continue to watch for a criminal until they are caught, even across other cities, for a few weeks. If the perpetrator is caught, they are put into jail until they can have a trial with a White Band Arbiter. Sentencing can range from heavy fines to a few years in jail to execution, which is not uncommon.

### Sylvaen Forest

The elves have little crime at all due to the communal nature of their society, but they do not tolerate any actions that have a negative impact on a tribe. Any transgression will result in you being hunted as long as you are in the proximity of the tribe you wronged until you are caught, at which point you will be handed over to the Rangers and escorted out of the Sylvaen forest, often forbidden to return upon penalty of death. Since crime is such a serious offense, almost any elf will aid the Rangers in finding a perpetrator if they have information.

## Crafting

Crafting is the art of combining separate ingredients and turning them into something new. It is widely practiced across Edara and many characters may have some sort of crafting ability.

All crafting Skills follow the same basic rules, but each features a unique twist. Crafting can be performed anywhere with the right tools, but is much easier when the character works in the correct workshop. Workshops can be found in most cities, but usually not in smaller towns or villages.

### Chemistry

Chemistry is one of the more advanced sciences. Alchemists and Auramancers have experimented

with hundreds of mixtures of ingredients in order to create perfect poultices.

The Chemistry (*Crafting*) Skill can be used to brew potions and poisons. In order to craft something, you must first acquire the **Recipe**. This can be done in one of two ways. If a character already possesses the potion they may attempt a Chemistry (*Determining*) Skill Test. The Target Number starts at 10 and increases based on the potion or poison, typically +5 for common, +10 for uncommon, and +15 for rare. If the Skill Test is a success, the potion and its uses are identified. If the Test succeeds with a Threshold of 5 or greater, then you may choose to boil it down to its base ingredients to learn the Recipe, but either way the potion is destroyed.

The other way to gain a Recipe is to purchase it. Recipes can sometimes be purchased from the same stores that sell the item at one rarity level higher—a common potion is an uncommon Recipe. The price of the recipe is determined by the price of the original item and its rarity.

Potion Rarity	Recipe Rarity	Recipe Cost
Common	Uncommon	x3
Uncommon	Rare	x4
Rare	Unavailable*	N/A

\*Rare potion and poison Recipes can only be learned by Determining it from the item itself.

Once the Recipe is learned, a character can purchase the ingredients and then attempt to create the potion. The cost to purchase the ingredients varies based on the item's normal market price, but individual ingredients can be purchased most anywhere, except for rare potions and poisons, which usually include one rare ingredient.

Once the ingredients have been collected, the player must make a Chemistry (*Crafting*) Skill Test against a target number based on the item's rarity. If successful, the item is created. Either way, the ingredients are lost.

Potion Rarity	Ingredient Cost	Target Number
Common	25%	20
Uncommon	35%	30
Rare	50%	40

### Engineering

The discovery of the Element and birth of steam power has opened the doors for an entirely new profession of crafters. What started as simple tinkering and invention has turned the creation, understanding, and disassembling of gadgets into a science. What began



with a small group of tinkerers has given way to an entire corps of engineers. Engineers are adept at the construction, deconstruction, and use of gadgets and other mechanical items.

Gadgets are divided into Simple, Average, Advanced, Complex, and Rare categories. A character must have the Proficiency in order to use the gadget, but it is not necessary for the construction or deconstruction of the object. Engineering is also used to create ballistic weapons. To create a gadget, the **Schematic** for it must be obtained either through finding and purchasing it, or by using the Engineering (*Determining*) Skill. If an Engineering (*Determining*) Skill Test has a threshold of 5 or more, then the schematic for that gadget is obtained but the item is lost.

Gadget Complexity	Schematic Rarity	Schematic Cost
Simple	Common	x2
Average	Uncommon	x3
Advanced	Uncommon	x5
Complex	Rare	x6
Rare	Unavailable*	N/A

\*Complex gadget Schematics can only be learned by Determining it from the item itself.

Once a Schematic is obtained, a character can then purchase the parts needed to build the gadget. Once the parts are collected the player must make an Engineering (*Crafting*) Skill Test against a Target Number based on the gadget's rarity. If successful, the character will gain that item. However, the parts are lost no matter the outcome.

Gadget Complexity	Parts Cost	Target Number
Simple	25%	20
Average	35%	25
Advanced	50%	30
Complex	60%	35
Rare	75%	40

## Smithing

Smithing is the art of forging and repairing weapons and armor. To craft any weapon or armor, the **Pattern** for it must be obtained. Patterns may be purchased from a blacksmith or vendor, or simply by breaking down the item itself to study the way it is made. This process destroys the weapon or armor. A character need not have Proficiency in the weapon or armor category in order to smith the weapon, however in that case they will not be able to use the item.

Simple	Uncommon	x3
Advanced	Rare	x4
Complex	Unavailable*	N/A

\*Complex weapon & armor Patterns can only be learned from the item itself.

Once a character has the Pattern, they must purchase the materials from a blacksmith or vendor and attempt to create the item with a Smithing (*Crafting*) Skill Test. The cost and Target Number are based on the complexity of the item. When parts are used to smith an item, the materials are lost no matter the outcome of the Test.

Item Rarity	Material Cost	Target Number
Common	25%	30
Uncommon	35%	45
Rare	50%	40

The Smithing Skill can also be used to repair broken weapons or armor. Weapons and armor do not break often, but they do, such as from the Sunder Combat Maneuver, it can be devastating.

In order to repair a weapon or piece of armor, you must still gather materials. Determine what the price would be to purchase the materials and divide it by half. The Target Number to repair an item is the same as it is to craft it. Repairing an item restores it to its normal state as if it was new, unless the GM determines that the item will never be as good, as common sense dictates. In such cases, reduce some statistic of the item, like lowering a weapon's Threshold limit.

## Enchanting

Enchantments are incredibly powerful spells that manipulate an object's Aura. Once cast, the enchantment will remain on the Aura and grant a special effect.

Enchantments, like spells, have 5 tiers—Initiate, Disciple, Adept, Master, and Magus. To cast an enchantment, you must have learned spells of an equal level from your Band and acquire the enchantment's Tome by purchasing or finding it. Enchantments cannot be learned by examining the Aura of the affected object because viewing the end result does not unlock the secrets of the ritual that placed it.

To cast an enchantment, a character must pass an Enchanting (*Casting*) Skill Test with a Target Number based on the enchantment's level. The same enchantment can only be attempted once every 24 hours and only inanimate, inorganic objects can be enchanted. Due to the nature of an object's Aura, only one enchantment can be in effect on it at a time. Casting an enchantment takes a number of minutes equal to the enchantment's tier.

Item Rarity	Pattern Rarity	Pattern	Enchantment Tier	Target Number
-------------	----------------	---------	------------------	---------------



Initiative	20
Disciple	25
Adept	30
Master	35
Magus	40

Once an enchantment has been successfully cast, it can only be removed with a successful Enchanting (*Disenchanting*) Skill Test, where the Target Number is set by the original caster's Enchanting (*Casting*) Skill Test result. If the Disenchanting Test is higher than the original Casting Test, the original enchantment is dissolved. Disenchanting an enchantment takes a number of minutes equal to the enchantment's tier.

## Environments

As you adventure through Edara, you will find yourself in many different types of environments. Some environments offer chances to meet with NPCs, buy and sell goods, or explore for treasure.

### City Environments

Cities and towns, or 'Urban Environments,' play a pivotal role in the Edara experience. Cities are where characters will find jobs, gather information, trade, and even own property.

You can find a great sample setting for a city included in this rulebook within Chapter 17: Princely Preparations. The official Edara: A Steampunk Renaissance episodes will contain all the information a GM will need on the cities that would be encountered, including local politics, specialized characters, and even maps. But sometimes players will stumble upon a city they've never been to before and it will be up to the GM to produce the content. The following city locations can be used as a good starting point for determining what players will find in a city.

Urban Environments are often made of several different types of terrain. In a city, Easy Terrain would be a walk down an empty street, where Difficult Terrain may be moving through rubble, or pushing your way through the throngs of a crowded market square. Using the Survival Skill in a city involves scavenging the streets for food and finding dry alleys in which to stay the night.

Cities have a wide variety of buildings and individual locations for characters to visit.

### Apothecaries

Apothecaries sell potions and poisons, and offer chemists a place to experiment. If a character gains permission to use an apothecary lab, they gain a +5 bonus on Chemistry Skill Tests when working inside it.

### Artificery

The most creative and advanced gadgets and technologies often come straight from the artificeries. If a character gains permission to use an artificery, they gain a +5 bonus on Engineering Skill Tests when working inside it.

### City Works

No city would be complete without the various buildings that allow it to function. Government buildings, military barracks, post offices, and utility buildings are great examples of what a character might find within a village or city. Buildings like these are necessary to maintain a city. Some cities are powered by generators which allow for electric lighting. The biggest cities in Edara will have entire districts dedicated to city works buildings, but small villages may be lucky to have even one. There are still many villages in Edara living without steam power and electricity.

### Garages

Garages can be used to build and repair vehicles. Garages are not usually found in small villages, and garages big enough to build ships and airships will only be found in the biggest cities. If a character gains permission to use a garage, they gain a +5 bonus on Smithing Skill Tests to repair a vehicle and Engineering Skill Tests to modify a vehicle when working inside it.

### Guild Halls

Adventuring Companies offer missions and quests to their members and sometimes groups passing through. Each one has a Guild Master to oversee the jobs and members within the hall. Guild Halls outside the Free Cities remain unaligned, though they are still often funded by some of Edara's largest Adventuring Companies.

### Holy Places

Areas of worship tend to change from Band to Band. White and Black Bands find themselves in ornately designed and decorated temples and chapels, while the Green Band prefers the serenity of a garden or wild grove. Finding a holy place will allow a player to connect with their character on a more personal level. They are places where religious followers of the different Bands can congregate to share information and occasionally provide jobs. Some small towns may only contain one temple with separated cloisters dedicated to the various Bands, while the larger cities may contain several religious buildings for each Band, often in districts of varying wealth distributions.

### Inns

Inns provide characters a place to rest after a long day of traveling and catch up on their much needed sleep. Inns should be affordable and most cities will contain several inns,



each targeting different social groups. Often, inns will include a tavern as part of the business, or be near to one.

### Markets

Most small villages will center around one large market while larger cities may contain several, sometimes separated into the realm the goods are from. The market is a great place to barter your goods. However, the smaller the village the less money the merchants will have to spend on complex and exotic items you may be attempting to sell.

### Shops

No city is complete without shops. Small shops will not have much to offer beyond basic supplies while big cities and capitals may deal in more complex and even incredibly rare merchandise, like the occasional Aurafact.

### Smithies

Within a smithy, blacksmiths can be found putting hammer to anvil and crafting weapons and armor. If a character gains permission to use a smithy, they gain a +5 bonus on Smithing Skill Tests when working inside it.

### Taverns

Ever the vile dens of infamy, taverns are a fantastic place to find a meal, blow off steam getting drunk, or act as meeting sites for contacts.

### Secure Locations

Examples of secure location would be a militia barracks, a Kurian Noble's estate, or a government building. They have higher security than other places, including guards standing watch, alarm or weapon detection enchantments, gear locks, and sometimes even traps.

A secure location may be used for legitimate or illegitimate business. Maybe you have an audience with a local government official in the town hall, or are invited to a masquerade ball. Or maybe you are infiltrating a bandit compound to steal an object, or into a military camp to assassinate a prisoner before they can talk. In most cases, secure locations require Tests of Skill rather than brute combat, as fights will generally result in higher than usual Adversary numbers.

### Wilderness Environments

Wilderness Environments exist outside of cities and civilizations. Each realm has a specific wilderness that you will find in abundance. Forests, swamps, mountains, caves and tunnels, and shorelines would all qualify as wilderness.

Wilderness Environments will be a big part of every adventure. Many battles and

encounters will occur in wilderness environments as characters travel from one location to another. While in the wilderness, characters are subject to the elements in a way they never would be while sheltered safely in a city.

Terrain in the Wilderness will vary wildly and offer several movement challenges. Characters will be forced to rely on their skills to move through dense forests, fallen rubble, and mysterious caves. Survival and Navigation Skills will be of most use when it comes to Wilderness Environments to find food, water, and to prevent from becoming lost. While exposed in a Wilderness Environment, characters are also subject to the dangers of weather. The table on the next page lists common weather and its effects.

### Environmental Hazards

Every environment can be dangerous, posing some kind of natural hazard. Exposure can lead to complications or even death, and food and potable water can be hard to come by. You should always be prepared for emergencies because you never know what could go wrong.

### Dehydration

While dehydration is suffered often, it is generally not experienced at dangerous or fatal levels. After a character has gone 3 days without drinking clean water, they have a chance to suffer Dehydration. The player must make a Stamina (*Resistance*) [15] Skill Test. Every day thereafter, they must make another Test with a +4 TN modifier per day.

The first day a character fails their Test, and every day after that, their maximum Health Pips are reduced by 2, which cannot be replaced with healing. On the second day after failing the Test, and every 2 days after that they lose 1 Action Point to spend on their turn in encounters. It is possible for a character to be reduced to 0 Action Points and 0 HP, and therefore be Dying. Drinking a half-day's worth of clean water will remove half the AP and HP damage, and drinking a full-day's worth of water will remove all the damage.

### Drowning

Being submerged underwater for an extended period of time is enough to bring an end to anyone's life. A character can hold their breath for 2 minutes. After that, the character must make a Stamina (*Endurance*) [20] Skill Test. Every 30 seconds, the character must make another Test with a +6 TN modifier per interval. If a character ever fails their Test, they fall Unconscious and take 4 damage every round, or 10 seconds. If the character is pulled out of the water before death, normal healing will revive them, but no healing will revive them underwater. Characters that are already Unconscious when entering water immediately start taking the damage.



## Weather Conditions

Type of Weather	Effect on Gameplay
Sunny, Clear Skies	No effect.
Dark and Cloudy Night	Light is considered dark, causing $\frac{1}{4}$ normal vision distance without Dark Vision, and targets gain +2 Physical Defense.
Rainstorms	Attack and Auramancy Tests and Brawn and Agility Skill Tests suffer a -2 penalty. Control Vehicle Skill Tests suffer a -4 penalty.
Heavy Winds	Ranged Attack Tests suffer a -6 penalty, Ballistic Attack Tests suffer a -2 penalty. Air vehicles and water vehicles with a sail suffer a -4 Handling penalty.
Light Fog	Anyone in light fog can only see $\frac{1}{2}$ their normal vision and gains a +1 Physical Defense Bonus.
Heavy Fog	Anyone in heavy fog can only see $\frac{1}{4}$ their normal vision and gains a +2 Physical Defense Bonus. A torch reduces this to $\frac{1}{2}$ vision.
Flooding	Flooding turns all terrain into Very Difficult Terrain. Agility Skill Tests suffer a -6 penalty in chest-deep or greater water.
Thunderstorms	Attack and Auramancy Tests and Brawn and Agility Skill Tests suffer a -4 penalty. Control Vehicle Skill Tests suffer a -8 penalty. Light is considered dim, causing $\frac{1}{2}$ normal vision distance without Sharp Vision, and targets gain +1 Physical Defense.
Tornadoes	Characters must pass a Stamina ( <i>Endurance</i> ) [25] Skill Test every round or suffer Knockdown. If the tornado passes near them, they may be picked up into the air and fall, suffering normal falling damage. Air and water vehicles suffer a -10 Handling penalty.

## Elemental Damage

Sometimes the elements will cause a character physical harm. Elemental damage is marked as (E), and is not usually a type of damage that armor can soak. There are three main forms of elemental damage—cold, fire, and shock, though a GM may use more as the situation dictates. These damage types are usually listed after the damage value.

In the environment, fire damage most often comes from wildfires, building fires, or being touched with something on fire, such as a log from a campfire. Shock damage can be dealt by lightning strikes and is extremely devastating, dealing at least 10 (E) shock damage. Cold damage usually comes from frostbite, which is explained in more depth below.

## Falling

Falling from a tall building, tree, cliff, or other high location will usually damage a character. Damage taken while colliding with the ground after a long fall is considered Crushing damage, but cannot be soaked by Crushing armor except Light padded armor. After the first 10 feet, a character will take 1(C) damage for every 2 feet fallen. A successful Agility (*Acrobatics*) Skill Test can reduce this damage by half. The Target Number for the Test is equal to the number of feet the character is falling.

## Frostbite and Hypothermia

After the chill sets in, and before death by hypothermia, a character will experience extreme frostbite. Frostbite occurs in any environment with

below freezing or subzero temperatures. Once per hour spent in those conditions, the character must make a Stamina (*Resistance*) Skill Test. The Target Number starts at 15 and increases by +2 for every 5 degrees below freezing. If your clothing and equipment are wet, the Target Number increases by 50%. A heat source, such as a fire, reduces the Target Number by 5. If a character ever fails the Test, frostbite has set in and the character's takes 2(E) cold damage, which cannot be healed while still exposed to the cold environment. They may continue to take tests, but suffer the damage every time they fail.

If a character suffers total unhealed cold damage greater than or equal to half their maximum health, they suffer hypothermia. They no longer take cold damage, but instead are Slowed and have their maximum health, not including cold damage suffered, lowered by 2 per hour they are still exposed to the cold. It is possible for a character to be reduced to 0 HP and therefore be Dying.

## Heat Stroke

Heat stroke can occur when a character overheats from exposure to the sun and high temperatures. It can cause unconsciousness and death. When a character has spent 10 or more hours in unrelenting heat, they must make a Stamina (*Resistance*) [15] Skill Test. Every hour after that, they must make another Test with a +5 TN modifier per hour. If ever failed, the character suffers heat stroke and becomes Dazed until they are removed from the hot environment and cooled down. If a character with heat stroke is also making



dehydration Stamina Skill Tests, they immediately fail that test and are considered dehydrated. After 8 hours of heat stroke with no respite, the character will fall Unconscious, and after 12 hours, the character will die.

### Starvation

If a character spends long periods of time without eating anything, Starvation may set in. After 3 days without food, characters must make Stamina (*Resistance*) Skill Tests every day. The Target Number starts at 15 and increases by +2 every day. If the Test is ever failed, the character is starving and their energy begins to sap. Their Physical and Spiritual Defense both decrease by 1 every day without food. If either Defense Value reaches 0, the character reduces their maximum Health Pips by 2 every day instead. It is possible for a character to be reduced to 0 HP and therefore be Dying.

## Food & Alcohol

Taverns are great places to meet people, hear news, stuff your face, and get raving drunk. Most taverns are open all day, serving breakfast, lunch, dinner, and drinks to any who are willing to pay.

### Alcohol

What good is food without something to wash it down with? Actually, it will keep you from starving, while alcohol will probably just make you act like an idiot. Drinking is a great way to wind down at the end of the day, and spend some currency burning a hole in your pocket.

Every time a character consumes an alcoholic drink, they must make a Stamina (*Resistance*) Skill Test to withstand the effects of the liquor. The Target Number starts at 10 and is modified, cumulatively, by the drink. If a character only just meets the Target Number, they vomit. If they fail the Test, they fall unconscious. Typically, the size of the drink decreases the more expensive it gets.

Alcoholic Beverage Table

Beverage	Cost	Modifier
Brown Ale	1 CR	+1
Watered Wine	2 CR	+1
Beer	5 CR	+2
Mead	5 CR	+2
Honeyed or Spiced Wine	10 CR	+3
Therisen Beer	10 CR	+3
Brandwine	15 CR	+4
Orcish Grog	15 CR	+5
Fine Wine	20 CR	+3
Elven Elderwine	20 CR	+2
Dwarven Sporewine	25 CR	+5
Therisen Whiskey	30 CR	+6

Characters get increasingly impaired the more drunk they become. They suffer a -1 penalty on all Tests per point of intoxication modifier beyond their Prowess Attribute Value.

### Food

Eating is essential to a character's survival. Without food, you lose energy and become less effective. In towns and cities, food is always available at taverns and vendors, but it costs money. Much can be learned about a man, and his purse, by what he puts in his stomach.

Meal Quality	Cost	Fare Example
Simple	1 CR	Bread and cheese
Moderate	5 CR	Stew or a small bit of meat with simple fare
Good	10 CR	A whole piece of meat or fish with simple fare
Grand	25 CR	Meat, bread, cheese, fruit, and a sweet baked good

## Illness & Injury

Throughout an adventure, it is possible that a character may encounter strange and deadly diseases or suffer a grievous injury. These threats are serious and can have a dramatic effect on your journey. They cannot be healed through normal means.

### Diseases

Characters can contract a disease from the sick, contaminated food or water, mosquito bites, or even randomly. If the GM ever feels like the characters are in a situation where disease may occur, they may use the following table to inflict one. It is also used to determine the ailment inflicted by certain spells or abilities.

A disease caused by spells and effects occurs immediately, while diseases caught naturally have an incubation period of 1 day. If treatment is found before the incubation period ends, the character will not suffer that disease. If they do become sick, all diseases last for a number of days equal to the character's Prowess. Diseases may only be cured before the end of the Duration with a potion or a First Aid (*Healing*) Skill Test with a Target Number of 35.

Some diseases are more contagious than others. Any disease listed as "highly contagious" has a 25% chance of spreading to those that come in contact with some discharge from the infected character, be it a cough or pus oozing from a boil. While in swampy terrain, characters are at risk to contracting a disease from a mosquito bite. Every round, the GM should roll a D12, and on a 1, a random player gets a random disease from the table. Torches help repel insects, making the roll every other round. Drinking contaminated water can



## Diseases

Die Roll	Disease	Description
1	Blood Eye	Blood pools in the eyes causing difficulty seeing. Inflicts the Blind Condition.
2	Blood Leak	Blood takes longer to clot. Whenever you would take damage, after armor soak, take 1 additional damage.
3	Boils	The body is covered with pus-filled blisters. Wearing armor deals 1 damage every time you make an Attack or Auramancy Test. Highly contagious.
4	Brain Fever	A severe infection of the brain causes difficulty processing. -1 to all Mind Attributes. This affects Skill maximums.
5	Brittle Bone	The bones are weakened and can break easily. The first time you take Crushing damage, a limb is broken. Roll a D12. A 1-3 is the left arm, 4-6 is the right arm, 7-9 is the left leg, and 10-12 is the right leg.
6	Common Cold	Causes congestion, sore throat, and headaches. -1 to Attack and Auramancy Tests. Highly contagious.
7	Hantavirus	Extreme fever and difficulty breathing. -1 to all Body Attributes. This affects Skill maximums. Highly contagious
8	Joint Lock	Causes stiff joints and sore muscles. -3 to Physical Defense.
9	Pneumonia	Causes exhaustion, weakness, and coughing. -3 on all Tests. Highly contagious.
10	Shakes	Causes random and uncontrollable shaking. Suffer the Slow Condition and drop your weapon or implement if you roll a 1 on an Attack or Auramancy Test.
11	Skin Rot	Skin decays rapidly, causing massive pain. Reduces Health Pips by 5.
12	Smallpox	The body is covered with bleeding blisters and you suffer a severe fever. Reduce Action Points by 2. Highly contagious.

also cause illness. If a character does so, it will stave off the effects of dehydration, but they must roll a D12, and on a 1-9 they contract a disease.

If you have a disease with an obvious visual symptom, like boils or blood eye, you suffer a -5 penalty on all Influence Skill Tests except Intimidate, which gains a +2 bonus. All races require 2 extra hours of sleep to be fully rested when sick.

## Injury

Most damage can be healed magically, but some injuries, particularly broken bones, require time to heal. Most injuries of this nature come from Crushing damage or falling. If a limb is broken, it is useless. Arms cannot use a hand slot, and drop anything in the slot when the limb is broken. If a leg is broken, the character falls Prone and cannot run or sprint. Ribs or other bones in the torso reduce the character's maximum HP by 3. These injuries require 2 weeks of in-game time to heal. A First Aid (*Healing*) [30] Skill Test may reduce the time by 1 day for every point of Threshold.

A concussion can occur from an injury to the head, at the GM's discretion and as common sense dictates. This reduces the character's Action Points by 1 for 1 week, which cannot be reduced.

## Light & Vision

Every character has a limit to how far they can see, which is based on the Perception Skill. You are able to see 200 feet normally. To see farther, make a Perception (*Visual*) Skill Test and multiply the result

by 5. Add that to the 200, and that is the distance you are able to see, in feet.

Adverse weather conditions may limit this, and you are able to see 1/2 the distance in low or dim light and only 1/4 the distance in darkness without any special kind of vision. Without making a Test, assume an average die result of 6 for the purpose of determining vision distance.

When fighting in low or dim light, targets are harder to hit. When in low or fading light, targets gain a +1 Physical Defense bonus against attacks and physical spells, unless the attacker has Sharp Vision. In dim light, close to darkness, targets gain a +2 bonus, unless the attacker has Dark Vision. With no light source, you and your attacker gain no bonus and are instead considered Blind, suffering a -4 Attack or Auramancy penalty.

## NPC Attitudes

NPCs, or Non-Player Characters, are entities controlled by the Game Master rather than a player. They can be humanoid races or wild creatures, and are used for role play, Skill Tests, story advancement, and even combat.

All NPCs, including Adversaries, have an Attitude towards player characters and each other. This Attitude determines how the NPC will react to those characters, either positively or negatively. It is up to the GM what an NPC's Attitude is when you meet them, and whether or not that Attitude changes during your interaction. Humanoid



Attitude could be changed by things like discussion, bribery, threats, flattery, insults, open hostility, an event, or even just time. A creature's Attitude might change based on body language, tone of voice, bribery, open hostility, an event, and also time.

There are 5 levels of Attitude: Hostile, Unfriendly, Neutral, Friendly, and Ally. The first 4 are the most common, and will have a big impact on gameplay. They escalate, or deescalate, in the following order:

### Ally

An Ally is generally completely trusting of you and willing to risk their life with or for you. This Attitude is rare amongst NPCs, but your adventuring company, including your fellow players and Companions, are considered Allies. However, even if a player character is an Ally, they may not trust you.

### Friendly

Friendly NPCs are willing to help you, and even go out of their way to do so. They may not trust you, though, and will not risk their life for you. Generally Friendly NPCs will treat you with respect and give you their time and attention.

### Neutral

A Neutral NPC has little or no opinion of you. You may be just a customer, passerby, acquaintance, or another face. They typically will not help you without incentive or personal gain, or even do something that hurts or hinders you for the same reason, such as pointing you out to the authorities.

### Unfriendly

Unfriendly NPCs actively dislike you for some reason or another. You may have done something to wrong them or someone they like, or they might consider you a threat. They may go out of their way to cause you problems, or respond coldly and angrily in interactions.

### Hostile

A Hostile NPC is typically considered an Adversary and will often attack you on sight. There can be peaceful resolutions with Hostile NPCs, though it requires caution and well-rolled Skill Tests.

## Sleep

Despite their many physiological differences, the mortal races of Edara still require sleep. To be fully-rested, all races require 8 hours of sleep. If a character does not receive this amount of sleep in a 24-hour period, they must make a Stamina (*Resistance*) [15] Skill Test. If they fail, they suffer the Tired Condition. Every 24-hour period after that they do not get full rest, the Target Number increases by +10. If they fail the test after 72 hours, they fall Unconscious for 12 hours, at which point they are

completely rested.

Natural rest is a great way to heal a character's body. As long as a character sleeps for at least 6 hours, they will recover Health Pips at a rate of ½ Health Pip per hour slept, rounded down. Therefore, if a character sleeps undisturbed for 8 hours, they will recover 4 HP.

## Status Conditions

Status Conditions can be caused by a wide variety of effects. Some are caused by wounds inflicted in combat or by environmental dangers, while others are the effect of spells or special abilities. See the table on the following page for a list of common status conditions.

### Special Conditions

Some status conditions are caused by situations or by a player's actions. These are as follows:

**Prone:** Laying flat on the ground. Requires 1 AP to stand back up. Grants Advantage to attackers, but +2 Physical Defense against ranged and ballistic attacks and spells.

**Unaware:** Completely oblivious to one or more characters nearby. Grants Advantage to attackers.

**Unconscious:** An involuntary state of sleep. It is possible to be Unconscious and not Dying.

## Survival

The Survival Skill is very versatile and allows you to accomplish a multitude of tasks. The specialized Facets are based on terrain type, rather than the type of task.

### Building a Fire

Fires are necessary for cooking meat caught while foraging or using the Hunting (*Tracking*) Skill and for keeping warm. The Target Number is based on the conditions and materials used.

Modifier	Condition
-5	Plentiful dry, seasoned wood
-2	Using matches or a torchbox
+/-0	Wood is found laying around, partially damp from being under leaves or something similar
+3	Windy weather
+10	Fuel material is scarce
+10	Wood is wet
+10	Rainy weather (stacks with wood is wet)

### Foraging for Food

While scavenging in the Wilderness or the city streets, food and water can be hard to come by. You have to



## Status Conditions

Name	Effect
Advantage	Grants a specific attacker +2 on their Attack and Auramancy Tests.
Blind	Cannot see. Unable to perform Perception ( <i>Visual</i> ) Skill Tests, and -5 penalty to all Attack and Auramancy Tests.
Dazed	-2 AP
Dying	Unconscious and slipping closer to death. Adversaries die immediately, characters mark of Death Ticks each round until they reach 0.
Immobilized	Unable to move but may still make all Tests.
Knockback	An immediate effect that knocks the target straight back from the source of the attack.
Knockdown	An immediate effect that forces the target to fall Prone.
Paralyzed	Unable to move, attack, speak, or perform any actions.
Slowed	May only move ½ speed rating for normal AP costs.
Stunned	-3 AP
Tired	-2 penalty on Attack and Auramancy Tests.
Overwhelmed	Grants Advantage to all enemies.

hunt for berries, nuts, and edible plants, or set snares and traps for small game. In the city, you have to find scraps dumped into alleys by butchers, bakers, taverns, and vendors. In all environments, finding clean drinking water can be difficult, but is essential. The Target Number is based on the number of people you have to find food and water for, but the actual Test result may produce extra food and water per point of Threshold. Separate Tests must be made for food and water.

Modifier	Condition
+/-0	Food or water for one person
+5	Food or water for one other person or animal
+10	Food or water for two others
+15	Food or water for three others

## Making Shelter

Exposure to the weather and elements can be deadly. Staying dry, warm, or even shaded can make a big difference, but finding materials for shelter can be difficult. If you build a shelter out of materials that could be used for a fire, then the Target Number for Survival Skill Tests to build a fire increases by 5, which can stack with fuel materials being scarce.

Modifier	Condition
-5	Plentiful materials, like big leafy branches or lots of wood
-3	Access to rope or vines
+/-0	Moderate materials and nothing to use for lashings
+5	Flat, open expanse that forces free-standing shelter
+10	Material is scarce

## Terrain

No matter how you move through the world, you will encounter different types of terrain. Terrain affects walking, riding mounts, and even driving vehicles. These penalties apply to any type of moving and impact how far you can travel in a day, and how far you can move by spending Action Points in combat.

### Easy Terrain

Easy Terrain is very rarely encountered. It is terrain with absolutely no obstacles. A grassy track or flat, empty road would be considered easy terrain. When moving across Easy Terrain a character may move at his Speed x 1.25. Mounts and vehicles move at normal Speed.

### Normal Terrain

Normal Terrain is the most commonly encountered terrain type. A sidewalk with cracks and bumps, an uphill slope, a walkway filled with people, grassland with uneven footing, and forests with trees and undergrowth all count as Normal Terrain. While moving through Normal Terrain, characters, mounts, and vehicles move at normal Speed. Most plains in Edara are considered Normal Terrain.

### Difficult Terrain

Difficult Terrain is littered with debris and obstacles. A wooded area with thick underbrush, the rocky hills of the Flamma Mountains, knee to waist-deep water, and a very crowded street are all considered Difficult Terrain. A character moves at 1/2 their normal Speed in Difficult Terrain, but most mounts and all vehicles cannot move at all.

### Very Difficult Terrain

Very Difficult Terrain is almost impassable for most characters. The deeper parts of the Forests of Sylvae where the brush is as



thick as a wall is Very Difficult Terrain. The higher areas of the Flamma Mountains qualify as well, as does crossing chest-deep water. When moving through Very Difficult terrain, a character can only move 1/4 of his movement speed. Mounts and vehicles may not even enter this type of terrain.

## Time

Edara runs on a 24 hour clock with a standard night and day cycle. During the summer months, daylight tends to last an average of 14 hours a day, whereas during the winter months daylight lasts around 8 to 10 hours a day, depending on the region. Time can be tracked in days, hours, and minutes.

During an encounter, a round through the full Initiative Order takes 10 seconds. When a character has very little time to act, the GM may decide to track time in this manner, thus limiting the amount of actions a character can make in that block of time.

## Travel

Depending on your GM, your adventure may occur in a single city, across an entire realm, or spread through the vastness of the whole world. No matter the scale, you will need to move from place to place. It is easy to travel in and around a lone city on foot, but beyond that travel becomes more difficult and slow. To travel between realms, you'll either want your own vehicle or you can make use of cross-realm transportation.

### Cross-Realm Transportation

To make travel through the different realms easier, there are many transportation services available.

#### **Caravans**

Merchants transport their goods between cities and realms on wagons constantly. They group together in caravans for protection from bandits and animals, and frequently have caravan guards.

#### **Ships and Steamboats**

Sailing ships like square riggers and schooners sail up and down the Kurian coast, making port at cities and towns along the way. Steam barges and riverboats cross Trombley Lake and run up and down the Thronberry River between Lyre and Ethralion.

#### **Steam Engines**

A steam train runs between the Kurian capital of Larith and the city Tortmos. The train carries both cargo and passengers, making the trip to Tortmos in the morning and back in the afternoon, 2 hours each way.

#### **Zeppelins**

Air ships are the easiest form of long-distance transportation, but also the most expensive. They are able to go anywhere, not limited by tracks or waterways. This form of travel is common between the major Kurian cities, and a zeppelin runs between Arborvitae and Kal-Torin every few weeks.

#### Cost of Transportation

Type of Travel	Cost
Caravan	25 CR per day of travel
Rented Mount	25% of total mount cost per week of rental
Rented Vehicle	15% of total vehicle cost per day of rental
Train Ticket	100 CR
Zeppelin Ticket	50 CR per 20 miles
Ship Passage	200 CR per day of travel

#### Escort

Sometimes an armed escort is needed for safe travel. Hired guards will defend their charges, but will not lose their lives for them and often surrender when they are close to death. In the wilderness, it costs 200 CR per day for a single guard, equivalent to the Level 3-5 bowman or swordsman Human City Guard Adversary. Kuria is the only realm that regularly has an escort for hire in cities, costing 25 CR per day for a single guard of the same type.

## Weight & Carrying Items

Items in this game are not assigned a weight value. This is to avoid situations where players become more focused on inventory management than enjoying the game. If the GM wishes, they may certainly assign specific weights to items.

However, it is expected that characters can only carry a reasonable amount of items. For example, it is not reasonable to attempt to carry several Medium or Heavy weapons, or multiple suits of armor. It is up to the GM to determine what is or is not reasonable. If the players have mounts or vehicles, it is also assumed that they will be able to carry a reasonable amount of items.

When an obvious circumstance for lifting heavy objects arises, the Force (*Lifting*) Skill may be used to determine a character's ability to lift and carry a certain amount of items.



# CHAPTER 15

## RUNNING A GAME

“

*Running a Guild is a troublesome business. It has many moving parts and most of these parts have minds of their own. Forcing the cooperation of opposing groups, even those who claim to be allies, can be exhausting. The need to manage the organization in such a way as to both encourage productivity and limit tensions is tantamount. There are some who manage this task with grace and power and others who succeed only by the good graces of those who work below them. Either way, one should never underestimate the importance of a guild's master.*

”

--Hruet Drhinoek

*Guild Master of the Orcish Spice Guild*

### How to GM

Everything in this chapter is meant to be a resource for the Game Master to run a smooth and successful adventure. Therefore, everything in this chapter is directed towards the GM. As the GM, remember that ultimately you are in charge of the company, or players. **The decision for every debate comes down to you.** If the players are arguing over rules or questioning your authority, remind them that you are in control of the game.

It is also up to the GM to ensure that the company has fun. Sometimes spending the time to look up specific rules can detract from the overall experience. It is helpful to keep a cheat sheet of whatever you consider to be the most important rules for your specific adventure, and if something is taking too long to determine, you are allowed to make a ruling, or a “House Rule.” If your players encounter a situation that is not expressly covered in these rules, it is your job to take what knowledge you have and figure out a solution to the issue.

### Becoming a Skilled GM

There are a few tricks of the trade, so to speak, that can help a Game Master. If you are struggling, or if you are new to being a GM, fall back on these.

### Adjusting the Die

Sometimes the players are having a great time, adventuring smartly, and making all the right decisions. Even then, a lucky die roll from the GM can turn a fun adventure into a tragic one. In the

same hand, sometimes the players may be doing extremely well, killing all your tough Adversaries, and rush through an adventure much faster than you anticipated.

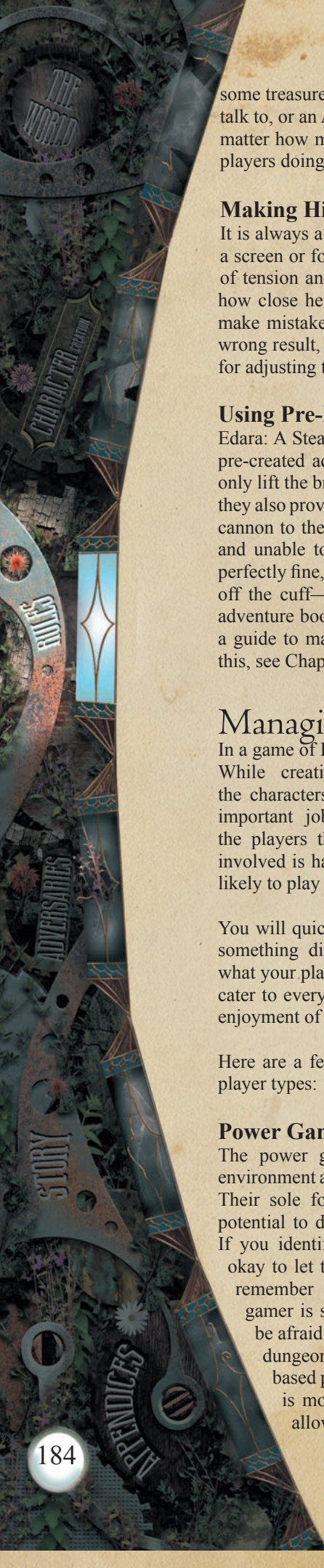
Sometimes the GM will feel that it is not the correct moment to kill a company member, to offer a low amount of treasure, or to let a crucial NPC die. In these situations, it is okay to adjust the die. Turn that critical 12 roll into a roll of 11 instead, or that 1 into a 2. This can only be done if you are making hidden rolls as the GM, as the ultimate result of the die roll is only recorded by you.

Use this technique sparingly. It is important to be honest and for the players to trust that you are judging things fairly. Most of the time, you should use actual die results. If you do adjust the roll, make sure you have a good reason for it.

### **Encourage the Player's Imaginations**

The beauty of a table-top role playing game is its ability to capture the imagination of its players. Edara becomes the player's world as soon as they sit down at the table. During some sessions players might decide that, instead of following an adventure, they want to search the land for exotic animals or rare treasure. You should encourage this kind of playing, as the game is about the players, but it may require you to create material on the fly. In such cases, let the players do as much of the work as you can. Let them make Skill Tests, explore, and describe what they are doing. Try to get some role play between them or a non-player character going. In the meantime, you can create





some treasure for them to find, a new NPC for them to talk to, or an Adversary for them to fight. However, no matter how much you plan, you should anticipate the players doing something you did not expect.

### **Making Hidden Rolls**

It is always a good idea to hide your D12 rolls behind a screen or folder. Not only does this add to the sense of tension and mystery, since a player will not know how close he came to being hit, but it allows you to make mistakes. If you incorrectly add and obtain the wrong result, no one will know but you. It also allows for adjusting the die.

### **Using Pre-Made Adventures**

Edara: A Steampunk Renaissance will release a set of pre-created adventures for the GM to use. These not only lift the brunt of the work off of a GM's shoulders, they also provide an ongoing plot line that is considered cannon to the Edara world. If you find yourself stuck and unable to generate your own content—which is perfectly fine, not everyone is good at creating material off the cuff—you can always pull from a published adventure book. These adventures can also be used as a guide to make your own. For more information on this, see Chapter 17: Running the Episodes.

## **Managing the Players**

In a game of Edara, the GM has many responsibilities. While creating exciting encounters and guiding the characters from one adventure to the next is an important job, it is equally important to manage the players themselves. Making sure that everyone involved is having a good time will make them more likely to play with you in the future!

You will quickly find that every player is looking for something different in their session. Understanding what your players are looking for and finding a way to cater to everyone at the same time will increase their enjoyment of your sessions.

Here are a few common table-top role-playing game player types:

### **Power Gamer**

The power gamer cares less for the story or the environment and more about their character's statistics. Their sole focus is on maximizing their characters potential to do damage or succeed at a certain Skill. If you identify a power gamer in your group, it is okay to let them play the way they want. However, remember to keep things balanced; if the power gamer is spoiling the fun of other players, do not be afraid to throw them off their game. Running a dungeon that consists of only role play and Skill-based puzzles shows the power gamer that there is more to this game than just numbers, and allows the other character to shine.

### **Rules Lawyer**

The rules lawyer is a player who probably knows the rules better than you do. Maybe they have been playing for years while you just picked up the book. It is easy to be intimidated by someone who is quick to point out your mistakes or is constantly trying to find loopholes in the rules to benefit themselves. To stop conflicts early, be sure to enforce the idea that you are the GM and that all final decisions on rules lie with you. Asking the rules lawyer for a verdict on foggy situations or to help remind you of certain rules or statistics will help them feel more involved.

### **Role Player**

This player finds more enjoyment in talking than in fighting, often taking on the persona of their character. If you let them, the role player could move from social situation to social situation the entire night, acting each one out. Other players may feel out of place next to the role player, since they do not dive in to their character like he does. When dealing with a role player, be sure to balance the amount of time you spend with them compared to everyone else. Prompt the other players by asking them questions, such as "What is your character thinking?" "What would your character do in this situation?" or "How does your character react to what the role-playing character is saying?" Try to get them involved, even if they just paraphrase what their character would say. Having a player this excited about role-playing his character might help draw the shy players out of their shell.

### **Introvert**

Playing a game like Edara that has a heavy focus on social interaction can be difficult for an introvert. They may be tempted to clam up and gain no enjoyment from the role playing experience or Skill Challenges. It is important that you, as the GM, never force them out of their comfort zone, yet provide them with plenty of opportunities to get into character should they wish.

### **New Player**

Always remember that not everyone is as experienced as you are. One of the players at the sessions may be new not only to Edara, but to role-playing games in general. When working with both new and experienced players, move at a pace that is comfortable to the newer players. The more advanced players should understand, and if they don't, you can urge them to help guide the new players as well.

## **Adventure Hooks**

When creating your own adventures, it is important to have a good hook. This will draw the player in and give them a clear objective. Sometimes it is fun to crawl through random dungeons in search of treasure and experience points, but tying it all together with an objective or story hook will make the experience more memorable.

An **Adventure** is a small story based on a quest or mission that can involve one or several Encounters.



They may take one or several game sessions to complete. A **Campaign** is a set of several adventures with the same company that cross multiple adventure hooks. Campaigns are usually tied together by a theme or common villain and have a progressing storyline for the players to follow.

You will find more information on following the continuing Edara campaign, or creating your own, using unique character motivations and settings in Chapter 17: Running the Episodes. But for those who want to create an adventure on the fly, here are some great adventure hooks that can get you started:

**Assassinate a Target:** The players must locate and take down a political or military target. Usually the players are hired by another interested company to take down a rival.

**Uncover a Mystery:** The players have been putting the clues together for some time now, and their investigation leads them deep into a dungeon where the final clue to solve their mystery awaits.

