



FRAGGED KINGDOM

A Fragged Empire RPG
Setting & Rule Adaption

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FRAGGED
KINGDOM

The logo features the word "FRAGGED" in a smaller, bold, sans-serif font above the word "KINGDOM" in a larger, bold, serif font. A sword is positioned diagonally across the "K" and "I" of "KINGDOM". The entire text is surrounded by a splatter effect of black ink or paint.

Created by
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Introduction

"The Archdruid has been defeated!"

The cry sounded at the gates of Stronghold and was carried through the streets by joyful faces eager to spread the good news. The people came out of their homes slowly, wary of some trickery, but the words seemed to be true. The scouts had returned. The Archdruid, their tormentor, was dead. Stronghold was, for the first time in a generation, free.

The people of Stronghold couldn't believe it. They had suffered under the threat of the Archdruid and the siege of his army for so long, the relief was palpable. Mary wrapped her arms around her children and held them tight to her chest. Hot tears of relief streaming down her cheeks.

"Mommy, why are you sad?" One of her children asked apprehensively.

"I'm not sad, my love," she whispered in hushed tones. "For the first time, I see a future for our family."

– Mary Fletcher, Kaltoran refugee.

Akharon is a planet sculpted by ancient magic and endless conflict – the origins of both lost to the passage of time and interpreted by those who survived to inhabit the planet. It is a world scarred by war and overflowing with monsters, where so much has been lost, waiting to be reclaimed by those bold enough to set foot outside of civilisation's last bastion: Stronghold. It is a world besieged by malevolent forces who channel the planet's own dark magic and strange otherworldly creatures with malicious intent. It is a world where death and mystery wait around every corner, behind every tree, in every rocky crag.

But it is also a world of hope. The war that has lasted a generation is over, and the denizens of Stronghold, the fortress city, have begun to step out into the world once again. What awaits them is a vast and unexplored land, overgrown and full of resources and lost magic waiting to be re-discovered.

But the evil druids and the forces of the dark goddess Neph, are still out there in the wilds, plotting their next move. They may have failed to conquer Stronghold, and their Archdruid lies dead, but they will not stop their campaign until all civilisation on Akharon is extinguished.

The races who took up residence in Stronghold – the Kaltorans, Legion, Remnant, and Tolatt – are once again free to spread civilisation across the face of Akharon. As Stronghold struggles to support its growing population, and food rations grow thinner, the time has come for bold adventurers to leave, and reclaim the wilds.

Key Themes

Religious Tension

Akharon is a world full of diverse religions and beliefs. These religions have been forced to exist side by side in Stronghold, and their followers have reached a tense peace with each other. Now that they are free to leave Stronghold, and need not rely on each other out of necessity, will decades of dogmatic differences boil to the surface and lead the planet into another religious war?

Exploration

The world is not what it once was. The druids have altered the flora and fauna of Akharon and planted new wildlands where once-great cities stood. The world outside of Stronghold's walls is dangerous, but there are bountiful treasures hidden in these wilds. Ancient temples and fortresses that remain un-plundered, magic items hidden in exotic locations, and new resources that can be used to relieve the pressure on the citizens of Stronghold. In order for civilisation to survive, the wilds must be explored and conquered once again.

Nature vs Civilisation

Civilisation has always struggled to find a balance with the natural world. On Akharon nature has fought back and reclaimed the planet for itself. Now, civilisation has found a foothold once again, and the people of Stronghold can begin to reclaim their world. In order for civilisation to grow, the wilds must be tamed. This is a dangerous task, for no one knows what horrors lurk in the dark forests outside the safe walls of Stronghold.

The Truth

Fragged Kingdom is set many thousands of years into the uncertain future of Fraggled Empire on an obscure planet known as Akharon. As the residents of this world technologically regressed they mythologised ancient figures, groups, events, and ancient technology.

To gain a deeper understanding of the ancient histories and true natures of the races, magics and stories within this book we highly recommend you read the various Fraggled Empire books.

The writing within this book will always present its information from the point of view of the people who currently reside on Akharon. But on occasion a section of text will reveal the true nature of a situation by prefacing itself with the words 'The Truth'. These sections of text are there to help GMs and Players gain a clearer understanding of what's really going on, despite the PCs never knowing this truth.

Xip's glasses were too big for her face: they constantly threatened to slip down her nose and tumble to the ground, which would have been a disaster for the small Tolatl. Lenses like the ones she wore were a rare commodity in Stronghold. It had taken her months to perfect the alchemical recipe, and even longer to find the spark needed to bestow the ocular properties.

Currently, they were slipping down the sweat, grime, and blood that covered her face, and she was struggling to keep them in place. She lifted the hem of her shirt with her agile tail to clear the smudge from the lens, hoping they weren't ruined. Xip was so distracted with the process, and the thought of losing her prized glasses, that she didn't notice the stunned faces of her companions – all directed at her.

"What in the All-Being's name was that!" Rashton, the Remnant monk, motioned with his weathered hands to the dozen-or-so charred Neph Spawn that circled Xip's small form. Her potion had burned them all to a crisp, without injuring her at all.