**Steal an Item:** Sometimes a company can be hired to perform a little espionage. Infiltrating a secure location to steal items, blue prints, or money can offer something to both combat and non-combat focused characters.

**Rescue a VIP:** In a world full of hostility, people sometimes get captured. They can be held for ransom or interrogated for secrets, and the players are hired by an interested party to rescue the VIP, or very important person. This can often be a time-sensitive hook. For example, the VIP will be executed at midnight and the players have only twelve hours to mount a rescue.

## Creating Encounters

No matter how deep or compelling a story happens to be, it is nothing in a game like this without conflict. In Edara, that conflict usually comes in the form of **Encounters**. Encounters break up the storytelling and involve the players in more reactive decision making. Every Encounter should feel fresh and fun. They should fill the company with excitement and also progress the overall story. While some players might enjoy mindlessly fighting waves of goblins inside of a cave, most will prefer variety in their adventures.

Crafting Encounters should not be difficult as long as you follow a few guidelines. The most important decision is to choose between a Combat or Non-Combat Encounter. Combat Encounters involve the players facing up against Adversaries, which are Hostile non-player characters controlled by you, the GM. Maybe the players are facing off against the major villain of the plot or protecting a group of travelers from bandits. Non-Combat Encounters can usually be solved without combat. Encounters that rely on Tests of Skill or puzzle solving ability

are a nice relief after a serious of deadly combat Encounters.

## Combat Encounters

Chapter 16: Adversaries contains a library of enemies grouped by type, favored terrain, and level. You can use this chapter to quickly throw together a Combat Encounter tailored to your adventuring company. There are instructions in the chapter detailing how to read an Adversary's entry, and how to set up a combat group. It is best to take the average level of the company and pit them against Adversaries within the same level range. However, if you plan on having the company face large numbers, it may be best to choose Adversaries that are one or two levels below the average. This gives the company a good chance against the individual Adversaries but still presents the challenge of being overwhelmed by numbers. The opposite is true for small encounters. If the company is facing the big, final fight of your dungeon crawl, you probably want to choose a Boss category character or an enemy that is several levels higher than the players' average.

Included in each Adversary's description are some tactics showing how to best utilize them in combat. These strategies are meant to change the flow of combat, keeping players on their toes, and can add a lot of flavor for each Adversary group. This is a great tool for a GM who does not have much experience.

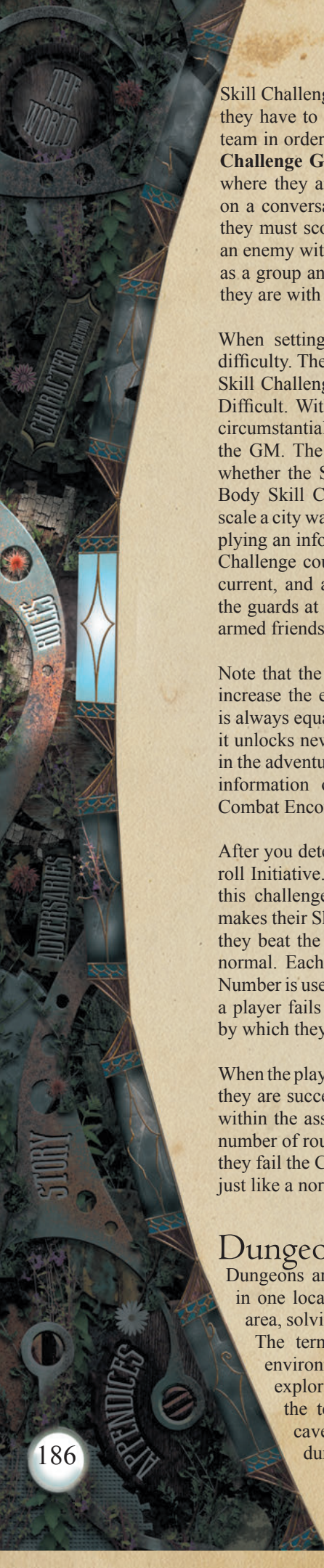
Another way to challenge players is by varying the terrain and environment of the battleground. Sometimes, the terrain can be more memorable than the enemies. Perhaps this fight occurs in waist deep water with a swift current, or on the second story of a decaying building where part of the floor gives way mid-battle. If the company is traveling in the mountains, consider setting the Encounter during a freezing snow storm, where the players must worry about frostbite while still defending from attack.

It may be a good idea for a fledgling GM to build a portfolio of various Encounters. This way, if the players travel off the course of your adventure, you can quickly fill the gap without needed much time, then lead the company back on track. Slight changes in Adversary numbers or terrain layout can allow you to recycle something you have used before.

## Non-Combat Encounters

Non-Combat Encounters encourage the company to solve a puzzle or resolve a tricky situation without violence. The most common type of Non-Combat Encounter is a **Skill Challenge**. Attempting Tests of Skill is an integral part of Edara. Many times, Skill Tests may happen outside of combat in a role-playing setting. But as the GM you may decide to change things up a bit by turning it into a full Encounter.





Skill Challenges put the characters in a position where they have to gather together and use their Skills as a team in order to survive by meeting a collective **Skill Challenge Goal**. This could take place in a situation where they are trying to work together to eavesdrop on a conversation with Perception Skill Tests, where they must scour the city to find information about an enemy with Hunting Skill Tests, or attempt to work as a group and convince NPCs they are who they say they are with Trickery.

When setting a Skill Challenge, first determine its difficulty. The difficulty determines the number for the Skill Challenge Goal, such as 10 for Easy and 20 for Difficult. With Non-Combat Encounters, difficulty is circumstantial, and therefore completely up to you as the GM. The factors involved vary widely based on whether the Skills used are Body or Mind. An Easy Body Skill Challenge may mean helping each other scale a city wall, while a Mind Skill Challenge might be plying an informant for more details. A Difficult Body Challenge could be swimming together against a fast current, and a Mind Challenge would be convincing the guards at the castle that the player and his heavily armed friends are merely circus performers.

Note that the difficulty of a Skill Challenge does not increase the experience gained from the challenge, it is always equal to an Easy Combat Encounter. Instead, it unlocks new gameplay options to make progressing in the adventure easier for the player, such as increased information or an advantage during a subsequent Combat Encounter.

After you determine the difficulty level, ask players to roll Initiative. They will make their Skill Tests during this challenge in Initiative order. When each player makes their Skill Test, consider the Threshold in which they beat the Target Number, which is determined as normal. Each point of Threshold scored on a Target Number is used to meet the Skill Challenge Goal. When a player fails to meet the Target Number, the amount by which they failed is subtracted from the goal.

When the players reach the Goal for the Skill Challenge, they are successful. If the players fail to hit the target within the assigned amount of time, usually a certain number of rounds or a limited number of failures, then they fail the Challenge and suffer the effects of failure, just like a normal Test of Skill.

## Dungeons

Dungeons are defined as a series of Encounters set in one location that normally involve exploring an area, solving a mystery, or completing an objective.

The term came about due to the labyrinthine environments that players were usually exploring in early role playing games. Now, the term “dungeon” can equally describe a cave, crypt, castle, city, or even an actual dungeon. Developing interesting settings in

which your dungeons take place, and populating them with puzzles and other Encounters, will lead to fun adventures that your players will not soon forget.

## Creating a Dungeon

The first step in creating a challenging dungeon is picking a theme. Whether the dungeon takes place in a decaying manor, the tunnels beneath a steam works building, or a capsized ship floating offshore, all elements of the setting should feel cohesive. Important questions to ask yourself when designing a dungeon are:

- *Where is it?*
- *Why are the players there?*
- *What unique things will they discover?*
- *What is the overall atmosphere of this dungeon?*
- *What is the environment of the dungeon?*

Answering these questions will provide a great start for building your dungeon. Many dungeons may count as secure locations, and will often be guarded. If your characters prefer to take a non-combat route, let them have the opportunity. Some of the more crafty characters can use Stealth and Thievery to sneak their way through a dungeon and recover an objective, or use Trickery and Influence to walk straight through the main doors. Remember the strengths, and weaknesses, of each company member and tailor sections of the dungeon to their abilities so that everyone has something to do.

Setting your dungeon in a unique environment will also create its own challenges. Perhaps they are fighting in a forest maze where they have to deal with wild animal attacks and enemies using the high tree tops for cover, or the collapsed ruins of a dwarven factory filled with constructs that blend in with the machinery around them. Another great effect for a dungeon would be to set it during a massive storm, so that every fight in a room with a collapsed roof would result in a torrential downpour.

Picking the correct set of Adversaries can really establish the flavor and atmosphere of your theme. Each Adversary group has its own favored terrain, the area where you are more likely to encounter that type of Adversary. It is definitely possible to come across those same enemies outside of their favored terrain, but be prepared to use it as a story hook or motivation for the dungeon. Investigating the appearance of a strange enemy could lead to an adventure on its own.

Typically, the early rooms of a dungeon will introduce lower level adversaries and rise in difficulty as the players move further forward. Most dungeons will end with a Boss-level character. Normally this boss is the target of the adventure, or guarding whatever it is that needs to be found.

No GM should be forced to come up with a complicated dungeon on the fly. Preparing the dungeon in advance



is important for making sure your players have a good experience. You can draw maps of the rooms, create the Adversary groups, and plan out your puzzles and traps. Having this all contained in a notebook or folder means there is less time spent flipping through the book to look up statistics and more time spent playing.

## Puzzles

Puzzles are a mind game or exercise that require problem-solving and thought. They may require trial and error for players to solve, and you can include a penalty of some sort if a puzzle is failed, like a trap going off.

Pitting the characters up against puzzles challenges the player's mind as well as the character's skills. It is important to grade your puzzles based on your company's ability. Not all player groups will be equipped to solve complex puzzles. Make sure the puzzles can be completed and if the company seems lost, you can always drop in a clue to point them in the right direction.

Puzzles can be difficult to create but inspiration can be found from a variety of places, such as games, movies, and even puzzle books. Use the ideas below to tailor unique puzzles for your dungeon.

### **Combination Puzzle**

This can be as simple as matching similar objects or symbols, or involve assembling a structure out of oddly-shaped blocks. This type of puzzle is most likely to require props or pictures.

### **Key Puzzle**

Using literal keys or various objects, characters have to find the correct item to fit a specifically-shaped hole.

### **Path Puzzle**

Walking a specific path to avoid harm is an easy puzzle to use, but also an easy puzzle to solve. Adding additional traps or even a Combat Encounter can make this significantly more challenging. Make sure to have a diagram of the correct path.

### **Riddle**

Riddles may be more challenging to come up with and to make difficult, but may be presented in really interesting ways in the game. They could be posed by a high-level Adversary that will attack if the answer is wrong, or written on a door that will only unlock once the riddle has been solved.

### **Tile Puzzle**

Pressing tiles or buttons in a specific order can unlock a door or disable a trap. These tiles could be on a wall, table, or floor, and be any size, even requiring multiple characters to stand on them.

## Traps

Traps are an age-old dungeon mechanic, hidden devices that can catch or injury an unwary suspect. Old tombs, enemy hideouts, and abandoned buildings are great places to set traps on unsuspecting company members. Every trap has several important mechanics. First, it needs a trigger mechanism. A trip wire, pressure plate, or a device attached to a door hinge are all great ideas. Second, it needs to have a mechanism that deals a negative effect, such as damage or the ability to inflict a Status Condition related to its function. A spear launched from the ground should deal (P) damage where as a cage falling from the ceiling would Immobilize the character. Third, it needs to be able to be detected with a Perception Skill Test, which needs a Target Number. Finally, the trap needs to be able to be disarmed with an Engineering Skill Test, so the trap needs a second Target Number. You may experiment and invent your own traps, but below is a list of good starting traps that can be used within a dungeon. You may also use any traps found in the gadgets section of the Chapter 12: Equipment and Gear. All traps hit automatically when they are triggered.

### **Cage**

Trigger: Trip wire or pressure plate.

Mechanism: A cage drops from the ceiling or comes out of the floor.

Effect: One target is Immobilized. Requires a Thievery (*Lockpicking*) Skill Test with a Target Number of 25 or an Engineering Skill Test to get free.

Perception TN: 15

Engineering TN: 20

### **Caltrops**

Trigger: Trip wire.

Mechanism: Caltrops fall from hidden storage in the ceiling or wall and cover the floor.

Effect: A 10-foot radius is considered Difficult Terrain.

Perception TN: 15

Engineering TN: 15

### **Exploding Door or Chest**

Trigger: Pressure plate in the door or chest frame.

Mechanism: Shaped explosive gadget.

Effect: Ballistic Attack Test, D12 +10, vs. Physical Defense for all targets in a 10-foot radius. 5(B) damage.

Perception TN: 30

Engineering Target Number: 25

### **Grenade Drop**

Trigger: Trip wire.

Mechanism: A grenade falls from a hidden compartment in the ceiling or wall.

Effect: As grenade gadget.

Perception TN: 15

Engineering TN: 20



## Barrier and Object Strength

Material	Armor	Health Pips	Examples
Plaster	2(P) 2(S)	3	Human commoner house
Flimsy Wood	5(P) 2(S)	5	Street vendor stall
Sturdy Wood	2(B) 2(C) 5(P) 5(S)	10	Normal door, elven structures
Reinforced (Metal) Wood	5(B) 5(C) 10(P) 8(S)	15	Human city gates, stronghold door
Masoned Stone	8(B) 8(C) 10(P) 10(S)	25	City wall, human noble house
Metal	10(B) 10(C) 15(P) 15(S)	30	Dwarven city gates
Solid Stone	10(B) 12(C) 20(P) 20(S)	40	Dwarven structures

### Pit

Trigger: Pressure plates on the floor

Mechanism: The floor collapses over a pit.

Effect: Player falls some distance greater than 10 feet. Spikes may be added for 5(P) damage. Requires an Acrobatics (*Parkour*) or Athletics (*Climbing*) Skill Test with a Target Number of 20 to get back out.

Perception TN: 25

Engineering TN: 15

### Poison Dart

Trigger: Trip wire or pressure plate.

Mechanism: A dart with poison coating fires from a hidden mechanism.

Effect: Ranged Attack Test, D12 + 15, vs. Physical Defense for one target. 2(P) damage and poison damage or effect based on the poison used.

Perception TN: 30

Engineering TN: 25

### Sliding Wall

Trigger: Pressure plate.

Mechanism: A wall starts sliding towards the other one, most commonly in a hallway.

Effect: All targets in the room have 3 rounds to act, then take 5(C) damage per round.

Perception TN: 30

Engineering TN: 35

### Spear Launcher

Trigger: Pressure plate.

Mechanism: Spear fires from hidden mechanism.

Effect: Ranged Attack Test, D12 +10, vs. Physical Defense for one target. 4(P) damage.

Perception TN: 20

Engineering Target Number: 15

### Steam Vent

Trigger: Pressure plate.

Mechanism: Vent that sprays steam from a pipe in the floor, wall, or ceiling.

Effect: 3(E) fire damage to all targets in a 10-foot cone.

Perception TN: 15

Engineering Target Number: 25

### Toxic Gas

Trigger: Pressure plate.

Mechanism: Hidden canister releases toxic gas.

Effect: All targets in the room suffer 3(T) per round, until they leave the room or the gas dissipates after 5 rounds.

Perception TN: 30

Engineering TN: 30

## Objects and Barriers

You may want to fill your dungeon with certain objects or barriers to block progress. Or maybe you encounter a situation where a character attempts to destroy a wall to proceed through a dungeon.

From wooden doors to stone walls, barriers and other objects have Health Pips. No matter if the players are crashing a vehicle or just trying to punch through a wall, the player will have to deal enough damage to exceed the object's armor in order to damage it. Just like anything else, destroying an object or barrier requires enough damage dealt to it to exceed its HP.

The Barrier and Object Strength table lists the types of barriers you might find in an adventure and their strengths. Barriers and objects are immune to Toxic damage. Plaster and Wood take double Elemental damage from a fire source, but all materials are immune to other Elemental damage. Their base Defense Value starts at 0.

## Non-Player Characters

Edara is a living world, ever-changing. The player characters cannot be the only ones in the land. The world will seem dull and empty to them unless you fill it with NPCs. NPC stands for Non-Player Character and refers to every character encountered that is not directly controlled by the players, which would make them controlled directly by the GM.

NPCs may be used for a variety of roles. Adversary NPCs fight the players in combat. Some NPCs may be used to advance the story and give important information. Others may be created on the fly, like the bartender at a tavern. In all cases, it is the GM's job in a game to describe and role play every NPC encountered,



both friend and foe alike.

When creating an NPC it is important to record their physical features; this way you are sure to describe them the same way each time. By the end of the adventure, an NPC may be recognizable just by his mannerisms, or the armor he is wearing. Also note the NPC's motivation. Why is he in that town? Why did he show up at the last minute to save the player characters? These are all questions the players will be asking themselves, and it would be satisfying to provide the answers.

One way to bring realism to the world is through the use of reoccurring NPCs. If done correctly, your players will start to look for these characters and will be rewarded with their appearance. These characters can be friends, mentors, family members, or even just comic relief. By giving the players a consistent set of characters to deal with, you also give them a way to emotionally attach themselves to the story.

Some NPCs you create may be working against the players. Perhaps you have developed a nemesis for players, such as a childhood rival or a prominent member of an opposing Band. Like in any story, the characters will strive to defeat this nemesis, and Encounters involving them will be much more meaningful. When creating a nemesis character, you can either create a character from scratch using Edara's character creation rules, or you can use the statistics given for one of the boss characters in Chapter 16: Adversaries. Almost any Adversary's stats can be used for an NPC instead of an enemy if the situation calls for it. For most NPCs, you will not be required to create a full character. It is, however, wise to give them basic statistics. If the players decide to argue with an NPC, start a bar fight, or even arm wrestle, you will need to know how well the NPC is able to respond to that situation. You can build and record NPCs just as you would build a player character. It is a smart idea to build a repertoire of NPCs for yourself and record them in a notebook or on flash cards.

## Sample NPCs

This is a list of simple NPCs that can be used when your players choose to interact with an NPC that you have not developed stats for. These are basic archetypes but they can be applied to similar types of characters. The Dwarven Innkeeper can also be a bartender, stable owner, or merchant, for example. The NPCs with no race listed can easily be applied to any race.

### Courtesan

Attributes: Agi 6, Brw 4, Brn 2, Wit 5, Vig 3  
Skills: 4 Acrobatics, 4 Thievery, 2 Knowledge (4 *Local Affairs*), 5 Influence (4 *Intuition*), 5 Trickery (4 *Lying*)

### Cutpurse

Attributes: Agi 8, Brw 3, Brn 2, Wit 6, Vig 2  
Skills: 4 Acrobatics (8 *Parkour*), 6 Stealth,

4 Thievery (8 *Pickpocketing*), 1 Knowledge (4 *Hideouts*), 2 Hunting, 6 Perception, 3 Trickery

### Dwarven Innkeeper

Attributes: Agi 4, Brw 6, Brn 3, Wit 5, Vig 2  
Skills: 3 Athletics, 2 Force, 3 Stamina, 1 Knowledge (4 *Local Affairs*), 1 Hunting (6 *Information Gathering*), 4 Perception, 2 Survival

### Elven Diplomat

Attributes: Agi 4, Brw 3, Brn 5, Wit 5, Vig 3  
Skills: 2 Acrobatics, 2 Control Vehicle, 1 Knowledge (6 *Foreign Affairs*), 4 Navigation, 5 Influence (7 *Diplomacy*), 3 Perception, 3 Trickery

### Gnome Musician

Attributes: Agi 4, Brw 2, Brn 4, Wit 8, Vig 4  
Skills: 2 Control Vehicle, 6 Influence, 3 Perception, 8 Performance (14 *Instrument*), 6 Trickery

### Human Noble

Attributes: Agi 3, Brw 3, Brn 6, Wit 4, Vig 4  
Skills: 2 Knowledge (6 *Politics*), 2 Influence (4 *Diplomacy*), 4 Perception

### Human Scientist

Attributes: Agi 3, Brw 4, Brn 8, Wit 3, Vig 2  
Skills: 8 Chemistry, 4 First Aid, 6 Knowledge (12 *Science*), 3 Perception

### Inventor

Attributes: Agi 4, Brw 2, Brn 8, Wit 5, Vig 2  
Skills: 8 Engineering (10 *Crafting*), 4 Knowledge (10 *Steam Power*), 2 Influence, 2 Trickery

### Low Class Citizen

Attributes: Agi 6, Brw 3, Brn 1, Wit 6, Vig 4  
Skills: 4 Acrobatics, 2 Stealth (4 *Sneaking*), 3 Athletics, 3 Stamina, 4 Hunting, 4 Perception, 6 Survival

### Middle Class Worker

Attributes: Agi 3, Brw 6, Brn 3, Wit 4, Vig 4  
Skills: 2 Control Vehicle, 6 Athletics, 6 Force, 6 Stamina, 4 Hunting, 4 Perception, 4 Survival

### Ogre Bouncer

Attributes: Agi 2, Brw 8, Brn 2, Wit 2, Vig 4,  
Skills: 8 Athletics, 8 Force, 8 Stamina, 3 Perception, 2 Influence (4 *Intimidate*)

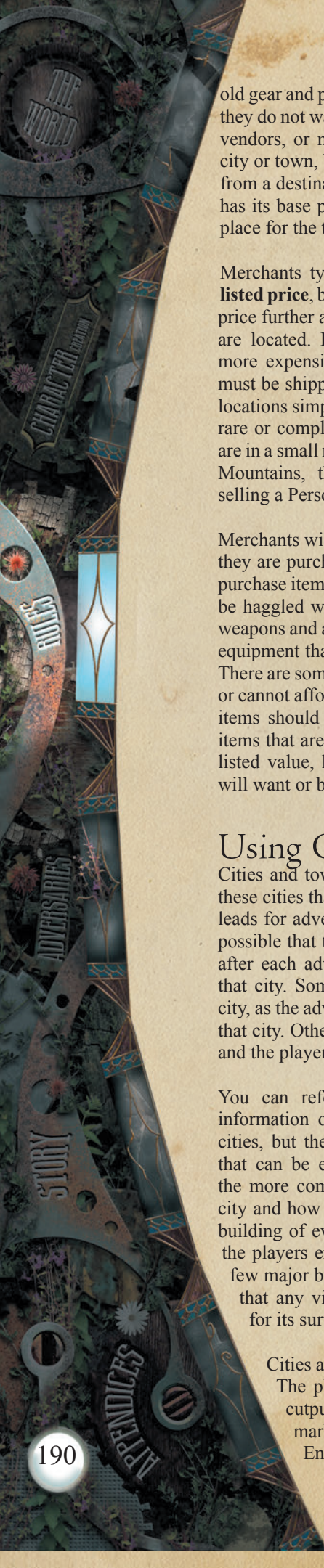
### Upper Class Politician

Attributes: Agi 2, Brw 3, Brn 6, Wit 5, Vig 4  
Skills: 2 Knowledge (8 *Government*), 5 Influence (8 *Diplomacy*), 5 Perception, 2 Trickery (8 *Lying*)

## Buying & Selling Items

During the adventures, the player characters will undoubtedly attempt to hawk off their





old gear and purchase replacements, as well as sell loot they do not want. This can only be done through shops, vendors, or merchants. Usually these are found in a city or town, but merchant caravans on their way to or from a destination can also be traded with. Every item has its base price listed that can be used as a starting place for the transaction.

Merchants typically will sell items at **125% of the listed price**, but can be haggled with. You can adjust the price further as you like based on where the characters are located. For example, swords and guns will be more expensive in a small village where everything must be shipped in. Also remember that some smaller locations simply will not have the resources to produce rare or complex items. For example, if the characters are in a small rural mountain village within the Flamma Mountains, they probably won't find a craftsman selling a Personal Artillery System.

Merchants will never want to pay full price for an item they are purchasing, especially if it is used. They will purchase items at **25% of the listed price**, but may still be haggled with. Some towns will be in dire need of weapons and armor, and so they will offer more for that equipment than a large city where goods are plentiful. There are some items that villages may have no need of or cannot afford. Bigger, complex, and more expensive items should only be sold back in large cities. Loot items that are intended as Currency can be sold at the listed value, haggled up or down. Not all merchants will want or be able to purchase such items, though.

## Using Cities and Towns

Cities and towns act as great adventure hubs. It is in these cities that the company will find rest, gather new leads for adventures, and buy and sell their gear. It is possible that the company will return to the same city after each adventure. They may even own homes in that city. Some campaigns may never leave a single city, as the adventure is unfolding within the politics of that city. Other campaigns will sweep the entire world and the players will venture to most every city.

You can reference Chapter 2: Life in Edara for information on the different realms and their major cities, but there are countless other cities and towns that can be explored. Chapter 14: Adventuring lists the more common buildings that may be found in a city and how to use them. It is fine to not have every building of every city mapped out. Sometimes, when the players enter a small village, you can just pick a few major buildings to point out. It is safe to assume that any village will have the necessities required for its survival.

Cities are also a great place to set up Encounters. The players may be ambushed by a group of cutpurses, or finally track their villain to a market square. Forcing the players into an Encounter in the middle of a city allows

for an exciting resolution. The terrain is difficult to navigate and they must always be on the alert for the city's authorities or militia.

## Using Props

Edara can take place entirely in the imagination of your players. But sometimes, it helps to have props. Many of the pre-made adventures will contain color maps or cutouts to better illustrate the environments. Maps help players orient themselves and provide context for their actions. This can be particularly useful for Combat Encounters, where you and players need to keep track of their position and distance to each other and Adversaries. Even if you scribble a map onto a piece of notebook paper, it still helps players relate to the environment.

Some GMs will prefer to let combat play out atop a battle board. Battle boards are square-shaped boards divided into smaller squares, usually in a 1-inch grid. Each square roughly represents five feet. Using a battle board helps give spatial awareness to the players. Players can mark their spots on the battle board with figurines, squares of paper with their names written on them, or even coins or tokens. Simply demonstrating on the board where players and enemies are located can be very beneficial. However, they are typically used for close-quarters combat and not as useful in Encounters that span the space of entire buildings or cities.

Music can help set the mood to a particular dungeon or encounter. Finding your favorite piece from a video game or movie can add much needed atmosphere.

Remember that everyone is there to have fun. Adding gimmicks and props may seem silly or cheesy at times, but if your players enjoy it, then you are doing your job as GM.

## Rewarding Encounters

After every Encounter, players look forward to receiving treasure or loot and experience. It's a payoff moment, where all the players' work turns into progress.

### Experience

**Experience**, or XP, is used to increase a character's level and therefore their overall skill and ability. It is commonly distributed after an Encounter, based on the difficulty of that Encounter.

- Easy: 1 XP
- Moderate: 3 XP
- Difficult: 5 XP

When putting together a Combat Encounter, it is important to use the guidelines presented in Chapter 16: Adversaries to help make the combat group fun but fair. You can determine before the encounter if you want it to be difficult and adjust the number of Adversaries faced. Increasing the level of the Adversaries will also



## Humanoid Treasure

Level Range	D12 Result	Treasure
1-4	1-3	Nothing.
	4-6	One Simple gadget.
	7-9	Two common potions.
	10-12	Additional Currency valued at D12 result x 100.
5-8	1-3	Nothing.
	4-6	One Average gadget or two Simple gadgets.
	7-9	One advanced non-ballistic weapon or an uncommon potion.
	10-12	Additional Currency valued at D12 result x 200.
9-12	1-3	Nothing.
	4-6	One Advanced gadget or one Average and one Simple gadget.
	7-9	Two uncommon potions or one Initiate enchantment Tome.
	10-12	Cultural items valued at D12 x 300 Currency.
13-16	1-3	Nothing.
	4-6	Two Advanced gadgets or one Advanced ballistic weapon or implement.
	7-9	One rare and one uncommon potion or one Disciple enchantment Tome.
	10-12	Art valued at D12 x 400 Currency.
17-20	1-3	Additional Currency valued at D12 x 100.
	4-6	One Complex gadget or one Complex non-ballistic weapon.
	7-9	One rare and two uncommon potions or one Adept enchantment Tome.
	10-12	Art valued at D12 x 500 Currency.

make the difficulty of the Encounter rise.

Characters can also receive XP for completing puzzles, disarming traps, and completing Skill Challenges. These sorts of Non-Combat Encounters should always be considered to be Easy.

As the GM, you can also award bonus XP for basically any reason you choose. A player who makes a smart decision that turns the tide of combat might receive bonus XP. Or a player who stays in character through the whole session and role-plays the whole time might receive a bonus. Giving XP rewards this way is a fun type of “trophy” that the players can receive.

### Treasure

A large appeal to adventuring in Edara is the possibility of treasure and loot. The tables below can be used to help determine the amount of treasure that can be found after an Encounter. To determine the amount of treasure that should be gained, first determine the level of the Encounter by averaging the player character levels. This is different than Encounter difficulty.

Once the average level has been calculated, the GM will first roll a D12 to calculate the amount of Currency that can be found in the pockets, purses, stomachs, or hordes of the defeated Adversaries. Then, the GM will secretly roll the D12 again to determine what, if any, items were found in the Adversary’s possession or laying around the Encounter area.

The amount of loot discovered is found by the group as a whole and meant to be divided amongst all the characters. The total Currency found should be divided by the number of players and then distributed. For individual items, let the group decide amongst themselves who they should be distributed to, with the GM resolving any disputes. Items can also be held on to for sale at a town or city.

### Humanoid

Humanoid Adversaries are more likely to be carrying Currency and items. Most humanoid societies have economies powered by Currency, or will trade with local merchants using it. Humanoid Adversaries will always drop whatever weapons they were carrying and a suitable piece of armor for the level range in addition to anything found on the treasure table.

**Humanoid Currency Formula:** 10 Currency x D12 Roll x Average Enemy Level

**Constructs:** Constructs fall under the human treasure tables. However, constructs do not drop weapons or armor. They may, however, drop armor modifications such as steel or ceramic plating, of appropriate value to the character’s level range.

### Creature

Creature enemies are any kind of enemy that is not humanoid. Animals, Nightmares, and Dragons all fall under this category. The Currency that is offered by creatures slain in battle comes in the form of pelts and salvageable items, but



## Creature Treasure

Level Range	D12 Result	Treasure
1-4	1-3	Nothing.
	4-6	Two common potions or poisons.
	7-9	Materials to craft any one Light or Medium under or body armor.
	10-12	Hunting trophies valued at D12 x 50 Currency.
5-8	1-3	Nothing.
	4-6	One uncommon potion or poison and ingredients to craft any two common potions or poisons.
	7-9	One damaged Simple Light or Medium weapon.
	10-12	Hunting trophies valued at D12 x 100 Currency.
9-12	1-3	Nothing.
	4-6	One uncommon potion or poison and ingredients to craft any one uncommon potions or poisons.
	7-9	One damaged Advanced Light or Medium melee weapon.
	10-12	Hunting trophies valued at D12 x 200 Currency.
13-16	1-3	Nothing.
	4-6	One rare potion or poison and ingredients to craft any two uncommon potions or poisons.
	7-9	Any damaged non-complex armor.
	10-12	Hunting trophies valued at D12 x 300 Currency.
17-20	1-3	Nothing.
	4-6	One rare potion or poison and ingredients to craft any one rare potion or poison.
	7-9	Materials, Ingredients, or Parts to craft any non-complex or non-rare item.
	10-12	Hunting trophies valued at D12 x 400 Currency.

in some cases they will have actual Currency in or near them. Creatures are more likely to provide crafting supplies than they are to provide basic Currency. When the treasure roll states to provide ingredients for crafting, these ingredients are generic and the player making the crafting roll can choose which items to apply the ingredients to at the time of crafting.

**Creature Currency Formula:** 5 Currency x D12 Roll x Average Enemy Level

### Boss

Boss level Adversaries are the hardest type. Instead of using one of the pre-created bosses, challenging the Players with an Adversary at least 5 levels higher than themselves will count as a boss even when not considered one in the rulebook. Boss Adversaries provide characters will a large amount of Currency and treasure, and so the GM should be careful when allowing the company to fight multiple bosses.

**Boss Currency Formula:** 50 Currency x D12 roll x Average Enemy Level

## Leveling Up

As characters complete encounters and gain XP, they will start to level up. They will become more proficient with their weapons, more skillful, and more talented. They will also learn more of their Band's secret techniques.

When a character has gained an amount of XP equal to the amount needed for the next level, they level up and gain points to spend. Those points can be spent immediately or added to their points pool to be spent later. These points can only be spent on the category in which they were given. The only exception to this is Band Points. Band Points cannot be spent immediately and must be added to the Points Pool. Once the character is able to return to a town and speak to a teacher within their Band, then they can spend their accumulated Band Points to learn new abilities.

## Skill Points

Characters receive a set amount of Band, Trait, and Proficiency Points at each level. Skills are handled differently. A character's ability to learn new Skills is handled by their Brains Attribute. Every time a character levels up, he gains an amount of general skill points to spend equal to 1/2 his Brains Attribute Value.



Boss Treasure

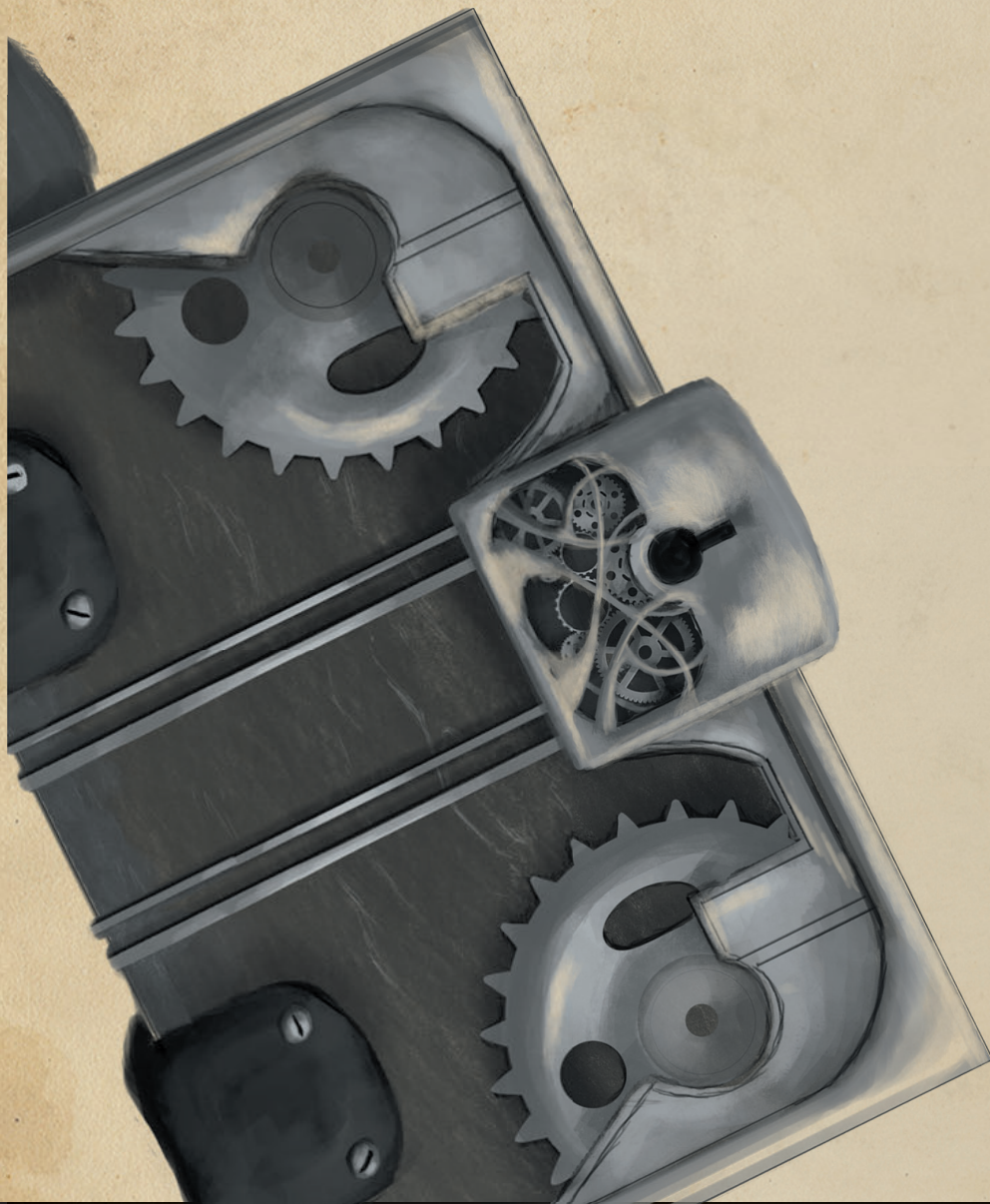
Level Range	D12 Result	Treasure
1-4	1-4	Two Average gadgets.
	5-8	Two uncommon potions.
	9-11	Additional Currency valued at D12 x 250.
	12	One Advanced gadget or Initiate enchantment Tome.
5-8	1-4	One Advanced gadget or any one Advanced melee weapon.
	5-8	Two uncommon potions and any one Initiate enchantment Tome.
	9-11	Additional Currency valued at D12 x 500.
	12	One rare potion or Disciple enchantment Tome.
9-12	1-4	Two Advanced gadgets or one Advanced ballistic weapon or implement.
	5-8	One rare potion and any one Disciple enchantment Tome.
	9-11	Additional Currency valued at D12 x 750.
	12	One Magic Item valued under 30000 Currency.
13-16	1-4	One Complex gadget or any one Complex weapon.
	5-8	Two rare potions and any one Adept enchantment Tome.
	9-11	Additional Currency valued at D12 x 1000.
	12	One Magic Item valued under 50000 Currency.
17-20	1-4	Additional Currency valued at D12 x 1250.
	5-8	Additional Currency valued at D12 x 1500.
	9-11	One Magic Item valued under 50000 Currency.
	12	Any one Magic Item.

Leveling Chart

Level	XP	Band Points	Attribute Points	Proficiency Points	Trait Points
2	15	1	1	1	
3	35	1		1	1
4	60	1	1	1	
5	85	1		1	1
6	100	1	1	1	
7	130	1		1	1
8	180	1	1	1	
9	235	1		1	1
10	300	1	1	1	
11	375	1		1	1
12	460	1	1	1	
13	550	1		1	1
14	645	1	1	1	
15	750	1			1
16	890	1	1	1	
17	1050				1
18	1230	1	1	1	
19	1430				1
20	1700	1	1	1	



# ACT 4 Adversaries



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“

*The uncanny evolution of the creatures that populate Edara's wilderness points to a unique adaptation that allows these creatures to not only survive, but to triumph in their habitats. The bipedal nature of the mountain dwellers emphasizes their balance and strength, which allows them to traverse the mountains crags and valleys. Curiously, the creatures of the forests find themselves more comfortable on four legs. They never encountered the stimuli that encouraged the evolution to bipedal. The intelligence of these creatures varies significantly, as does the ability to communicate. In one's travels, they may find assistance from the wild creatures. More likely, they will find themselves the target of a beast's hunt. By studying and understanding one's enemy, they will find themselves at a great advantage in battle.*

”

*-Professor H. Henile, Green Band Biologist  
Excerpt from "Edara: A Study on the Wilds"*



# CHAPTER 16

## ADVERSARIES

“

*Have you ever been in fear for your life? I mean a real fear. A trembling, shaking, volatile fear. I have. In putting together this book, I came in contact with beasts beyond legend. Creatures of terror and nightmare. Creatures I couldn't begin to describe. Many of these beings I have seen with my own eyes. Some I have killed, and some I have barely escaped. Others were told to me in rowdy, drunken taverns or around ghostly campfires. If you are venturing into the deep dark places of Edara, take this volume with you. It is an essential survival tool. Many have died bringing this information to your hands. And never doubt for a moment that the creatures contained herewith-in are real.*

*They are.*

”

*Berius Haffleaf, Elven Ranger  
Excerpt from Edaran Adversaries*

### UNDERSTANDING ADVERSARIES

Below you will find a list of adversaries that characters may face in Edara. Understanding how to read these charts will help a game session run smoother and ensure that you never run out of interesting combat encounters.

Each Adversary has an overall level range that indicates the levels at which this Adversary will pose a threat to the characters. Within that overall level range, there are several smaller ranges that further focus the Adversary. These level ranges are 1-3, 3-5, 5-10, 10-15, and 15-20. Characters may fight an Adversary using stats outside of their level range, but they will find the encounter incredibly difficult and perhaps unbeatable. This can also be used to turn an ordinary Adversary into a memorable boss.

Adversaries use statistics similar to that of characters and operate by the same rules. They have 5 Action Points to use for their abilities. Using a basic attack with an Adversary costs AP, specified by the attack. Adversaries can Run, Sprint, and Walk just like a character, and they can attempt any of the Combat Maneuvers available in Chapter 13: Combat, except those that require pre-requisites. Their Attack Values, Defense, and Armor work in

the same fashion and any rule that would apply to a character also applies to Adversaries.

Adversaries do not have Death Clocks. When an Adversary reaches 0 HP they are considered to be dead. In special cases, they may be Dying, as up to the GM's discretion.

However, there are a few differences. Adversaries do not have specific listed Proficiencies and are assumed to be Proficient with the weapons they start with. They do not have specific Traits, but rather have a set of special features. Adversaries do not suffer additional penalties from heavy weapons and armor, as this is already calculated into their statistics. Adversaries can always Engage with ranged attacks and spells, but they do take penalties for making ranged attacks and casting spells against Engaged targets, Engaging targets, or while they themselves are Engaged in melee.

An Adversaries max Threshold is based on its level range. See “Adjusting for Character Levels” for more information. Adversaries come in several different categories, which you can use as guidance in developing an exciting combat encounter.



## CATEGORIES OF ADVERSARIES

**Abundant:** These creatures can be found in abundance across their natural habitats. They provide only a small challenge for a skilled company and instead act as blockers and distractions from the main attackers.

**Rare:** These Adversaries aren't seen as often. A combat group may only contain one or two Rare adversaries, depending on the challenge of the combat.

**Specialist:** An Adversary that serves a specific role during combat. Specialists can be focused on ranged attacks, magic, or even strong melee attacks. Usually each combat group will contain a specialist. Specialists form the core of a combat, as the rest of the Adversaries will attempt to protect them while they perform their focused job.

**Boss:** A "boss" Adversary is a strong, powerful combatant. Boss Adversaries can act as the final encounter to a dungeon or campaign, or as an especially difficult side challenge. A company will only rarely encounter a Boss; there should not be one present in each encounter.

## BUILDING A COMBAT GROUP

Building a group of Adversaries that will both challenge your company and make for a fun experience can be a difficult task. You can use these following guidelines to develop a combat group suitable to your company's strength. They are based on the idea that the company is facing enemies of similar level to them. For example, if the company is facing a "minor challenge" combat group, but the GM includes Adversaries that are of outside of a character's level range, that Minor Challenge becomes a Difficult Challenge instead. This challenge rating is necessary to determine the amount of experience points and treasure gained in battle.

**Minor Challenge:** A small group of abundant Adversaries within the parties level range.

**Average Challenge:** A collection of abundant Adversaries within the parties level range, supported by a few specialists or scarce Adversaries.

**Difficult Challenge:** An Overwhelming amount of abundant Adversaries coupled with a few specialists, scarce Adversaries, Adversaries outside of the character's level range, or a Boss.

**Very Difficult Challenge:** A collection of Adversaries almost entirely outside of the company's level range, a group made up of specialists and scarce Adversaries, or a high level Bosses.

## ADJUSTING FOR

### CHARACTER LEVELS

Each Adversary listed below has a set of Level Ratings that scale the difficulty of the challenge. As the company progresses through their levels, the Adversaries they face will become stronger as well. All Adversaries have a minimum and maximum Level Rating, and then several Level Rating options within. They are color coded to provide for easier reference.

**Green:** The lowest level the Adversary can appear as. However, even the lowest level of an Adversary may be higher than the parties current level and could pose a severe challenge. Their Threshold cap is 2.

**Orange:** The Adversary at medium difficulty. This range usually corresponds to characters between the levels of 5-15, depending on the Adversary. Their threshold cap is 4.