The rest of the group had done their fair share during the sudden ambush – they hadn't expected a swarm of Spawn to be travelling on this particular path: perhaps Xip's survey reports were already outdated – but her new potions had worked better than expected.

"Just simple alchemy," she answered nonchalantly.

A burst of laughter came from Arax, the giant Legion knight who had taken it upon himself to keep Xip safe. "That was some mighty fine work."

Xip scoffed. "I'm a practiced alchemist: I know how to take care of myself."

"You finally did something other than bury your nose in that notebook of yours," Kasseio, their other Legion accompaniment grumbled loudly, an all-too-familiar insult. Kasseio was a southern barbarian – raised far away from the city, and so her views didn't always line up with the rest of the party. "What's even in that book anyway?"

Feeling oddly defensive, Xip's hand instinctively went to her pouch, where her prized notebook was securely fastened. "It's my recipe book," she said hesitantly.

Xip had learned early on that many people would do anything to get their hands on an alchemist's recipes – learned when her father had been murdered in front of her in one of Stronghold's many dark alleys, all for a few recipes that would end up on the black market. She had been powerless to do anything about it then, but she wasn't powerless now. Besides, she was already trusting these companions with her life: what was the knowledge of a book compared to that?

"I'll never understand how you do what you do," Elisheba's soft voice came from the trees above them: as their scout, the Kaltoran was often heard more than she was seen.

"Neph's blood, I grew up with Xip and I still don't understand it," Arax jumped back into the conversation as he cleaned his blood-stained sword on a spare rag. "I've seen alchemy at work before, but never anything like that."

Xip smiled and stood a little taller, bursting with pride. "It's a secret recipe I worked up. I call it Flashfire... version six."

"I know enough to not ask about the first five," Arax teased, as the team readied itself to set off again.

Xip was always working on new recipes in her spare time – trying to push the boundaries of what she could do. The old alchemists at Stronghold seemed to know so much, but Xip knew it was only a small drop in the bucket of their potential. A big part of the reason she kept taking these dangerous jobs – the ones that explored deep into Akharon – was in hopes of discovering some new spark or ingredient.

This particular quest had them destined for a Neph Spawn nest... probably where this swarm had originated. They were being bankrolled for the mission by a rich urban Kaltoran merchant named Ezra. A temple to the goddess Corp was looking to fund a new settlement in the area that they were tasked with clearing. Xip had to admit that it was a prime location. Close to the mountains which offered the best mining, and its pure streams watered large areas of potential farmland – or at least they would once the forest and its beasts were beaten back. It would never replace Stronghold: nothing would. But it was a start.

At least, it would be if Xip's team survived to clear it out. Stronghold was already overflowing – it had been for decades. New settlements like the one Ezra was planning to establish were necessary, Xip was encouraged that she and her companions were fighting for a good cause. Besides, it never hurt to have a little extra income to spend on her alchemy – sparks don't come cheap after all.

Elisheba scouted the way ahead for them. Xip couldn't follow the trail on her own but she knew the trained Kaltoran could see signs that Xip would never be able to find. Elisheba had grown up in the wilds, outside of a Stronghold. She was a barbarian, but unlike Kasseio, she was from the northern forests.

"Don't get too far ahead," she warned as Elisheba scouted ahead, but she knew she didn't have to.

"I grew up in the wilds, don't forget. Not as a posh city-dweller like you," Elisheba replied with a wink as she vanished into the brush. "I'll warn you if trouble is coming."

That left Xip alone with Rashton, Arax, and Kasseio. The group had been travelling together for so long she was perfectly comfortable alongside the larger members of her group.

She laughed a little as she looked at Kasseio's strong form, which made the Legion glance over at her.

"Sorry," Xip apologised, still chuckling. "I just can't believe I used to be scared of you."

Kasseio frowned. "You should be scared of me, little one. I could break you with one hand."

Xip grinned and hopped up a few steps to walk in line with Kasseio. Her hulking simian form was incredibly impressive, even by Legion standards. "Yes, you could. But I've learned that you're far more inclined to break those who would do your friends harm."

Kasseio simply shook her head.

"Don't antagonise, Xip," Rashton warned. He was an old Remnant, his fur was faded in most places with only a few patches of his former orange colour. He was a wise enchanter and an avid follower of the All-Being. Xip had always looked to him for advice.

"She knows I'm kidding, Rashton. Don't get all fatherly on me."

Rashton smiled and gave her arm an exaggerated pat. "Well, someone has to. We can't have you growing up to be like Arax."

"And what exactly is wrong with that?" Arax turned his head to eye them both through the slit in his helmet.

"He doesn't want her to be a stick in the mud," Kasseio laughed and gave Arax a pat on his back hard enough to make him stumble forward.

Xip jumped back with a smile on her face, she knew better than to be in the way when the big ones started bumping one another around.