**Red:** This is the most difficult form of an Adversary. Some Adversaries have only a Red rating with a specific level. Trying to fight an Adversary in the Red level before the characters reach that level themselves can lead to disaster. Their Threshold cap is 6.



As the GM, it is possible to develop a wide variety of combat groups that don't fit those suggested guidelines. If your combat group seems too powerful, or not powerful enough, feel free to tweak the difficulty mid-fight. Perhaps drop high level Adversaries down to a lower level. If a fight turns out to be more difficult than you had planned, make sure the experience points and treasure awarded matches that difficulty.

Each version of the Adversary is fundamentally the same. However, their attacks become stronger, their defense is better, and they deal more damage. They also unlock special abilities and spells at the higher levels. A higher level Adversaries may use different tactics or even weapons than they did at earlier levels. This means each Adversary can be used multiple times through a campaign and will offer a fresh encounter during each use.



## ANIMALS

*One mustn't forget the dangers of Edara's natural predators. It is easy to be distracted by the unnatural creatures that prowl the landscape and fall prey to the more natural. Edara's wilderness has developed its own food chain; one that the mortals can easily fall into.*

Edara is full of wildlife. Mostly harmless, these animals will tend to ignore those they don't consider a bother. But if a company stumbles into their hunting ground, or disturbs their environment, the animals will be quick to defend their territory.

**Favored Terrain:** Each set of Animals has a different favored Terrain. They are grouped together based on

the terrain they might normally appear in, but they may appear elsewhere.

**Favored Tactics:** Animals usually fight alongside their kin and tend to be aggressive towards other animal types. Two groups of animals may be as likely to fight each other as they are to fight the company.

## FOREST TERRAIN

The following creatures choose the forest as their home. They rely on the other animals that make their homes in the wood to supply them with food. The creatures of the wood are often ferocious hunters and incredible trackers.

### Bear (Specialist) Level Range 3-15

*The most dangerous killer to roam the mountains and forests may be the common brown bear. Though deceptively passive, the Bear may charge unexpectedly, and connect with as much force as any steam powered machine.*

#### Attributes:

2Agi, 8 Brw, 2 Brn, 4 Wit, 8 Vig, 1 Prw

**Speed:** 25 **Size:** Medium **Type:** Animal

**Skills:** +5 Intimidate, +4 Athletics +4 Survival,

+2 Perception (+4 *Auditory*),

+2 Stamina (*Endurance*)

#### Features

- **Charge:** The Bear can use the Charge Combat Maneuver at a +2 bonus.
- **Dual Wield:** Can use Dual Wielding with its claws, the second attack made costs 1 AP.
- **Protective:** The Bear gains a +4 bonus to Attack, Defense, and HP while protecting its cubs.
- **Roar:** The Bear may spend 4 AP to gain a +8 bonus on their next Intimidate test.
- **Challenge:** Can challenge up to 2 targets at one time with the Challenge Combat Maneuver.

#### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Claws (Melee, Dual Wield, 4 AP) +4	4(S)	16 Physical 10 Spiritual	4(P)5(S) 1(C)2(B)	18

#### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Claws (Melee, Dual wield, 4 AP) +6	5(S)	17 Physical 11 Spiritual	5(P)5(S) 2(C)3(B)	20

#### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Claws (Melee, Dual wield, 4 AP) +8	6(S)	18 Physical 13 Spiritual	6(P)5(S) 3(C)5(B)	20

### Wolf (Abundant) Level Range 1-10

*A more aggressive relative of the common house canine, the wolf is driven by instinct and lacks the domestication of its cousin. While the appearance of some wolves as pets and companions may cause some to lower their guard, don't confuse a pet wolf with one found in the wild. Their grey and often dirty fur gives them away.*

#### Attributes:

2Agi, 7 Brw, 2 Brn, 6 Wit, 7 Vig, 0 Prw

**Speed:** 30 **Size:** Medium **Type:** Animal

**Skills:** +4 Hunting, +6 Perception (+8 *Olfac-*

*tory*), +2 Navigation, +1 Influence (+2 *Intimi-*

*date*), +2 Stamina, +2 Acrobatics (*Jumping*)

#### Features

- **Pack Animal:** +X Attack per adjacent Wolf
- **Charge:** Wolf gains a +4 Attack when using the Charge combat maneuver.
- **Striker:** The Wolf can split its movement before and after attacking.
- **Howl:** The wolf may spend 4 AP to gain a +6 bonus to their next Intimidate test.

#### Level Range 1-3

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 3 AP) +5	3(P)	13 Physical 10 Spiritual	2(P)1(S) 2(C)	10

**Pack Animal:** X = 2

#### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 3 AP) +6	4(P) 2(C)	14 Physical 11 Spiritual	3(P)2(S) 3(C)1(B)	13

**Pack Animal:** X = 2

#### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 3 AP) +7	6(P) 3(C)	15 Physical 13 Spiritual	4(P)3(S) 3(C)1(B)	13

**Pack Animal:** X = 2







## Cougar (Specialist) Level Range 5-20

Nature's greatest hunters are the mighty cats that stalk the mountains and foothills. They have worked their way to the top of their food chain through speed and cunning. If you are being hunted by these beasts, it may already be too late. Its fur runs brown to golden, it has incredibly muscled legs, and a long black-tipped tail.

Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Claws (Melee, 2 AP) +6	4(S)	14 Physical	2(P)2(S)	12
Bite (Melee, 2 AP) +5	3(P) Bleed	8 Spiritual	1(C)1(B)	

Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Claws (Melee, 2 AP) +8	5(S)	16 Physical	3(P)2(S)	15
Bite (Melee, 2 AP) +7	5(P) Bleed	9 Spiritual	2(C)1(B)	

Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Claws (Melee, 2 AP) +10	5(S)	18 Physical	3(P)3(S)	19
Bite (Melee, 2 AP) +12	6(P) Bleed	11 Spiritual	3(C)2(B)	

### Attributes:

8 Agi, 6 Brw, 4 Brn, 5 Wit, 9 Vig, 1 Prw

Speed: 35

Size: Medium

Type: Animal

**Skills** +4 Athletics, +5 Perception (+6 Olfactory), +8 Hunting, +4 Acrobatics (+6 Balancing), +2 Athletics (+4 Climbing), +4 Perception (+2 Auditory), +8 Stealth (+6 Sneaking), +2 Stamina, +4 Survival (+4 Mountains), +4 Navigation (+4 Mountains)

### Features

- **Pounce:** The Cougar can Pounce when using the Charge Combat Maneuver and gain the bonus attack without suffering a defense penalty.
- **Bleed:** A creature dealt damage by the Cougar's bite suffers Bleed 1 for 4 rounds.
- **Cat-Like Reflexes:** May use the Dodge Combat Maneuver for 3 AP.

Deep in the mountain canyon  
I saw a beast with red eyes.  
I tried to say good morrow  
It took me by surprise.

I've never seen a beast or man  
that is so quite ferocious.  
I've never seen a creature there  
that left me feeling hopeless

The cat he perched upon a tree  
he followed close behind  
I knew that he was stalking  
But his meal i would deny.

-Keller the Great

## Drake (Specialist) Level Range 5-20

Considered to be a descendant of the legendary dragons, the Drake does indeed resemble the shape of an ancient dragon. It does, however, lack a dragon's fabled ferocity or ability to manipulate elements. The creature appears bird-like, but with scales ranging brown to red.

Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Rake* (Ranged, 3 AP) +6	4(S)	16 Physical	2(P)3(S)	13
Bite (Melee, 4 AP) +6	6(P)	11 Spiritual	3(C)2(M) 1(E)	

Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Rake* (Ranged, 3 AP) +8	5(S)	18 Physical	3(P)3(S)	15
Bite (Melee, 4 AP) +6	7(P)	13 Spiritual	4(C)3(M) 1(E)	

Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Rake* (Ranged, 3 AP) +10	6(S)	17 Physical	4(P)3(S)	17
Bite (Melee, 4 AP) +6	8(P)	14 Spiritual	3(C)2(M) 1(E)	

**Attributes:** 7 Agi, 4 Brw, 2 Brn, 6 Wit, 7 Vig, 1 Prw

**Speed:** 30 (Flying)

**Size:** Medium **Type:** Animal

**Skills** +4 Acrobatics (+4 Aerial), +2 Influence (+4 Intimidate), +4 Athletics (+4 Climbing), +6 Survival (+4 Mountains), +4 Perception (+2 Visual), +4 Navigation (+4 Mountains)

### Features

- **Flying:** The Drake makes Ranged attack as a flying creature and return to its starting location when the attack is finished. \*Must be flying to use Rake
- **Grab:** The Drake may use the Grab Combat Maneuver to carry an enemy into the air. If dropped, the target suffers normal falling damage.
- The Drake has 1(E) Armor against Fire.
- **Fire Breath:** 5 AP. Deals 3(E) Fire damage to all targets in a 10 foot cone. Requires a 1 turn recharge.



## PLAINS TERRAIN

The most majestic of creatures prefer to make their open on the open plains. From there, the animals have the room they need to gallop and roam. This does, however, make hunting them a bit of a chore.

### Eagle (Rare) Level Range 3-15

*The eagle is a majestic creature; a symbol of hope and freedom for many of the oppressed. It is also a skilled hunter, and its talons are as sharp as blades. It is a beautiful creature: brown fur with golden streaks. Many hunt the rare eagle for its pelt.*

#### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Rake* (Ranged, 3 AP) +6	5(S)	18 Physical 9 Spiritual	2(S)1(C)	10

#### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Rake* (Ranged, 3 AP) +8	7(S)	20 Physical 11 Spiritual	3(S)1(C)	13

#### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Rake* (Ranged, 3 AP) +9	9(S)	22 Physical X Spiritual	4(S)2(P) 2(C)	10

#### Attributes:

8 Agi, 4 Brw, 2 Brn, 3 Wit, 4 Vig, 0 Prw

**Speed:** 30 (Flying) **Size:** Small **Type:** Animal

**Skills:** +4 Acrobatics (+4 *Aerial*), +5 Perception (+10 *Visual*), +3 Hunting (+4 *Tracking*), +4 Survival (+4 *Plains*), +4 Navigation (+4 *Plains*)

#### Features

- **Flying:** Eagle may make a Ranged attack as a flying creature and return to its starting location when the attack is finished. \*Must be flying to use Rake.
- **Rake:** When a target has been damaged by a Rake attack, it is considered Blind for 1 round.
- **Eagle Cry:** If an Eagle is at 3 HP or less at the beginning of its turn, it may spend 5 AP to cry for help. Another Eagle will enter the battle at the beginning of the next round.

### Griffin (Specialist) Level Range 5-20

*This magical creature showcases the best of its parts. The wisdom of an eagle, the speed and intelligence of a bird, and the strength and stamina of a lion. The Griffins have few predators across the plains, and live as kings.*

#### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Claws (Dual Wield, Melee, 2 AP) +6	3(S)	13 Physical	3(S)3(P)	12
Swoop* (Ranged, 3 AP) +6	4(P)	10 Spiritual	4(M)	
Spells +6				

**Mental Blast: X=2**

#### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Claws (Dual Wield, Melee, 2 AP) +8	4(S)	15 Physical	5(S)5(P)	14
Swoop* (Ranged, 3 AP) +6	5(P)	11 Spiritual	6(M)	
Spells +7				

**Mental Blast X=3**

#### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Claws (Dual Wield, Melee, 2 AP) +9	5(S)	17 Physical	7(S)7(P)	16
Swoop* (Ranged, 3 AP) +7	6(P)	12 Spiritual	8(M)	
Spells +10				

**Mental Blast: X=4**

#### Attributes:

6 Agi 5, Brw, 3 Brn, 6 Wit, 3 Vig, 1 Prw

**Speed:** 30, 50 (Flying) **Size:** Large

**Type:** Magical, Animal

**Skills:** +10 Influence (+4 *Intuition*), +4 Agility (+4 *Aerial*), +4 Perception (+4 *Visual*), +4 Navigation (+4 *Plains*), +4 Survival (+4 *Plains*), Knowledge (+4 *Wildlife*)

#### Features

- **Flying:** Griffin may make a Ranged attack as a flying creature and return to its starting location when the attack is finished. \*Must be flying to use Swoop.

#### Spells

- **Mental Blast:** 4 AP. Spiritual The Griffin can focus his mental abilities into an attack. Target suffers X (M) damage and is Dazed for 1 round.
- **Charm** 3 AP. Spiritual: The target is charmed for 1 round and cannot make an attack against the Griffin this round. Target gains +2 Spiritual Defense each successive time this spell targets them.



## Unicorn (Rare) 10-20

One of the rarest and more beautiful creatures to walk the wilds of Edara is the Unicorn. With soft silver fur and a spiraled horn of coral, many poets equate the Unicorn with love and beauty. Said to have been blessed by Silva herself, the Unicorn is cared for deeply and represented heavily in Elven tradition. Killing a Unicorn is considered a terrible crime, but the value of its magical horn is beyond measure.

**Attributes:** 3 Agi, 8 Brw, 3 Brn, 8 Wit, 5 Vig, 1 Prw

**Speed:** 25 **Size:** Medium **Type:** Magical

**Skills:** +4 Perception (+4 *Visual*), +2 Athletics (+2 *Swimming*), +6 Stamina (+4 *Endurance*), +4 Navigation (+4 *Plains*), +6 Survival (+4 *Plains*), +3 Influence

### Features

- **Immobilize:** Any target dealt damage by the Unicorn's Stampede suffers Knockdown and is Dazed for 1 round.
- **Charming Aura:** The Unicorn make an automatic opposed Influence Skill Test with no modifiers whenever it is targeted with an attack. If the Influence test is a success, the attacker is unable to target the Unicorn with an attack that round. They may choose a new target.
- **Magical Horn:** The inherent magic in a Unicorn's horn can heal all targets Friendly to the Unicorn in a 10 foot radius. The Unicorn makes a First Aid test against base target 10, and can heal for 2 HP. The horn of a slain Unicorn can be treated as the Magical Item Unicorn's Horn.

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Stampede (Melee, 3 AP) +5	5(C)*	18 Physical	4(P)5(S)	16
Horn (Melee, 4 AP) +6	8(P)	16 Spiritual	2(B)8(M)	

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Stampede (Melee, 3 AP) +7	7(C)*	20 Physical	4(P)5(S)	20
Horn (Melee, 4 AP) +9	10(P)	17 Spiritual	3(B)10(M)	

## Wyvern (Rare, Specialist) Level Range 5-15

The Wyvern is a flying serpent as comfortable on two legs as it is in the air. The Wyvern is a hungry beast and deadly predator of the plains. It has the body of a lizard, leathery wings like a drake, and a long tail with a scorpion's stinger.

### Attributes:

2 Agi, 6 Brw, 3 Brn, 4 Wit, 5 Vig, 0 Prw

**Speed:** 20 (Ground) 30 (Flying)

**Size:** Medium **Type:** Animal

**Skills:** +4 Acrobatics (+4 *Aerial*), +3 Stealth (+2 *Tailing*), +4 Hunting (+2 *Tracking*), +5 Perception (+4 *Visual*), +4 Navigation (+4 *Plains*), +4 Survival (+4 *Plains*)

### Features

- **Flying:** The Wyvern may make a Ranged attack as a flying creature and return to its starting location when the attack is finished. \*Must be flying to use Swoop.
- **Sting:** If Sting deals at least 1 damage to its target, that target suffers Lingering 1(T) damage for Duration 2.

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 4 AP) +4	4(P)	13 Physical	3(P)3(S)	20
Swoop* (Ranged, 3 AP) +3	2(S)	10 Spiritual	2(M)	
Sting (Melee, 3 AP) +4	2(P)*			

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 4 AP) +6	5(P)	15 Physical	5(P)6(S)	25
Swoop* (Ranged, 3 AP) +7	4(S)	12 Spiritual	1(C)3(M)	
Sting (Melee, 3 AP) +6	4(P)*			

## SWAMP TERRAIN

The Swamp is a dark and murky place where the biggest dangerous lie out of sight beneath the black bog. Be careful where you step when exploring a swamp. What looks like a log might easily be something much more vicious.

## Acidic Worm (Rare) Level Range 10-20

The Swamp is home to many strange and fascinating creatures. One of the most interesting is the Acidic Worm. The beast makes it lair in the swamps and slithers across the surface of the swamp water. Its grey, rubbery body helps it slither forward and a tubular, acid-green mouth extends from the end of the body, which is soft and vulnerable. The large teeth surrounding the gaping hole that grips its prey allow it to swallow its victims whole. The worm's strong acid assists in its ability to digest its prey.

### Attributes:

6 Agi, 3 Brw, 2 Brn, 4 Wit, 6 Vig, 0 Prw

**Speed:** 15 **Size:** Medium **Type:** Animal

**Skills:** +4 Athletics (+6 *Swimming*), +4 Navigation (+2 *Swamp*), +3 Perception (+4 *Olfactory*), +4 Survival (+4 *Swamp*)

### Features

- **Toxicity:** Immune to (T) damage.

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Acid Spit (Ranged, 3 AP) +5	4(T)	8 Physical	1(P) 1(S)	13
		4 Spiritual	5(M)	

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Acid Spit (Ranged, 3 AP) +9	6(T)	12 Physical	1(P) 2(S)	15
		6 Spiritual	9(M)	



## Crocodile (Rare, Specialist) Level Range 1-10

*Be cautious when stepping foot into shallow water. The presence of a hungry Crocodile may be masked by the apparent calmness of the water above. Once a Crocodile has you in its grip, it may never let go. You can always tell the presence of a crocodile from the large spikes that jut from its back and break the surface of the water.*

Level Range 1-3				
Attacks	Damage	Defense	Armor	HP
Bite (Melee, 4 AP) +8	4(C)	14 Physical	2(P)3(S)	12
Tail Swipe (Melee, 3 AP) +6	Trip	10 Spiritual	2(C)1(B)	
Level Range 3-5				
Attacks	Damage	Defense	Armor	HP
Bite (Melee, 4 AP) +9	5(C)	15 Physical	2(P)4(S)	14
Tail Swipe (Melee, 3 AP) +7	Trip	12 Spiritual	3(C)2(B)	
Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Bite (Melee, 4 AP) +12	6(C)	17 Physical	2(P)6(S)	16
Tail Swipe (Melee, 3 AP) +9	Trip	13 Spiritual	6(C)4(B)	

### Attributes:

3 Agi, 6 Brw, 2 Brn, 3 Wit, 5 Vig, 0 Prw

Speed: 20, 30 Swimming

Size: Medium Type: Animal

Skills: +3 Athletics (+6 Swimming), +4

Stamina (+4 Endurance), +4 Survival (+4

Swamp), +4 Navigation (+4 Swamp), +2

Perception

### Features

- **Latch:** After making a successful Bite attack, the Crocodile can choose to grab its target. If it does, the target is immobilized and suffers 4(P) and 4(C) damage per turn. When the Crocodile moves, it may drag its prey with them. The target may attempt to escape following normal Grab rules.
- **Underwater Breathing:** The Crocodile gets a +5 bonus on Stamina Skill Tests when holding its breath.

## DIRE ANIMALS

A dire animals is a larger version of any other animal within the Animal category. In order to turn an animal into a Dire Boss, pick the appropriate level range and add the stats to the base stats for the original animal of your choice. Dire Animals are rare, and provide a Boss level challenge for the character's level range.

## Dire (Boss, Rare) Level Range 10-20

*Some animals found in the wilderness are ancient; ancestors of the more common varieties. These creatures appear straight out of myth. They are bigger, angrier and more ferocious. Consider yourself lucky for setting your eyes on one of these dire animals, but curse your luck if they turn their gaze onto you.*

Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Base Attack(s) +4	Base +3	+6 Physical +3 Spiritual	+2 Base +4(M)	+20
Regeneration: X = 3    Poisonous Attacks: X = 2(T)				
Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Base Attack(s) +8	Base +4	+8 Physical +5 Spiritual	+3 Base +4(M)	+30
Regeneration: X=5    Poisonous Attacks: X = 3(T)				

Attributes: +2 Agi, +4 Brw, +1 Brn,

+2 Wit, +6 Vig, +1 Prw

Speed: +5 Size: One category larger

Type: Base

Skills: +4 to all skills already known.

### Features

- **Regeneration:** A Dire animal regenerates at a rate of X HP per turn.
- **Poisonous Attacks:** Any piercing or slashing damage done by the Dire animal is considered poisonous and deals X Lingering damage for duration 1.
- **Rally Support:** 5 AP. The Dire animal can summon a non-dire animal of the same type to come to its aid. The animal will enter the battle at the beginning of the next round.



# ARCHONS

*The Archons are a mystery to myself and fellow scientists. Their appearance in our world seems to harken back to ancient mythology. In several religious texts, the Archons were referred to as to as the worldly messengers for the Primarchs. Of course, I find this to be the most hypothetical of conjectures.*

Archons are the rarest of all Sparse Adversaries. They take the appearance of elementals, and seem to be deeply related to the varying Bands. While Sparse, Archons will act as Specialists when they appear in a combat group. Generally, only one or two Archons will appear with any given combat group, but during the Great War, they would attack in much stronger numbers.

**Favored Terrain:** The Archons tend to be found in terrain representing their Band, though they can be found elsewhere. Light and Shadow Archons

are the most traveled, however, and will most likely be found supporting groups of similarly themed adversaries.

**Favored Tactics:** Now that the numbers of Archons are limited, it is incredibly, almost impossibly, rare to find a group of Archons fighting together. Instead, the Archons will attack within a combat group of a different type of adversary. They will allow the other adversaries to protect them and attack only when they have the Advantage.

## Fire Archon (Rare) Level Range 5-20

*Standing even a yard away from the beast felt as if my face was pressed against hot coals. It was only my time spent deep in the mines that left me able to survive my encounter. The beast entered the building swiftly, my untrained eyes mistaking it to be a raging fire. I turned to run, but when I looked back the creature, and the fire it had brought with it, were gone. —Recorded in the Red Band Histories.*

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Fiery Whip (10 Ft, 3 AP) +10	5(S)	13 Physical	2(P)2(S)	20
Spells +8		6 Spiritual	2(C)8(M)	
Whip of Fire: X=2 Flame Wall: X=2 Dragon Breath: X=3 Fire of Ignis: X=5, Y=1 Meteor Shot: X=3, Y=1				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Fiery Whip (10 Ft, 3 AP) +12	5(S)	16 Physical	4(P)4(S)	25
Spells +10		8 Spiritual	2(C)10(M)	
Whip of Fire: X=4 Flame Wall: X=4 Dragon Breath: X=4 Fire of Ignis: X=8, Y=2 Meteor Shot: X=5, Y=2				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Fiery Whip (10 Ft, 3 AP) +15	8(S)	20 Physical	4(P)6(S)	30
Spells +13		10 Spiritual	4(C)15(M)	
Whip of Fire: X=5 Flame Wall: X=6 Dragon Breath: X=6 Fire of Ignis: X=10, Y=3 Meteor Shot: X=7, Y=3				

**Attributes:** 5 Agi, 8 Brw, 8 Brn, 5 Wit, 6 Vig, 2 Prw

**Speed:** 30 **Size:** Medium **Type:** Archon

**Skills:** +4 Acrobatics, +2 Force, +4 Stamina, +4 Perception (+4 Visual), Knowledge (+10 Primarchs, +5 History), +6 Smithing, +5 Influence (+4 Intuition)

#### Features

- **Heart of Flame:** The Fire Archon is immune to all fire damage.
- **Firestarter:** The Fire Archon may choose to set any flammable item on fire at touch.
- **Disarm:** The Fire Archon may use his fiery whip to use the Disarm Combat Maneuver.
- **Whip of Fire:** Any target dealt damage by the Fire Archon's whip suffers X(E) Fire damage for Duration 2.
- **Cold Vulnerability:** Vulnerable 5 to (E) Cold damage.

#### Spells

- **Flame Wall:** 3 AP. *Physical* A wall of fire shoots forward in a straight line for 20 feet. All targets that come into contact with the wall suffer X(M) Damage. The wall lasts Duration 2.
- **Fire Breath:** 4 AP. *Physical* Shoot a stream of fire in a cone that is 15 feet long and 15 feet wide. All targets in cone take X(M) damage.
  - **Fire of Ignis:** 5 AP. *Physical* Summon the fire of Ignis himself to burn an enemy alive. Target takes X(M) damage and suffers Lingering Y(E) Fire Damage for Duration 2.
  - **Meteor Shot:** 5 AP. *Physical* Fire a burning chunk of rock. The meteor explodes in a 15 foot radius. All targets in the radius take X(M) damage, suffer Knockdown, and are Dazed for Duration Y.





## Light Archon (Rare, Specialist) 5-20

*I would not have believed my eyes, if I had not set upon it myself. I saw an angel, with a golden face and feathery white wings, lowering itself from Caellum to save us all.*

—Unknown Paladin

### Attributes:

4 Agi, 8 Brw, 5 Brn, 10 Wit, 8 Vig, 0 Prw

Speed: 30 Size: Medium Type: Archon

Skills: +2 Force, +4 Stamina, +4 Perception (+4 *Visual*), Knowledge (+10 *Primarchs*, +5 *History*), +10 First Aid, +5 Influence (+6 *Intuition*), +4 Performance (+4 *Singing*)

### Features

- Angelic Armor: All targets that attack a Light Archon are Blinded for Duration X
- Angelic Form: Light Archons have wings and can fly at their Speed.
- Unyielding: Can spend AP to gain +Attack or +Defense at a 1:1 ratio.
- White Aura: All members of the White Band gain +X Attack and Defense and Regenerate X when adjacent to a Light Archon.

### Spells

- Blessing of Power: *Spiritual*, 1 AP. +2 to one Attribute for Duration X
- Sword of Faith: *Physical*, 2 AP. May only target Archon or Undead. Deals X (M) Damage.
- Pillar of Light: *Physical*, 3 AP. Target suffers X (M) Damage.
- Angelus' Blessing: *Spiritual*, 4 AP. Heal any target in line of sight for X HP, including itself.
- Purify: *Spiritual*, 5 AP. Remove all negative effects from one target you can touch, including itself.

### Level Range 5-10

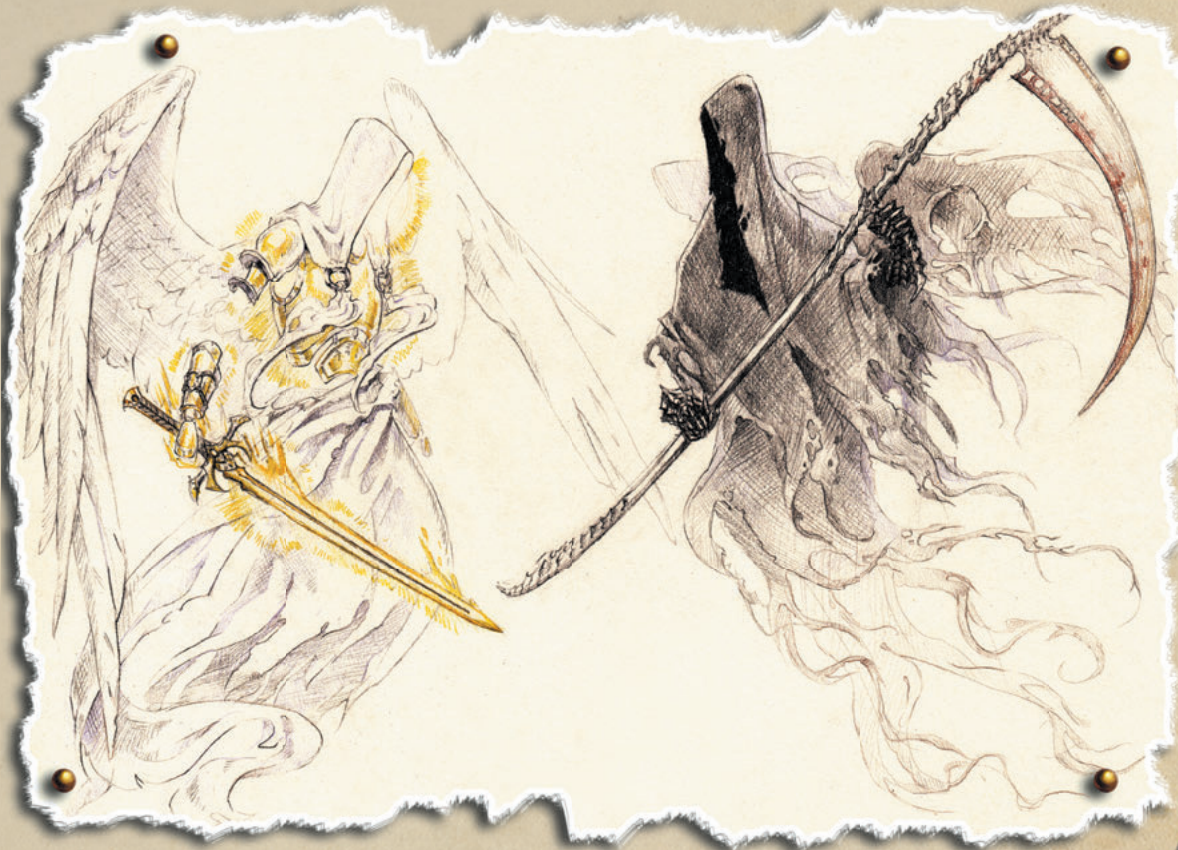
Attacks	Damage	Defense	Armor	HP
Holy Sword (Melee, 3 AP) +10	4(P) 4(S)	16 Physical	3(P)3(S)	20
Spells +10		7 Spiritual	1(C)3(B)3(M)	
Blessing of Power: X=1	Sword of Faith: X=4	Pillar of Light: X=5		
Angelus' Blessing X=4, Angelic Armor: X=1		White Aura: X=1		

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Holy Sword (Melee, 3 AP) +14	6(P) 6(S)	18 Physical	4(P)4(S)	30
Spells +12		9 Spiritual	2(C)4(B)4(M)	
Blessing of Power: X=2	Sword of Faith: X=5	Pillar of Light: X=5		
Angelus' Blessing X=6, Angelic Armor: X=3		White Aura: X=2		

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Holy Sword (Melee, 3 AP) +16	8(P) 8(S)	20 Physical	6(P)6(S)	40
Spells +15		12 Spiritual	3(C)6(B)8(M)	
Blessing of Power: X=3	Sword of Faith: X=6	Pillar of Light: X=8		
Angelus' Blessing X=8, Angelic Armor: X=5		White Aura: X=3		





## Nature Archon (Rare, Specialist) Level Range 5-20

*The Archon I set my eyes upon was a thing of beauty. It stood peacefully in a valley which rested comfortably against the edge of my steadfast, built high into the tree. From the window I watched the sunlight shine upon its hair, like the grass upon which I loved to stand.*

—From the diary of Staiz El'enore.

### Attributes:

3 Agi, 7 Brw, 4 Brn, 7 Wit, 9 Vig, 1 Prw

Speed: 30 Size: Medium

Type: Archon

Skill: +6 Athletics, +2 Acrobatics, +2 Force, +4 Stamina, +6 Perception (+4 *Visual*), Knowledge (+10 *Primarchs*, +10 *Nature*, +5 *History*), +5 Influence (+4 *Intuition*), +6 First Aid

### Features

- Forest Walker: Makes no noise and leaves no tracks when moving through a forest. When making a hide check in a forest, the Nature Archon receives a +X bonus to his Stealth (*Hiding*) Skill Test.
- One with Nature: All animals have an attitude of Ally towards the Nature Archon. Companions have a Friendly attitude towards them.
- The Trees Have Eyes: As long as the Nature Archon is standing in a forest, she can see whatever is in view of any tree in that same forest.
- Fire Vulnerability: The Nature Archon is Vulnerable 5 to (E) Fire Damage.

### Spells:

- Rust: *Physical*, 3 AP. Target takes an X Armor penalty to their highest armor rating for Duration X
- Wall of Thorns: *Physical*, 4 AP. Quickly grow a wall of tightly knit thorns. The wall is up to 30 feet long, has 10 Health Pips, provides Full Cover, and blocks line of sight. Climbing the wall deals 1(M) per Movement. It disappears if it has 0 HP. It is immune to Piercing damage and Spiritual attacks.
- Bestow Life: *Spiritual*, 4 AP. Adjacent Downed target is restored to X HP and regains consciousness.
- Silva's Touch: *Spiritual*, 5 AP Heal X Health Pips on yourself or an adjacent target.

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Natural Club (Melee, 3 AP) +9	4(C)	18 Physical	2(P)1(S)	20
Spells +12		10 Spiritual	4(C)7(B)5(M)	
Forest Walker: X=15	Rust: X=-1, Y=1			
Bestow Life: X=1	Silva's Touch: X=2			

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Natural Club (Melee, 3 AP)+12	6(C)	20 Physical	3(P)2(S)	35
Spells +15		10 Spiritual	6(C)10(B)6(M)	
Forest Walker: X=18	Rust: X=-3, Y=3			
Bestow Life: X=10	Silva's Touch: X=3			

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Natural Club (Melee, 3 AP) +14	9(C)	22 Physical	4(P)3(S)	50
Spells +20		16 Spiritual	8(C)10(B)10(M)	
Forest Walker: X=20	Rust: X=-5, Y=5			
Bestow Life: X=Full	Silva's Touch: X=5			

## Shadow Archon (Rare, Specialist) Level Range 5-20

*I swear in the shadows I saw the eyes of a Demon, burning like coals. Its wings spanned the breadth of the room. Its fangs were fierce, and coated with blood.*

—Last words of Lt. Paladin Grum Holtz

Attributes: 4 Agi, 8 Brw, 5 Brn, 10

Wit, 8 Vig, 1 Prw

Speed: 30 Size: Medium

Type: Archon

Skill: +10 Stealth (+6 *Sneaking*), +2 Force, +4 Stamina, +4 Perception (+6 *Olfactory*), Knowledge (+10 *Primarchs*, +5 *History*), +5 Trickery (+6 *Lying*), +5 Influence (+4 *Intuition*)

### Features

- Black Aura: All members of the Black Band gain X Attack, Defense, and Damage when adjacent to a Shadow Archon.
- Reaper: Every time a target deals any amount of damage to a Shadow Archon, they lose X HP and the Archon heals 1 HP.
- Shadow Armor: If an attack roll hits a Shadow Archon, the attack must be made successfully a second time in order to actually hit, using the result of the second roll.
- Unyielding: Can spend AP to gain +Attack or +Defense at a 1:1 ratio.

### Spells:

Scare: *Spiritual*, 1 AP. Target flees 10 feet away from you without Safely Disengaging;

- Life Leech: *Physical*, 2 AP. Target suffers X(M) damage and the Shadow Archon heals for the same amount;
- Defile: *Spiritual*, 3 AP. Remove one positive effect from one target
- Sow Chaos: *Spiritual*, 4AP. X adjacent targets make a basic melee attack against each other.
- Suffering: *Physical*, 5 AP. Deals X(M) Damage to one target

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Shadow Scythe (Melee, 4 AP) +10	6(S)	16 Physical	2(P)2(S)	20
Spells +10		7 Spiritual	2(C)2(M)	
Life Leech: X=2	Sow Chaos: X=2	Suffering: X=6	Black Aura: X=1	
Reaper: X=1				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Shadow Scythe (Melee, 4 AP) +14	7(S)	18 Physical	4(P)4(S)	30
Spells +12		9 Spiritual	4(C)4(M)	
Life Leech: X=3	Sow Chaos: X=2	Suffering: X=8	Black Aura: X=2	
Reaper: X=2				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Shadow Scythe (Melee, 4 AP) 16	10(S)	20 Physical	6(P)6(S)	45
Spells +15		12 Spiritual	6(C)6(M)	
Life Leech: X=4	Sow Chaos: X=3	Suffering: X=10	Black Aura: X=3	
Reaper: X=3				





## Water Archon (Rare, Specialist) Level Range 5-20

*There are very few who believe in the creature at the bottom of Lyre Lake. Some say it is a dragon, but I feel it may be an Archon of Auraelius, seeking out his followers from beyond time. I will go to it, deep into the lake. And I will let it take me. –Except from the living confession of Professor Ezekiel Stonebreather, Dwarven Scientist.*

Level Range				
Attacks	Damage	Defense	Armor	HP
Spell +10		16 Physical	3(M)	20
Water Gun (Ranged, 3 AP) +6	2(C)*	10 Spiritual		
Paralyze: X=1 Freezing Ray: X=4 Repelling Ward: X=1				

Level Range				
Attacks	Damage	Defense	Armor	HP
Spell +13		18 Physical	5(M)	25
Water Gun (Ranged, 3 AP) +7	4(C)*	12 Spiritual		
Paralyze: X=3 Freezing Ray: X=6 Repelling Ward: X=3				

Level Range				
Attacks	Damage	Defense	Armor	HP
Spell +17		20 Physical	5(M)	35
Water Gun (Ranged, 3 AP) +8	6(C)*	15 Spiritual		
Paralyze: X=5 Freezing Ray: X=8 Repelling Ward: X=4				

### Attributes:

6 Agi, 2 Brw, 9 Brn, 6 Wit, 4 Vig, 2 Prw

Speed: 40

Size: Malleable\*

Type: Archon

Skill: +2 Acrobatics, +2 Force, +4 Stamina,

+4 Perception (+4 Visual), Knowledge (+10

Primarchs, +12 Auramancy, +5 History),

+5 Influence (+4 Intuition), +2 Trickery,

+10 Enchanting

### Features

- **Malleable:** The Water Archon can take on different shapes and sizes, though its statistics stay the same.
- **Water Manipulation:** The Water Archon can inhabit any body of water and disappear into it, from a small cup to a large lake.
- **Living Water:** The Water Archon is immune to all but magical damage.

- **Water Gun:** May attack with a strong stream of water that deals damage and Knockback 5.

### Spells:

- **Paralyze:** *Spiritual*, 4 AP. Cut off a target's motor capabilities, forcing them to become Paralyzed for Duration X.
- **Freezing Ray:** *Physical*, 5 AP. Release a ray of freezing air that is 15 feet long and 15 feet wide. All targets in cone take X(M) damage and are Slowed for Duration 2.
- **Repelling Ward:** 5 AP. Creates a ward around the Archon that causes Knockback 5 to any adjacent enemy that damages him. Lasts Duration X.
- **Wave:** 2 AP. A Wave of water flows from the Archon in a 15 foot radius, causing Knockback 5 to all targets and turning the area into rough terrain for 1 round.



## BANDITS

*Desperate times breed desperate men. Now that the war is over, the roving Bandits that had profited so much from the desolation now find themselves struggling to survive. They have turned into hardened, desperate men, and there is little they will not do to score even the smallest amount of coin.*

Bandits are the most basic of Adversaries. They can be used in almost any situation, as their threat of attack is always present.

**Favored Terrain:** Slums, alleys, abandoned buildings, forests, fields, and anywhere they can set upon unsuspecting prey.

**Favored Tactics:** Bandit groups come in mixed varieties. They are brutal and aggressive. They will push the advantage wherever they can and give no thought for their ally's lives. They will attempt to gang up and Overwhelm whichever target appears the weakest to them. However, a bandit will usually flee if he is able to steal something incredibly valuable, if he is the last man standing in his bandit group, or if he is vastly outnumbered.

*We set upon the bandit camp late at night. My Red Brothers were with me, side by side. We figured the assault would go smoothly.*

*We didn't count on the Cutthroat. He had moved silently through the trees behind us. Two of my men were down before we could sound the alarm.*

*The bandits used the chaos to their advantage. They let loose their many arrows at the first step. I took one in the shoulder. I knew I had to flee, but not before taking that Cutthroat down with me....*

### Bandit Recruit (Abundant) 1-3

*Bandit groups will pick up help wherever they can find it. They promise a life of riches to their recruits but do little to train them. These fresh faced bandits often act as mere cannon fodder.*

#### Level Range 1-3

Attacks	Damage	Defense	Armor	HP
Club (Melee, 2 AP) +3	2(C)	10 Physical 5 Spiritual	1(P)1(S)	10

#### Attributes:

4 Agi, 4 Brw, 3 Brn, 5 Wit 5, Vig, 0 Prw

**Speed:** 25    **Size:** Medium    **Type:** Any Race, Bandit

**Skill:** +1 Athletics, +2 Acrobatics, +2 Thievery, +2 Perception, Knowledge (+4 Local Affairs)

### Black Band Orc Cutthroat (Specialist) Level Range 3-15

*Orcs are trained at a young age to be killers. Those who excel at the killing are taken from their homes and raised in a focused camp that teaches them how to be ruthless and deadly cutthroats.*

#### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Garrote (Melee, 2 AP) +6	2(C)	10 Physical	5(P)2(C)	13
Forearm Blades (Melee, 2 AP) +4	4(S)	6 Spiritual		
Assassinate: +8				

#### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Garrote (Melee, 2 AP) +8	3(C)	12 Physical	5(P)1(S)	14
Forearm Blades (Melee, 2 AP) +6	6(S)	8 Spiritual	2(C)	
Assassinate: +10				

#### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Garrote (Melee, 2 AP) +10	5(C)	15 Physical	6(P)3(S)	16
Forearm Blades (Melee, 2 AP) +8	8(S)	9 Spiritual	3(C)	
Assassinate: +12				

**Attributes:** 8 Agi, 4 Brw, 5 Brn, 6 Wit, 3 Vig, 0 Prw

**Speed:** 25    **Size:** Medium    **Type:** Orc, Bandit

**Skill:** +4 Acrobatics (+2 Parkour), +8 Stealth, +6 Thievery, +3 Navigation, +2 Hunting (+4 Manhunting), +3 Influence (+2 Intimidation), +5 Trickery

#### Features

- **Assassinate:** Gains a bonus when using the Assassinate Combat Maneuver



## Blue Band Gnome Auramancer (Specialist) Level Range 3-15

Very few Bandits possess *Aura Sense*. Those that do are well paid for their efforts.

Level Range 3-5				
Attacks	Damage	Defense	Armor	HP
Spells +8		10 Physical 8 Spiritual	3(S)4(M)	12
Dazing Word				
Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Spells +9		11 Physical 10 Spiritual	3(S)5(M)	13
Crippling Word Lightning Bolt				
Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Spells +10		13 Physical 12 Spiritual	5(S)7(M)	14
Crippling World Lightning Bolt Fireball				

### Attributes:

3 Agi, 3 Brw, 9 Brn, 5 Wit, 3 Vig, 0 Prw

**Speed:** 30 **Size:** Small **Type:**

Gnome, Bandit

**Skill:** +5 Chemistry, Knowledge (+4 *Auramancy*)

+2 Influence, +3 Perception (+2 *Visual*), +2

Trickery (+4 *Lying*) +5

Performance

### Features

- **Spell Wisp:** The Gnome can summon a Spell Wisp onto the battlefield.
- **Counterspell:** The Gnome may use the Counterspell Combat Maneuver.
- **Arcane Gift:** Racial Feature. All offensive spells against gnomes automatically fail and deal 1 damage to the caster if the result of the Auramancy roll against them is 1.

### Spells:

- **Dazing Word:** *Spiritual*, 1 AP. With one spoken word, target takes 1(M) damage and becomes Dazed for Duration 1.
- **Crippling Word:** *Spiritual*, 2 AP. With one spoken word, target takes 2(M) and is Slowed for Duration 1.
- **Lightning Bolt:** *Physical*, 3 AP. Shoot a bolt of lightning out in a straight line for 50 feet, dealing 3(M) to all targets.
- **Fireball:** *Physical*, 5 AP. A bead of fire expands outward explosively, dealing 5(M) in a 15 foot radius and causing Knockback 5 to all targets within the area.

## Green Band Elven Archer (Abundant) Level Range 3-15

Elves are not looked upon kindly in Kuria. When an elf ends up in the kingdom, whatever the reason, they have few opportunities to turn to. For many in that situation, the life of a bandit is the only way to survive.

Level Range 3-5				
Attacks	Damage	Defense	Armor	HP
Greatbow (Ranged, 2 AP) +5	3(P)	10 Physical 8 Spiritual	1(P)2(S)	12
Camouflage: X=1				
Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Greatbow (Ranged, 2 AP) +8	5(P)	12 Physical 8 Spiritual	2(P)3(S)	15
Camouflage: X=2				
Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Greatbow (Ranged, 2 AP) +9	8(P)	14 Physical 9 Spiritual	3(P)4(S) 1(C)	17
Camouflage: X=4				

### Attributes:

6 Agi, 2 Brw, 3 Brn, 6 Wit, 4 Vig, 0 Prw

**Speed:** 25 **Size:** Medium **Type:** Elf, Bandit

**Skill:** +4 Acrobatics, +5 Navigation, +2 Hunt-

ing, +6 Perception, (+2 *Visual*), +2 Trickery

(+2 *Lying*), +1 Knowledge (+4 *Local Affairs*),

+3 Survival

### Features

- **Ambush:** *Passive ability.* You automatically move to the top of the Initiative Order after attacking an Unaware target.
- **Camouflage:** *Passive ability.* You gain a +X bonus to Stealth (Hide) Skill Tests. While in natural terrain, you can make Stealth (Hide) Skill Tests in an area with no hiding places without an additional penalty.



## Green Band Ogre Berserker (Specialist) Level Range 5-20

*When an ogre loses a clan war, it can be a devastating experience. Some ogres find that they no longer have a home when the dust settles and are forced to journey outside the Flamma mountains. Ogres continue their tradition of inciting conflict and taking valuables by force throughout all of Edara.*

### Attributes:

2 Agi, 10 Brw, 3 Brn, 8 Wit, 10 Vig, 0 Prw  
**Speed:** 20 **Size:** Large **Type:** Ogre, Bandit  
**Skill:** +5 Athletics, +6 Force, +5 Stamina, +3 Influence (+6 Intimidate)

### Features

- **Hammerstaff:** May make 2 attacks against the same enemy by spending 1 additional AP.
- **Heavy Fists:** Gain a +3 bonus when attempting to use the Knockout Combat Maneuver
- **Devastate:** May gain a +X bonus to his next attack by taking an equal penalty to his defense

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Hammerstaff (Melee, 4 AP) +7	4(C)	13 Physical 5 Spiritual	2(P)2(S) 3(C)3(B)	15

Devastate +2

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Hammerstaff (Melee, 4 AP) +10	6(C)	15 Physical 7 Spiritual	3(P)3(S) 5(C)5(B)	17

Devastate +2

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Hammerstaff (Melee, 4 AP) +13	8(C)	18 Physical 9 Spiritual	5(P)5(S) 7(C)7(B)	20

Devastate +4

## Red Band Dwarven Gunsmith (Rare, Specialist) Level Range 3-15

*Some dwarves leave their Orders by choice. Some dwarves are forced out due to tragedies. Some of those who are outcast are no longer welcomed back. When they have nowhere else to turn, they turn to the life of a bandit.*

### Attributes:

3 Agi, 3 Brw, 5 Brn, 6 Wit, 4 Vig, 0 Prw  
**Speed:** 25 **Size:** Medium **Type:** Dwarf, Bandit  
**Skill:** +3 Control Vehicle, +4 Thievery, +3 Engineering, +2 Smithing, +3 Perception (+2 Visual), +2 Knowledge (+4 Local Affairs)

### Features

- **Shotcrafter:** The Dwarven Bandit can use his Pistol attack roll to cast his spells, as per the Smith spell rules.

### Spells:

- **Explosive Shot:** *Physical*, 1 AP. Fire an explosive-tipped projectile that deals 1(M) damage to 2 adjacent targets.
- **Lightning Shot:** *Physical*, 2 AP. Fire an electrically charged projectile that deals 3(M).
- **Power Shot:** *Physical*, 4 AP. Fire a crackling shot of blue-white energy, dealing 5(M) to the target.
- **Quick Reload:** Reloads for 1 AP

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Battleaxe (Melee, 3 AP) +4	4(S)	14 Physical		12
Pistol (Ranged / Spell), 2 AP +5	3(B)	4 Spiritual	4(C)4(B)	

Explosive Shot

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Battleaxe (Melee, 3 AP) +5	6(S)	16 Physical	1(P)1(S)	15
Pistol (Ranged / Spell, 2 AP) +7	5(B)	5 Spiritual	5(C)5(B)	

Explosive Shot Lightning Shot

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Battleaxe (Melee, 3 AP) +7	8(S)	17 Physical	2(P)1(S)	17
Pistol (Ranged / Spell, 2 AP) +9	6(B)	7 Spiritual	5(C)6(B)	

Explosive Shot Lightning Shot Power Shot

## Red Band Human Fighter (Abundant) Level Range 3-15

*Humans are drawn to the bandit life because of their inherent greed. Many see burglary as the quickest path to riches.*

### Attributes:

4 Agi, 4 Brw, 2 Brn, 6 Wit, 6 Vig, 0 Prw  
**Speed:** 25 **Size:** Medium  
**Type:** Human, Bandit  
**Skill:** +4 Acrobatics, +1 Control Vehicle, +2 Stealth (+4 Smuggling), +5 Thievery, +2 Perception (+4 Visual), +3 Knowledge (+2 Local Affairs)

### Features

- **Stalwart Form:** 1 AP. May enter a defensive stance that grants a +1 bonus to Physical Defense.
- **Devastate:** Before making an attack, the bandit may gain +2 to his next attack by taking a -2 penalty to defense until the next turn.
- **Disarm:** The Human may use the Disarm Combat Maneuver against Light or Medium weapons.

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Curved Dagger (Melee, 2 AP) +4	1(P)2(S)	13 Physical	2(P)2(S)	10
Shortbow (Ranged, 2 AP) +3	3(P)	6 Spiritual	1(C)	

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Curved Dagger (Melee, 2 AP) +6	2(P)4(S)	15 Physical	3(P)3(S)	13
Shortbow (Ranged, 2 AP) +5	5(P)	8 Spiritual	2(C)2(B)	

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Curved Dagger (Melee, 2 AP) +8	3(P)5(S)	17 Physical	3(P)5(S)	15
Shortbow (Ranged, 2 AP) +6	7(P)	9 Spiritual	3(C)3(B)	



## White Band Bandit King (Rare, Boss) Level Range 5-20

A loose coalition of Bandits will gather around whatever flag is offered to them. Usually, that flag is held by a self-proclaimed 'Bandit King' who uses his abilities and commands to provide strength to his teammates.

### Attributes:

Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Gunblade (Melee, 3 AP) +5	3(S)	13 Physical	3(P)3(S)	16
Gunblade (Ranged, 2 AP) +3	3(B)	5 Spiritual	2(C)	
Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Gunblade (Melee, 3 AP) +8	5(S)	15 Physical	4(P)4(S)	18
Gunblade (Ranged, 2 AP) +5	6(B)	7 Spiritual	3(C)1(M)	
Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Gunblade (Melee, 3 AP) +10	6(S)	16 Physical	5(P)5(S)	20
Gunblade (Ranged, 2 AP) +7	9(B)	10 Spiritual	4(C)1(M)	

3 Agi, 5 Brw, 5 Brn, 7 Wit, 6 Vig, 0 Prw  
**Speed:** 25 **Size:** Medium  
**Type:** Any race, Bandit  
**Skill:** +8 Thievery, +2 Athletics, +5 First Aid, Knowledge (+6 Caravans, +4 Local Affairs), +3 Influence (+2 Intimidation), +3 Stamina, +5 Navigation, +4 Trickery (+3 Lying), +4 Perception  
**Features**

- Sacrifice. *Special ability.* The King can choose to take the damage of an attack or physical spell that was made against an adjacent ally, as if the attack was made against him. He can use this ability once per encounter

- Warrior's Prayer. 1 AP. *Active ability.* The King invokes a Prayer of strength that grants a +1 bonus on Attack and Auramancy Tests. Prayers last until dropped or the encounter ends.
- Aura of Protection. 1 AP. *Active ability.* The King projects an Aura that extends in a 10-foot radius around him that grants a +1 (PSC) armor bonus to him and all his allies within the radius.
- Rally Call: If the Bandit King is the only adversary on the battlefield, he may call one other Bandit.

## CONSTRUCTS

The birth of steam power has given rise to several great technologies. One could argue that the Constructs are of the most benefit to society. Able to process limited thoughts, these automatons carry out mundane day-to-day tasks such as working the fields or cleaning a manor. However, when tasked with violence, they can be deadly foes.

Constructs defy explanation. They are powered by the Aura, which gives them something seeming of intelligence. Yet they lack emotions such as restraint, pity, and compassion. Constructs are most often found in Dwarven Holds and tunnels, but some wealthy street gangs and noble houses can afford their use as bodyguards.

**Favored Tactics:** The Constructs will stay close to, and protect, the Golem if they are in combat together. The Golem has the ability to repair the Constructs around him and he will do so if given the opportunity. The Skitterings act as strikers, moving out to flank the company and pick off weaker members, while the Combat Golems will focus their fire on the stronger company members.

**Favored Terrain:** Constructs can be found almost anywhere.

## Assault Turret (Abundant) Level Range 5-20

These offensive weapons lack intelligence and independent thought. They are simply programmed to recognize friend from enemy, and trained to respond with extreme violence.

Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Turret (Ranged, 2 AP) +12	5(B)	5 Physical -- Spiritual	2(P)2(S) 4(B)	7
Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Turret (Ranged, 2 AP) +14	7(B)	5 Physical -- Spiritual	2(P)2(S) 4(B)	10
Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Turret (Ranged, 2 AP) +16	9(B)	5 Physical -- Spiritual	2(P)2(S) 4(B)	12

### Attributes:

0 Agi, 0 Brw, 0 Brn, 5 Wit, 1 Vig, 0 Prw  
**Speed:** 0\* **Size:** Small **Type:** Mechanical  
**Skill:** +6 Perception

### Features

- Mechanical: Vulnerability (2) To Electric Attacks. Cannot be targeted by Spiritual spells.
- Automatic Reload: Does not need to spend 2 AP to reload weapons.
- Steam Powered: When destroyed, all adjacent non-mechanical creatures suffer 2(E) Fire damage.
- Precise Targeting: Does not suffer any penalty for targeting an Engaged enemy.
- Immobile: Assault Turret remains stationary where it was placed.
- Small Battery: The Construct is powered by a Small Elemental Battery. If removed, the Construct will power down. The Small Battery can be kept as an item.



## Combat Golem (Specialist) Level Range 10-20

The dwarves once attempted to construct a mechanical army by adapting golems into combat prototypes. The project was a failure but the blueprints always seem to find a place in the hands of the highest bidder.

### Attributes:

3 Agi, 5 Brw, 5 Brn, 3 Wit, 6 Vig, 1 Prw

Speed: 20 Size: Medium

Type: Mechanical

Skill: +4 Stamina, +2 Force (+4 *Knockout*), +4 Perception (+2 *Visual*), -4 Stealth

### Features

- Mechanical: Vulnerability (2) To Electric Attacks. Cannot be targeted by Spiritual spells.
- Automatic Reload: Does not need to spend 2 AP to reload weapons.
- Steam Powered: When destroyed, all adjacent non-mechanical creatures suffer 2(E) Fire damage.
- Precise Targeting: Does not suffer any penalty for targeting an Engaged enemy.
- Medium Battery: The Construct is powered by a Medium Elemental Battery. If removed, the Construct will power down. The Medium Battery can be kept as an item.

### Level Range 10-15

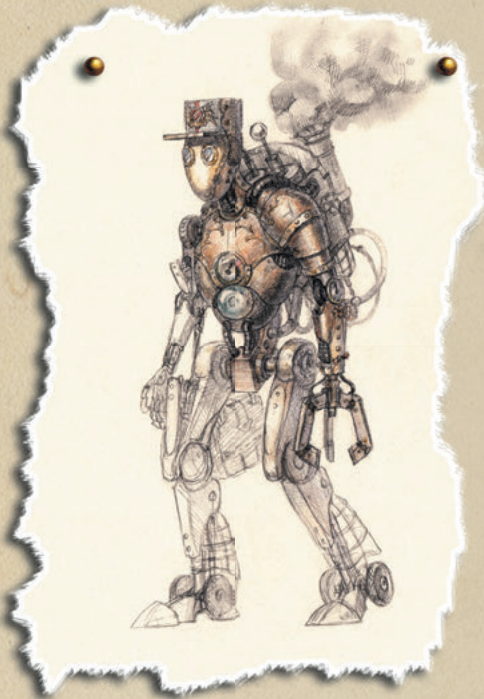
Attacks	Damage	Defense	Armor	HP
Short Sword (Melee, 3 AP) +7	3(P)	10 Physical	2(P)2(S)	12
Mounted Rifle (Ranged, 2 AP) +8	4(B)	-- Spiritual	4(B)	

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Short Sword (Melee, 3 AP) +9	5(P)	13 Physical	3(P)3(S)	16
Mounted Rifle (Ranged, 2 AP) +10	6(B)	-- Spiritual	6(B)	

## Golem (Abundant) Level Range 3-15

Golems are humanoid, and often built to resemble the race which built them. They are the most fit for manual labor, making them equally fit to cause destruction.



### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Blade (Melee, 3 AP) +6	3(P)	8 Physical	5(S)2(P)	14
Rivet Gun (Ranged, 2 AP) +4	3(B)	-- Spiritual		

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Blade (Melee, 3 AP) +7	5(P)	10 Physical	7(S)3(P)	15
Rivet Gun (Ranged, 2 AP) +5	4(B)	-- Spiritual		

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Blade (Melee, 3 AP) +8	7(P)	13 Physical	10(S)4(P)	17
Rivet Gun (Ranged, 2 AP) +7	5(B)	-- Spiritual		

Attributes: 2 Agi, 4 Brw, 4 Brn, 2 Wit, 8 Vig, 0 Prw

Speed: 20 Size: Medium

Type: Mechanical

Skill: +2 Control Vehicle, +3 Chemistry, +5 Smithing (+4 *Repairing*) +5 Engineering, +3 Knowledge (+1 *Steamworks*), -4 Stealth, +3 Perception (+4 *Visual*)

### Features

- Mechanical: Vulnerability (2) to Electric Attacks. Cannot be targeted by Spiritual spells.
- Repair Kit: May attempt a Smithing (Repairing) [10] Skill Test to Heal 2 on an adjacent Construct. Cannot target itself.
- Steam Powered: When destroyed, all adjacent non-mechanical creatures suffer 2(E) Fire damage.
- Medium Battery: The Construct is powered by a Medium Elemental Battery. If removed, the Construct will power down. The Medium Battery can be kept as an item.

## Skittering Automaton (Abundant) Level Range 3-15

These Constructs were modeled after the mobility of a spider. Their many sharp legs allow them to move quickly while staying close to the ground, and can attach to almost any surface.

### Attributes:

4 Agi, 2 Brw, 8 Brn, 2 Wit, 4 Vig, 0 Prw

Speed: 30 Size: Small

Type: Mechanical

Skill: +6 Acrobatics, -4 Stealth, +3 Athletics, +2 Perception (+2 *Visual*),

### Features

- Mechanical: Vulnerability (2) to Electric Attacks. Cannot be targeted by Spiritual spells.
- Construct: +1 to Attack for each adjacent Construct or Mechanical Creature
- Steam Powered: When destroyed, all adjacent non-mechanical creatures suffer 2(E) Fire damage.
- Clawed Crawler: The Construct can cling to any surface and move as normal.
- Small Battery: The Construct is powered by a Small Elemental Battery. If removed, the Construct will power down. The Small Battery can be kept as an item.

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Stab (Melee, 2 AP) +4	3(S)	12 Physical	2(S)2(P)	10
		-- Spiritual		

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Stab (Melee, 2 AP) +5	5(S)	12 Physical	3(S)3(P)	11
		-- Spiritual		

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Stab (Melee, 2 AP) +7	6(S)	12 Physical	4(S)5(P)	15
		-- Spiritual		



## Steambot (Rare, Specialist) Level Range 10-20

The Steambot came about in an attempt to automate a deadly, high performance steam suit. The project was an amazing success, and Steambots have been mass produced by an unknown organization. They are available to those who can pay, and make for amazing assassins.

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Assassin's Blade (Melee, 2 AP) +10	4(P)6(S)	10 Physical -- Spiritual	3(P)3(S) 2(B)	12
Assassinate: X = 6				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Assassin's Blade (Melee, 2 AP) +14	5(P)10(S)	14 Physical -- Spiritual	3(P)3(S) 3(B)	16
Assassinate: X = 8				

### Attributes:

7 Agi, 2 Brw, 3 Brn, 3 Wit, 6 Vig, 2 Prw

**Speed:** 40 **Size:** Medium **Type:** Mechanical

**Skill:** +4 Acrobatics, -4 Stealth, +5 Thievery, +3 Perception

### Features

- Mechanical: Vulnerability (2) To Electric Attacks. Cannot be targeted by Spiritual spells.
- Ocular Enhancement: Can never suffer the Blind condition.
- Steam Powered: When destroyed, all adjacent non-mechanical creatures suffer 2(E) Fire damage.
- Assassinate: Can perform the Assassinate combat ability with a +X bonus.
- Medium Battery: The Construct is powered by a Medium Elemental Battery. If removed, the Construct will power down. The Medium Battery can be kept as an item.

## Steam Mech (Rare, Boss) Level Range 10-20

The most formidable of all constructs is the dreadful Steam Mech; a towering menace of weaponry and steel. While most vehicles require a pilot, these Mechs have been enchanted with an artificial intelligence that makes them both incredibly rare and incredibly deadly.

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Chainsword (Melee, 3 AP) +12	7(S)	14 Physical	3(P)2(S)	40
Club (Melee, 2 AP) +10	3(C)	-- Spiritual	6(B)2(M)	
Cannon (Ranged, 2 AP) +10	10(B)			

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Chainsword (Melee, 3 AP) +14	10(S)	14 Physical	3(P)2(S)	60
Club (Melee, 2 AP) +12	4(C)	-- Spiritual	6(B)2(M)	
Cannon (Ranged, 2 AP) +10	15(B)			

### Attributes:

5 Agi, 15 Brw, 3 Brn, 10 Wit, 10 Vig, 2 Prw

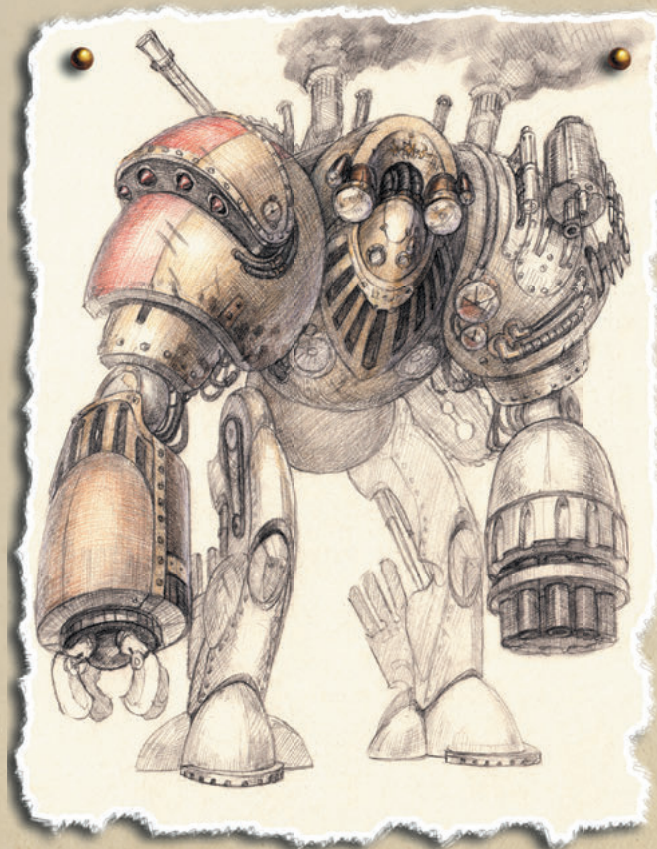
**Speed:** 15 **Size:** Giant

**Type:** Mechanical

**Skill:** 5 Acrobatics, -10 Stealth, +15 Force, +10 Navigation, +5 Perception

### Features

- Mechanical: Vulnerability (2) To Electric Attacks Cannot be targeted by Spiritual spells.
- Automatic Reload: Does not need to spend 2 AP to reload weapons.
- Steam Powered: When destroyed, all adjacent non-mechanical creatures suffer 5(E) Fire damage.
- Precise Targeting: Does not suffer any penalty for targeting an Engaged enemy.
- Specialized Weapon: Cannon requires a two round recharge.
- Large Battery: The Construct is powered by a Large Elemental Battery. If removed, the Construct will power down. The Large Battery can be kept as an item.
- Armor Piercing: Chain Sword has 1 point of armor piercing.



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## GOBLINKIN

*The goblinkin of the mountains and caves make for an interesting study. They share obvious relation to their neighbor Orcs, but have not progressed socially or culturally at the same rate. They share a spoken language, and have developed weapons and trained in Auramancy, but keep no written or oral history.*



Goblins have an interesting evolution that seems to run parallel to that of the other races. They are intelligent, have a crude spoken language, and have evolved a social structure. Yet they are still feral at the core, uncivilized, and incredibly aggressive. When left alone, the Goblins pose little threat, but they treat anyone outside of their loosely formed tribes as an enemy.

**Favored Terrain:** Hills, Mountains, Caves, Underground

### Attributes:

3 Agi, 8 Brw, 3 Bm, 4 Wit, 10 Vig, 1 Prw  
**Speed:** 25 **Size:** Medium **Type:** Goblin  
**Skill:** +4 Stamina, +4 Force, +2 Survival (+3 Mountains), +4 Influence (+2 Intimidate), +2 Perception (+4 Visual)

### Features

- **Burrower:** While underground or in mountainous terrain, goblins can burrow, and move their Speed without interruption. They may choose to stay underground until the beginning of their next turn.
- **Dual wielding:** May wield any combination of axes or long swords. Follows all normal dual wielding rules.
- **Berserk:** Once during an encounter, the goblin can enter a rage, gaining +5 Brawn and +5 Vigor. This rage lasts for 3 rounds, after which the Goblin is Tired.
- **Goblin Scrapmail:** Deals 2(P) damage with the Grapple Combat Maneuver, both when using the Maneuver or being targeted. The Maneuver's roll is the Attack Test in both cases. If the wearer rolls a 1 on a melee Attack Test, they suffer 1 damage which cannot be soaked by armor.

**Favored Tactics:** Goblins are surprisingly tactile. They will attempt to flank and Overwhelm their opponents when they can, and retreat when necessary. They do not throw themselves mindlessly to death. If a Witch Doctor or War Chief is present, the Goblins will gather around them and stay close during the fray. On the contrary, they will stay clear of a Berserker and let him do his job.

## Goblin Blademaster (Specialist) Level Range 5-20

*Some goblins are born with a restless rage and a physical prowess to match. Those that are often learn the ways of the berserker and become a whirlwind of steel and death.*

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Axe (Dual wield , Melee, 3 AP) +6	4(S)	12 Physical	4(P)4(S)	18
Sword (Dual wield , Melee, 3 AP) +6	3(S)2(P)	8 Spiritual	2(C)	

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Axe (Dual wield , Melee, 3 AP) +8	6(S)	14 Physical	6(P)6(S)	20
Sword (Dual wield , Melee, 3 AP) +8	4(S)2(P)	9 Spiritual	3(C)	

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Axe (Dual wield , Melee, 3 AP) +9	8(S)	15 Physical	8(P)8(S)	24
Sword (Dual wield , Melee, 3 AP) +9	6(S)4(P)	10 Spiritual	3(C)3(B)	



## Goblin Grunt (Abundant) Level Range 1-10

The most common of goblins lacks the intelligence necessary to make their own decisions. They are driven by instinct, or by the overpowering urgings of a nearby Chieftain.

Level Range 1-3				
Attacks	Damage	Defense	Armor	HP
Spear (Melee, 3 AP) +6	5(P)	14 Physical	1(P)1(S)	10
Sling (Ranged, 2 AP) +4	2(C)	10 Spiritual		
Goblin War Chant: X=2				
Level Range 3-5				
Attacks	Damage	Defense	Armor	HP
Spear (Melee, 3 AP) +8	6(P)	16 Physical	2(P)2(S)	13
Sling (Ranged, 2 AP) +5	3(C)	12 Spiritual		
Goblin War Chant: X=5				
Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Spear (Melee, 3 AP) +10	7(P)	18 Physical	2(P)2(S)	16
Sling (Ranged, 2 AP) +7	4(C)	14 Spiritual	2(C)	
Goblin War Chant: X=7				

### Attributes:

9 Agi, 3 Brw, 1 Brn, 7 Wit, 4 Vig, 0 Prw  
**Speed:** 30 **Size:** Small **Type:** Goblin  
**Skill:** +9 Acrobatics, +9 Stealth, +4 Stamina, +3 Survival (+5 Mountains)

### Features

- **Burrower:** While underground or in mountainous terrain, goblins can burrow, and move their Speed without interruption. They may choose to stay underground until the beginning of their next turn.
- **Goblin War Chant:** Goblin Grunts may collectively skip their next turn to enter a chant, which grants +X Attack and +X Defense to all allies for the next round. Must be decided before any Goblin Grunt has taken any action that round.

## Goblin Pyromancer (Rare) Level Range 5-20

Some of the wiser goblins have chosen to forgo the path of Auramancy. Instead, they apply their limited knowledge to the creation of potions and explosives. Given the goblins natural tendency towards chaos and destruction, these creatures should be avoided at all costs.

Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Thrown Grenade (Ranged, 2 AP) +8	*	14 Physical	2(P)2(S)	12
		12 Spiritual	4(C)3(T)	
Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Thrown Grenade (Ranged, 2 AP) +9	*	15 Physical	2(P)2(S)	13
		14 Spiritual	4(C)5(T)	
Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Thrown Grenade (Ranged, 2 AP) +11	*	17 Physical	3(P)3(S)	17
		15 Spiritual	5(C)2(B)5(T)	

### Attributes:

4 Agi, 2 Brw, 2 Brn, 2 Wit, 4 Vig, 0 Prw  
**Speed:** 20 **Size:** Small **Type:** Goblin  
**Skill:** +2 Navigation, +2 Perception

### Features

- **Burrower:** While underground or in mountainous terrain, goblins can burrow, and move their Speed without interruption. They may choose to stay underground until the beginning of their next turn.

### Potions:

- **Curing Potion:** Remove 1 negative status effect
- **Knockout Poison:** Target falls unconscious for 2 hours.
- **Smoke Grenade:** Explodes in a cloud that conceals an area within a 15 foot radius for Duration 3. Anyone inside the area suffers the Condition Blind.
- **Fragmentation Grenade:** Explodes with an area of effect attack that targets everyone within a 10 foot radius, dealing 2(B) damage.

## Goblin Witch Doctor (Specialist) Level Range 3-15

While crude, the Goblin Witch Doctor has managed to replicate the language of the Orcs, and use it to reproduce some aspects of Red Band Auramancy. It is indeed a curious sight.

Level Range 3-5				
Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +4	2(C)	13 Physical	1(C)1(B)	15
Throwing Spear (Ranged, 2 AP) +4	5(P)	10 Spiritual	5(M)	
Spells: +5				
Fireball: X=6				
Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +5	2(C)	14 Physical	2(C)2(B)	16
Throwing Spear (Ranged, 2 AP) +5	6(P)	12 Spiritual	7(M)	
Spells: +7				
Fireball: X=6				
Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +6	4(C)	15 Physical	1(P)1(S)	17
Throwing Spear (Ranged, 2 AP) +6	7(P)	14 Spiritual	3(C)4(B)9(M)	
Spells: +9				
Fireball: X=8 Napalm: X=8				

### Attributes:

9 Agi, 2 Brw, 4 Brn, 5 Wit, 9 Vig, 1 Prw  
**Speed:** 25 **Size:** Small **Type:** Goblin  
**Skill:** +4 Acrobatics, +4 Stealth, Knowledge (+3 Auramancy), +2 Perception (+3 Visual)

### Features

- **Burrower:** While underground or in mountainous terrain, goblins can burrow, and move their Speed without interruption. They may choose to stay underground until the beginning of their next turn.
- **Counterspell:** May use the Counterspell combat maneuver

### Spells:

- **Magic Armor:** *Spiritual*. 1 AP. Grant a +2 bonus to one armor category of any ally lasting Duration 2.
- **Morale Boost:** *Spiritual*. 1 AP. Grant a +2 bonus to the next attack of one ally.
- **Minor Heal:** *Spiritual*. 3 AP. Heal one ally 2 HP.
- **Fireball:** *Physical*. 3 AP. Deals target X(M) Damage.
- **Napalm:** *Physical*. 5 AP. Deals all targets in a 20 foot radius X(M) damage.



## Goblin War Chief (Rare, Boss) Level Range 10-20

*It is said that every goblin war tribe has a chieftain, yet few have seen one and lived; for only the most cunning and aggressive of goblins can hope to lead a tribe. They surround themselves with trusted generals and pawns ripe for sacrifice. Beware drawing their attention, and stay clear of a goblin's tribal camp.*

### Attributes:

5 Agi, 3 Brw, 5 Brn, 9 Wit, 6 Vig, 2 Prw

**Speed:** 25    **Size:** Medium    **Type:** Goblin

**Skill:** +4 Enchanting, +7 Perception (+4 *Visual*), +2 First Aid, +4 Influence (+3 *Intimidate*)

### Features

- **Burrower:** While underground or in mountainous terrain, goblins can burrow, and move their Speed without interruption. They may choose to stay underground until the beginning of their next turn.
- **Fiery Hammer:** When damaged by the Fiery Hammer, target suffers Lingering X(E) fire damage for Duration 2.
- **Summon General:** May spend 5 AP to summon a Goblin Pyromancer or Goblin Berserker. May only have 2 generals summoned on the battlefield at a time.
- **Counterspell:** May use the Counterspell combat maneuver.

### Spells:

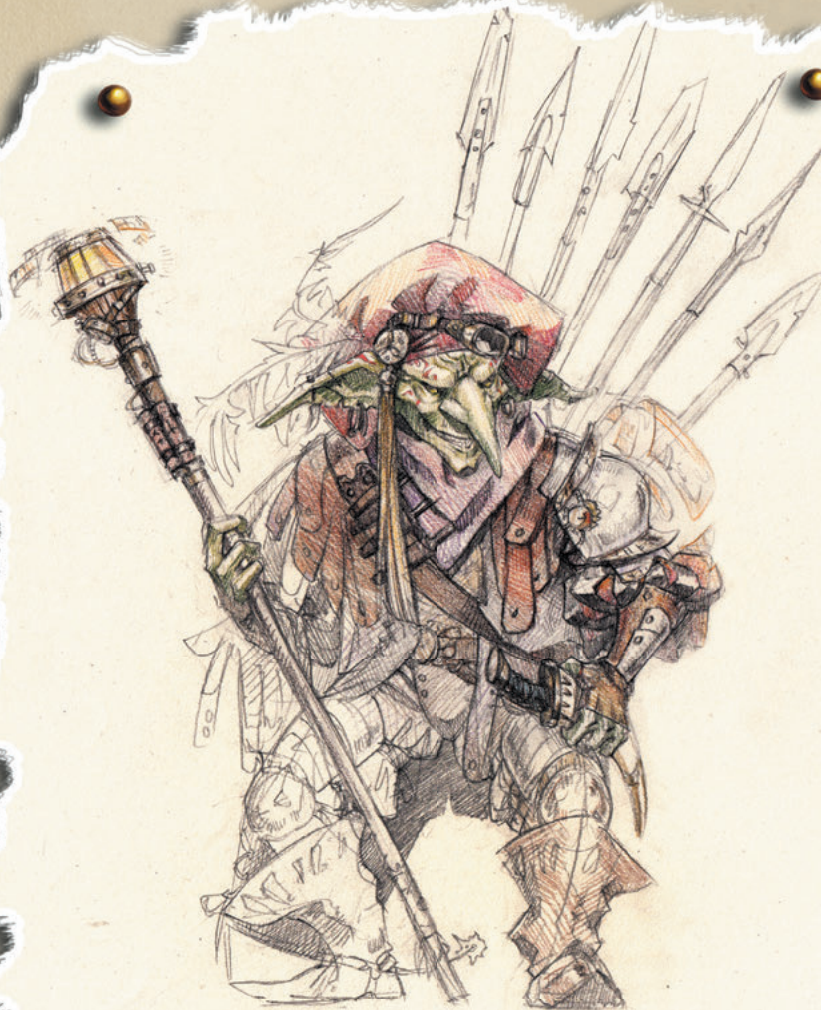
- **Amplify Defense:** Spiritual. 3 AP. Target gains +4 Defense for Duration 2.
- **Boost Spirit:** Spiritual. 3AP Target in line of sight gains +2 Attack and +2 Defense for Duration 1.
- **Fire Breath:** Physical. 3 AP. Deals X (M) fire damage to all targets in a 15m line.
- **Napalm:** Physical. 5 AP. Deals X (M) fire damage to all targets in a 20 foot radius.
- **Meteor:** Physical. 5 AP. Deals 12(M) fire damage to single target. (Level Range 15-20 only)

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Fiery Hammer (Melee, 4 AP) +12	6(C)*	18 Physical	3(P)4(S)	35
Throwing Spear (Ranged, 2 AP) +8	5(P)	12 Spiritual	2(C)4(B)6(M)	
Spells +10				
Fiery Hammer: X=2    Fire Breath: X=2    Napalm: X=4				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Fiery Hammer (Melee, 4 AP) +14	10(C)*	25 Physical	4(P)4(S)	45
Throwing Spear (Ranged, 2 AP) +10	8(P)	18 Spiritual	2(C)5(B)7(M)	
Spells +13				
Fiery Hammer: X=4    Fire Breath: X=4    Napalm: X=8    Meteor: X=12				





# MILITIAS

*It is normal across the five realms of Edara, for the mortal races to protect their borders. While military actions have ceased for the most part, each realm does retain a standing militia to keep its cities safe and maintain order in their cities. In most circumstances, an ordinary traveler will find themselves unmolested by the militia; but those who step out of line or instigate strife will find themselves at the dangerous end of the militia's weapons.*

Every realm in Edara has a standing army or militia ready to take action in times of trouble. These militia men may be friendly to the company and fight alongside them, or they can be used as police, security, or guardsmen. If the characters disobey local laws or get caught performing illegal activities, it is almost certain the Militia will be perusing them.

## ELVEN RANGERS

The Elven Rangers scout the long border of The Sylvan Forest. It is not only their duty to rescue Elves who have fallen into danger, they also act as the First Watch in the Elvish militia. They can be found protecting the gates of a city, keeping order in a small tribe, or riding up and down the borders to keep a wary eye for illegal border crossings.

**Favored Terrain:** The Forest of Sylvae. Can be found roaming the boarders or acting as guards within the cities.

**Favored Tactics:** Scout Rangers will form a line of protection with their Phalanx ability in order to protect the Mounted Bowman. The Mounted Ranger will strike from the sides while the Ranger Captain, if present, will direct the combat and attempt to push back anyone breaking around the phalanx.

## Green Band Guerrilla Ranger (Rare) Level Range 10-20

*The Guerrilla Ranger knows the forests better than any others. They act as scouts and spies and often infiltrate and escape without their presence ever being discovered.*

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Elven Thinblade (Melee, 3 AP) +4	1(P)3(S)	10 Physical 6 Spiritual	1(P)2(S)	12
Assassinate +8	Woodland Camouflage: X=4			

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Elven Thinblade (Melee, 3 AP) +5	3(P)5(S)	14 Physical 8 Spiritual	2(P)4(S)	14
Assassinate +12	Woodland Camouflage: X=8			

**Attributes:** 6 Agi, 2 Brw, 4 Brn, 5 Wit, 4 Vig, 0 Prw

**Speed:** 30      **Size:** Medium      **Type:** Elf

**Skill:** +8 Stealth (+6 *Hide*), +5 Navigation, +4 Survival, +4 Hunting (+6 *Tracking*), +8 Perception (+2 *Auditory*)

### Features

- **Assassinate:** The Guerrilla Ranger can use the Assassinate Combat Maneuver against an Unaware target with a +X bonus.
- **Woodland Camouflage:** Gains a +X bonus to all Stealth (*Hide*) checks made while in the forest.
- **Elven Thinblade:** Weapon cannot be Sundered.



## Green Band Mounted Bowman (Abundant) Level Range 3-15

*Mounted Bowman offer a challenge unlike any other. Their speed and maneuverability help keep them safe from their prey and able to return fire from amazingly long distances.*

### Attributes:

6 Agi, 2 Brw, 3 Brn, 4 Wit, 6 Vig, 0 Prw

Speed: 40 (Mounted)

Size: Medium

Type: Elf

Skill: +4 Control Vehicle (+4 *Ride*), Knowledge (*Nature* +2), +6 Perception, +3 Athletics (+4 *Climbing*)

### Features

- **Mounted:** The Mounted Bowman rides a standard Elk and follows all rules for mounted combat. When charging, the Elk can make a Buck attack that deals Piercing damage. This damage benefits from the +2 damage boost against enemies on foot.
- **Aim:** The Mounted Bowman may spend 1 AP to gain a +1 bonus on their next attack this turn.

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Elven Longbow (Ranged, 2 AP) +6	5(P)	8 Physical 5 Spiritual	2(P)3(S) 1(C)1(B)	8

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Elven Longbow (Ranged, 2 AP) +8	8(P)	10 Physical	3(P)4(S)	12

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Elven Longbow (Ranged, 2 AP) +10	12(P)	13 Physical 10 Spiritual	5(P)6(S) 2(C)3(B)	14

## Green Band Mounted Ranger (Abundant) Level Range 3-15

*The Mounted Ranger exemplifies everything good about the Rangers. He is quick, deadly, and honorable. He will protect the things he loves and drive away the dangers with amazing bravery.*

### Attributes:

3 Agi, 5 Brw, 4 Brn, 5 Wit, 6 Vig, 0 Prw

Speed: 40 (Mounted)

Size: Medium

Type: Elf

Skill: +3 Control Vehicle (+3 *Ride*), +2 Navigation (+3 *Forest*), +1 Survival (+2 *Forest*), +4 Stamina, +2 Athletics (+4 *Climbing*), +3 Acrobatics (+2 *Balancing*), +2 Knowledge (+2 *Nature*).

### Features

- **Mounted:** The Mounted Ranger rides a standard Elk and follows all rules for mounted combat. When charging, the Elk can make a Buck attack that deals Piercing damage. This damage benefits from the +2 damage boost against enemies on foot.

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Elven Longblade (Melee, 3 AP) +9	4(P)4(S)	14 Physical 8 Spiritual	2(P)3(S) 1(C)1(B)	8

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Elven Longblade (Melee, 3 AP) +11	6(P)6(S)	15 Physical 12 Spiritual	4(P)4(S) 2(C)2(B)	12

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Elven Longblade (Melee, 3 AP) +12	8(P)8(S)	16 Physical 13 Spiritual	5(P)5(S) 3(C)2(B)	15

## Green Band Ranger Captain (Specialist) Level Range 5-20

*To become a Captain within the Elven Rangers, an Elf must show bravery in the face of danger, have a strategic mind, and put the needs of others before himself.*

### Attributes:

4 Agi, 5 Brw, 4 Brn, 5 Wit, 8 Vig, 2 Prw

Speed: 25      Size: Medium      Type: Elf

Skill: +4 Control Vehicle (+4 *Ride*), +3 Survival, +3 Navigation, +1 Knowledge (*Nature* +4), +5 Perception (+2 *Visual*)

### Features

- **Battlefield Tactics:** Targets Overwhelmed by Ranger Captain or his allies grant an additional +1 attack bonus.
- **Sacrifice:** The Ranger Captain can choose to suffer the damage of an attack instead of an adjacent ally.
- **Elven Longblades:** Weapons cannot be sundered.
- **Dual Wield:** Can use the Dual Wielding with Elven Longblades. Standard Dual Wielding rules apply.

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Elven Longblades (Melee, Dual Wield, 3 AP) +10	2(P)4(S)	13 Physical	2(P)3(S)	12
Elven Longbow (Ranged, 2 AP) +8	5(P)	12 Spiritual	2(C)2(B)	

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Elven Longblades (Melee, Dual Wield, 3 AP) +13	3(P)6(S)	15 Physical	4(P)4(S)	15
Elven Longbow (Ranged, 2 AP) +9	5(P)	13 Spiritual	3(C)3(B)	

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Elven Longblades (Melee, Dual Wield, 3 AP) +10	4(P)9(S)	18 Physical	6(P)6(S)	19
Elven Longbow (Ranged, 2 AP) +11	7(P)	14 Spiritual	5(C)4(B)	



## Green Band Scout Ranger (Abundant) Level Range 5-20

The Elven Ranger initiates provide the main force of the Elven Rangers. Their shields form an impenetrable wall from which they can attack behind.

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Spear (Melee, 2 AP) +5	3(P)	14 Physical 12 Spiritual	10(P)10(S)	10
Phalanx: X=1				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Spear (Melee, 2 AP) +7	6(P)	16 Physical 13 Spiritual	12(P)12(S)	15
Phalanx: X=2				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Spear (Melee, 2 AP) +9	8(P)	18 Physical 14 Spiritual	14(P)14(S)	17
Phalanx: X=4				

### Attributes:

3 Agi, 5 Brw, 3 Brn, 2 Wit, 5 Vig, 0 Prw

Speed: 25

Size: Medium Type: Elf

Skill: +2 Control Vehicle (+2 Ride), +2 Influence, +3 Perception

### Features

- Reach: Spear attack range is 10 feet.
- Phalanx: As long as the Scout Ranger is adjacent to at least one other Scout Ranger, both gain a bonus of +X to Defense. This bonus can only be gained one time by each Scout Ranger.

## THE HAND OF ANGELUS

The Dwarves train a sect of the White Band to become Paladins of the Primarch Angelus. These Paladins are both deadly warriors and unparalleled healers. Divisions of the Hand spread through the entire Dwarven Kingdom. Some even venture beyond the walls, often to protect the Order of Ash, the Dwarven sect in charge of retrieving their fallen.

**Favored Terrain:** The Hand of Angelus can be found patrolling Dwarven Cities and the mountainous areas around their entrances. Groups will also follow Dwarven caravans and guard the processions of the dead.

**Favored Tactics:** The Paladins rely on their ability to heal their wounds in battle. They fight fearlessly knowing that they can pull back for the Paladins to unleash their healing spells. Dwarves are known for their Engineering prowess and often enter battle alongside Constructs. Some Dwarves will carry Skittering Automaton (Page 212) into battle.

## Red Band Dwarven Calvary (Rare, Specialist) Level Range 10-20

The caves beneath Flamma are long and fraught. The mounted Calvary of the Order of the Fist have tested their spears during the long patrols deep beneath the ground. Given enough room, the Calvary can devastate their opponents.

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Heavy Spear (Melee, 3 AP) +6	4(P)	12 Physical 6 Spiritual	5(P)5(S) 2(C)1(B)	13

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Heavy Spear (Melee, 3 AP) +8	6(P)	15 Physical 8 Spiritual	7(P)6(S) 4(C)2(B)	15

Attributes: 4 Agi, 4 Brw, 5 Brn, 3 Wit, 6 Vig, 0 Prw

Speed: 40 (Mounted)

Size: Medium

Type: Dwarf

Skill: +4 Control Vehicle (+2 Ride), +4 Survival (+2 Underground), +2 Navigation (+2 Underground), +4 Perception, +6 Stamina

### Features

- Reach: Spear attack range is 10 feet.
- Mechanized Mount: Dwarven Calvary ride on Mechanized Horses and follow all rules for mounted combat.



## White Band Dwarven Healer (Abundant, Specialist) Level Range 3-15

*It is hard to see a Dwarven Healer as an enemy, as one knows they are simply plying their trade to save the lives of their comrades; but ignoring their presence on the battlefield could lead to a quick defeat.*

### Attributes:

2 Agi, 3 Brw, 5 Brn, 7 Wit, 5 Vig, 0 Prw  
**Speed:** 20    **Size:** Medium    **Type:** Dwarf  
**Skill:** +5 First Aid (+2 *Healing*), Knowledge (+6 *Anatomy*), +3 Survival (+2 *Underground*), +3 Influence

### Features

- **Healing Hands:** While speaking the Healing Hands prayer, the Dwarven Healer gains a +2 bonus to the number of Health Pips they heal.

### Spells:

- **Cleanse Being:** 2 AP. *Spiritual* Remove one negative status effect from yourself or an adjacent target. Does not affect poison or disease.
- **Blessing of Renewal:** 3 AP. *Spiritual* Target is filled with refreshing energy, gaining Regenerate X for Duration Y
- **Angelus' Word:** 3 AP. *Spiritual* Heal X Health Pips on yourself or an adjacent target.
- **Revive:** 4 AP. *Spiritual* Adjacent Downed target is restored to 1/2 HP and regains consciousness.

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +2	2(C)	10 Physical	5(P)5(S)	10
Spell +6		12 Spiritual	3(C)2(B)2(M)	
Blessing of Renewal: X=1, Y=2		Angelus' Word: X=5		

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +5	4(C)	12 Physical	6(P)6(S)	13
Spell +9		14 Spiritual	4(C)3(B)3(M)	
Blessing of Renewal: X=2, Y=4		Angelus' Word: X=5		

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +10	6(C)	16 Physical	8(P)8(S)	16
Spell +12		18 Spiritual	6(C)4(B)4(M)	
Blessing of Renewal: X=3, Y=5		Angelus' Word: X=7		

## White Band Lieutenant Paladin (Rare) Level Range 10-20

*Leaders within the Paladin ranks have become even more skilled with both healing abilities and boosting the allies around them. Lieutenant Paladins make targets of themselves, as their presence on the battlefield usually equates to victory.*

### Attributes:

3 Agi, 8 Brw, 4 Brn, 5 Wit, 7 Vig, 1 Prw  
**Speed:** 20    **Size:** Medium    **Type:** Dwarf  
**Skill:** +2 First Aid (+2 *Healing*), +4 Perception, +5 Influence (+1 *Diplomacy*), +2 Stamina

### Features

- **Aura of Protection:** Active ability. 1 AP. The Lieutenant Paladin creates an aura that extends in a 10 foot radius around him that grants a +X (PSC) armor bonus to himself and all allies within the aura.

### Spells:

- **Column of Light:** 3 AP. *Physical*. Call down a blinding pillar of holy light. Deals X(M) damage and Blinds target for 3 rounds.
- **Angelus' Touch:** 5 AP. *Spiritual*. Heal X Health Pips on the Paladin or an adjacent target.

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Dwarven Hammer (Melee, 4 AP) +8	7(C)	16 Physical	6(P)6(S)	15
Spells +8		14 Spiritual	4(C)3(B)4(M)	
Aura of Protection: X=1		Column of Light: X=4    Angelus' Touch: X=5		

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Dwarven Hammer (Melee, 4 AP) +10	9(C)	20 Physical	8(P)8(S)	18
Spells +10		18 Spiritual	6(C)5(B)6(M)	
Aura of Protection: X=3		Column of Light: X=6    Angelus' Touch: X=10		

## White Band Paladin (Abundant) Level Range 5-15

*The Paladin is the most important unit within the Dwarven Militia. Not only are they powerful warriors, their healing abilities work to keep their allies standing in battle.*

### Attributes:

2 Agi, 7 Brw, 3 Brn, 6 Wit, 7 Vig, 0 Prw  
**Speed:** 20    **Size:** Medium    **Type:** Dwarf  
**Skill:** +2 First Aid (+2 *Healing*), +3 Stamina, +2 Perception (+4 *Visual*), +2 Knowledge (+2 *Religion*), +3 Survival (+5 *Underground*)

### Spells:

- **Angelus' Gift:** 3 AP. *Spiritual* Heal X Health Pips on the Paladin or an adjacent target.
- **Zone of Shielding:** 3 AP. Create a zone with a radius of 10 feet with the Paladin at the center that has Duration 3. All allies standing in the zone are unaffected by status effects.

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Dwarven Hammer (Melee, 4 AP) +5	5(C)	14 Physical	4(P)4(S)	12
Spells +6		12 Spiritual	1(C)1(B)3(M)	
Angelus' Gift: X=3				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Dwarven Hammer (Melee, 4 AP) +6	7(C)	18 Physical	5(P)6(S)	15
Spells +8		14 Spiritual	3(C)2(B)4(M)	
Angelus' Gift: X=6				



## HUMAN CITY GUARDS

*Of all the evil and senseless creatures that inhabit Edara, it is perhaps the Humans who can be the most evil and most senseless. Often driven by a sense of duty to their liege-lord, some humans seem to forgo all intelligent thought.*

Humans are the most common race to bother with such things as guarding their cities. In Dwarven and Elven areas, it is assumed that you will maintain law and order on a personal level. If not, they do keep a specially trained militia to keep order. Humans, however, are paranoid about protecting and guarding their boundaries.

**Favored Terrain:** Any human city. The more populated the city, and the closer the city to the Human capital, the more guards there will be.

**Favored Tactics:** The guards act as a unit. You will almost always find a Captain with any squad of guards. Some smaller cities have only one platoon (and thus one captain) guarding it. The bowmen prefer to stay on the walls and shoot their targets from high above, while the Swordsman protect the captain and attempt to bottleneck in order to keep their foes away from populated areas. The richest cities may have a rifleman or two, who would perch high upon towers where they can have a fantastic view of the city gates.

## Blue Band Mage Hunter (Specialist) Level Range 5-20

*Highly trained Auramancers are placed into high level militia units. Their task is to target enemy Auramancers and remove them from the fight.*

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Spellblade (Melee, 3 AP) +4	2(P)2(S)	12 Physical	3(P)3(S)	15
Spells +8		14 Spiritual	4(M)	
Resist Pain: X=1 Arcane Burst: X=3, Y=4				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Spellblade (Melee, 3 AP) +8	4(P)4(S)	14 Physical	3(P)3(S)	17
Spells +10		18 Spiritual	1(B)6(M)	
Resist Pain: X=2 Arcane Burst: X=5, Y=7				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Spellblade (Melee, 3 AP) +10	6(P)6(S)	16 Physical	5(P)5(S)	20
Spells +13		20 Spiritual	3(B)8(M)	
Resist Pain: X=3 Arcane Burst: X=8, Y=10				

**Attributes:** 4 Agi, 4 Brw, 8 Brn, 4 Wit, 5 Vig, 0 Prw  
**Speed:** 25 **Size:** Medium **Type:** Human  
**Skill:** +4 Influence, +3 Perception, Knowledge (+6 Local Affairs), +3 Hunting (+2 Manhunting), +2 Navigation (+2 Urban)

#### Features

- **Spell Blade:** May store spells into the spell blade. When an attack with the spell blade deals damage, the stored spell may be cast and its damage and effects added to that of the spell blade, except those that affect an area.
- **Counterspell:** May use the Counterspell Combat Maneuver. Costs an amount of AP equal to the enemy spell being cast.

#### Spells:

- **Missile Parry:** *Spiritual*, 2 AP. If you would be hit by a ranged attack before your next turn, you are instead able to block the incoming projectile with your Spellblade.
- **Resist Pain:** *Spiritual*, 2. AP Prevent the next X damage that would be dealt to you from any single source.
- **Arcane Burst:** *Physical*, 3 AP Adjacent target takes X(M) damage. Can be stored to deal Y(M) damage.

*In the years since the Great War, I have seen the Magus Corp with my own eyes.*

*These Auramancers are trained from birth to wield their powers in devastating ways.*

*More dangerous yet, are those trained by the Magus Corp to hunt their fellow Auramancers.*

*Even the greatest Magus still fears pursuit from the Magus Corps' Mage Hunters.*



## Red Band Bowman (Abundant) Level Range 1-10

*Bowman are the most plentiful and most unseasoned of the city watch. Farmers and huntsman often transition into these roles when they have nowhere else to turn.*

### Attributes:

5 Agi, 2 Brw, 3 Brn, 4 Wit, 4 Vig, 0 Prw

**Speed:** 25      **Size:** Medium

**Type:** Human

**Skill:** +2 Acrobatics, +2 Influence, +4 Perception, +2 Navigation, Knowledge (+2 *Local Affairs*)

### Features

- Reload: Requires 2 AP to reload.
- Aim. Active ability, 1 AP. The Rifleman gain a +1 bonus on their next Attack this turn. This ability can be used multiple times and its effect stacks.

### Level Range 1-3

Attacks	Damage	Defense	Armor	HP
Crossbow (Ranged, 2 AP) +6	6(P) X	12 Physical 5 Spiritual	2(P)2(S)	10

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Crossbow (Ranged, 2 AP) +8	7(P) X	14 Physical 6 Spiritual	4(P)5(S)	12

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Crossbow (Ranged, 2 AP) +10	8(P) X	16 Physical 8 Spiritual	6(P)8(S)	15

## Red Band Captain (Specialist) Level Range 3-15

*The Captain of a City Watch is a man to be feared, as he has assuredly reached this position through aggressive skill and political maneuvering.*

### Attributes:

2 Agi, 8 Brw, 6 Brn, 3 Wit, 6 Vig, 1 Prw

**Speed:** 25      **Size:** Medium      **Type:** Human

**Skill:** +2 Acrobatics, +2 Athletics, +3 Force, +3 Stamina, +2 Navigation, Knowledge (+2 *Local Affairs*), +2 Influence, +3 Perception, +3 Hunting (+4 *Manhunting*)

### Features

- Unyielding: Can spend AP to gain
- +Attack or +Defense at a 1:1 ratio.
- Field Commander: 3 AP. By shouting commands, give a +X bonus to the attack of one ally in earshot
- Reload: Requires 2 AP to reload.

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Rapier (Melee, 3 AP) +10	4(P)	14 Physical	8(P)7(S)	15
Pistol (Ranged, 2 AP) +8	3(B)	8 Spiritual		
Field Commander: +2				

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Rapier (Melee, 3 AP) +12	5(P)	16 Physical	8(P)7(S)	18
Pistol (Ranged, 2 AP) +10	4(B)	10 Spiritual	4(C)	
Field Commander: +3				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Rapier (Melee, 3 AP) +14	7(P)	18 Physical	10(P)9(S)	20
Pistol (Ranged, 2 AP) +12	5(B)	12 Spiritual	5(C)2(B)	
Field Commander: +5				

## Red Band Rifleman (Rare) Level Range 5-15

*It takes immense skill to find true aim with a guardsman's rifle. Those with the reflexes and coordination to do so are often employed elsewhere, leaving few to guard the city walls.*

### Attributes:

4 Agi, 2 Brw, 8 Brn, 6 Wit, 6 Vig, 0 Prw

**Speed:** 25      **Size:** Medium      **Type:** Human

**Skill:** +2 Influence, +4 Perception, +2 Navigation, +3 Local Knowledge

### Features

- Reload: Requires 2 AP to reload.
- Aim. Active ability, 1 Action Point. The Rifleman gain a +1 bonus on their next Attack this turn. This ability can be used multiple times and its effect stacks.
- Accuracy: +5 damage on a critical hit

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Rifle (Ranged, 2 AP) +8	5(B)	12 Physical 8 Spiritual	2(P)2(S) 2(B)	12

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Rifle (Ranged, 2 AP) +12	7(B)	14 Physical 10 Spiritual	5(P)5(S) 2(C)4(B)	15



## Red Band Swordsman (Abundant) Level Range I-10

*They live by the sword and die by it. The life expectancy of a city watchmen is only shortly longer than an adventurer.*

Level Range 1-3				
Attacks	Damage	Defense	Armor	HP
Longsword (Melee, 3 AP) +7	3(P)3(S)	13 Physical 6 Spiritual	6(P)6(S)	12
Level Range 3-5				
Attacks	Damage	Defense	Armor	HP
Longsword (Melee, 3 AP) +9	5(P)5(S)	15 Physical 8 Spiritual	8(P)8(S)	15
Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Longsword (Melee, 3 AP) +10	7(P)7(S)	17 Physical 10 Spiritual	9(P)9(S)	17

### Attributes:

2 Agi, 7 Brw, 4 Brn, 6 Wit, 6 Vig, 0 Prw  
**Speed:** 25 **Size:** Medium **Type:** Human  
**Skill:** +2 Athletics, +2 Force, +2 Influence, +2 Perception, +2 Navigation (+3 *Urban*), Knowledge (+4 *Local Affairs*), +2 Stamina

## White Band Battle Medic (Rare, Specialist) Level Range 10-20

*Field medics are incredibly sparse. It takes an intense amount of training to become a medic, and they are often sent to very high risk areas; making the life of a battle medic incredibly short lived.*

Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +5	3(C)	15 Physical 10 Spiritual	5(P)5(S) 6(M)	14
Spells +7				
Angelus' Word: X=5 Consecrate: X=3				
Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +7	5(C)	17 Physical 15 Spiritual	7(P)7(S) 8(M)	18
Spells +10				
Angelus' Word: X=9 Consecrate: X=5				

**Attributes:** 3 Agi, 2 Brw, 6 Brn, 7 Wit, 5 Vig, 0 Prw

**Speed:** 25 **Size:** Medium **Type:** Human

**Skill:** +4 First Aid (+6 *Healing*), +4 Perception, +3 Influence (+3 *Diplomacy*), +5 Survival

### Features:

- **Battlefield Triage:** Any ally revived by the Battle Medic is restored to 1/2 HP.
- **Combat Training:** The medic takes no penalties for attempting First Aid Skill Tests or casting Healing spells while in combat.

### Spells:

- **Angelus' Word:** *Spiritual*, 4 AP. Heal X Health Pips for the medic or an adjacent target.
- **Revive:** *Spiritual*, 3 AP. Adjacent Dying target is restored to 1/2 HP and regains consciousness.
- **Consecrate:** *Spiritual*, 4 AP. Create a holy circle on the ground in a 10 foot radius around the medic lasting Duration 5. All allies that start their turn within the circle are healed for X HP.

## THE MOUNTAIN GUARD

*The Mountains are home to several beasts of prey. None are more ferocious than the orcs and Ogres that make the mountains their home. Stray too close to an Orc Warcamp, and you will find yourself beset by the Mountain Guard, a term loosely applied to the roving guards of those camps. Orc Guards tend to attack first and ask questions second. Make sure your intentions are clear before approaching their gates.*

**Favored Terrain:** The valleys and caves of the Flamma mountains and the surrounding foothills.

**Favored Tactics:** The Mountain Guard relies on strength in numbers. They fight aggressively, with little thought for defense or retreat. Their Berserkers and Brawlers will normally put pressure on the players in order to protect the Marksman and Priest while they in turn help keep the Berserkers and Brawlers alive. The Mountain Guard doesn't have a great sense of tactics, so they fall easily into even the most common traps.



## Black Band Orc Voodoo Priest (Abundant, Specialist) Level Range 5-20

The most spiritual of the orcs often find their way to Voodoo. Going back generations, the study of Voodoo has become an important part of orc religion, and has unlocked devastating magic for the orcs.

The orcs are known to have a penchant for the Dark Arts. They have recently developed a perversion of the teachings of the Black Band. With no one there to guide them, they have taken the sacred texts of Mortis and developed a new sort of ritual magic that they are calling Voodoo.

Voodoo is no more effective than any other form of Black Band Sorcery. However, it is steeped in orcish tradition and their cruel rituals often instill more fear than those who cast a simple spell.

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Spells +8		10 Physical 11 Spiritual	2(P)2(S) 1(C)	12
Pain: X=4 Life Leech: X=2 Curse of Vulnerability: X=3				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Spells +10		12 Physical 13 Spiritual	3(P)2(S) 1(C)1(M)	14
Pain: X=6 Life Leech: X=3 Curse of Vulnerability: X=4				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Spells +14		14 Physical 15 Spiritual	4(P)4(S) 3(C)4(M)	16
Pain: X=8 Life Leech: X=5 Curse of Vulnerability: X=5				

#### Attributes:

2 Agi, 3 Brw, 6 Brn, 7 Wit, 5 Vig, 0 Prw

Speed: 25 Size: Medium Type: Orc

Skill: +2 Stealth, +4 First Aid, +2 Survival, +4 Perception

#### Features

- Counterspell: Voodoo Priest may use the Counterspell Combat Maneuverer.

#### Spells:

- Pain: 5 AP. Physical Inflict X (M) damage to target.
- Life Leech: 5 AP. Physical Target takes X(M) damage and Orc Voodoo Priest or a target adjacent to him heals the same amount.
- Curse of Vulnerability: 4 AP. Spiritual Target takes a -2 Armor penalty to their highest armor rating for Duration X.

## Green Band Ogre Clan Chief (Rare, Boss) Level Range 5-20

Many Orc Tribes have taken an Orge as their Clan Chief. Ogres are difficult to beat in solo combat and many underestimate their tactical mind. When the Ogre Clan Chief steps down from his throne and enters the battlefield, it is best to end the battle quickly or flee while you still have legs to flee on.

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Orcish Warblade (Melee, 3 AP) +10	2(P)6(S)	18 Physical	5(P)5(S)	18
Club (Melee, 2 AP) +10	8(C)	8 Spiritual	4(C)2(B)2(M)	
Motivating Growl: X=2				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Orcish Warblade (Melee, 3 AP) +12	2(P)8(S)	20 Physical	7(P)7(S)	25
Club (Melee, 2 AP) +12	10(C)	10 Spiritual	5(C)3(B)3(M)	
Motivating Growl: X=3				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Orcish Warblade (Melee, 3 AP) +15	4(P)10(S)	22 Physical	10(P)10(S)	30
Club (Melee, 2 AP) +15	12(C)	12 Spiritual	5(C)3(B)4(M)	
Motivating Growl: X=4				

#### Attributes:

4 Agi, 12 Brw, 5 Brn, 6 Wit, 12 Vig, 1 Prw

Speed: 25 Size: Large Type: Ogre

+4 Force, +3 Influence (+6 Intimidate), +8 Stamina, +2 Perception

#### Features

- Motivating Growl: 5 AP. All friendly units gain +X Attack and +X defense for Duration 1.
- Tactician: The Ogre Clan Chief cannot be Overwhelmed.



## Green Band Orc Berserker (Abundant) Level Range 3-15

*An orc in fury is a frightening sight indeed. The giant beasts become a whirlwind of blades, teeth, and claws. Beware their sharp edges.*

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Orcish Warmace (Melee, 3 AP) +8	5(S)3(C)	12 Physical	4(P)4(S)	15
Axe (Thrown, 2 AP) +4	4(S)	6 Spiritual	3(C)2(B)	
Devastate: X=2				

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Orcish Warmace (Melee, 3 AP) +10	6(S)3(C)	14 Physical	4(P)4(S)	17
Axe (Thrown, 2 AP) +6	5(S)	8 Spiritual	3(C)2(B)	
Devastate: X=4				

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Orcish Warmace (Melee, 3 AP) +12	7(S)4(C)	16 Physical	8(P)8(S)	20
Axe (Thrown, 2 AP) +8	6(S)	10 Spiritual	5(C)5(B)	
Devastate: X=6				

### Attributes:

3 Agi, 8 Brw, 2 Brn, 3 Wit, 5 Vig, 0 Prw  
**Speed:** 25    **Size:** Medium    **Type:** Orc  
**Skill:** +5 Force, +4 Stamina, +3 Influence  
 (+4 Intimidate)

### Features

- **Devastate:** The Berserker may choose to gain an Attack bonus of up to +X on his next attack. If he does so, he takes the same penalty to his Defense until the start of his next turn.
- **Adrenaline Rush:** 1 AP. The Berserker may enter an adrenaline-fueled rage. He gains +1 to all Body attributes and stats (including attack). This lasts 2 rounds and the Berserker suffers the Tired condition for 2 rounds after it ends. He can use this ability once per encounter.
- **Orcish Warplate:** Deals 2(P) damage with the Grapple Combat Maneuver, both when using the Maneuver or being targeted. The Maneuver's roll is the Attack Test in both cases. If the wearer rolls a 1 on a melee Attack Test, they suffer 1 damage which cannot be soaked by armor.

## Red Band Ogre Brawler (Rare) Level Range 10-20

*Ogre Brawlers are the very example of All Brawn, no Brains. Their fists and naturally tough skin put them on par with the most well equipped human soldier. Their heavy hands can crush almost any armor.*

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Brass Knuckles (Melee, 2 AP) +12	6(C)	14 Physical	3(P)2(S)	16
		8 Spiritual	2(C)1(B)	
Hardened: X=2				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Brass Knuckles (Melee, 2 AP) +14	10(C)	16 Physical	4(P)4(S)	20
		9 Spiritual	2(C)2(B)	
Hardened: X=4				

### Attributes:

2 Agi, 6 Brw, 2 Brn, 2 Wit, 6 Vig, 0 Prw  
**Speed:** 25    **Size:** Large  
**Type:** Ogre  
**Skill:** +3 Force (+6 Knockout), +4 Stamina,  
 +2 Influence (+3 Intimidate)

### Features

- **Hardened:** Gains +X Physical Defense while at or below 4 remaining Health Pips.
- **Orcish Warplate:** Deals 2(P) damage with the Grapple Combat Maneuver, both when using the Maneuver or being targeted. The Maneuver's roll is the Attack Test in both cases. If the wearer rolls a 1 on a melee Attack Test, they suffer 1 damage which cannot be soaked by armor.

## Red Band Orc Marksman (Rare, Specialist) Level Range 5-20

*Only a few Orcs have taken the time, and have the natural patience, required to properly wield a rifle. For those who wished to be hunters, or who prefer to avoid melee combat, there is no better option than marksmanship.*

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Rifle (Ranged, 2 AP) +6	5(B)	12 Physical	1(P)1(S)	11
		6 Spiritual	4(B)	

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Rifle (Ranged, 2 AP) +8	7(B)	15 Physical	2(P)2(S)	13
		7 Spiritual	6(B)	

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Rifle (Ranged, 2 AP) +12	9(B)	18 Physical	4(P)4(S)	15
		9 Spiritual	10(B)	

### Attributes:

4 Agi, 4 Brw, 4 Brn, 6 Wit, 6 Vig, 0 Prw  
**Speed:** 30    **Size:** Medium  
**Type:** Orc  
**Skill:** +4 Acrobatics (+6 Parkour), +4  
 Stealth (+6 Hide), +6 Perception

### Features

- **Sharpshooter:** Does not suffer the -2 Attack penalty for using a Ranged Weapon against an Engaged target.
- **Aim:** Active ability, 1 Action Point. You gain a +1 bonus on their next Attack or Auramancy Test this turn. This ability can be used multiple times and its effect stacks.
- **Reload:** Requires 2 AP to reload.



# NIGHTMARES

*When the earthquakes began, and the fissures began to open across the lands of E'dara, the Element was not the only thing to crawl out of those maws. Creatures that could only be imagined in our worst nightmares began to roam the earth, searching for viable prey.*

The Nightmares have only recently stepped out of the darkness and into the light. Not much is known on ways to actually combat them, except what is derived from myth and legend, and their sudden disregard for secrecy is an ominous sign of dark things to come. Nightmares generally fight alone or in small combat groups. They will at times appear with different types of enemies.

**Favored Terrain:** Darkness

**Favored Tactics:** Most of the Nightmares are hunters. They will track their prey and attack intelligently. A vampire will send his Thralls to draw out his enemies, while the werewolves will send out mundane wolves. The Phantom may stalk its pray for weeks waiting for the perfect time to strike unnoticed. A combat encounter with a Nightmare will be tough, and require intelligent moves.

## Alpha Lycan (Boss) Level Range 10-20

*The first of the Lycanthropes have become pack leaders. They are larger, fiercer, and sharper than their progeny. On the full moon, at the height of their power, the Alpha Lycans are near unstoppable. Sometimes, there is no shame in turning tail. That is, if you can outrun them.*

### Attributes:

7 Agi, 10 Brw, 3 Brn, 11 Wit, 8 Vig, 3 Prw  
**Speed:** 30    **Size:** Large    **Type:** Lycan  
**Skill:** +6 Acrobatics, +10 Athletics, +10 Hunting, +5 Perception (+2 *Olfactory*), +6 Survival, +2 Stamina

### Features

- Nocturnal: Gain bonus attack at night.
- Full Moon: The Lycan becomes incredibly strong at night during a full moon.
- Command Wolves, 5 AP: Alpha Lycan can howl to summon a Wolf creature to fight by its side during battle.
- Lycanthropy: A creature bitten by a Alpha Lycan suffers 5(T) damage every hour until healed. If a creature suffering lycanthropy would die, the character becomes a Werewolf itself and the player loses control of the character.
- Piercing Strike: Target dealt damage by a piercing strike suffers Bleed 1 for 4 rounds.
- Vulnerability 5 to Silver
- Dual wield : May use Dual wielding with claws without suffering any penalty.

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Claws (Melee, Dual wield, 2 AP) +10	6(S)6(P)	18 Physical	8(P)6(S)	20
Bite (Melee, 2 AP) +5	8(P)	12 Spiritual	3(C)10(M)	
Nocturnal: +4    Full Moon: +8 Attack, +6 Defense, +10 HP				

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Claws (Melee, Dual wield, 2 AP) +14	8(S)8(P)	20 Physical	9(P)8(S)	25
Bite (Melee, 2 AP) +9	10(P)	14 Spiritual	4(C)12(M)	
Nocturnal: +6    Full Moon: +10 Attack, +8 Defense, +20 HP				

## Daywalker (Rare, Specialist) Level Range 10-20

*Certain vampires, those who have walked among the mortals the longest, have evolved. These creatures have learned to blend in and have developed the ability to live in sunlight. These are the most fearsome of the vampire race, because they can pose a threat at any time. However, these elder vampires have physically weakened with age and, while still maintaining their immortality, appear frail and elderly.*

### Attributes:

3 Agi, 6 Brw, 6 Brn, 6 Wit, 9 Vig, 2 Prw  
**Speed:** 25    **Size:** Medium    **Type:** Undead  
**Skill:** +4 Stealth, +10 Influence, +5 Perception

### Features

- Necrotic Bite: When damage is done with a bite attack, target is Slowed for Duration 3.
  - Turn: If a creature is killed by a vampire bite, there is a chance it may turn into a vampire. The target makes a Stamina [15] Skill Test. If successful, the target is turned into a vampire. It maintains its abilities, but cannot learn any more. It is considered to be Black Band for all tests and is an Undead creature. It suffers the Silver Vulnerability and Sunlight Allergy. If the test is failed, the dead target becomes a mindless thrall. If a player is turned, they are considered dead, and their characters become controlled by the game master.
  - Lunge: A daywalker can leap a distance equal to its speed. While lunging, a daywalker is immune to effects that interrupt movement.
  - Vulnerability 5 to Silver
- Dual wield : May use Dual wielding with its Claws if it is not holding any weapons without any penalties.

### Spells

- Life Leech: *Physical* 2 AP. Target takes 1(M) and you or a target adjacent to you heals 1 Health Pip.
- Curse of Weakness: *Spiritual*, 1 AP. Fill your target with negative energy, bestowing a -2 Attack penalty on their next attack or spell.
- Defile: *Spiritual*, 3 AP. Remove one positive effect from a target.
- Sow Chaos: *Spiritual*, 5 AP. Choose 2 adjacent targets in Line of Sight. They are filled with the chaos of Mortis, and each target



## Drakghoul (Rare, Specialist) Level Range 10-20

*I recall my travels to a small town on the coast of Edara. We were beset upon by a mighty Drakghoul. Its roar echoed through the alleys, and blood dripped from its maw like rain. When the sun finally rose, only those of us who had barricaded within the stone tavern had survived the night.*

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Swoop (Ranged, 4 AP) +8	5(S)6(C)	16 Physical 10 Spiritual	4(S)2(C) 4(B)7(M)	20

Dark Venom: X=3

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Swoop (Ranged, 4 AP) +12	7(S)8(C)	20 Physical 12 Spiritual	5(S)3(C) 5(B)9(M)	25

Dark Venom: X=5

### Attributes:

3 Agi, 6 Brw, 4 Brn, 5 Wit, 8 Vig, 1 Prw  
**Speed:** 30 (Flying) **Size:** Large **Type:** Undead  
**Skill:** +3 Stamina, +4 Perception, +3 Navigation, +2 Acrobatics (+2 Aerial)

### Features

- **Flying:** The Drakghoul flies at all times and uses its claws as its ranged weapon. The Drakghoul returns to the location from where the attack originated.
- **Dark Venom:** Anyone hurt by the Drakghoul suffers X(T) damage for Duration 1.
- **Gust of Wind, 5 AP:** The Drakghoul can flap its wings to cause everyone in a 10 foot cone to suffer Knockback 5 and Knockdown.
- **Poisonous Breath, 5 AP:** The Drakghoul can breathe a cloud of poison in a 15 foot cone. All targets within the cone suffer Lingering 2(T) poison damage each turn until Healed.. Recharges 2 rounds to recharge.



## Phantom (Rare) Level Range 5-20

*Children of Edara often refer to 'The Boogeyman,' A creature of living shadow that haunts the child's bedroom at night. If only they knew of the Phantom, the night assassin, they would never sleep again. The same can be said for the few mortals who have crossed paths with one.*

### Attributes:

10 Agi, 3 Brw, 4 Brn, 4 Wit, 6 Vig, 0 Prw  
**Speed:** 25 **Size:** Medium **Type:** Shadow

**Skill:** +10 Stealth (+5 Hide), +10 Thievery, +4

Perception

### Features

- **Shadow Skim:** The Phantom can immediately move to any shadow in line of sight for 3 AP.
- **Shadow Blend:** The Phantom gains a +10 bonus to Stealth Skill Tests while in shadow.
- **Assassinate, 2 AP:** The Phantom gains a +X bonus when using the Assassinate Combat Maneuver against Unaware targets.

### Spells:

- **Darkness:** Physical, 5 AP. Create a 20 foot radius zone of magical darkness that has Duration 2. Unlike normal darkness, this zone is impenetrable by light. Therefore all forms of vision, including Dark Vision, do not work to see through the zone. Anyone in or attempting to look through the zone is treated as though they were Blind.
- **Cripple:** Physical 3 AP. Target takes X (M) damage and is Slowed for Duration 1.
- **Curse of Weakness:** Spiritual, 1 AP. Fill your target with negative energy, bestowing a -2 Attack penalty on their next attack or spell.

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Barbs (Ranged, 2 AP) +5	1(T)	12 Physical	15(M)	14
Dagger (Melee, 2 AP) +6	3(P)	8 Spiritual		

Spells +7

Assassinate X = 8 Cripple: X=1

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Barbs (Ranged, 2 AP) +7	2(T)	13 Physical	2(P)2(S)	16
Dagger (Melee, 2 AP) +8	4(P)	10 Spiritual	15(M)	

Spells +10

Assassinate X = 10 Cripple: X=2

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Barbs (Ranged, 2 AP) +9	3(T)	14 Physical	3(P)3(S)	20
Dagger (Melee, 2 AP) +10	6(P)	11 Spiritual	1(C)1(B)15(M)	

Spells +11

Assassinate: X = 13 Cripple: X=3



## Thrall (Abundant) Level Range I-10

The mindless thrall is the result of a failed attempt by a vampire to turn a mortal. When the transformation doesn't take hold, the bitten creature becomes hollow, and continues to exist only to serve its master's bidding.

### On Thralls and Vampires A study on social order By Bellenophone

The relationship between the Thrall looks to the vampire, even though he took his life. It is said that Thralls are mindless, but I have seen creative ways to approach dismantling complex barriers.

The vampire, on the other hand, benefits from this relationship. Within the Thralls they form an army that they can replenish; it only takes a bite to create a Thrall. Their numbers are endless. Therefore, when a vampire's keep or castle is under the watchful eyes of the Thralls.

They do not distinguish between friend and foe and act only on the orders of their master. To be a Thrall is a fate worse than death.

#### Level Range 1-3

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 2 AP) +5	4(P) X	12 Physical 5 Spiritual	2(C)2(B) 6(M)	10
Vampiric Aura +2				

#### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 2 AP) +7	5(P) X	13 Physical 7 Spiritual	2(C)3(B) 8(M)	13
Vampiric Aura +3				

#### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 2 AP) +8	7(P) X	14 Physical 8 Spiritual	3(C)3(B) 9(M)	14
Vampiric Aura +4				

#### Attributes:

6 Agi, 5 Brw, 2 Brn, 2 Wit, 6 Vig, 0 Prw

Speed: 25 Size: Medium Type: Undead

Skill: +4 Stamina, +2 Perception (+4 Visual)

#### Features

- Necrotic Bite: When damage is done with a bite attack, target is Slowed for Duration 1.
- Vampiric Aura: Gains +X Attack when adjacent to a Vampire.
- Hollow: Thralls cannot be influenced or charmed.
- Vulnerability 5 to Silver.

## Vampire (Specialist) Level Range 10-20

One of the most horrifying creatures to appear is the Vampire: a creature born of darkness who stalks the night. The vampire carries a virus, one that can transfer through its bite, transforming its host into a being as evil as itself.

#### Level Range

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 2 AP) +6	4(P)	16 Physical	3(P)2(S)	15
Claws (Melee, Dual wield, 2 AP) +4	3(S)	10 Spiritual	2(C)3(B)6(M)	
Long Blade (Melee, 3 AP) +8	4(P)6(S)			

#### Level Range

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 2 AP) +8	6(P)	18 Physical	4(P)3(S)	20
Claws (Melee, Dual wield, 2 AP) +5	5(S)	12 Spiritual	3(C)4(B)8(M)	
Long Blade (Melee, 3 AP) +10	6(P)10(S)			

#### Attributes:

8 Agi, 5 Brw, 4 Brn, 8 Wit, 6 Vig, 1 Prw

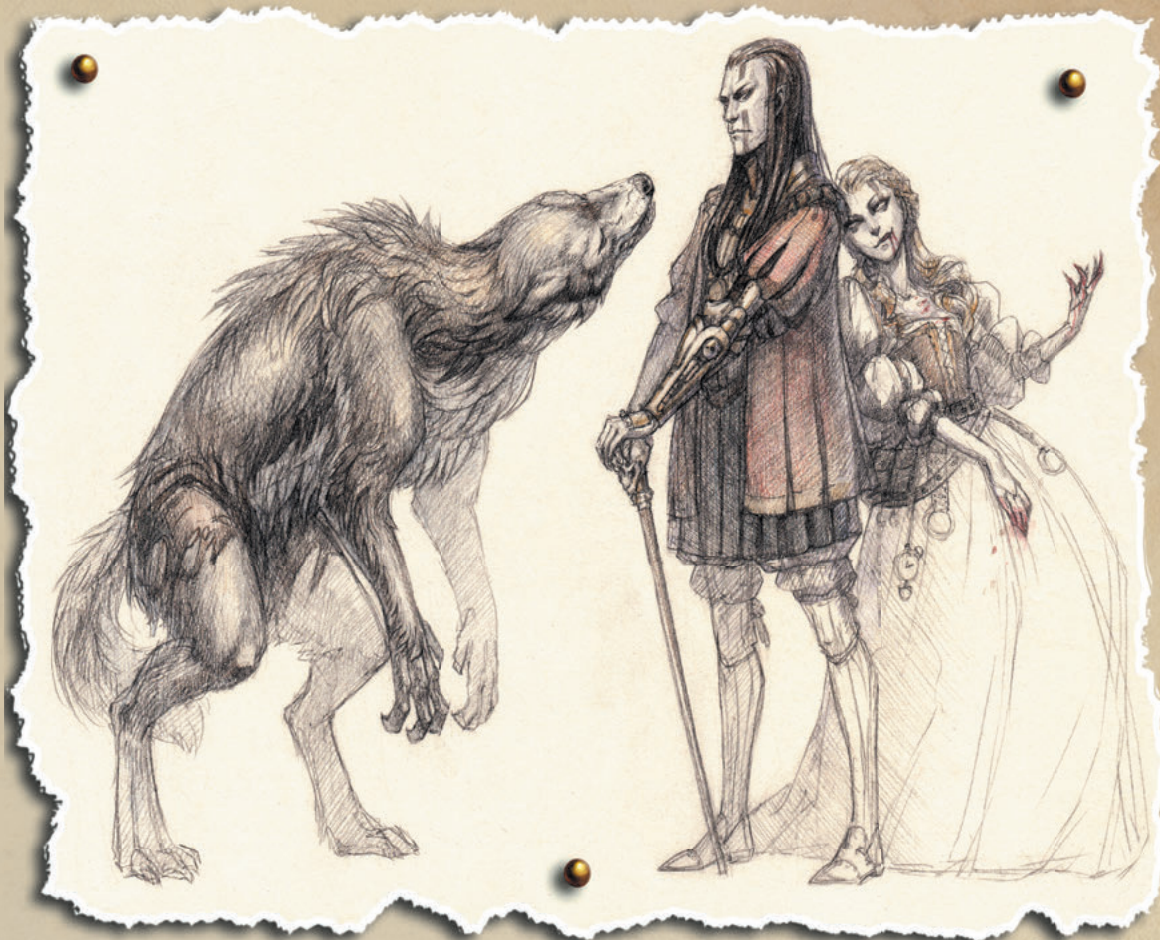
Speed: 40 Size: Medium Type: Undead

Skill: +6 Stealth, +4 Perception, +8 Influence

#### Features

- Necrotic Bite: When damage is done with a bite attack, target is Slowed for Duration 3.
- Turn: If a creature is killed by a vampire bite, there is a chance it may turn into a vampire. The target makes a Stamina [15] Skill Test. If successful, the target is turned into a vampire. It maintains its abilities, but cannot learn any more. It is considered to be Black Band for all tests and is an Undead creature. It suffers the Silver Vulnerability and Sunlight Allergy. If the test is failed, the dead target becomes a mindless thrall. If a player is turned, they are considered dead, and their characters become controlled by the game master.
- Lunge: A vampire can leap a distance equal to its speed. While lunging, a vampire is immune to effects that interrupt movement.
- Vulnerability 5 to Silver
- Sunlight Allergy: Vampires suffer 5(E) Sunlight Damage per round while exposed to natural sunlight.
- Dual wield: May use Dual wielding with its Claws if it is not holding any weapons with no penalty.





## Lycan (Rare, Specialist) Level Range 5-20

*We had heard reports of feral wolves prowling the countryside, walking on two legs. These beasts were said to have the strength of ten men, and a vicious poisoning bite. Those sent to investigate returned to us maimed and broken, blathering about yellow eyed demons.*

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Claws (Melee, Dual wield, 2 AP) +6	5(S)	18 Physical	5(P)6(S)	17
Bite (Melee, 2 AP) +8	8(P)	12 Spiritual	2(C)8(M)	

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Claws (Melee, Dual wield, 2 AP) +8	6(S)	20 Physical	5(P)6(S)	18
Bite (Melee, 2 AP) +10	10(P)	14 Spiritual	3(C)9(M)	

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Claws (Melee, Dual wield, 2 AP) +10	7(S)	24 Physical	6(P)6(S)	20
Bite (Melee, 2 AP) +12	12(P)	16 Spiritual	5(C)10(M)	

**Attributes:** 7 Agi, 8 Brw, 2 Brn, 4 Wit, 10 Vig, 2 Prw

**Speed:** 30 **Size:** Large **Type:** Lycan

**Skill:** +5 Acrobatics, +6 Athletics (+4 *Jumping*), +8 Hunting (+2 *Tracking*), +4 Survival, +4 Stamina

#### Features

- **Nocturnal:** Gain +4 attack at night. During a full moon, gain +8 Attack, +6 Defense, and +10 HP.
- **Command Wolves:** Werewolf can howl to summon a Wolf creature to fight by its side during battle. 5 AP.
- **Lycanthropy:** A creature bitten by a werewolf suffers 3(T) damage every hour until healed. If a creature suffering lycanthropy would die, the character becomes a Werewolf itself and the player loses control of the character.
- **Piercing Strike:** Targets dealt Piercing damage by an attack suffer Bleed 1 for Duration 4.
- **Vulnerability 5 to Silver**
- **Dual wield:** may use Dual wielding with its claws with no penalty.



## SKELETONS

*The creaking of their bones acts as a herald of their approach. Legend says that these unnatural beasts were the result of terrible Black Band experiments, but there is no true explanation for their continued existence.*

Skeletons are the result of Black Band Auramancy gone astray. Once created, skeletons will stay animated until they are dismantled. And once down, the bones of a skeleton can always be used to conduct further Necromancy, unless they are burned. Skeletons may often be found alongside Zombies, who are also found in places of pure death.

**Favored Terrain:** Crypts, Caves, Dungeons, Swamps, Graveyards, anywhere with a strong presence of death.

**Favored Tactics:** The Skeletons do not fear death, so their first attempt will always be to rush with Swordsman and Champions while keeping the Skeletal Bowman protected behind them. If there is a Skeletal Mage in the combat group, the bowman and swordsman will do everything they can to protect the Mage behind their lines.

*I am honest when I tell you, no one knows what keeps a skeleton alive.*

*These creatures have been discovered in tombs and crypts throughout all of Edara.*

*They are thought to be the result of a horrible experiment. But how the effects of that experiment have reached all corners of the world is unknown.*

*Skeletons will fall, after a time. Their broken bones will not mend. Yet do they remain alive? Just broken and unable to stand.*

*What a cruel fate, indeed.*

### Skeletal Bowman (Abundant) Level Range 1-10

*Though appearing to lack muscle, these bare bones certainly did not lack the strength to nock and let loose a soaring arrow.*

Level Range 1-3	Attacks	Damage	Defense	Armor	HP
	Longbow (Ranged, 2 AP) +5	4(P)	10 Physical 6 Spiritual	--(P)4(S)	10

Level Range 3-5	Attacks	Damage	Defense	Armor	HP
	Longbow (Ranged, 2 AP) +8	5(P)	12 Physical 7 Spiritual	--(P)5(S)	12

Level Range 5-10	Attacks	Damage	Defense	Armor	HP
	Longbow (Ranged, 2 AP) +10	6(P)	15 Physical	--(P)6(S)	13

**Attributes:** 8 Agi, 2 Brw, 2 Brn, 2 Wit, 6 Vig, 0 Prw  
**Speed:** 20      **Size:** Medium      **Type:** Undead

**Skill:** -2 Acrobatics, -3 Stealth

#### Features

- All Bones: Immune to Piercing damage and Vulnerable (2) to Crushing Damage.

### Skeletal Champion (Specialist) Level Range 5-20

*This creature rose before us from a pile of bones; a threatening mass that stood a head above our tallest member. What it lacked in speed and finesse it found in sheer power.*

Level Range 5-10	Attacks	Damage	Defense	Armor	HP
	Greatsword (Melee, 4 AP) +8	3(P)5(S)	14 Physical 7 Spiritual	--(P)4(S)	14

Level Range 10-15	Attacks	Damage	Defense	Armor	HP
	Greatsword (Melee, 4 AP) +10	4(P)6(S)	16 Physical 9 Spiritual	--(P)5(S)	16

Level Range 15-20	Attacks	Damage	Defense	Armor	HP
	Greatsword (Melee, 4 AP) +14	6(P)9(S)	20 Physical 12 Spiritual	--(P)6(S)	20

**Attributes:** 2 Agi, 8 Brw, 3 Brn, 6 Wit, 6 Vig, 1 Prw  
**Speed:** 25      **Size:** Medium      **Type:** Undead  
**Skill:** -2 Acrobatics, -3 Stealth

#### Features

- All Bones: Immune to Piercing damage and Vulnerable (2) to Crushing Damage.
- Unyielding: Can spend AP to gain +Attack or +Defense at a 1:1 ratio.



## Skeletal Mage (Rare) Level Range 5-20

These deadly skeletons can be recognized by the flames of blue fire that light in their eyes, and the shimmering aura of magic that surrounds them.

Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Spells +8		12 Physical	--(P)2(S)	10
		10 Spiritual	3(M)	
Arc Lightning: X=1 Dazing Word: X=1 Arcane Armor: X=2				

Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Spells +10		14 Physical	--(P)3(S)	12
		11 Spiritual	5(M)	
Arc Lightning: X=3 Dazing Word: X=2 Arcane Armor: X=3 Homing Bolt: X=2				

Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Spells +13		15 Physical	--(P)4(S)	15
		12 Spiritual	5(M)	
Arc Lightning: X=5 Dazing Word: X=3 Arcane Armor: X=4 Homing Bolt: X=4 Fireball: X=4				

**Attributes:** 1 Agi, 3 Brw, 8 Brn, 2 Wit, 8 Vig, 0 Prw

**Speed:** 20 **Size:** Medium **Type:** Undead

**Skill:** -2 Acrobatics, -3 Stealth

### Features

- Counterspell: Skeletal Mage may use the Counterspell Combat Maneuver.
- All Bones: Immune to Piercing Damage and Vulnerable (2) to Crushing Damage

### Spells:

- Arc Lightning: Physical, 2 AP. A spark of lightning deals X (M) damage to one target and up to 3 other targets adjacent to the first.
- Dazing Word: Spiritual, 2 AP. With one spoken word, target takes X(M) damage and becomes Dazed for Duration 2
- Arcane Armor: Physical, 3 AP. Target gains X (M) armor for Duration 2
- Homing Bolt: Physical, 3 AP. The mage fires a series of magical energy bolts. May fire up to 3 bolts and each bolt can choose a different target. Each bolt deals X (M) damage. (Level Range 10-20)
- Fireball: Physical, 5 AP. A bead of fire expands outward explosively, dealing X(M) fire damage in a 15 foot radius and causing Knockback 5 to all targets within the area. (Level Range 15-20 only)

## Skeletal Swordsman (Abundant) Level Range I-10

Perhaps these animated bones recall the profession their bodies once performed, as this swordsman moves through familiar stances, though much slower and clumsier than any living counterpart.

Level Range 1-3				
Attacks	Damage	Defense	Armor	HP
Longsword (Melee, 3 AP) +6	3(P)3(S)	10 Physical	--(P)4(S)	12
		5 Spiritual		

Level Range 3-5				
Attacks	Damage	Defense	Armor	HP
Longsword (Melee, 3 AP) +8	4(P)4(S)	12 Physical	--(P)5(S)	14
		7 Spiritual		

Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Longsword (Melee, 3 AP) +10	6(P)6(S)	13 Physical	--(P)6(S)	15
		8 Spiritual		

**Attributes:** 2 Agi, 8 Brw, 2 Brn, 2 Wit, 6 Vig, 0 Prw

**Speed:** 20 **Size:** Medium **Type:** Undead

**Skill:** -2 Acrobatics, -3 Stealth

### Features

- All Bones: Immune to Piercing damage, and Vulnerable (2) to Crushing Damage.
- Shield Bash: May use the Shield Bash Combat Maneuver





## SPIDERS

*It is common within the mortals of Edara to hold an unfounded fear of spiders. Among the scientific community, this is known as "arachnophobia." What brings a humor to me is that most have never set eyes on a spider worth their fear. Those that exist in the deep dark, the size of dogs and horses. . . . those are the spiders worth fearing*

Spiders are fairly abundant and present a common challenge for most adventures. They prefer to attack in groups, or swarms, and use their high numbers as an Advantage.

**Favored Terrain:** Caves, Forests, Swamps, Dungeons.

**Favored Tactics:** Spiderlings always attack in pairs and will often group up with another pair to weaken a defender. The larger Cave Spiders will use this to their Advantage and move from foe to foe, attacking whoever appears weaker at the time. If there is a Widow in the combat group, it will attempt to stay out of sight by making constant Stealth Skill Tests, and strike from the shadows. When paired with another spider, the Cave Spider will attempt to Web an opponent which creates a perfect target for the Widow's toxins.

### Cave Spider (Abundant) Level Range 3-15

*The basic cave spider, called Arachne, offers little threat to those with a watchful eye. It is as large as a bovine, and large eyes; both give it away in the darkness.*

**Attributes:**

4 Agi, 6 Brw, 1 Brn, 4 Wit, 5 Vig, 0 Prw

**Speed:** 25      **Size:** Medium

**Type:** Creature

**Skill:** +5 Acrobatics, +5 Athletics, +3 Stealth

**Features**

- **Venom:** Any target dealt damage with the Cave Spider's Pincer attack suffers X (T) Damage each round for Duration 3.
- **Web:** Up to max targets within 30 feet that are hit with the ranged Web attack are Immobilized or Paralyzed for Duration X



**Attributes:**

5 Agi, 5 Brw, 1 Brn, 3 Wit, 1 Vig, 0 Prw

**Speed:** 20      **Size:** Small

**Type:** Creature

**Skill:** +3 Acrobatics, +3 Athletics, +3 Stealth

**Features**

- **Paired:** Spiderlings always appear in groups of two.
- **Skittering:** Up to two Spiderlings can occupy the same space.
- **Swarm:** Spiderlings get +1 Attack for each adjacent Spiderling.

**Level Range 3-5**

Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +5	4(P)	10 Physical	1(P)3(S)	10
Web (Ranged, 2 AP) +4		X Spiritual	3(C)	
Venom: X=1    Web: One Target, Immobilized for Duration 1				

**Level Range 5-10**

Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +6	6(P)	11 Physical	2(P)4(S)	11
Web (Ranged, 2 AP) +6		X Spiritual	4(C)	
Venom: X=2    Web: One Target, Paralyzed for Duration 2				

**Level Range 10-15**

Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +8	8(P)	15 Physical	4(P)5(S)	15
Web (Ranged, 2 AP) +9		X Spiritual	4(C)2(B)	
Venom: X=3    Web: Two Targets, Paralyzed for Duration 3				

### Spiderling (Abundant) Level Range 1-10

*Smaller than its cave-inhabiting brethren, the spiderlings still pose a great threat while attacking in large numbers.*

**Level Range 1-3**

Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +5	2(P)	8 Physical 5 Spiritual	1(S)	6

**Level Range 3-5**

Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +6	4(P)	10 Physical 7 Spiritual	3(S)1(P) 1(C)	8

**Level Range 5-10**

Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +8	6(P)	13 Physical 9 Spiritual	4(S)1(P) 2(C)	9



## Widow (Scarce) Level Range 5-20

The Widow is the true definition of arachnophobia. It cloaks itself in darkness and appears only to strike its prey. A few stings from its mighty venom will bring down even the toughest of Ogres.

Level Range 5-10				
Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +8	5(P)	12 Physical 6 Spiritual	1(P)3(S) 3(C)	11
Venom: X=2				
Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +10	7(P)	13 Physical 7 Spiritual	2(P)3(S) 3(C)	13
Venom: X=3				
Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Pincers (Melee, 3 AP) +12	9(P)	14 Physical 8 Spiritual	3(P)3(S) 3(C)1(M)	15
Venom: X=4				

### Attributes:

5Agi, 6 Brw, 2 Brn, 6 Wit, 6 Vig, 0 Prw

Speed: 25 Size: Small Type: Creature

Skill: +5 Acrobatics, +5 Athletics, +10 Stealth

### Features

- Stalker: After a successful melee attack, the Widow can Safely Disengage, move up to five feet, and make a Stealth roll to hide if there is cover, darkness, or shadows. Doing so ends the Widow's turn.
- Venom: Any target dealt damage with the Cave Spider's Pincer attack suffers X (T) Damage per turn for Duration 3.

## ZOMBIES

*It has been our experience that what dies does not always stay dead. This effect appears stronger where the veil between this life and the next is the thinnest. The recently deceased and the long dead may sometimes arise as something less than living; with a craving for flesh.*

Zombies are present in the same manner as skeletons. The two groups can often be found together, as some combat groups will contain a mixture of Skeletons and Zombies.

**Favored Terrain:** Crypts, Graveyards, Dungeons, Swamps

**Favored Tactics:** Each Zombie is specialized in a specific type of attack. The most common tactic is for the Hitters to rush their opponents creating a barrier that the Gassers can hide behind. They will attempt to form a channel to the weakest company members, so the Plague Bringer or Weeper can target them. If an Abomination is present, that creature will plow through any allies as well as enemies on its way to its target.

## Abomination (Boss) Level Range 10-20

This abomination of flesh and bone is a curse against Angelus and a menace to all who encounter it. This brainless hulk of decaying muscle knows naught but destruction, and sets about its course with a deadly furor.

Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Fists (Melee, 2 AP) +14	8(C)	18 Physical 12 Spiritual	None	20
Poisonous Flesh: X=3, Duration 2				
Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Fists (Melee, 2 AP) +16	11(C)	20 Physical 14 Spiritual	None	30
Poisonous Flesh: X=5, Duration 3				

### Attributes:

1 Agi, 12 Brw, 1 Brn, 4 Wit, 10 Vig, 2 Prw

Speed: 20 Size: Medium Type: Undead

Skill: -5 Acrobatics

### Features

- Decaying Flesh: Takes 2 damage less from all sources.
- Poisonous Flesh: Upon a successful melee attack, the target suffers X(T) poison damage for Duration X.
- Summon Zombie. 5 AP. The Abomination lets out a cry that calls 1 zombie to his location. May only have 2 zombies on the battlefield summoned this way.



## Gasser (Abundant) Level Range I-10

*The stench of this creature's decomposing skin clings like a noxious cloud, making it difficult to concentrate on the real threat.*

### Attributes:

1 Agi, 8 Brw, 1 Brn, 4 Wit, 6 Vig, 0 Prw

Speed: 15 Size: Medium Type: Undead

Skill: -5 Acrobatics

### Features

- Death Burst: All non-Undead targets adjacent to a Gasser when it dies take a -3 penalty to all rolls for Duration 3.
- Decaying Flesh: Takes 2 less damage from all sources.
- Noxious Fumes: All non-Undead targets within range suffer a -X penalty to all rolls.

### Level Range 1-3

Attacks	Damage	Defense	Armor	HP
Lunge (Melee, 3 AP) +8	3(C)	12 Physical 6 Spiritual	None	12
Noxious Fumes: 10 Feet, X=2				

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Lunge (Melee, 3 AP) +10	5(C)	13 Physical 6 Spiritual	None	13
Noxious Fumes: 10 Feet, X=2				

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Lunge (Melee, 3 AP) +13	6(C)	14 Physical 7 Spiritual	None	14
Noxious Fumes: 20 Feet, X=3				

*Zombies are terrible, frightening things. They reek of death and often drip fluids onto the battlefield.*

*Even approaching some of the creatures is enough to bring a mortal to his knees.*

*The one they call 'Gasser' holds special claim to this. The fumes that spread from his body are enough to choke and kill all who are around him.*

## Hitter (Abundant) Level Range I-10

*Aptly named by those who have survived the encounters, the 'Hitters' arms are still intact and filled with bone. When swung wildly, they can crack open the unwary skull.*

### Level Range 1-3

Attacks	Damage	Defense	Armor	HP
Hit (Melee, 3 AP) +10	5(C)	14 Physical 6 Spiritual	None	12

### Level Range 3-5

Attacks	Damage	Defense	Armor	HP
Hit (Melee, 3 AP) +13	7(C)	16 Physical 7 Spiritual	None	14

### Level Range 5-10

Attacks	Damage	Defense	Armor	HP
Hit (Melee, 3 AP) +15	9(C)	18 Physical 8 Spiritual	None	16

Attributes: 1 Agi, 10 Brw, 1 Brn, 2 Wit, 6 Vig, 0 Prw

Speed: 15 Size: Medium Type: Undead

Skill: -5 Acrobatics

### Features

- Decaying Flesh: Takes 2 damage less from all sources.

## Plague Bringer (Specialist) Level Range 10-20

*I beheld the living pestilence itself deep beneath the mausoleum floor. What awaited us there was death incarnate, a being seemingly stitched together from the deadliest maladies known to the mortal races. Just one touch can cause an infection that, if left untreated, will take your life.*

### Attributes:

2 Agi, 10 Brw, 1 Brn, 6 Wit, 6 Vig, 0 Prw

Speed: 20 Size: Medium Type: Undead

Skill: -5 Acrobatics

### Features

- Decaying Flesh: Takes 2 damage less from all sources.
- Diseased: Upon a successful melee attack, the target is inflicted with a random disease from the chart in Chapter 14: Adventuring. This can only occur once per target.

### Level Range 10-15

Attacks	Damage	Defense	Armor	HP
Claws (Melee, 2 AP) +12	6(S)	17 Physical 8 Spiritual	None	14

### Level Range 15-20

Attacks	Damage	Defense	Armor	HP
Claws (Melee, 2 AP) +16	7(S)	19 Physical 10 Spiritual	None	17



## Weeper (Rare) Level Range 10-20

The sorrowful eyes of this dreadful creature are hollow sockets, oozing acid like tears that can burn through most any material. When staring into that empty blackness, it is easy to hear the crying of the soul trapped in this unfortunate body.

Level Range 10-15				
Attacks	Damage	Defense	Armor	HP
Acid Tears (Ranged, 2 AP) +8	3(E)*	10 Physical	None	12
Pincers (Melee, 3 AP) +6	2(C)	8 Spiritual		
Level Range 15-20				
Attacks	Damage	Defense	Armor	HP
Acid Tears (Ranged, 2 AP) +12	5(E)*	13 Physical	None	15
Pincers (Melee, 3 AP) +10	3(C)	9 Spiritual		

### Attributes:

8 Agi, 3 Brw, 1 Brn, 2 Wit, 6 Vig, 0 Prw

Speed: 15

Size: Medium

Type: Undead

Skill: -5 Acrobatics, -3 Stealth

### Features

- Acid Tears: Any opponent that makes a successful melee attack against a Weeper suffers 1(E) damage. The Weeper throws its tears as a ranged attack with a 30 foot range, dealing damage and lowering the target's armor by 2 in every category for Duration 1.
- Decaying Flesh: Takes 2 damage less from all sources.

## DRAGONS

Dragons are Edara's most fearsome predators. There is little that anyone can do to prepare for a Dragon attack. When it comes, breathing fire and smoke and raining destruction from the skies, all one can do is pray they will be amongst the lucky few to walk away from the disaster. They are intelligent, cunning hunters.

Dragons are mythical creatures. Legends say they have existed since the beginning of time and were originally the companions of the Primarchs. Each Dragon has its own name and story behind it. The truth of those stories has been faded with time, and there are few who can name all of the Dragons. Dragons are highly intelligent, highly organized, and very dangerous. An unprepared company will not survive long against a Dragon.

## BRYNMOR

### (Rare, Special) Level Range 10-15

There is a predator that hunts the foothills. This beast is far more ferocious than a cougar, bear, or any dire monster. The hill people hunt it, but become the hunted instead. Those who have lived to spread the tale speak of a mythical lizard that feasts on the flesh of mortal races. The hill people have a name for this creature: Brynmor.

Brynmor is a hunter of the highest caliber. His senses are unparalleled and his ability to stealthily approach prey is uncanny. Brynmor shies away from open conflict, choosing instead to strike when his targets are otherwise engaged or distracted. Any attempts to hunt Brynmor will be fraught with difficulties unless accompanied by a renowned hunter.

Attacks	Damage	Defense	Armor	HP
Claws (Melee, 2 AP) +14	6(S)	16 Physical	6(P)6(S)	30
Bite (Melee, 2 AP) +12	10(P)	10 Spiritual	5(C)2(B)8(M)	

### Attributes:

10 Agi, 5 Brw, 6 Brn, 10 Wit, 8 Vig, 3 Prw

Speed: 50 Size: Medium Type: Dragon

Skill: +6 Acrobatics, +12 Stealth (+14 Sneaking), +10 Hunting (+12 Tracking), +10 Perception, (+12 Olfactory)

### Features

- Pounce: From a hidden position, Brynmor can pounce a target up to 25 feet away. Brynmor makes a Melee Attack Test with a +4 bonus. If target is dealt damage, they are also knocked Prone and Dazed for duration 1.
- Takedown: While hidden, Brynmor can use the Assassination Combat Maneuver with a +10 bonus





## ELLESMERE

(Rare, Special) Level Range 15-20

The Maero, the dark, swampy zone east of the great lake, has always been known as a desolate place. Few who enter the swamp come out the other side. Those who choose to make their homes there are beset on all sides by danger and death. Dark creatures of all sorts are said to roam that sorrowful place, making their homes in the fallen dead cypress. Above all else, rumor tells of two man eating snakes that slither across the surface of the waters. Fear the Maero, and enter it only if you wish to seek death.

Ellesmere makes her home beneath the waters of the Maero swamp. Her two elongated heads have the appearance of large snakes, which she uses to explore the surface of the swamp and pull helpless prey under the waters and into her gaping mouth. Ellesmere prefers to stay beneath the water, but will rise above when threatened. If her two snake-like heads are removed, Ellesmere is forced to rise above water and fight on the ground.

### Ellesmere's Snake Heads

Attacks	Damage	Defense	Armor	HP
Swipe (Melee, 2 AP) +12	7(C)	18 Physical	4(P)6(S)	40
Bite (Melee, 2 AP) +10	5(P)*	14 Spiritual	4(C)3(B)8(M)	

#### Attributes:

6 Agi, 3 Brw, 4 Brn, 5 Wit, 6 Vig, 1 Prw

Speed: 20 Size: Medium Type: Dragon

Skill: +6 Perception

#### Features

- Limited Range: The Snake Heads are attached to Ellesmere's body and can only move a total of 20 feet away from the main body.
- Entwine: Both snake heads can make a joint swipe attack against one target at a +8 bonus. If successful, the target suffers 4(C) damage and is Grabbed. The target then suffers 1(C) per round. The heads can drag the body at 1/2 movement speed back towards Ellesmere's mouth, where the Dragon can make one bonus Bite attack.
- Toxic Bite: If the snake performs a (P) attack and deals at least 1 damage, the target suffers 3(T) elemental damage each round until healed.
- Twin Heads: The Snake Heads attack on their own initiative, and have separate Health Points. Each head is targeted separately and suffers its own status conditions.

### Ellesmere's Body

Attacks	Damage	Defense	Armor	HP
Bite (Melee, 5 AP) +12	5(P)+3(C)	20 Physical	6(P)6(S)	45
Poison Cloud (Special, 5 AP)+6	*	16 Spiritual	5(C)4(B)8(M)	

Attributes: 3 Agi, 8 Brw, 6 Brn, 4 Wit, 10 Vig, 2 Prw

Speed: 30

Size: Large

Type: Dragon

Skill: +4 Force, +5 Survival (+5 *Swamp*), +6 Perception, +2 Influence (+4 *Intimidate*)

#### Features

- Poison Cloud: Ellesmere can breathe out a poison cloud in a 30 foot long cone with a Ranged Attack Test. Any target hit by the cloud suffers 5(T) damage. The cloud lingers for Duration 2, and anyone starting their turn in the cloud suffers Lingering 2(T) damage until healed. Must recharge for 1 round.
- Submerged: Ellesmere remains submerged and is unable to attack unless her prey is dragged below the surface. Ellesmere can use up her entire turn to either submerge or rise from the water and can then make normal attacks.





# TORQUIL

(Rare, Special) Level Range 20

The northern mountains of Edara have always been home to deadly storms. Storm Peak is the most infamous. The thunder that echoes around that crown is said to be eternal. Rumor and Orc tribal folklore tells of a more nefarious cause. The most superstitious of the lot speak of a dragon called Torquil that is said to make its home in the storm clouds. None have ventured in to discover the truth of these legends.

The dragon Torquil is one with the storms. As he moves through the peaks and valleys of the northern mountains, the storm travels with him. He uses it both as cover and as a weapon. Anyone attempting to battle against Torquil must battle in a Severe Storm Environment.

Attacks	Damage	Defense	Armor	HP
Claw Swipe (Melee, 2 AP) +18	10(S)	25 Physical	10(P)14(S)	65
Maul (Melee, 4 AP) +18	8(C)	18 Spiritual	12(C)8(B)	
Bite (Melee, 2 AP) +18	12(P)		12(M)	
Spells: +13				

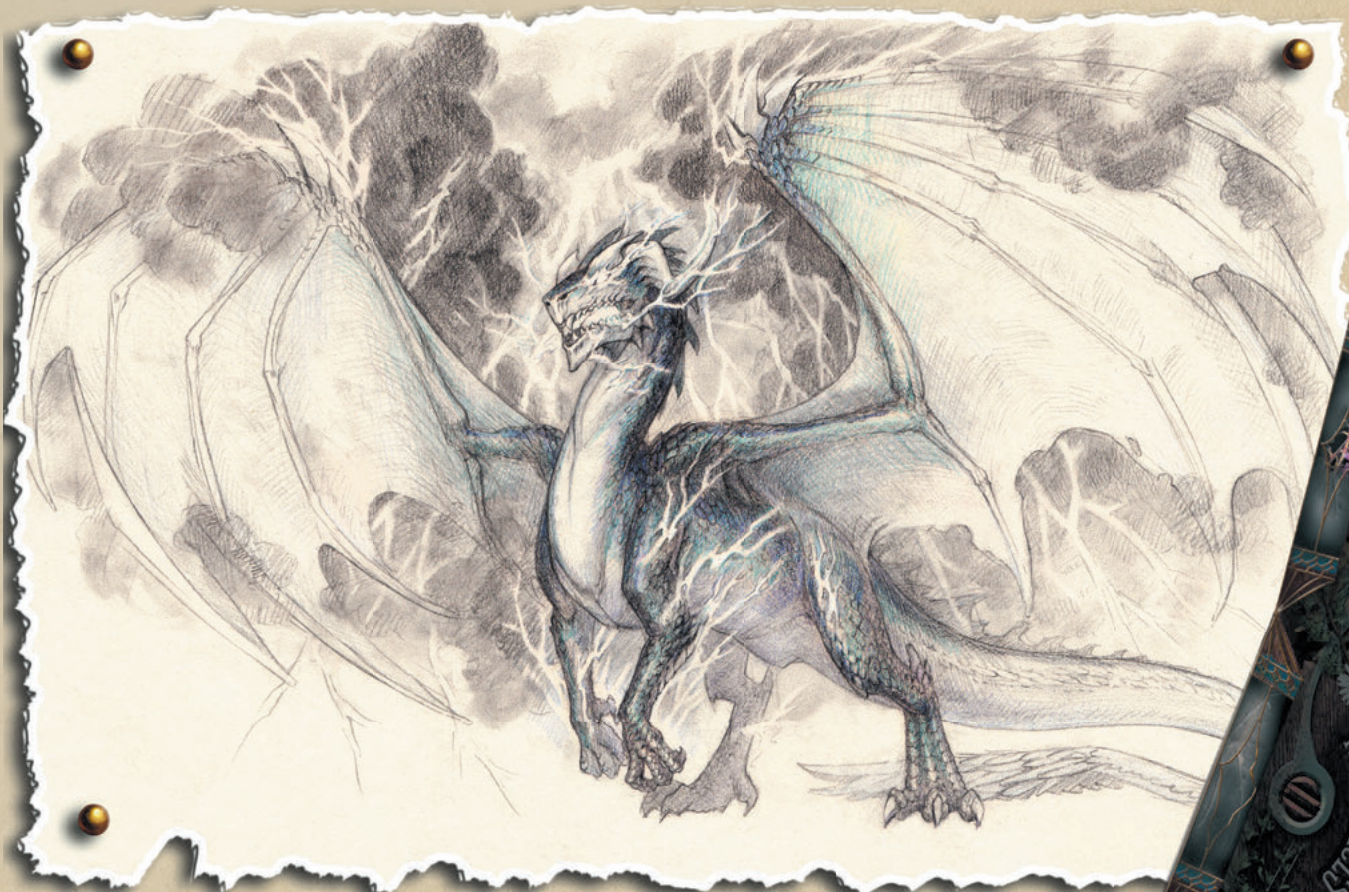
**Attributes:** 10 Agi, 12 Brw, 13 Brn, 14 Wit, 10 Vig, 4 Prw  
**Speed:** 35 (Flying) **Size:** Huge **Type:** Dragon  
**Skill:** +8 Perception, +10 Influence (12 *Intimidate*), +6 Survival, +10 Acrobatics (*Aerial*)

### Features

- Storm Cloud: Protected by an unending storm. Opponents battling Torquil do so in a Severe Storm Environment.
- Lightning Breath: Torquil can discharge lightning from glowing sacs inside its snout. Attacks with a +12 Ranged Attack Test. Any target hit by the lightning suffers 10(E) Lightning Damage and is Paralyzed for 1 round. This ability must recharge for 1 round.
- Rain Sheet: Torquil can direct the rain in a blinding cone with a +12 Ranged Attack Test. All targets hit in a 15 foot cone are Blinded for Duration 1.

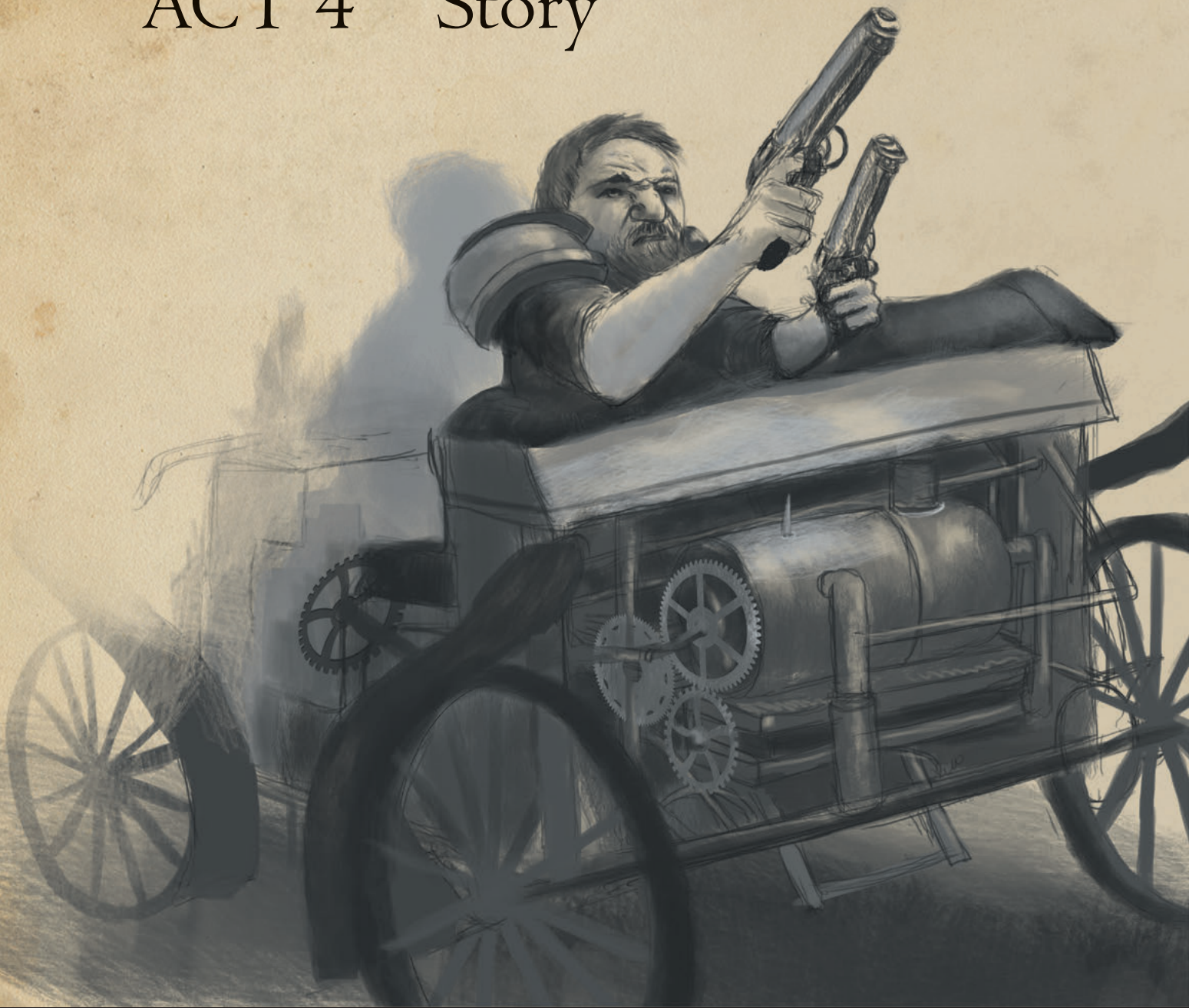
### Spells:

- Mental Implosion: 5 AP. Physical Target feels as if their head is imploding, taking 5(M) and becoming Dazed for Duration 1.
- Ball Lightning: 5 AP. Physical A ball of lightning expands outward explosively, dealing 4(M) in a 15 foot radius and causing Knockback 5 to all targets within the area.
- Greater Charm Creature: 5 AP. Spiritual Any target creature treats you as a friend for Duration P. This affects all interaction with the target, and the target will not attack you while charmed. The target's Mental Defense to this spell increases by 2 every time it is charmed.





# ACT 4 Story



## IN THIS ACT

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“

*Do I consider myself a storyteller? The short answer is 'Yes.' I have traveled across the realms, I have visited almost every city of import, and I have heard their tales. Their cultural myths, their Bard traditions, their songs and their poems. I consider it my duty as a citizen of Eclara to spread the words I hear.*

*Stories are best told with a dramatic flair. One must only witness an elven Banding Day Ceremony to understand the importance of theater when it comes to storytelling.*

*So no, I may not write my own stories. The words you here from my mouth have been spoken before, by others. But it is my performance, my dramatic rendition, my theatricality, that turns these stores into reality.*

”

*-Keller The Great  
Gnome Bard*



# CHAPTER 17

## RUNNING THE EPISODES

“

*Adventuring, are you? It is not a task for the faint of heart. Facing down the dark demons and wild beasts that haunt the tombs and catacombs beneath Edara is not a job for those who aren't called. But for those of us who feel that call, there is no better job than the risk of adventuring. The shock of your blade shattering a shield. The heat of the Aura's power leaving your body. The sound of a bullet ricocheting off a brick foundation. To those who make a living thusly, these are as common as the sound of a blacksmith's hammer hitting an anvil. Many scoff at this chosen lifestyle. But I only have one thing to say to them: I would rather die alone with my sword in my hand than to die surrounded by family, in rich sheets and a palatial hall, and suddenly realize that I never lived at all.*

”

*Kels Blackthorne, Sword-for-Fire*

### Using Published Adventures

This book contains the first of many companion adventurers for Edara: A Steampunk Renaissance. When played together, these adventurers will string together to make an ongoing campaign with a canonical storyline set in the evolving world of Edara.

### GM Created Content

Is the company moving through the Episodes too quickly? Does your gaming group meet more often than published content is released? If so, the GM may decide to link the Episodes with original content that they have created, using the same set of player characters. During these side-adventures, the company may discover new things and run into situations far different than what is meant to appear in the Episodes. If there is ever a conflict of information, it is important that the GM decides which path will become “cannon” to their adventure. It is, after all, the GM who is acting as the story teller. The GM can choose to use or pass any part of the published Episodes if they wish.

The important thing to note is that each Episode has a suggested level attached to it. If you play through the Episodes in order, by themselves, the characters should level up at close to the same speed. However, if they spend a lot of time playing GM created content on the side, it is possible they will be much higher than the suggested level.

If so, the GM can adjust the difficulty of the enemies using the rules shown in Chapter 16: Adversaries.

### Reading the Episode

While reading the Episode, the GM will find several pieces of information that are meant to be kept private, while other pieces are meant to be read aloud to the group. The description of the abandoned ball room is meant to be read aloud, while the secret answer to the puzzle it contains is meant to be read only by the GM. To help differentiate the difference, text that is meant to be read aloud will appear in *italics* and often have the keyword “**Read Aloud**” as in the following example:

**Read Aloud:** *The old ballroom has seen its fair share of use. The tattered curtains surrounding the stained glass windows have fallen into disrepair and the windows themselves are coated with such dust that no light is let in....*

When dialogue is concerned, the GM may change any details as necessary to make the text fit the players' questions and responses. Every role play situation is different.

### Sticking to the Story

The story presented in the Episodes is long and windy. It is full of twists and plot arcs and NPCs. There will be mechanics to help you keep track of the events that occurred in previous Episodes. You may come across a section marked like this:

If this character was killed in **Episode 2**, then:

**OR**

If this character survived in **Episode 2**, then:



This will provide alternate paths for the story to take. It is also helpful to make note of some of the major decisions that take place during an Episode in a notebook or on a computer.

It is also the GM's job to ensure that the players follow along with the story. The test of a true GM is how well they can guide the company within a story while still letting them make the choices. Uncontrolled players can put a bend in any planned adventure, whether a published Episode or a campaign created by the GM.

If the characters veer too far off of the story, and the published Adventure offers nothing for that particular contingency, the GM can use the information in Chapter 15: Running a Game to create content on the fly and lead the characters back to the main storyline.

### Using Motivations

When players begin their adventure in Edara, they can pick a Motivation that has driven their character up to this point. The Motivation will help fill in the backstory for the character and explain how they arrived where they are at the beginning of Episode 0. Episode 0 acts as a prologue to the main Episodes and explains how the company is formed. Make sure that each player records their chosen Motivation in the notes on their character sheet. These motivations will influence the story and allow for a unique experience every time. As the GM, you will come across certain sections of the Episodes that are designed for one Motivation or another. A good example motivation is "**Long Lost Brother**." During some conversations or plot twists that occur during the Episode, you may see a segment such as this:

For **Lost Brother**: The NPC may know valuable information in regards to the location of the lost brother. If asked for information, the NPC will give it with an Influence (*Intimidation*) [15] Skill Test.

In this case, the NPC will only divulge this information if there is a character with the **Long Lost Brother** Motivation and the character succeeds on their Influence Skill Test. Multiple players may choose the same Motivations for their characters and, if so, the GM may work the stories together. For example, if two characters choose **Long Lost Brother**, then they may themselves be brothers, looking for a third. If two characters choose **Traveling Official**, then perhaps the two Officials are traveling together as companions.

### Using "Next Time in Edara"

At the end of every adventure, there will be a segment called "Next Time in Edara." It will provide a brief summary of the events of the next Adventure. This will help the GM tie his own content in with the content of the stories. Use this section of the adventure to plan ahead, as it will make future work much easier.

**Setting:** Where will then next adventure take place?

**Important Characters:** Which characters need to be

left alive between adventures to have an impact on the next adventure?

**Target Character Level:** The level at which the next adventure can be played without any adjustment.

**Continuity Questions:** A few questions asked to help with note taking. These questions will be asked again in the next adventure, and their answers will determine the flow of the Episode.

## Motivations

The following Motivations are available for the players to choose at the start of the first Episode. These Motivations will not directly impact any part of this adventure, but they will come into play in the future Episodes. If the company is playing GM content exclusively, then these motivations can act as hooks to build plot lines. Once each player has picked the Motivation for their character, have them record the information on their sheet. It is up to each player if they choose to reveal their chosen Motivation or not. It is only important that the GM knows. Some players may wish their character's histories to remain secret.

### Available to Any Band

#### **Lost Brother**

Your brother left town many years ago. He struck out to find fortune and wealth. For years he would send letters of his adventures. But suddenly, the letters stopped coming. Now that you have come of age, you decide to strike out on your own and discover the truth about your brother. The last letter had been sent from the lake town of Lyre, one of the free cities. This seems as good as any place to start, and so you enlist with Crimson Company, an adventuring company within Lyre's borders.

#### **Revenge**

Your family member was brutally murdered in front of you. You were left alive by this stranger, whose face you never saw. The need for revenge has burnt inside of you since that day, and you have spent your life investigating and searching for this murderer. The only thing you can remember about him is his black wide-brimmed hat and copper goggles with deep red lenses, making his eyes appear red. Crimson Company, an adventuring company within the town of Lyre, has been hiring adventures and this seems to be a good place to start your search.

#### **Rival**

Throughout your whole life, you have had a rival. Fen Miranda was always better than you. Your relationship with Fen is complicated: Possibly hatred, possibly a love interest, but defiantly competitive. Everything you have done in your life has been to compete with Fen. When Fen was taken on as a member of Dust Company, you went out of your way to hire on with Crimson



Company, Dust Company's direct competition. From this position, you will continue your rivalry.

### **Spiritual Leader**

You grew up as the spiritual leader of your small town or village. You are considered wise beyond your years and are said to have the closest connection with the Primarch of your chosen Band. When Crimson Company, an adventuring company within Lyre, was searching for someone to offer spiritual guidance, your name was the first on the list. It is considered a great honor to move to Lyre and become the Company's spiritual leader.

### **Following Father's Footsteps**

Your father was a great man. He taught you everything you know and informed every ambition you would have in your life. You chose your Band because of him, and you focused your studies based on him. Before he passed, your father, known as Crimson Wing, was one of the best adventurers Crimson Company had ever seen. It is with honor that you follow your father to the same company. What more will you learn about this great man?

### **For the Money**

You are motivated by one thing: coin. You have spent your life traveling from one job to the next. You have been a teacher, caravan guard, assassin, militiaman, and now adventurer. You had heard that Crimson Company pays far more than any other guild. When they made you an offer you couldn't refuse, you decided to join their ranks.

### **Exiled**

You have been exiled from your childhood home. This may have been due to a crime committed, or to an embarrassing act. For whatever the reason, you are no longer allowed to return home and have been disowned by your family. You decided to travel to the free city of Lyre, where you have heard that everyone is accepted. It was there that Zeke, the guild master of Crimson Company, picked you up off the streets and gave you a new home within the guild.

### **Band-Specific Motivations**

#### **Green Band Big Game Hunter**

You are driven by the hunt. You only feel alive when you are perusing your game. You have brought down beasts of all shapes and sizes. When word of your deeds reached Crimson Company, an adventuring guild within Lyre, they reached out to you. By serving Crimson Company, you will travel to lands you had never seen and have the opportunity to hunt game you couldn't imagine hunting on your own, including mythical dragons, which Crimson Company promises really do exist.

#### **White Band Traveling Official**

You are an official within the White Band. As a diplomat, arbiter, judge, priest, or healer, you spend your days traveling from city to city offering your services. You no longer serve any specific realm, but provide assistance wherever you happen to be for whatever coin can be offered in exchange. When your travels took you to the free city of Lyre, you met Zeke, the guild leader of Crimson Company. He offered you a steady payment to provide that service to the men of his company.

#### **Blue Band Searching for Lost Magus**

Magus Vladimir Voldan was considered to be the greatest Magus to ever live. His understanding of the Aura was greater than that of any one else. You had met Vladimir one time during your childhood, and his words to you inspired you to join the Blue Band. But now, Vladimir has gone missing and there are few clues as to his destination. You have had rumors that he had been making his home in the free city Lyre and had supposed workings with an adventuring guild in that town. Without knowing any more details, you set to Lyre and joined up with Crimson Company, deciding that you could probe that guild for more information.

#### **Red Band Proven Fighter**

You have proven yourself to be one of the best fighters in your realm. You have taken on many challengers but your quick wit and skillfulness has turned you into the victor each time. You are ready to leave your small town and take on larger and larger challenges. You are driven by the thrill of the fight and entered a tournament in the free city of Lyre. Impressed with your performance, the guild master of Crimson Company, Zeke, offered you both a steady wage and the opportunity to test your skills against a large variety of opponents.

#### **Black Band Outcast**

You have traveled down a very dark path. While most members of the Black Band use their powers to serve a vital role in society, you used yours to kill, maim, and experiment. When your Black Band superiors discovered your vile deeds, they branded you as an outcast from that sect. You are now on your own, forced to learn new abilities as you go. You had heard of a freelancer, a Black Band assassin named Zenazor, who worked for an adventuring guild called Crimson Company. Word was that this assassin was willing to train anyone from the Black Band, regardless of your history. By joining the company, you will get a chance to continue your training.



# CHAPTER 18

## Episode 0: Princely Preparations

“

*I've trained you all as best I could. You're Crimson Company now, through and through. Everything you do now, you do under our banner. You represent not yourselves, but a greater whole. Remember that while you are out there completing your assigned tasks. Teamwork and a common goal will bring together a group of strangers and turn them into a functioning unit. I expect nothing but the best from you, and will receive nothing but the best in return.*

”

*Zeke, Crimson Company Guild Master*

### Players Stop Reading Now

The following chapter contains a playable adventure to get new characters started in Edara. If you are not the GM or planning on running this adventure, it is best to stop reading now, that way the GM will still be able to surprise you and the rest of the company with the mysteries of the adventure.

### Introducing Zeke

No matter what motivation was chosen, each character's path has taken them to the adventuring guild Crimson Company. **Read Aloud:**

*You are gathered in a medium-sized meeting room in Lyre, a Free City east of Kuria that lies on the shores of Lake Trombley. Red velvet chairs surround an ornate table with a map of Lyre spread across it. Your boss, the guild master Zeke, stands with his back to you, hands clasped behind him. The large, Red Band orc smells faintly of fish. Your eye is drawn to the jagged scar that runs down his right arm, peeking out from the sleeve of his doublet. His coarse black hair hangs well past the two longwords sheathed on his back. Zeke speaks to you in a deep growling voice. "None of you have been here long, but you have been here long enough to make an impression on me. Long enough to form your own team. Some of you may know each other, but some may be meeting for the first time. I have brought you all together because you have a set of skills that complement each other. However, it is up to you to determine your team leader."*

The players will now have a chance to determine who would be the team leader. The leader should have tactical ability or social skills. If the players cannot come to a decision or are apathetic on whom the leader should be, you, as the GM, can use Zeke to assign a leader. In this case, choose the player who is most experienced with table top games, or the

character with the highest Influence skill or Mind Attribute. This is also a good chance for the characters to introduce themselves to each other. Use Zeke to encourage them to talk a little about their backstories and Motivations, or to show that they are unwilling to share that information.

### **Zeke, Red Band Orc**

Attributes: Agi 4, Brw 10, Brn 5, Wit 6, Vig 10  
Skills: Acrobatics +2 (*Jumping* +4), Athletics +4 (*Swimming* +2), Stamina +4 (*Endurance* +2), First Aid +2, Knowledge (*Local Affairs* +4), Influence +4, Trickery +2 (*Lying* +4)  
Attitude: Neutral. Speaks Human, Sylvan, and Igneous.

Once the characters are introduced and a team leader has been chosen, continue on. **Read Aloud:**

*Satisfied with your decisions, Zeke continues. "Normally I wouldn't assign a fresh team to a mission before they've had training together, but we are short on time. Some of you may have heard that Prince Malincroft, the son of the Kurian King, is visiting Lyre. The city is bustling and there is a lot to do. Our Company has been hired to assist with many different activities. When you are ready to take on your first assignment, seek me out. But before you do, I recommend visiting our training grounds to speak with some of our veterans. I'm sure they will have valuable information for you before you leave. I'll meet you in the garage when you're ready." With that, Zeke turns and leaves you alone in the room.*

### Exploring the Guildhall

At this point, the company is left alone in the meeting room. They are free to explore the Guildhall at their pleasure. There are a few points of interest inside the guildhall.



## The Meeting Room

**Read Aloud:** *The meeting room is currently empty except for a map of Lyre spread across the table. The sheepskin parchment is old and yellowed. You can see the familiar layout of the town, with recent expansions to the city drawn in. Several of the buildings on the map are crossed out with thick Xs, marked in charcoal.*

The players may search, but they will find nothing of interest in this room.

## The Chapel

**Read Aloud:** *The chapel seems well-used but well-kept. A single, small stained glass window paints red and blue patterns over the sun symbol standing at the altar. There are a few White Banders in silent prayer in the pews.*

The players may search this room and will find a beat-up copy of *The Book of Angels*, a popular White Band religious text. However, any amount of noise will see a White Band priest arrive and usher them out of the chapel, urging them to maintain peace and quiet.

## The Kitchen

**Read Aloud:** *The Crimson Company Guildhall is home to a large kitchen and dining hall. A team of servants are hard at work preparing the coming meal. Cauldrons boil over, causing the cooking fire to hiss, and many varieties of meat are on the spits and chopping blocks. The head chef, a Green Band Dwarf by the name of Creten, wiggles a large knife at you and tells you it is not yet time for lunch.*

Creten is jovial by nature and has a Friendly Attitude towards the characters. He has a sharp eye and will watch to make sure the characters are not stealing anything from his kitchen. Any attempts to steal or pickpocket around Creten are made at a +5 difficulty. Creten's Perception roll is D12+9. If he catches any player attempting thievery, he will banish them from the kitchen, threaten to report them to Zeke, and become Neutral towards them. He speaks Earthen and Human.

## The Armory

**Read Aloud:** *The Armory is under lock and key behind a large ogre sitting at a table. A single key hangs from a leather cord around his neck and a jagged red tattoo covers one eye. It is hard to judge with him sitting down, but he appears to be at least 8 feet tall. A two battleaxes hang from his belt, and though he is going over a thick book of equipment logging, he does not appear to be someone you would want to fight.*

If the players decide to communicate with the ogre, he will introduce himself as Noctus, the Armorer. He is in charge with distributing weapons and equipment, and his Attitude is Neutral. If the players attempt to procure weapons from Noctus, he will ask them for their paperwork. He will tell the players that only Zeke has

the authority to ask him to open the Armory door. Any attempt to fight Noctus will surely end with the death of the company. He speaks both Igneous and Human.

## Residential Wing

**Read Aloud:** *The Residential Wing of the Guildhall is bustling with activity. Members of the Company are preparing for their various assignments and seem to be in very high spirits. The Residential Wing is also where you will find your rooms, if you need to pick up any items before leaving the hall.*

The various members of Crimson Company probably will not recognize these new recruits and will be a mixture of Neutral and Friendly. However, if the company members attempt anything suspicious, they will be apprehended and taken to Zeke in the garage, where they will be reprimanded and fined 25 Currency per transgression.

## Locked Rooms

There are also several locked rooms, including the doors to the towers and many other areas that the players will not have access to. Whatever is behind these rooms is considered top secret. The locks and doors have a permanent Alarm enchantment placed on them, so any attempt to pick the lock will notify Zeke, who will reprimand and fine the characters 30 Currency per transgression.

## The Training Grounds

**Read Aloud:** *The interior courtyard of the guildhall is home to a dusty, open-air training ground. Wooden dummies line one wall, engaged by a group of brand new recruits with practice swords. Straw targets are on the opposite wall, turned into pincushions by practicing archers. Every few minutes you hear the loud hiss of a ballistic weapon being fired. In the middle of the grounds, you can spot a few trainers instructing their men. A White Band dwarf, a Red Band elf, and a Blue Band human seem to be the main leaders.*

The Training Grounds are a great place to help the players get familiar with the concepts of the game. Each of the three trainers will help them understand a different concept. If the players are new to the game, it is highly suggested that you encourage them to seek out these trainers.

## Tipson, the White Band Dwarf

**Read Aloud:** *You approach the White Band dwarf. He is dressed in silver Paladin armor and wears the insignia of the dwarven order of the Hand of Angelus on his shoulder. "The name's Tipson." He tells you as you approach, looking you over carefully. "Zeke asked me to teach you a few things about melee combat. Let me know when you are ready."*

Tipson is available to teach the company the basics of melee combat. His Attitude is Neutral. If the players accept, he calls a few **Red Band Swordsmen** (Page



223) to the training grounds. Tipson speaks Earthen and Human.

**Read Aloud:** *“Step up to your opponent one at a time, and Engage them, which means you are fully focused on them. You must always Engage your opponent in melee. Then attack him, and do your best to hit. He will be attempting to dodge or block your blow.”*

Allow the players time to follow these steps, making sure they **Engage** the target each time. They must spend Action Points for their attacks. They may hit or miss, and either one is fine.

**Read Aloud:** *“Very good!” Tipson claps his armored hands in applause, creating metallic clink. “It seems you have the basics of attacking your enemy! Now let’s see what happens when you Overwhelm your opponent! Step up two at a time, and both of you try to attack the same target.”*

The first player will **Engage** the Swordsman. The second player will then **Engage** the same target, who will be **Overwhelmed** and grant **Advantage**, or a +2 bonus, to both attackers. This is a good opportunity to showcase the benefits of Overwhelming your targets. Once the players seem familiar with the concepts of spending Action Points, Engaging and attacking, and moving around the battlefield, move on.

**Read Aloud:** *“Now that you have the basics down, let’s see how you do against a group of opponents. You will fight a couple of the other trainees. Don’t worry, this fight will not be lethal.”*

The players will fight **Human Swordsmen** equal to their own number. The melee ends when each Swordsman is knocked unconscious, or if each player is. Tipson will in turn heal each participate back to full health. If the players win the melee then **Read Aloud:**

*“Seems like you’ve got the hang of this now. Zeke will have nothing to worry about while you’re out on assignment.”* and the players each earn 1 XP.

If the players lose the melee then **Read Aloud:** *“Hmm...I’m a little worried about you all. I try not to doubt Zeke. But unless you all learn the fundamentals of teamwork and combat, I’m afraid you won’t last long with Crimson Company.”*

### **Aero, the Red Band Elf**

**Read Aloud:** *When you approach, the elf is giving tips to another trainee. He is dressed in an ornate coat, with silver and gold clasps and embroidery. The elf turns to you with a grin and tips his hat. “Hello there,” he says to you. “Name’s Aero, captain of the skies. Anyone up for a little target practice?”*

Aero is available to teach the company the basics of ranged and ballistic combat. His Attitude is Friendly. Whether or not there are players that use ranged or

ballistic weapons, he will explain **Cover**. You should tell the players that Partial Cover grants a +2 Defense bonus, Half Cover grants +4, and Full Cover makes it so you cannot be hit. Aero speaks Earthen, Human, and Sylvan

**Read Aloud:** *“When being shot at, by arrows or bullets, Cover is your ally. Find something to hide behind, no matter if it is a wagon wheel, overturned table, or a stone wall. All of them will provide some kind of defense for you, to varying degrees.”*

If you do have players that use ranged or ballistic weapons, he will also explain the details of ranged combat. You suffer a -2 penalty for attacking while Engaged and a separate -2 penalty for attacking a target that is Engaged.

**Read Aloud:** *“You must use caution when shooting in a melee fight. Aiming at a target requires depth of field, and your focus to your surroundings changes. If you are Engaged by a melee assailant, you will find it more difficult to shoot. Likewise, you must be careful not to hit your allies, and aim true when shooting at a target they are attacking.”*

If anyone wishes to try out their ranged weapons, Aero will lead them to the target range. The targets lie about 30 feet away, well within normal range of most weapons, but far enough to not bestow any penalties.

**Read Aloud:** *Take turns shooting at the target. You get 3 shots and will be scored based on how close you are to the bullseye.”*

The players will make basic weapon attacks against the targets and need to get 10 points. The scoring for the hits is as follows:

Target Number	Points
10	1
12	2
14	3
15	4
16	5
18	6

If the player wins the challenge **Read Aloud:** *“Fantastic! You scored well, my friend. Have this, it will serve you in a time of need.”*

The player receives a Minor Health Potion.

If the player loses the challenge then **Read Aloud:** *“Perhaps a bit more practice, hmm? You wouldn’t want to miss while someone is trying to kill you!”*

### **Natalia, the Blue Band Human**

**Read Aloud:** *The Blue Band woman stares coldly at you as you approach her. A small blue dragon climbs out from the folds of her robes*



and perches on her shoulder, flicking its tongue to taste the air. She regards you with a serious expression, not even a small smile cracking her lips. "So you're the best Zeke could find. Any Auramancers among you?"

Natalia is available to teach the company the basics of Auramancy. Her Attitude is Unfriendly. If there are no Auramancers, or any Auramancers do not have any combat spells, you may skip this part. Natalia speaks Human and Sylvan, though she prefers to speak only Human.

**Read Aloud:** "Let's do a little demonstration. Grog, come out to play, if you will." As she speaks, a very large ogre in full battle gear steps out into the middle of the training ground. She points to the strongest fighter in the company. "Why don't you step out there and take a swing?"

If there is a melee fighter in the company, or if someone volunteers, they may attack Grog.

**Grog:** Attack: +8, Defense: 6, Armor: 7  
(P)6(S)6(C)8(B), HP: 20

If the company member is able to hit Grog, there is little chance that the damage will be able to penetrate Grog's armor.

**Read Aloud:** "Grog makes up for his slow feet and lack of maneuverability by wearing impenetrable armor. Most weapons won't be able to damage him. Auramancers, step up."

Grog has no (M), or Magic, armor. So any Auramancer that is able to hit the Target Number of 6, which applies to both Physical and Spiritual Defense, will do damage to him. Allow each Auramancer in the group a chance to damage Grog, or cast a Condition on him.

**Read Aloud:** Natalia holds up her hand to stop the training. "Very good. But what happens when there is another Auramancer on the battlefield? Why don't we try this again? Whoever is fastest, sling a spell at Grog."

Have the Auramancers roll initiative. The winner will be the first to attack. When the first spell is cast, Natalia will spend Action Points to use her Counterspell Combat Maneuver. Natalia's Counterspell roll is D12+14. If she rolls higher than the player did on their Auramancy Test, the spell is Counterspelled.

**Read Aloud:** "It is up to the Auramancers on the field to protect their teammates who are susceptible to magic. Deciding whether to cast a spell or stay back to protect from an opponent's Auramancy is the hardest decision to make on the battlefield. Now go, I have nothing left to teach you and am late for an appointment." As she walks away, her dragon hisses at the company as it bobs on her shoulder.

The players do not get rewarded for completing the Auramancy training. Once the company is done with the training ground, they can either continue exploring the Guild Hall, or they can head to the garage to meet with Zeke.

## The Garage

**Read Aloud:** The garage is a large, single room with a dirt floor. The air hot from the steam released from various gadgets and smells of copper and oil. It is home to an assortment of Crimson Company vehicles. Several of them are undergoing maintenance, including a steam carriage, which is rare for this part of the world. Zeke stands amongst the engineers with a welding mask on, helping them install new parts onto a steamcycle. When he see you enter the room, he turns to you and takes off his mask. "Had your fill of the guildhall then? Hopefully you got a chance to meet a few people." Zeke walks by you and leads you into a small office connected to the garage. There are numerous schematics and blueprints pinned to the walls. Zeke picks up a stack of papers from the top of the desk. "Here are the assignments we have been tasked with. You can complete some, or all, of these tasks. You will each be paid 50 Currency for every job you complete. Once you are finished, return here. I may have another job for you."

## The Jobs

The jobs that Zeke hands the company are considered side quests. They can be completed for extra XP, Currency, and gear. Usually, side quests are short and can be completed quickly. However, some can turn into adventures all on their own. For this Episode, the players may finish as many of the side quests as they wish, but must finish at least 3 before Zeke will hand them the main mission. The company members may split up to complete these jobs, or work together as a team. Completing each of these jobs grants each character 1 XP and 50 CR, in addition to any XP or Currency rewards the individual job lists. The payments will be received later in the Episode. After the players finish one job, they will receive a messenger from Zeke giving them the next assignment.

## The Lord's Shipment

**Read Aloud:** Lyre's City Council, run by Sordin Cole, the Blue Bander and self-proclaimed "Lord of Lyre" is making special preparations for the arrival of Prince Malincroft. It appears that a transport of fine goods from Larith was set upon by bandits outside the city walls. The Council has hired Crimson Company to raid the bandit camp and retrieve the stolen cargo. The Council wishes you to meet with Sordin, who doesn't know where the bandits have taken the cargo, but can point you to Harrison McConnell, the only surviving guard from the attack. Harrison has been spending his nights at the Lucky Lady Tavern, near the docks.

## Lucky Lady Tavern

If the company decides to travel to the Lucky Lady



Tavern, they are easily able to spot McConnell at the bar, pounding back a drink. Players can make various Skill Tests to find out information about him. If a Test meets a higher Target Number, read all information from the lower TNs as well, in order from lowest to highest.

#### **Influence (Intuition)**

**[8] Read Aloud:** *You get the sense that McConnell is uneasy about something. His body language is tense, and he seems to be trying lose himself in his drink.*

#### **Perception (Visual)**

**[10] Read Aloud:** *McConnell is wearing civilian work clothing and appears like many other people in the tavern. He seems to be uninjured.*

**[12] Read Aloud:** *You notice that the coin purse hanging from his belt looks rather full. In this city, carrying that much money at once is unwise.*

**[15] Read Aloud:** *Sweat stains the armpits of his shirt and forms beads on his brow. While he is clearly enjoying his beverage, he is also nervous about something.*

The company may chat McConnell up, but he will only tell them that the transport had been attacked by bandits. He will refuse flat-out to answer any other questions, and since he is not lying, further Influence (*Intuition*) Skill Tests will be ineffective. If they ask him what he is drinking, he will tell them it is "Therisen Beer, the good stuff." If they buy him a drink, it will lower the Target Number of all following Tests against McConnell by 3. The players may make up to 2 Influence (*Diplomacy*) attempts before he refuses to talk to them at all, and 1 Influence (*Intimidate*) attempt even after he clams up. Any intimidation attempt includes a threat to tell Cole of McConnell's suspicious behavior, it gets a +2 bonus. If any of the Tests succeed, read the appropriate response, and McConnell tells them the location of the bandit camp. If all of them fail, McConnell is a dead end.

#### **Influence (Diplomacy) [15] or**

#### **Influence (Intimidate) [12]**

**Read Aloud:** *"Okay, okay, I'll talk. Just don't tell anyone! I can't be on Cole's bad side, I just can't." He looks around to make sure no one is listening, then speaks in a whisper. "I... I was paid off by the bandits. They came to me and offered me a lot of money to tell them the route of that transport. I don't know why they want it. I swear I didn't know they would hurt anyone! Angelus forgive me, I didn't know!" He is clearly agitated and takes another drink.*

If the players are unable to get any information from McConnell, he will at least tell them where the transport had been waylaid. If the company decides to venture there, the signs of a conflict are still evident.

#### **Perception (Visual)**

**[5] Read Aloud:** *The area is along the road leading in to Lyre, far enough from the city that the walls are not yet visible. A nearby copse of trees and a fieldstone wall provided cover for the bandits to hide behind. You can tell where the wagon had been sitting by impressions of the wheel in the soft dirt. Bloodstains and bent grass indicate where the bodies had lain before being cleared away.*

**[10] Read Aloud:** *If you look carefully, you can see the ruts left by the wheels as the cart started moving again, away from the road. A blood splatter is left behind, probably from an injured bandit.*

If the tracks are noticed, players may attempt to follow them. A Hunting (*Tracking* or *Manhunting*) [10] Skill Test will lead them to the bandits' camp.

#### **The Bandit Camp (4-5 Characters), 1 XP**

**Read Aloud:** *You know you are coming upon the camp by the telltale trail of smoke from a campfire, though from a distance no one could tell there are outlaws here. The camp itself is rather small, just a few tents set up far enough outside of Lyre to avoid any regular patrols. The wagon with the missing shipment is piled with other stolen merchandise, and the donkey that pulls it is tethered nearby. Inside the camp there are 7 bandits with swords and bows, going about their business as usual. An archer stands guard with a dog, and a second dog lies by the campfire.*

**4 Bandit Recruits (1-3),** Page 208

**3 Red Band Bowmen (1-3),** Page 222

**2 Wolves (1-3),** Page 198

The company can deal with the bandits with diplomacy, stealth, or combat. If the player characters approach the camp cautiously, the bandits' Attitude will be Unfriendly. They will draw weapons and train arrows on the players, but will not attack outright, instead asking what they are doing there. With an Influence (*Diplomacy*) [12] Skill Test, the bandits would be willing to trade the contents of the wagon for 2500 CR. They may be haggled down by 500 CR with an Influence (*Diplomacy*) [15] Skill Test. The players may also initiate an Influence (*Intimidate*) [10] Skill Challenge with a Goal of 10, which means that every point of Threshold scored combines to reach the collective goal. If the players pass the Skill Challenge, the bandits will flee and leave the goods behind, allowing treasure to be collected as if the players had one a Combat Encounter. If the Challenge is failed, then the bandits turn Hostile and attack the players.

The players may sneak into the camp, making an Opposed Stealth (*Sneaking*) Skill Tests against both the Human Bowman guard and the Wolf. However, the wagon cannot be moved without hitching up the donkey and alerting the guards, and the shipment itself is too heavy to move.



If the characters do not interact with the wagon, shipment, or donkey, they may get into a good position for initiating a Surprise Round in combat.

If the players decide to fight, they will find themselves face-to-face with the 4 Bandit Recruits. These Adversaries will try to separate the player characters and try to Overwhelm them. Meanwhile, the 3 Human Bowmen will move behind the tents, which provide Full Cover, and the wagon, which provides Partial Cover, and try to pick off any un-Engaged characters. The Wolves act as trained attack dogs. They will try to flank the characters, coming from behind to Engage and Overwhelm. However, the Wolves do not Safely Disengage, making them open to free disengagement attacks. This Combat Group is designed for 4-5 characters. For each character beyond that, alternate adding a Recruit and a Bowman who appear from where they had been hiding inside tents.

If the players are able to chase off or defeat the bandits, they may retrieve the shipment and other goods. The shipment itself is a locked chest that cannot be lockpicked. Roll treasure for the Encounter as usual, but only give the base Currency if the bandits were defeated. In addition to the normal treasure, the players find 500 CR worth of silver plates, goblets, and tableware.

### Retrieving the Goods

No matter how the players retrieve the stolen goods, their objective is to return the shipment to Sordin Cole. If the players attempt to steal the goods themselves, or to sell the goods, Sordin Cole will hire a team of assassins to hunt them down. He will also report this failure to Zeke, who will send another team out after them. If the players return the goods to Cole's estate as instructed, he will reward them accordingly. Cole is Neutral towards the characters. He speaks to them in the team leader's language.

**Read Aloud:** *When you drive the wagon up to the Lord's mansion, a servant disappears inside. A minute later, Sordin Cole himself comes out to greet you. He is a tall man with sharp features, an ornate blue tattoo, and immaculately trimmed black hair. His gold-embroidered tunic is a rich purple, and a black half-cloak is clasped to his shoulders. When he speaks, his voice is stern and serious. "Ah, my lost shipment! Thank you for returning it to me. I will send word to Zeke that the job has been completed, most satisfactorily. It appears as though there are some other goods here, that do not belong to me." He looks inside the crates. "Silver? I will pay you for that as well. Please, you must stay for a meal. I cannot join you, as I have pressing matters to attend to, but I must return the favor you have done for me. My butler, Jero, will take care of you."*

If the company members decide to question Cole about the contents of the chest, he will tell them the Council is throwing a large feast for Prince

Malincroft. Inside the chest are priceless goblets and plates worth significant value. If the players rat out Harrison McConnell's treachery, Cole will become withdrawn, thank them for the information, and instruct them that they will be paid an additional 100 CR.

**Read Aloud:** *Jero, a human with a black tattoo across his cheek, leads you into the mansion. The building is a rich, dark wood both inside and out, ornately carved by expert hands. The walls of the halls are intricate bas reliefs, but you do not get the chance to examine them as you struggle to keep up with Jero's long strides. He talks as he walks, telling you proudly that he has been Cole's butler for almost 15 years and cannot imagine doing anything else. He leads you to the dining room, twice the size of your guildhall's meeting room. Here, the walls are lined with lit candle sconces and a colorful painting of the birth of Aurelius looks down from the ceiling.*

Jero is Neutral towards the characters. He serves each person a meal of Grand quality with a single goblet of honeyed wine. If they use the meal as an excuse to sneak around the mansion, Jero will come looking for them. If caught sneaking around by one of the many butlers, guards, or servants, they will be brought to Cole and asked to leave the mansion and never to return. This report will also reach back to Zeke, who would be less likely to trust them in the future. Jero can speak any language.

### Drumming up Support

**Read Aloud:** *Crimson Company has been tasked by Lyre's city council, which is in a constant power struggle with Sordin Cole, the "Lord of Lyre," to gather support for a festival held in honor of the Prince's visit. While the Prince enjoys a royal feast at Cole's mansion, the lower and middle class citizens will be entertained the festival, and the council wants as many attendees as possible. You must spread out around the city to pass out fliers and talk up the townsfolk to come to the festival.*

The players must pick the fliers up from a scribe's shop and bring them to key locations of the city to pass them out. Finding the shop requires a Navigation (Urban) or Knowledge (Local Affairs or similar) [10] Skill Test. Players then initiate a Skill Challenge to gain the interest of the passers-by. They may use Influence (Diplomacy) [10], Trickery (Prestidigitation) [8], or Performance [10] Skill Tests with a Challenge Goal of 20. The job ends when the Goal has been met.

### Hauling in the Catch

**Read Aloud:** *The local Fishermen's Guild needs a hand bringing in the daily catch. The city is preparing a festival for the arrival of Prince Malincroft, and the fishing vessels have been working at full capacity. The dockhands are not used to the load, and require extra assistance.*



In order to be of assistance with the catch, a character must have a minimum Brawn Attribute of 5. Hauling in the catch requires a successful Force (*Lifting*) [8] Skill Challenge with a Goal of 15. If 3 individual tests are failed, it starts raining, increasing the Target Number to 10. If 6 tests are failed, the job ends without payment or XP. If the Goal is met, the job is completed successfully.

## Crafting the Perfect Beverage

**Read Aloud:** *Antoine Bandici, the local chemist, is struggling to create the perfect beverage to serve to the Prince. Attached to the job is a list of materials the chemist seeks.*

The ingredients can be found with a successful Survival (*Plains or Water*) [8], Knowledge (*Nature, Chemistry, or something similar*) [10], or Hunting [12] Skill Test. Once the materials are gathered, one of the characters may attempt to create the beverage themselves. A Chemistry (*Crafting*) [15] Skill Test is enough to impress Bandici, making him Friendly towards you. A [20] will create one of the most impressive beverages Lyre has ever seen. This beverage, named by the player, would soon be in hot demand across Lyre. The intoxication modifier of the beverage is equal to the Threshold on the TN 20 result. The player makes no profits off the sale of this beverage, as Bandici takes the credit.

## Purchasing Supplies

**Read Aloud:** *There is a letter in the job pile from Antoni Greko, the Red Band dwarf who owns The Slaughtered Pig, one of Lyre's most popular taverns, in a prime location right on the Guild Road. He is preparing a special meal for guests during the Prince's visit and has a list of items he needs purchased for him.*

When the characters meet Greko, he provides them with 200 CR and a list of goods he needs purchased from the Market Square. Greko has a Friendly Attitude. He speaks Human and Earthen.

**Read Aloud:** *Greko comes out from the tavern's kitchen just long enough to talk to you. The top of his balding head is just visible over the top of the bar, sweaty from the heat of the cookfire, and his white apron is stained with flour and grease. He steps around the bar and plops a coin purse into your hand with the jingle of coins inside. "I need ye to go over tah teh market and get the items on that list. Ya 'ave the 'urry, though, I am in a rush, what with all's goin' on in town. Jest call for me when yeh get back."*

The characters can take that list to the Market and attempt to haggle for the goods they need. The goods are 300 CR and cannot all be found at the same location. The characters can either spend their own currency, if they have any, or attempt to haggle with the vendors to bring down the price. This haggling

can be done through role-play with the GM. If the players are struggling with this, an Influence (*Diplomacy*) [12] Skill Test can be substituted.

If the players purchased the items on the shopping list prior to visiting Greko the first time, he pays them the 200 CR, plus 25 in appreciation for their initiative. Either way, when the players bring the goods back to Greko, he will thank them for their time with a round of drinks, which may be enough to get the characters drunk, and will spot them if they wish to join one of the many gambling tables. The tavern is also home to several arm wrestling competitions, which uses an Opposed Brawn Test. There are 3 competitors with Brawns of 4, 6, and 10.

**Read Aloud:** *When you get back to the tavern, Greko yells to wait a few minutes for him. When he emerges, his apron is stained with fresh blood. He instructs a barmaid to take the parcels from you and carry them to the kitchen. "Yeh were fast! I appreciate that kind of enthusiasm. 'ave a round of drinks, on teh 'ouse. If yeh wish to do a spot of gablin', we'll front yeh for that, too."*

As the night progresses, the inhabitants of The Slaughtered Pig will become drunk and rowdy. They will shout insults, boast about their wins, and fights will break out between NPCs, though player characters may get involved as well. The more involved the players feel, the more excitement there will be in the tavern.

## Around Town

While completing missions for Zeke, the characters may decide to roam around town. If they do, there are several points of interest the characters may visit.

### City Works

**Read Aloud:** *This building is not open to the public, but you are able to figure out its function at a glance. Grease and soot-covered workers spend their days within the building shoveling the Element into furnaces to create steam and watching the amount of pressure running through the pipes. The process is much dirtier than using batteries, but the Element puts out much more energy when burned. The entire city is powered from within this one building and water is pumped directly from the lake, filtered, and sent to the homes that can afford running water.*

### The Docks

**Read Aloud:** *The docks are one of the nicest areas in the city. They are clearly repaired frequently, and kept clean and free of clutter. During the early hours of dawn, the docks are full of ships casting out, either to fish or transport goods somewhere on the lake or down the Thronberry River. During the day, lower class workers sweep, scrub, and clean the wooden planks. The boats return just before sundown to unload cargo or fish. This is a place of constant hard labor, and it stinks of*



*sweat and fish.*

If the characters try to speak with anyone, they will be greeted brusquely and mostly ignored. There is a rhythm to life on the docks, and the characters must be careful not to interrupt it. However, the general mood at the docks is happy and many seem excited for the arrival of the Prince, eager to make extra money bringing in food for the festival.

### The First Bank of Lyre

**Read Aloud:** *The bank is full of people preparing for upcoming royal visit, bustling amongst the wooden pillars that hold up the large ceiling. Money changes hands quickly and promissory notes are printed by the dozen.*

If the players wish to wait to speak to a teller, they may, but the lines are long. The tellers will inform them that they do not deal with outsiders and if they wish to start an account with that bank they must fill out the correct paperwork and wait out the week while it is processed. If the characters try to question the teller, they will be told to move along so the next in line can be helped. There is much gossip to be heard if the characters stop and listen. Most of it involves the arrival of the Prince and the upcoming festival. Some hope that the Princess, who is said to be one of the most beautiful human females, will be traveling with him. The rest of the gossip has to do with cheating women and political scandals, none of which are of interest.

### The Gardens

**Read Aloud:** *The gardens are the temple to Sylva, and as you walk through them you see people with green tattoos praying or tending to the plants with painstaking care. There are also people taking a stroll and some couples picnicking, all trying to relax and get away from the hectic pace of the city.*

There is not much to be found in the gardens. No gossip can be overheard, and no one seems interested in talking besides exchanging pleasantries.

### Market Square

**Read Aloud:** *The Market Square is the largest square in the city, but most of the space is occupied by blocks of vendor stalls with colored awnings. The lanes are packed with people on a good day, and on a busy one it is very difficult to move through the crowd. Vendors hawk their wares at the top of their voice and people yell to hear each other. Everything from fresh food from the lake and local farms to weapons, armor, and gadgets are sold here. If you can manage to keep your coin purse safe from thieves in the crowd, you can purchase nearly anything you need.*

Perception (Auditory) Skill Tests here have a +15 modifier to the Target Number due to the noise. If the players attempt to listen for gossip, all they can get are a few snippets about a lost cargo ship and how much they envy Sordin

Cole, the Lord of Lyre. This seems to be a common theme.

Players may purchase any equipment here except for complex, rare, and magic items. Vehicles and mounts can be purchased, but are not kept at locations near the outskirts of the city rather than in the market itself. Purchasing prices are 125% of the item's listed value. All gear, including complex and rare items, may be sold here at 75% of the item's listed value. The players may haggle prices if they wish.

### The Slums

**Read Aloud:** *The slums of Lyre are more dangerous than in any other city. Thievery and murder are common, and most people will just look the other way rather than trying to help someone in need. The buildings are dilapidated, and some literally are falling apart. You pass a building that is nothing more than a burned-out shell, left to rot in the rain. The streets are all mud, sucking at your feet with every step, though from the smell you can judge that it is definitely not all mud. It would be wise not to stay here long and to keep alert while you pass through.*

Every so often, and even more frequently if the characters are here at night, make all players perform a Perception Skill Test, adding in any Facet that they have. At the same time, make a hidden Stealth Skill Test with no additional modifiers. If at any time your result is higher than a player's, that player loses 1/2 their Currency, rounded down, to a maximum of 250 CR. Once a player has lost Currency, they cannot be stolen from again.

**Read Aloud:** *You notice that you are missing some of your money. At some point while you were not paying attention, a cutpurse or pickpocket must have slipped past you with sticky fingers.*

Their Test also determines what they see or hear, and the following results should be used over the course of several Tests.

#### Perception (Visual)

**[8] Read Aloud:** *A wagon full of barrels is stuck in the mud, teetering as the driver urges his mule to pull harder. You notice it is about to tip over onto an old human woman walking past.*

Players may pull the woman to safety with an Acrobatics [10] Skill Test. If they pass, she yells at them for tugging her so hard and smacks the side of their head. If they fail or do not do anything, the wagon falls and kills her.

**[10] Read Aloud:** *You notice several footprints circling in the mud, then some scuff marks like someone was dragged. Nearby you notice a woman's undergarment lying discarded, partly torn.*

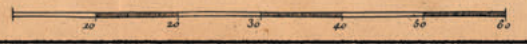


# CITY OF LYRE



Legend

1. The Temples of Lyre	8. The Slaughtered Pig
2. The Lords Mansion	9. Merchants Guild
3. First Bank of Lyre	10. Shipyard
4. Townhall	11. Library
5. Military Housing	12. Smiths & Forgers
6. Taverns, Inns, Brothels	13. Armory
7. Vendor Stalls	14. Public Works Building





Players may attempt to follow the tracks with a Hunting (*Tracking* or *Manhunting*) [20] Skill Test. If they succeed, they find an elf man having sex with a woman who is clearly a prostitute by her makeup and dress.

#### **Perception (Auditory)**

**[8] Read Aloud:** *You hear a child's voice crying "Here, kitty-kitty!" A little gnome girl walks around the corner, checking under stairs and behind piles of refuse.*

Players may help the girl find the cat with a Hunting (*Tracking*) [10] Skill Test. The girl is very grateful for your help, but if a player picks the mangy animal up, the cat will scratch and bite their hands. It is friendly towards the girl, though.

**Read Aloud:** *The loud smack of wood hitting wood catches your attention, followed by a woman screaming words that you cannot make out.*

A Hunting (*Tracking* or *Manhunting*) [12] Skill Test will lead the players to a teenage human girl who stormed out of her home. She turned around and is screaming at her father, who is standing angrily in the doorway, that he had "no right to treat Liam that way, he loves me and treats me right, and I deserve to be with him!"

**[12] Read Aloud:** *The faint sound of a scream echoes down an alley, the sound of a woman in distress.*

If players follow the sound, they come across a human couple being mugged by two thieves. An Influence (*Intimidate*) [12] Skill Test will scare the thieves off. If the player choose to fight, use 2 Bandit Recruits (Page 208). This fight is too easy to grant XP, but you should provide treasure as normal.

#### **Perception (Olfactory)**

**[8] Read Aloud:** *You smell something dead. Several days dead.*

Players may search for the source of the smell with a Hunting (*Tracking*) [10] Skill Test. It is a dwarven male rotting under a building, stabbed in the chest. If they attempt to report the body to someone, no one will care enough to listen. If they search the body, they will find 25 CR and 1 Curing Potion.

#### **Taverns**

**Read Aloud:** *There are dozens of taverns scattered around the city, common gathering places for people looking to distract themselves with friends or alcohol. In many places in the city, where there is a tavern, there is also a brothel, which can usually be found by the noise. If you enter a tavern, you will be greeted by laughter, light from a fire, and the smell of beer. In seedier parts of town, this is probably accompanied by the stench of vomit, but nicer taverns are frequented*

*by folks in fancy, brightly-colored clothing that drink mostly wine, and often not enough to get drunk.*

If the players enter The Slaughtered Pig before they have completed the quest **Purchasing Supplies**, the tavern's owner Antoni Greko, a Red Band dwarf, will try to convince the company to complete the quest on his behalf. A tavern is also a great place to gather information. There are many things that may be overheard, especially as a night progresses and the tavern's patrons become drunker. The characters can make a Hunting (*Gather Information*) Skill Test to try and listen in. Every so often, when the patrons have gone through another round, the Target Number decreases by 1, to a maximum of 5.

**[8] Read Aloud:** *That crooked gnome over at the bank swindled me out of all my coin. He's lucky I don't follow him into some dark alley and repay him.*

**[8] Read Aloud:** *The Kurian Princess is supposed to be the most beautiful human woman in the world. Even more beautiful than Sordin Cole's wife.*

**[10] Read Aloud:** *Did you hear about that cargo ship that sank? The city guards won't do anything about it, they say the place is haunted.*

**[10] Read Aloud:** *Have you been down the slums recently? Things are getting much worse down there.*

If this occurs after the players have visited the slums and the wagon fell over on the woman, add: "I even heard that a woman was crushed by a wagon today. How awful!"

**[12] Read Aloud:** *I heard that Sordin Cole and Prince Malincroft are childhood friends.*

**[15] Read Aloud:** *Things are really starting to get heated between Cole and the council. I wouldn't be surprised if one tries to overthrow the other soon.*

If characters are in The Slaughtered Pig, Greko is more than willing to speak to the characters about his role in developing the nicest tavern in Lyre. He started out in the city coinless, as an outcast from the dwarven Order of Coin. With nothing but his street smarts, he began to smuggle elven wine into the city and sell them at a large markup. Those profits funded the original construction, which has since grown to be the establishment in which the characters now stand.

#### **Temples**

**Read Aloud:** *The Temples of Lyre are a quiet and sacred place, located in the nicest part of the City. There are 3 buildings clustered together; one for Ignis, one for Auraelius, and larger one that is shared for Angelus and Mortis. A variety of different Band Members worship here, saying their prayers to the statues of the Primarchs. A White Band priest by the name of Marius oversees the main temple, and is more*



than happy to answer any questions you have.

On the history of the temples: **Read Aloud:** *The main temple was built by the first White Band priests to travel to Lyre. The city had been growing a reputation for treachery and villainy, so the priests traveled here to preach the word of Angelus. The built a small wooden temple where we currently stand. Over the years, as Lyre grew, so did the temple, and places of worship for the other Primarchs were erected as well.*

On the history of the White Band: **Read Aloud:** *We do regret the actions of our past. The fissures between the Bands run deep to this day, and we of the White Band shoulder much of that burden. Even here, the Black Band temple was desecrated, and since the War it has been restored. But the future is an open book and we will do our part to write a peaceful future.*

On gossip, Marius has several things to say if asked repeatedly: **Read Aloud:** *Sordin Cole, the Lord of Lyre, is a frequent patron of the Blue temple. He gives us much needed support and often spends his time at the foot of Auraelius.*

*The things that happen in the slums terrify me. I wouldn't want to travel there even in the brightest of days.*

## Recover Lost Cargo

After the characters have completed a satisfactory amount of assignments and are ready to move on, they should return to the Crimson Company Guildhall to talk to Zeke, who will then give them their final mission.

**Read Aloud:** *You return to the Guildhall and find Zeke in the meeting hall like before. He is seated at the head of the table, feet propped up on the tabletop as he leafs through a stack of parchment in his hand. A taller stack sits on the table in front of him, along with an open inkwell and quill. He looks up as you enter and sets the parchments down. "Well done on those jobs, I received word that they had been completed to full satisfaction. You will find your payment there." He lifts his hand palm-up, indicating a leather purse on the table in front of you.*

If the players completed **The Lord's Shipment** and sold Cole the extra goods or reported McConnell, add: *"Sordin Cole was particularly impressed with your thorough work. He instructed that you should receive extra compensation, as you discussed with him."*

The characters may collect the payment, which includes the 50 CR per character per job and any additional sums earned.

**Read Aloud:** *Zeke continues, "I have a new job for you, straight from Cole himself. Apparently you impressed him with your work. A ship that was*

*crossing Trombley Lake veered off-course and sank in the marshes just north of the city. The ship was carrying precious cargo from the dwarven capital that was to be gifted to the Prince. We don't know why the ship went off course, but we need that cargo, before he arrives. Lord Cole has requested that Crimson Company retrieve it, and he asked for you specifically, so I am giving the responsibility to you. Be careful—the marshes are rumored to be haunted. Even if they are not, they are home to bandits seeking shelter from the militia and bounty hunters. I recommend you go in at night. There are also sure to animals be feasting on the bodies of the drowned crew. When you have the cargo, return it here, and you will each be paid 200 cr. Now go."*

Zeke is unwilling to chat with the characters further, claiming he is too busy to talk. If the characters are persistent, he will become irritated.

## The Marshlands

**Read Aloud:** *The marsh is a day's travel from Lyre. It is difficult to tell when you have come to the right area, as the trees look no different—oaks and sycamores line the bank of the lake. However, the ground gets wetter, turning into a soggy peat moss. The air smells damp, with the faint smell of decay. Closer to the lake, the shoreline becomes indistinguishable from the water in places, and you must use caution to navigate.*

### Approaching on Foot

The area surrounding the downed ship is a popular hunting ground for bandits. The company will attempt a Stealth (*Sneaking*) [8] Skill Challenge with a Goal of 15 to determine how well they can sneak through. If they attempt the Challenge at night, they may have up to 6 failures before they are caught. If they go during the day, they may have only 4.

As they go farther into the marsh and approach the ship, a fog appears. During the day, the fog is light, while at night it is thick. Characters may use light sources like lanterns or torches, which will help with mosquitoes as described later, but doing so decreases the number of failures they may have by 2. If the players fail the Challenge, they are caught by the bandits.

### Caught by the Bandits (4-5 Characters), 1 XP

**Read Aloud:** *You hear the barking of a dog, followed by shouts from men. Looking around, you see two lights bobbing towards you from the fog. The bandits found you.*

**4 Bandit Recruits (1-3), Page 208**

**1 Wolf (1-3), Page 198**

The bandits will rush towards the characters and try to press them against the water's edge. They will form a semi-circle around the company and try to prevent their escape. This Combat



Encounter should have plenty of Difficult Terrain due to the boggy ground and knee-deep water. If anyone is in water, they grant Advantage to anyone on land. If the players defeat the bandits they receive 1 XP and can loot the bodies as normal.

A Perception (*Visual*) [12] Skill Test on the bodies reveals that a few of them are carrying business cards for Lyre Warehousing & Storage. On the back of the cards, "1245" is scribbled.

### Approaching by Boat

The players may have decided to approach the wreck from the lake instead of from land. They could do this by renting or buying a boat, which will get them to their destination safely but likely cost a lot. They may also attempt to swim from the shore. Swimming will result in an attack from a crocodile, as listed below, except that it is in deep water

### Crocodile, 1 XP

**Crocodile (1-3)**, Page 203

The characters are in deep water, which is Very Difficult Terrain. The water also conceals the crocodile, giving it a +2 Physical Defense bonus. Its only goal is to drag a character under water, trying to force them to drown according to the rules in Chapter 14: Adventuring. If the crocodile does manage to kill a character, it will then flee.

### Mosquitoes

The marsh is also home to a variety of insects, particularly mosquitoes. These insects are always biting, risking the characters to disease. For each round that the characters are in the marsh, roll a D12. If the result is a 1, then a random character contracts a disease according to the disease chart in Chapter 14: Adventuring. Disease have a 1 day incubation period, so the character will not suffer the effects for 24 hours of in-game time. Torches will help keep the mosquitoes away; if the characters have lit one, roll for the disease only every other round.

### The Lost Ship

**Read Aloud:** *You see the ship protruding from the dark waters. It is a two-decked barge with a crack in its hull from where it struck some rocks 25 feet from the shore. The boat is slowly sinking, and the water level has almost reached the top deck. You can only hope that air trapped below decks has kept the inside dry. A soaked rope lattice hangs from the edge of the ship, making for an easy climb up.*

The ship is inaccessible from land. If the characters brought a boat, they can use it to reach the ship safely. Otherwise they are forced to swim, making an Athletics (*Swimming*) [8] Skill Challenge with a Goal of 5. The characters may have one attempt each to contribute to the Challenge. If they succeed, they reach the boat without problems and may make

an Athletics (*Climbing*) [8] Skill Test to climb up to safety. If they fail, they will be attacked by a crocodile, according to the above Combat Encounter. If they are attacked, they may reach the boat and attempt the Test to climb up.

### Exploring the Ship

**Read Aloud:** *The top of the boat is clear of bodies and anything of value. It looks like the bandits have already been here.*

If the company decides to search the captain's cabins they will find that it has already been looted by bandits. There is little of interest in the cabin, but a Perception (*Visual*) [10] Skill Test will reveal something.

**Read Aloud:** *You discover a few documents stamped with the words "Lyre Warehousing and Storage." Beneath them is a manifest showing that the prince's gifts were in a hold below decks, in special crates marked with Lord Cole's personal sigil.*

There is only one stairwell that leads below decks and it is locked with a heavy chain. A Thievery (*Lockpicking*) [10] Skill Test can open it, or a Force [10] Skill Test can break the wood.

**Read Aloud:** *You descend the steep steps to the next deck, into 2 inches of standing water. Looking around, you can see a figure walking to the far end of the hallway you are in, probably one of the bandits that looted the upper deck. As the figure turns the corner, a shape lunges from the water. You can hear the man's screams echo through the ship as the crocodile drags him away.*

As the characters travel down the hall they can hear the water gurgling into the sinking boat. If they travel to the right, they find a bunk chamber with several dead crew members, killed with stab wounds. If they turn left, they see the body of the fallen bandit. Passing through the only accessible doors leads to the cargo hold.

**Read Aloud:** *The door creaks open to reveal the cargo hold. The stench of death hits you immediately. The floor is littered with dead bodies. It appears that Bandits set upon the original crew of the ship and many were killed in the fight. The ship is slanted to the left, towards the hole in the side where water flows in, Crocodiles found their way through the opening and have been feasting on the bodies, but swim back into the water when you enter. There are several crates scattered around the room, once stacked against the wall.*

The players may make Perception Skill Tests, but none of the crates are marked with a sigil of any kind. When you feel the company has searched enough, or if the players decide to start searching the dead bodies, read the following:

**Read Aloud:** *While you are searching through the*



crates, you hear a loud groan from behind you. The bandit you just watched get torn to pieces is still alive. The crocodile had left him for dead but the man crawls towards you, leaving a bloody trail behind him. He looks up at you with ghastly red eyes that appear devoid of life. He reaches up, but his arm ends at his wrist. Before you have a chance to act, his moans are joined by a chorus around you. One by one, the dead sailors and bandits begin to stir, standing up on swollen grey legs and turning their attention onto you.

**The Watery Dead (4-5 Characters), 3 XP**  
**5 Hitters (1-3), Page 234**  
**3 Gassers (1-3), Page 234**  
**3 Crocodiles (1-3), Page 203**

The Zombies begin the encounter surrounding the company. The Crocodiles will not come out of the water, but if any character or Zombie ends his turn adjacent to the hole in the ship, a Crocodile will attempt to Latch and pull the character into the water. The Zombies should press the characters towards the hole. The closer the Gassers can get to the company, the better their effect will be. They will try and weaken the characters so the Hitters can finish them off. The characters may attempt to escape, but if they manage to do so, they will gain no experience for the encounter and will miss out on important clues.

If the company does finish off the zombies, they can then search them, gaining treasure as normal. Each one of the bandits has a business card in their pocket that reads "Lyre Warehousing and Storage" on one side and "1245" hand-written on the reverse.

The characters can search the hold but they will find no boxes with Lord Cole's sigil. Each remaining box contains supplies for the feast such as breads and beans and grains, now ruined by the water. You may give them the following information whether or not they make a Perception Skill Test:

**Read Aloud:** *You notice several scratches along the wooden floor that indicate one or more crates was dragged out of the room. Someone removed them from the ship.*

Once the players decide to leave the boat, read the following:

**Read Aloud:** *As you begin to leave the hold, a loud scream shakes the boat, reverberating through your bones. A giant creature, an abomination of a thing, storms into the room in a rage. Its decaying muscles flex as he runs towards you, ignoring the crocodiles until they snap at him. The zombie grabs the closet crocodile and wrestles it to the ground. The animal latches its powerful jaws onto the zombie, but it seems to have no effect. The pair slip on the wet floorboards, sliding down the incline towards the left side of the boat. The large hulk of muscle slams against the wall*

*of the boat, rocking the ship. You feel a clenching in your gut as the ship breaks free of the rocks and begins to roll completely onto its left side. The hold is suddenly filling up water, and the crocodiles are getting closer.*

The players must escape the boat before it completely fills with water. In order to run on the shifting ground and slippery floorboards, they must make an Acrobatics (*Balancing* or *Parkour*) [8] Skill Test. A character can also make an Athletics (*Climbing*) [8] Test to hold onto the side of the boat and climb towards the exit. If a character fails their test, they fall to the ground and begin to slide with the tilt of the ship. If characters fall into the water, they have the option to swim down and out through the bottom of the boat, but the remaining crocodiles will be in pursuit. An Athletics (*Swimming*) [10] Skill Test will allow them to escape, or they get attacked by a crocodile as in the Combat Encounter above.

Once the players escape the sinking boat, are able to make it back to the shore without further incident. By the time they arrive at the shoreline, the boat has completely sunk beneath the surface.

### Following the Trail

Based on the information found in the cargo hold, the players have several options.

### **Talking to Sordin Cole**

The players may seek out Sordin Cole and try and explain that the crate was not on the ship. Lord Cole meets them with his butler, Jero, who is silent and passive during the exchange.

**Read Aloud:** *"I assure you, the cargo was most definitely on that ship. Jero had personally overseen the delivery of all the goods from the dwarven realm, and I trust him completely. You, I just met today. It must have been stolen. Did you see any evidence of bandit activity?"*

If the characters tell him that the ship was looted and there were bandits there, Cole will make the natural assumption that the bandits have stolen the cargo and most likely taken it back to one of their hideouts. If they found the business card and tell Cole about it, read this:

**Read Aloud:** *"A business card? 1245? Lyre Warehousing and Storage is a company in the city, down by the docks. I know it well." He turns and paces the room briefly, thinking. "It must be a warehouse, they are all numbered. Maybe the crates were taken there. You must go there at once and find out the meaning of this."*

If they mention the zombies to them, he will simply say: *"Hmm, how curious. I prefer not to speculate where Auramancy is concerned,*



though.” An Influence (*Intuition*) [15] Skill Test gives the player the distinct impression that he is lying. If they inquire about the contents of the crates, they will be told again that they are specially-commissioned works of dwarven craftsmanship. One of a kind, expensive, and a gift fit for a prince. Any further inquiry or discussion will irritate Cole and he will request the characters to leave and go to the warehouse immediately.

### Talking to Zeke

The players may also approach Zeke with the information and he will give them similar answers to the conversation with Cole. He does not know what happened to the cargo, but will help the players put the clues together in order to determine the bandits probably stole the cargo and took it to a warehouse by the docks.

### Talking to the Bandits

If the players did not recover the business card showing the address of the Warehouse, or do not talk to either Cole or Zeke, they can spend time hunting down Bandits in the swamp to make them talk. If they initiate combat, they must capture one of the Bandits alive to acquire any information.

A Hunting (*Gather Information*) Skill Test around the city will inform the players that there are some Bandit prisoners being held in the jail at the military housing. They may infiltrate the jail with a Stealth (*Sneaking*) [15] Skill Test, or you may add guards for individual Tests and a bigger challenge. If the characters manage to come face-to-face with a bandit, they can attempt an Influence (*Diplomacy*) [12] or Influence (*Intimidate*) [10] Skill Test to get the information. He will tell the company that they have several hideouts within the city; the most recent being a Warehouse belonging to Lyre Warehousing and Storage: Building #1245.

### The Lakeside Warehouse

**Read Aloud:** *After some searching, you manage to find Building #1245. It is a large, wooden warehouse right on the waterfront. A lantern hangs over the door. Two beggars are out front, one leaning against the building and another sitting near the shore, feet dangling over the bank.*

If the players have approached the warehouse at night, the lantern over the door is lit, providing dim light in the area in front of the doors. The two beggars are Red Band Swordsmen, and two Red Band Bowmen are on the roof.

#### Perception (*Visual*)

**[10] Read Aloud:** *You notice an odd shape on the back of the beggar sitting on the bank, and realize it is the sheath of a sword hidden under his tunic. The beggars are not really beggars at all.*

**[12] Read Aloud:** *On the roof of the building are two men, hiding below the ridge-line.*

*Archers. Luckily they will not be able to take you unawares now.*

### Guards (4-5 Characters), 1 XP

**2 Red Band Swordsmen (1-3), Page 222**

**2 Red Band Bowmen (1-3), Page 223**

If the characters approach the building, the guards disguised as beggars will ask them for money. If the players failed or did not make Perception Skill Tests and do not know the beggars are guards, the guards make Trickery (*Lying*) Skill Tests, which may be Opposed with Influence (*Intuition*) Skill Tests from the characters.

If the players see through the ruse, they may make Opposed Stealth Skill Tests against the guards' Perception if they wish. If they succeed, the guards are Unaware and the characters get a Surprise Round.

As soon as the characters attack or the guards think their disguise is broken, or that the characters are up to something, combat begins and players should roll for Initiative. If the characters did not notice the Bowmen on the roof, they are Unaware and the Bowmen get a Surprise Round if they attack first.

### Inside the Warehouse

After the guards are dispatched, the characters may enter the Warehouse.

**Read Aloud:** *In the warehouse before you is a human man in pitch-black robes, his back turned to you as he gives hurried orders to a group of both humans and skeletons. They are loading a crate marked with Sordin Cole's sigil into the back of a deep black automobile. A second automobile, painted bright red, is parked next to it. The man addresses you, speaking slowly. "I wondered when you would show up, although I had hoped to have a little more time. You dispatched the guards outside faster than I anticipated. I would say I know better for next time, but I do not believe there will be a next time." The figure turns to face you, his black tattoo menacing on his pale face.*

### Jero (Boss) Level 3

*This Black Band Necromancer has maintained his disguise as a butler for many long years. Who knew what lurked beneath the surface of*

#### Level Range 3

Attacks	Damage	Defense	Armor	HP
Staff (Melee, 2 AP) +4	2(C)	9 Physical	2(S)2(P)	10

**Attributes:** 2 Agi, 3 Brw, 4 Brn, 6 Wit, 3 Vig, 0 Prw  
**Speed:** 25      **Size:** Medium      **Type:** Human  
**Skill:** +3 Perception, +5 Influence, (+2 *Intimidate*), +1 Knowledge (+6 *Local Affairs*), +2 Control Vehicle (+4 *Driving*), +4 Trickery (+4 *Lying*)

#### Features

- Counterspell. Jero may use the Counterspell Combat Maneuver

#### Spells (Initiate):

- Harm: 1(M) damage to target.
- Weakness: Target suffers -2 to its next Attack Test.

If the players visited Sordin Cole's manor, or met his butler, they will recognize the figure as Jero, Cole's



personal butler. If not, he does not introduce himself.

**Jero's Bodyguards (4-5 Characters), 5 XP**  
**3 Red Band Swordsmen (1-3), Page 222**  
**2 Skeletal Bowmen (1-3), Page 230**  
**1 Skeletal Swordsman (1-3), Page 231**

Jero will stay in the back, near his vehicle with the crate loaded into the back. The Skeletal Bowman will use their ranged attacks to keep the company confined to the area behind the crates near the entrance they came in. The crates may be used for Cover, but if the characters rush the vehicle, they leave it behind and make for easy targets. The 4 Swordsmen will provide a protective guard for Jero, creating a line from which Jero can sling spells. About halfway through the fight, **Read Aloud:**

*Motion at the far end of the warehouse catches your attention. Chains screech as gears tug on them, forcing open the large metal door at that end.*

If the company seems to be easily winning the fight, if all four Swordsmen are killed, or if Jero reaches 3 HP or below, **Read Aloud:**

*Worry spreads across the man's face as he realizes that he may be outmatched. He turns on his heel, his robe billowing behind him, and jumps into the black automobile. A loud hiss of steam billows from the exhaust pipe as the engine flares to life and the vehicle takes off into the city.*

The players must enter the other vehicle and chase after him. They will not be pursued by any remaining enemies. If no player has points in the Control Vehicle Skill, have them use their Agility Attribute Value instead.

This begins vehicle combat as detailed in Chapter 13: Combat, on Page 160. Jero is heading straight for the main gates to the city, but is becoming nervous and frantic as the players close in on him. After 3 rounds, he will suffer a cumulative -1 penalty to his Control Vehicle (*Driving*) Skill Test each round. If this ever causes him to lose control of the vehicle, it is because he is panicking and looking back at the company and not paying attention to the road. If the players catch up with Jero, they have the option of cutting him off, boarding his car from theirs, attempting to kill him from range, or trying to cause his vehicle to crash. In the resulting conflict, it is possible that Jero may be killed and his vehicle crashed. If it does, the box in the back will shatter, but the contents of the crate, four solid black goblets, will remain miraculously unharmed.

In any of the above situations, the players have the option to either kill Jero or capture him. If they capture him alive, they may turn him into the city militia for trial, or to Sordin Cole. Cole will be cold and quiet, obviously angry, and pay them 200 Currency for bringing Jero to him. He will say nothing more on the matter. If Jero escapes, then the characters are not

able to retrieve the lost goods and must report the loss to Sordin Cole and Zeke. If they recognized Jero, they can report his participation. Otherwise, they will be asked to describe the thief. Cole will be able to identify his butler based on the description, and Zeke will send out a more experienced team from Crimson Company to hunt down Jero and bring back the goods.

### Returning the Cargo

If the players were successfully able to return the cargo to Cole they are awarded 5 XP and 200 CR each. Cole is incredibly grateful to the company and welcomes them to their manor any time they wish. They also secure an invitation to the feast Cole is holding in the Prince's honor.

When the characters return to Zeke, his Attitude towards them has improved to Friendly.

**Read Aloud:** *Zeke looks over each of you, inspecting you. "You seem to have come out of that ordeal alright. I apologize for sending you on such a dangerous mission. I knew you could handle some bandits, but I had no idea you would have to face a necromancer. You did the Company proud. Well done."*

If the players did not manage to return the cargo, they receive 3 XP for completing the mission, but no Currency. Zeke's Attitude is still Neutral.

**Read Aloud:** *Zeke frowns, looking at each of you in turn. "I apologize for sending you on such a dangerous mission. I knew you could handle some bandits, but I had no idea you would have to face a necromancer. Still, it is unfortunate you could not retrieve Cole's cargo. Every job we fail is a blemish the name of the Company."*

Once the mission is completed, the characters are free to explore the city or tackle any of the jobs that they had not completed earlier. Regardless of the outcome, they are welcomed back to the Crimson Company barracks, where they will continue to make their homes.

### **Next Time in Edara**

The Prince's visit draws near! Zeke needs help securing the route of the Prince's caravan to help ensure his safety. The players will serve on the Prince's personal guard detail. But when an unexpected kidnapping occurs, can Crimson Company solve the mystery before it is too late?

**Setting:** Lyre

**Important Characters:** Zeke, Sordin Cole, Prince Malincroft, members of Crimson Company.

**Target Character Level:** 1-3

**Continuity Questions:**

Did the players retrieve the cargo?

Did the players recognize Jero?

Was Jero killed or captured?

Did Jero escape?



# ACT 5 Appendices



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“

*Somewhere hidden in these endless scrolls in a deep, dark secret. They say the Artis Magicae hid a spell of incredible power somewhere within these formulas. But there is far too much information for one man to sift through; far, far too much. As one lone Auramancer, I could spend my life involved in this singular pursuit.*

*Yet I know I will never finish. But perhaps, just perhaps, I can condense the information found in these scrolls into one volume. And perhaps this scroll will be useful to whomever attempts this vain struggle next.*

*My life's work will be incomplete. But I rest easy on the hope that one day it will come to its conclusion and that my work here will be a part of that.*

”

*-Eswin Umbaum  
Blue Band Auramancer*

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# CITIZENS ALMANAC

“

*Hear ye, hear ye, citizens of Edara. Today is the day we celebrate our year of hard work. Today we take the time to honor those who have sacrificed much in the name of Edara. It is only through your efforts that the rest of us have the privilege of living in this world. So from our House to yours, we say 'Thank you, Thank you, and let the Festival begin!'*

”

*-King Malincroft  
Excerpt from his  
Harvest Day Festival Address*

## CITIZENS

Bret Mattingly II  
Johanna Caulfield  
Austin Smith  
Ian Harrison

## BANDED

Mark Kilfoil  
Zalzator  
Andrew R H Girdwood  
Richard Rivera  
Justin Swinehart  
David Hopkins  
Ryan Wells  
Robert Coutu  
Philip Bailey  
Jonathan Blunden  
Jennity  
Timo Liimatta  
Angus Abranson  
Mark Hurst  
Michael Pruden  
Chris Short  
Wolfman  
Jesper

Hip Uncle Z  
Cory  
TavernKeeper  
Michael Jacobs  
Chris Rees  
Anton Strenger  
Von Quiroz  
John D Kennedy  
Rick Harrelson  
Lindsey Saxton  
Zachary Smith  
Dan Derby  
Claudia Pigeon Helbig  
Richard McColm  
Steve Klein  
Marc Engelhardt  
Ivan Slipper  
John Clayton  
Lamhirh  
Matthew B  
Herman Duyker  
Shelly Jackson  
Nate Miller  
David J Regula  
Peter Wood  
William Hoek  
Ashley Anderson  
Andrew Reichert



Robert J. Stewart  
Steven Lord  
Steffen Drees  
jthees  
Wandering King  
Justin A. Davis  
Taylor Sloan  
Nicholas Coe  
Jessica Boles  
Radaghast Kary

## ADVENTURERS

Joel Traylor  
Josh Thornbrugh  
Ryan Greene  
Griffin McGuire  
Chris Hall  
Natalie Symanski  
Casey Dorsey  
Vasilina

## VETERANS

Taceo Agrotis  
Andy Huber  
Jason Marks  
Colleen Morgan  
Aaron McCormick  
Jon Bryson  
Suryawong  
Jacob Green  
Matthew Swetnam  
Morgan Weeks  
Jose  
Patrick Herendeen  
Dan Pierz  
Sarah Darney  
Tim Birkel  
Chris Snyder  
Michael B Ouimette  
Russell  
Courtney Hurley  
Tim Loosemore  
Kevin Dean  
John Simutis  
Antoine Boegli  
Paul Mooney

Sean  
Kyle Barnett  
David Brian Nestor

## ARCHONS

Wesley Griffin  
Joseph Keller  
Patrick Glascoe  
Patrick Nelson  
Mike Maxson  
Skytherin  
Ron Wilhelm  
Duane Crago "Skyrek"  
Brett Easterbrook  
Adam Everman  
Robert Mattax  
Knowles Atchison, Jr.  
Robert Lanaghan  
James Spinner  
Vanessa Lanaghan  
Mica Harrison  
Ronald Segert  
Martha Cockrill  
Lillian Vela

## PRIMARCHS

Ken Thronberry aka Doctor Davis L. Thorne  
John Trombley aka Professor Quwensoft  
Cynthia Jean Schoon

## FOUNDER

Hans Heintz aka Professor Julius Hyde



# CHARTS & TABLES

## Status Conditions

Name	Effect
Advantage	Grants a specific attacker +2 on their Attack and Auramancy Tests.
Blind	Cannot see. Unable to perform Perception ( <i>Visual</i> ) Skill Tests, and -5 penalty to all Attack and Auramancy Tests.
Dazed	-2 AP
Dying	Unconscious and slipping closer to death. Adversaries die immediately, characters mark of Death Ticks each round until they reach 0.
Immobilized	Unable to move but may still make all Tests.
Knockback	An immediate effect that knocks the target straight back from the source of the attack.
Knockdown	An immediate effect that forces the target to fall Prone.
Paralyzed	Unable to move, attack, speak, or perform any actions.
Slowed	May only move ½ speed rating for normal AP costs.
Stunned	-3 AP
Tired	-2 penalty on Attack and Auramancy Tests.
Overwhelmed	Grants Advantage to all enemies.

## Diseases

Die Roll	Disease	Description
1	Blood Eye	Blood pools in the eyes causing difficulty seeing. Inflicts the Blind Condition.
2	Blood Leak	Blood takes longer to clot. Whenever you would take damage, after armor soak, take 1 additional damage.
3	Boils	The body is covered with pus-filled blisters. Wearing armor deals 1 damage every time you make an Attack or Auramancy Test. Highly contagious.
4	Brain Fever	A severe infection of the brain causes difficulty processing. -1 to all Mind Attributes. This affects Skill maximums.
5	Brittle Bone	The bones are weakened and can break easily. The first time you take Crushing damage, a limb is broken. Roll a D12. A 1-3 is the left arm, 4-6 is the right arm, 7-9 is the left leg, and 10-12 is the right leg.
6	Common Cold	Causes congestion, sore throat, and headaches. -1 to Attack and Auramancy Tests. Highly contagious.
7	Hantavirus	Extreme fever and difficulty breathing. -1 to all Body Attributes. This affects Skill maximums. Highly contagious
8	Joint Lock	Causes stiff joints and sore muscles. -3 to Physical Defense.
9	Pneumonia	Causes exhaustion, weakness, and coughing. -3 on all Tests. Highly contagious.
10	Shakes	Causes random and uncontrollable shaking. Suffer the Slow Condition and drop your weapon or implement if you roll a 1 on an Attack or Auramancy Test.
11	Skin Rot	Skin decays rapidly, causing massive pain. Reduces Health Pips by 5.
12	Smallpox	The body is covered with bleeding blisters and you suffer a severe fever. Reduce Action Points by 2. Highly contagious.



## Weather Conditions

Type of Weather	Effect on Gameplay
Sunny, Clear Skies	No effect.
Dark and Cloudy Night	Light is considered dark, causing $\frac{1}{4}$ normal vision distance without Dark Vision, and targets gain +2 Physical Defense.
Rainstorms	Attack and Auramancy Tests and Brawn and Agility Skill Tests suffer a -2 penalty. Control Vehicle Skill Tests suffer a -4 penalty.
Heavy Winds	Ranged Attack Tests suffer a -6 penalty, Ballistic Attack Tests suffer a -2 penalty. Air vehicles and water vehicles with a sail suffer a -4 Handling penalty.
Light Fog	Anyone in light fog can only see $\frac{1}{2}$ their normal vision and gains a +1 Physical Defense Bonus.
Heavy Fog	Anyone in heavy fog can only see $\frac{1}{4}$ their normal vision and gains a +2 Physical Defense Bonus.
Flooding	Flooding turns all terrain into Very Difficult Terrain. Agility Skill Tests suffer a -6 penalty in chest-deep or greater water.
Thunderstorms	Attack and Auramancy Tests and Brawn and Agility Skill Tests suffer a -4 penalty. Control Vehicle Skill Tests suffer a -8 penalty. Light is considered dim, causing $\frac{1}{2}$ normal vision distance without Sharp Vision, and targets gain +1 Physical Defense.
Tornadoes	Characters must pass a Stamina ( <i>Endurance</i> ) Skill Test with a Target Number of 25 every round or suffer Knockdown. If the tornado passes near them, they may be picked up into the air and fall, suffering normal falling damage. Air and water vehicles suffer a -10 Handling penalty.

## Vehicle Movement

Feet	Miles per Hour
75	5
150	10
300	20
450	30
600	40
750	50
900	60

## Turn Difficulty

Angle	Turn Difficulty Rating
45°	1
90°	3
180°	6

## Alcoholic Beverage Table

Beverage	Cost	Modifier
Brown Ale	1 CR	+1
Watered Wine	2 CR	+1
Beer	5 CR	+2
Mead	5 CR	+2
Honeyed or Spiced Wine	10 CR	+3
Therisen Beer	10 CR	+3
Brandwine	15 CR	+4
Orcish Grog	15 CR	+5
Fine Wine	20 CR	+3
Elven Elderwine	20 CR	+2
Dwarven Sporewine	25 CR	+5
Therisen Whiskey	30 CR	+6



### Offensive Combat Modifiers

Condition	Modifier
Attacking an Unaware target	+2 Attack
Attacking a Surprised target	+2 Attack
Attacking from a moving vehicle	As Speed Modifier
Attacking from higher elevation	+2 to both
Attacking outside weapon range	-1 Attack per 5 feet
Attacking while Prone	-3 Attack
Blind attack	-4 to both
Drunk	As intoxication
Dual Wielding	-2 Attack
Incompetent with Simple weapon	-4 Attack
Melee attack against Prone target	+2 Attack
Ranged attack or spell while Engaged	-2 to both
Ranged attack or spell against an Engaged target	-2 to both
Sick	As disease
Target Overwhelmed	+2 to both
Tired	-2 to both
Wearing Heavy armor	-5 Auramancy, Attack by armor
Wearing layered armor	-2 to both for each piece
Wearing Light armor	-1 Auramancy
Wearing Medium armor	-3 Auramancy, Attack by armor
Weather, rainy	-2 to both
Weather, stormy	-4 to both
Weather, windy	-6 to ranged Attack, -2 to ballistic Attack

### Defensive Combat Modifiers

Condition	Modifier
Cover, Half	+2
Cover, Partial	+2
Incompetent with Light armor	-4
Making multiple attacks or casting multiple spells	-2 for each after the first
Prone	+2 vs. ranged attacks and physical spells
Sick	As disease
Sprinting	-2
Starving	-1 per day
Visibility, darkness	+2
Visibility, low light	+1
Wielding a Heavy weapon	-2

### Cost of Transportation

Type of Travel	Cost
Caravan	25 CR per day of travel
Rented Mount	25% of total mount cost per week of rental
Rented Vehicle	15% of total vehicle cost per day of rental
Train Ticket	100 CR
Zeppelin Ticket	50 CR per 20 miles
Ship Passage	200 CR per day of travel

### Barrier & Object Strength

Material	Armor	Health Pips	Examples
Plaster	2(P) 2(S)	3	Human commoner house
Flimsy Wood	5(P) 2(S)	5	Street vendor stall
Sturdy Wood	2(B) 2(C) 5(P) 5(S)	10	Normal door, elven structures
Reinforced (Metal) Wood	5(B) 5(C) 10(P) 8(S)	15	Human city gates, stronghold door
Masoned Stone	8(B) 8(C) 10(P) 10(S)	25	City wall, human noble house
Metal	10(B) 10(C) 15(P) 15(S)	30	Dwarven city gates
Solid Stone	10(B) 12(C) 20(P) 20(S)	40	Dwarven structures



## Humanoid Treasure

Level Range	D12 Result	Treasure
1-4	1-3	Nothing.
	4-6	One Simple gadget.
	7-9	Two common potions.
	10-12	Additional Currency valued at D12 result x 100.
5-8	1-3	Nothing.
	4-6	One Average gadget or two Simple gadgets.
	7-9	One advanced non-ballistic weapon or an uncommon potion.
	10-12	Additional Currency valued at D12 result x 200.
9-12	1-3	Nothing.
	4-6	One Advanced gadget or one Average and one Simple gadget.
	7-9	Two uncommon potions or one Initiate enchantment Tome.
	10-12	Cultural items valued at D12 x 300 Currency.
13-16	1-3	Nothing.
	4-6	Two Advanced gadgets or one Advanced ballistic weapon or implement.
	7-9	One rare and one uncommon potion or one Disciple enchantment Tome.
	10-12	Art valued at D12 x 400 Currency.
17-20	1-3	Additional Currency valued at D12 x 100.
	4-6	One Complex gadget or one Complex non-ballistic weapon.
	7-9	One rare and two uncommon potions or one Adept enchantment Tome.
	10-12	Art valued at D12 x 500 Currency.

## Creature Treasure

Level Range	D12 Result	Treasure
1-4	1-3	Nothing.
	4-6	Two common potions or poisons.
	7-9	Materials to craft any one Light or Medium under or body armor.
	10-12	Hunting trophies valued at D12 x 50 Currency.
5-8	1-3	Nothing.
	4-6	One uncommon potion or poison and ingredients to craft any two common potions or poisons.
	7-9	One damaged Simple Light or Medium weapon.
	10-12	Hunting trophies valued at D12 x 100 Currency.
9-12	1-3	Nothing.
	4-6	One uncommon potion or poison and ingredients to craft any one uncommon potions or poisons.
	7-9	One damaged Advanced Light or Medium melee weapon.
	10-12	Hunting trophies valued at D12 x 200 Currency.
13-16	1-3	Nothing.
	4-6	One rare potion or poison and ingredients to craft any two uncommon potions or poisons.
	7-9	Any damaged non-complex armor.
	10-12	Hunting trophies valued at D12 x 300 Currency.
17-20	1-3	Nothing.
	4-6	One rare potion or poison and ingredients to craft any one rare potion or poison.
	7-9	Materials, Ingredients, or Parts to craft any non-complex or non-rare item.
	10-12	Hunting trophies valued at D12 x 400 Currency.



Boss Treasure

Level Range	D12 Result	Treasure
1-4	1-4	Two Average gadgets.
	5-8	Two uncommon potions.
	9-11	Additional Currency valued at D12 x 250.
	12	One Advanced gadget or Initiate enchantment Tome.
5-8	1-4	One Advanced gadget or any one Advanced melee weapon.
	5-8	Two uncommon potions and any one Initiate enchantment Tome.
	9-11	Additional Currency valued at D12 x 500.
	12	One rare potion or Disciple enchantment Tome.
9-12	1-4	Two Advanced gadgets or one Advanced ballistic weapon or implement.
	5-8	One rare potion and any one Disciple enchantment Tome.
	9-11	Additional Currency valued at D12 x 750.
	12	One Magic Item valued under 30000 Currency.
13-16	1-4	One Complex gadget or any one Complex weapon.
	5-8	Two rare potions and any one Adept enchantment Tome.
	9-11	Additional Currency valued at D12 x 1000.
	12	One Magic Item valued under 50000 Currency.
17-20	1-4	Additional Currency valued at D12 x 1250.
	5-8	Additional Currency valued at D12 x 1500.
	9-11	One Magic Item valued under 50000 Currency.
	12	Any one Magic Item.

Leveling Chart

Level	XP	Band Points	Attribute Points	Proficiency Points	Trait Points
2	15	1	1	1	
3	35	1		1	1
4	60	1	1	1	
5	85			1	1
6	100	1	1	1	
7	130	1		1	1
8	180	1	1	1	
9	235	1		1	1
10	300	1	1	1	
11	375	1		1	1
12	460	1	1	1	
13	550			1	1
14	645	1	1	1	
15	750	1		1	1
16	890	1	1		
17	1050	1		1	1
18	1230	1	1		
19	1430	1		1	1
20	1700	1	1		



# GLOSSARY

**Ability** – A talent, skill, or action granted by a Racial feature, Band, Trait, or Proficiency.

**Action Point** – (AP) A unit of time measurement. Each action taken in combat requires use of an Action Point.

**Adept** – A level of Auramancy. An adept is expected to be capable on his own and need little guidance.

**Armor Soak** – The reduction of damage by Armor.

**Armor Value** – The combined total of all the armor a character are wearing in a specific category.

**Attack Test Result** – The total of a character D12 roll plus Relevant Attribute plus modifiers.

**Attack Value** – The bonus a character gain to a character Attack Test rolls.

**Attribute** – A measure of a character physical and mental capacity, including Agility, Brawn, Brains, Wits, Vigor, and Prowess.

**Attribute Value** – A character Base Attribute plus any modifiers.

**Aura** – The life force that flows from deep within Edara and connects all living things.

**Auramancer** – A magician who can cast spells using the power of the Aura.

**Auramancy** – The act of accessing the power of Edara's aura to cast powerful magics.

**Auramancy Value** – The bonus a character gain to a character Auramancy Test rolls.

**Background** – The history of a character. A character's background determines how many points they start character creation with.

**Ballistic** – A weapon damage type used with projectile weapons.

**Ballistic Weapon** – A steam powered weapon that deals Ballistic damage.

**Band** – A traditional organization of like-minded Edarans. Band leaders divulge both religious and scientific secrets to their members.

**Base Target Number** – The base target number for a skill test [15] before any modifiers are added to it.

**Bonus** – Any additional effects that will increase the amount added to a die roll. See Modifier.

**Combat Maneuver** – A special type of action that may be taken in combat to perform special maneuvers not normally allowed by the rules.

**Companion** – A friendly animal or person granted to a character by his band to act as an ally and assistant in combat.

**Company** – A guild organization within Edara that act as treasure hunters and mercenaries for hire. May also be called a 'Party'

**Complexity** – A rating based on how difficult a piece of gear is to use, and how much training and practice is required to use it.

**Cover, Full** – A barrier or object that is large enough for a person to hide behind and grants them full cover, which makes them unable to be targeted by attacks.

**Cover, Half** – A barrier or object that is large enough to hide most of a person's body, but still allow them to be targeted while giving a +4 Physical Defense Bonus.

**Cover, Partial** – A barrier or object that is too small to fully hide behind, but will still offer partial cover, which gives a +2 Physical Defense Bonus.

**Critical Hit** – Rolling a 12 on a D12 allows a character to strike a vulnerable spot on an enemy. This bypasses the enemy's armor and doesn't allow armor soak.

**Crushing** – A type of damage dealt by clubs and blunt weapons.

**Dazed** – A status condition that leaves a character with -2 AP on each turn.

**Death Tick** – The number of ticks in a character Death Clock represents the amount of turns a player can be Dying before they are completely dead.

**Defense Value** – A character's base defense added with their entire defense modifiers.

**Difficult Terrain** – Ground so difficult to cross that a character may only move at half speed while moving across it.



**Disciple** – The second level of Auramancy training. A Disciple is considered a true apprentice and begins their intensive training.

**Disengaging** – Stepping away from an enemy without **Safely Disengaging**. This grants all adjacent Adversaries a free basic attack.

**Duration** – The number of turns an ability lasts before it expires.

**Dying** – A status condition in which a character is prone and barely clinging to life. At the beginning of each turn a character is dying, they lose a Death Click.

**Element** – A mysterious new source of power that was found deep within Edara's surface.

**Elemental** – A type of damage linked to one of the main primary elements. Elemental damage is not normally able to be Soaked by Armor.

**Enchantment** – A special type of Auramancy that involves tying a piece of Edara's Aura to an object and granting special effects.

**Engagement** – The act of targeting an Adversary with a character attacks. When a character Engage an Adversary a character attention is focused completely on them and allows that target to become Overwhelmed.

**Gadget** – A new steampunk invention that offers special abilities to the character wielding it.

**Give Aid** – Assisting a character with a skill test in order to grant them a +2 bonus to their test.

**Initiate** – A beginner in the ways of Auramancy. An Initiate is trained by an Auramancy Master.

**Magic** – A special type of damage that is dealt by altering Edara's Aura to cast spells.

**Magus** – The highest level of Auramancy. A Magus is said to have unlocked all of their Band's secrets.

**Master** – A level of Auramancy where a character has progressed from being a student to a teacher.

**Melee Weapon** – A close range weapon that requires a character to be within a certain range of a character target (normally 5 feet.)

**Minion** - A special type of companion that is able to be summoned and dismissed at will.

**Modification** – An alteration of a weapon or item to increase its strength, speed, or damage.

**Motivation** – A story-driver for a character. A character's motivation explains their goals in life and acts as a story hook.

**Mount** – A ride-able creature that provides bonuses to combat and faster travel.

**Net Successes** – When completing a group Skill Challenge, each success counts as a positive and each failure counts as a negative. The difference between determines a character net successes.

**P** – An abbreviation of the term Prowess usually used to determine an abilities Duration.

**Party** – The group of players playing characters within the game. Referred to within Edara as a 'Company'

**Pattern** – A plan used in Smithing to create new items.

**Penalty** – A negative modifier applied to a character dice roll when making an Attack, Auramancy, or Skill Test.

**Pet** – A special companion-like creature that will stay by a character side and offer some small bonuses.

**Piercing** – A type of damage dealt by sharp, pointed weapons.

**Point Pool** – The amount of points a character have collected to spend in certain categories. This is most prevalent during character creation.

**Poison** – A type of item that can be used to deal Toxic damage.

**Potion** – A one-time-use item that can be drunk in order to bestow abilities or healing.

**Primarch** - A god-like being said to have been created by the Khora. The Primarchs are the historical head of the Bands and passed down the original Band teachings.

**Primary Attack Attribute** – The attribute linked to the type of attack a character are making that is added in as a bonus to a character attack roll.

**Proficiency** – A representation of a character's skill with a particular piece of equipment.



**Prone** – The act of lying flat on the ground. While Prone, a character grants Advantage to melee attackers but gains a +2 Physical Defense bonus against attacks and physical spells. While Prone, characters suffer a -3 penalty on Attack tests. When standing up from Prone while Engaged, the opponent is granted a free attack against you.

**Prowess Points** – A pool of points equal to a character's prowess that resets every day. A character may spend a Prowess Point to roll an additional D12 and add ½ of that to their original roll.

**Range** – The distance at which a weapon is effective.

**Ranged Weapon** – A stringed weapon that fires ammo at a great distance.

**Reach** – The extended range of a melee weapon.

**Recipe** – A list of ingredients used in Chemistry to create potions.

**Relevant Attribute** – The attribute that is linked to a Skill to determine the Skill's maximum.

**Running** – A speed of movement that allows a character to move quickly at a character base speed by spending 2 AP.

**Safely Disengaging** – Spending 1 AP to safely step away from an Adversary and avoid the free attack Adversaries gain during a normal Disengagement.

**Schematic** – A blueprint used in Engineering to build technological gadgets.

**Skill** – A measure of a character's ability to perform certain tasks. Each character has a number of skill points that get added to their D12 roll in the event of a Skill Test.

**Skill Challenge** – A skill-based challenge that involves all characters in a situation performing their Tests of Skill together in order to reach a number of Net Success.

**Slashing** – A type of damage dealt by bladed and edged weapons.

**Speed** – A measure of the amount of feet a character, mount, or vehicle can move in a turn.

**Speed Modifier** – A determination of a vehicle's relevant speed. Calculated by the following formula: *Current Speed/ Speed Rating*

**Spell** – The act of channeling the power of Edara's Aura to cast powerful magics.

**Sprinting** – A speed of movement that allows a character to move at double their normal movement speed by spending 3 AP.

**Stunned** – A status condition that forces a character to start each turn at -3 AP.

**Surprise Round** – The first round of combat where one set of combatants was attacked while Unaware. A surprise round usually grants bonuses to the team that initiated the surprise.

**Target Number** – The number needed to be reached or exceeded by a skill test.

**Threshold** – The amount by which a Test Result exceeds its Target Number.

**Toxic** – A type of damage, usually dealt by poisons, that is unable to be soaked by normal armors.

**Unaware** – A status condition in which a character fails a Perception Skill Test in order to spot another approaching character.

**Vehicle** – A steam powered machine that allows a character to move at great speeds and cover great distances.

THE  
WORLD

CHARACTER TESTS

PLANS

ADVERSARIES

STORY

APPENDICES



# AFTERWORD

*Faber est suae quisque fortunae*  
*Every man is the artisan of his own fortune.*  
- *Appius Claudius Caecus*

If I had been asked a few years ago, I would never have guessed that I would be publishing a game with my name on the cover, let alone one with a world that I had created. My parents would tell you that I have been making games since I was a child, but back then it was with cardboard and crayons. Back then, it was easy. This, Edara, is a completely different kind of story. One that took years of work and planning, not a single weekend. One that required careful balance, and research into cultural practices and evolution. One that started completely by accident.

Six years ago, Edara started as nothing more than a single town. I was the Game Master for a small group of my friends, playing another table-top role playing game. I needed a setting for the adventure I had written, and so the forest town of Twin Oaks was born. Over the course of our sessions, the town came to life one building and one NPC at a time. But soon the adventure had to carry the group elsewhere, so I made a new town along the coast. And then we needed a major city, Larith.

I realized that our campaign would likely take us to several more locations, and I needed to be able to keep track of everything. I drew up a very crude map with dozens of cities. I wanted them to have a story, so I divided them up into realms. Each realm went to a different fantasy race, and each one had a capital city. Finally, I needed a name for the world: Edara.

After that, the world evolved on its own. I hosted several groups in Edara, and each one added to its history. Different campaigns referred to the events that happened in each other, whether they were a direct or indirect part of the adventure. Time progressed naturally, and the world aged. Its essence was created through the efforts of dozens of people playing a game.

Then came the rules. I have always been a big proponent of choice during character creation, the ability to build a character the way you want while still maintaining the strong flavor of a class system. I was unsatisfied with the character creation of the game we were playing, so I modified them and wrote a simple set of rules and classes for my players to use. The response to the more involved character creation was positive, and we used it for quite some time. But still I was not satisfied, and strove to make it better.

Ryan helped me brainstorm. He was my backboard to bounce ideas off of. Does this sound balanced? What do you think of this, is it cool enough? His input was instrumental in the direction of the early game and together we added more layers of creation, more flavor, and more choices. But through all of this, we were still using the core rules of another game.

One day, he asked me, "Why don't we just write our own game?" So we did. We scrapped every part of the rules that belonged to a different game and rewrote them all. Combat, adventuring, skills, equipment, all of it was made exactly the way we wanted a game to go. It is unrealistic that a blow from a sword cannot kill or maim in a single blow, so we made it so. We were tired with environmental factors being written off, so we incorporated them heavily. We wanted a smaller range of numbers for the randomness factor, and decided to use the infrequently-used 12-sided die.

And then we remade our character creation system. I wanted the system to be completely entwined with the world, and the world entwined with it. We worked every element of character creation into the culture of the environment the player interacts with, rather than having them be an odd-man-out, a "hero."



Now, the game is entering a new stage in its life. The timeline has progressed to the point where technology has appeared. Guns, gadgets, and vehicles will change the face of the world forever. I hand the reins to you to shape and mold the history and culture of this world, just as it was shaped by players at its creation. I give you Edara: A Steampunk Renaissance.

I hope you enjoy playing it as much as I enjoyed making it. Thank you for your support.

-Carl Harrison

When Carl came to me with Edara, I knew he had something special. I had been friends and gaming companions with Carl for a long time before this, and had gotten to know him very well. I had heard about his campaign setting, Edara, and heard stories of the events that occurred in it. The world seemed incredibly interesting and well built. Knowing that Carl was a studied Latin and classical cultures major, I knew he had a unique insight into the development of fantasy cultures. This combined with his love of fantasy and role playing games to develop an incredibly rich campaign setting.

But sometimes, just a setting is not enough. Carl wanted to push the rules of the game farther and farther. Can you parkour in D&D? Where are the rules for running from tree to tree? Can we throw in a little bit of Steampunk flavor? Maybe incorporate some rules from Shadowrun? And lets not use 3.5 classes anymore. Lets come up with something new. These discussions went on through many late nights until we decided to create the version of Edara: A Steampunk Renaissance you hold in your hands.

Four years and innumerable tribulations later, our far reaching dream has become a reality. The process of running our Kickstarter campaign was both incredibly humbling and incredibly educating. We learned so much and met so many new people. It was unbelievably exciting to see players becoming invested with our concepts and world. I can't even explain how amazing it is to know that players around the world will soon be diving into Edara and having their own adventures. I wish we could hear about every single one. It is hard to let go though, sometimes. Hard to imagine that the world of someone else's campaign will differ from our own conceptions. In a way, it feels like sending a child off to college. You raised them their entire life, but now they are in the hands of others who are free to shape them and impact them in ways you will never know. It is an incredibly scary and exciting thought.

I hope to hear from all of you and to join you in the tavern and share tales of your adventures. Find us wherever you can, tap us on the shoulder, and you will probably tell us something that we had never even imagined happening in Edara. Thank you all for helping our dream become a reality.

-Ryan Schoon

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# Black Band

## Bloodcraft

Fuel

Bloodlust

Euthanaisa

Coroner

Adept

Infuse

Master

Insatiable

Blood Steal

Studied

Magus

Reaver

## Intrigue

Shank

Blend

Concealed  
Weapon

Secrecy

Espionage

Eviscerate

Interrogation

Darkness  
Blend

Combat Blend  
Infiltration

Assassin

Shadow

## Necromancy

Animate  
Dead

Macabre  
Influence

Preserve  
Body

Mortician

Embalm

Corpse  
Soldier

Grave  
Digger

Undertaker

Infected  
Flesh

Corpse  
Bomb

Scourge

Legionary

## Soulcraft

Initiate

Ferry Soul

Disciple

Demonic  
Aid

Adept

Soul Tear

Master

Soulmend

Death  
Rites

Studied

Magus

Keeper



# Blue Band

Battlecraft

Dragon

Mindcraft

Spellcraft

Initiate

Dragon  
Companion

Initiate

Initiate

Spell Blade

Treasure  
Sense

Telepathic  
Link

Spell Wisp

Disciple

Fire Breath

Disciple

Disciple

Eldritch  
Strike

Water Dance

Mental  
Assault

Arcane  
Dance

Adept

Greater  
Companion

Adept

Adept

Arcane  
Warrior

Draconic  
Growth

Manipulation

Wisp Armor

Master

Fluid Step

Master

Master

Greater  
Spellblade

Loyal  
Companion

Overload

Power Line

Spell  
Store

Studied

Draconic  
Synergy

Side  
Swipe

Mind  
Block

Studied

Spell  
Bomb

Studied

Magus

Shielder

Dragon  
Kin

Dragoon

Magus

Reader

Magus

Shaper



# Green Band

Beast

Lifecraft

Scouting

Wrath

Animal  
Companion

Initiate

Pathfinder

Adrenaline  
Rush

Animal  
Nature

Serene  
Mind

Trapper

Savage  
Mind

Maul

Disciple

Ambush

Devestate

Animal  
Instincts

Wild Grove

Trailblazer

Fearsome

Greater  
Companion

Adept

Survivalist

Adrenaline  
Surge

Mutation

Natural  
Immunity

Waylay

Primal  
Emotion

Dermal  
Growth

Master

Camouflage

Cleave

Loyal  
Companion

Green  
Thumb

Hunter

Tireless

Fight  
or  
Flight

Bestial  
Rage

Life  
Grove

Studied

Guerrilla

Land  
Walker

Massacre

Brute

Shifter

Ferine

Magus

Speaker

Stalker

Ranger

Berserker

Titan



# Red Band

Power

Precision

Shotcraft

Speed

Stalwart  
Form

Accuracy

Initiate

Accelerated  
Form

Offensive  
Defense

Perceptive

Craftsman

Swift

Devestate

Aim

Disciple

Engulf

Grit

Smolder

Gunslinger

Blaze

Tenacity

Follow  
Through

Adept

Velocity

Armor  
Plating

Perfection

Wright

Gymnast

Robust

Efficient

Master

Evasion

Destruction

Meticulous

Mechanical  
Savant

Torrent

Unstoppable Aggression

Piercing  
Edge Dead  
Eye

Spell  
Slinger Studied

Momentum Back  
Draft

Juggernaut Promethean

Duelist Marksman

Magus Ember

Thermic Kinetic



# White Band

## Benediction

Aura of  
Vigilance

Warrior's  
Prayer

Aura of  
Protection

Blessed  
Weapon

Aura of  
Valor

Helping  
Hands

Aura of  
Defense

Wide Aura

Holy  
Army

Dual  
Auras

Crusader

Priest

## Diplomacy

Bodyguard

Early  
Warning

Insight

Early  
Response

Authority

Manipulation

Peaceful  
Vision

Leadership

Baliff

Motivating  
Speech

Arbiter

Dignitary

## Lightcraft

Initiate

Healer's  
Prayer

Disciple

Divine Aid

Adept

Doctor

Master

Exorcism

Penance

Studied

Magus

Mender

## Protection

Armor  
Plating

Savior's  
Prayer

Sacrifice

First to  
Charge

Greater  
Plating

Provoke

Smite

First to Fall

Reckoning

Superior  
Plating

Paladin

Vanguard







TRAITS

EQUIPMENT

HEAD

ARMS

TORSO

HANDS

LEGS

FEET



COMPANION

SPELLS

CURRENCY

PROFICIENCIES



HEALTH

NAME

ATTACK =  $\frac{+}{Attr} + \frac{+}{Mod} + \frac{+}{Mod}$  THRESHOLD RANGE AP

DAMAGE  $\frac{+}{Base} + \frac{+}{Mod}$  P S C B M E T

ATTACK =  $\frac{+}{Attr} + \frac{+}{Mod} + \frac{+}{Mod}$  THRESHOLD RANGE AP

DAMAGE  $\frac{+}{Base} + \frac{+}{Mod}$  P S C B M E T

SPECIAL ABILITIES

BIO/GOALS/NOTES