"I'm not a stick in the mud," Arax refuted. "I have a code, that's all. The Legion code." He put the emphasis for Kasseio's benefit. They were both Legion but from very different backgrounds.

"Not all Legion are so boring Arax," Kasseio continued. "I need to take you hunting with my tribe one of these days. Nothing gets the Legion blood pumping like a naked fight against a great beast from the frozen southern wastes, and the merrymaking that follows in one of the ancient Neph temples!"

"Why are you so keen on paying Neph honour, Kasseio?" Rashton enquired with a genuinely thoughtful look on his face.

"Neph's the biggest baddest god out there; you'd have to be a fool to honour any above her."

"And that is how your tribe ended up fighting in the Archdruid's army. I'll pass on that, thank you." Arax grumbled. The history of Kasseio's tribe was a constant thorn in his side.

Kasseio shrugged off Arax's stab. She exuded self-confidence and bore no shame. "Not only did the kingdom ignore Neph for countless years, they attempted to drive out all of her followers, and for this,

they paid the ultimate price. Neph knows what's best for the Legion, she knows we were born to fight."

"Tell that to the thousands of Legion slaughtered by the Archdruid," Arax spoke through gritted teeth, trying not to lose patience with her again. For the first few months that they had known Kasseio, Arax had refused to speak to her unless it was to boast about the might of civilisation, and how the Legion of Stronghold were far more equipped and suitable than the Legion who grew up in barbarian tribes.

"If a Legion dies, it is because they were weak. You, of all people, should know this Arax. You are strong. A killer, like me. Be proud of who you are."

"Can we just please focus on the mission at hand?" Xip whined, getting between them. The two would fight about religion all day if she let them... which might eventually turn into a real fight.

Between Elisheba tracking the ambushing swarm's trail and Xip's maps, which had been purchased second-hand from a shady cartographer back at Stronghold, the group reached their destination without much interruption apart from the occasional argument.

Xip didn't realise they had arrived until Elisheba soundlessly moved out from the shadows to block her path.

"Quiet," she whispered. "We're here."

Xip poked her head out of the brush to examine a small clearing in front of them.

"This is the nest?" She whispered back. "Looks like an empty clearing."

Elisheba slowly shook her head as she pointed out the many small mounds within the clearing. "This was definitely where that ambushing swarm originated, there are small tunnels near each of those mounds."

"Be wary," Rashton warned as he stepped to the front of the group. "I sense much danger here."

"Do you?" Arax questioned. The Legion was sceptical of the enchanter's powers, which was understandable as not much about the craft was known by outsiders, and Rashton never explained how they worked.

"He's right," Kasseio growled. "The ground trembles at our feet."

Xip looked down at the ground, which seemed perfectly firm to her. "I don't feel anything."

Elisheba brushed past Xip and squatted close to the ground, reaching a hand out to touch a small rock. "That is because you do not know what to look for. It takes years of practice, but what Rashton and Kasseio say is true. They are beneath us... they are

tunnelling. I can hear it.”

“What’s that, there, in the middle of the clearing?” Arax pointed with a stretched finger, gloved in mail.

Xip adjusted the straps on her backpack and pushed on. “Well, we came here for a reason, to clear this area and make it safe for the settlers. Let’s get to it.”

The group moved forward hesitantly, hands clutching their weapons in case the swarm made another trip to the surface. As they got closer, they could see that Arax had indeed spotted something at the far edge of the clearing. There was an object there, half buried and overgrown with thick vines.

“This could be valuable,” Kasseio growled as she approached the object and grabbed a few of the larger vines with her bare hands. Xip winced at the sound as Kasseio tore them apart with brute strength. The vines dropped to the ground, revealing the object beneath, half buried in the ground. Its surface appeared metallic and was reflective, covered with strange markings.

“I know these markings,” Rashton mused. “This is the language of your gods.”

Xip stepped up to his side, flanked by both Arax and Kasseio. “I didn’t think you believed in the gods.”

Rashton shook his head. “Believe? Yes, of course, I believe in the eternal gods. Even the Sacred Text of the All-Being briefly speaks of them. But they do not have power like the priests believe. They were created beings...”

“Ha,” Arax laughed at his side. “The Eternal Gods are all that exist, old man. I am yet to see any ancient signs of your mythical deity.”

“You speak harsh words brother,” Rashton spoke calmly, like a disappointed father. “Didn’t Kasseio’s mockery of your faith teach you anything?”

Xip had little patience for more theological discussion, there was a job to be done, and her hopes of finding a spark were making her impatient. She reached out a tentative hand and placed her palm against the metallic object, immediately jumping back as if shocked. Arax was immediately at her side, searching for danger.

“What happened?” He asked, his eyes darting around the clearing, ever-vigilant, his sword at the ready.

“I know what this is,” Xip mumbled.

“Well, don’t leave us in the dark,” Elisheba replied.

“It’s a piece of the fallen god, Pol. When he died... when Neph killed him,” her eyes darted to Kasseio, who met her stare with a smile. Xip continued anyway. Unlike the other gods, the story of Pol was

important to her. “His body fell to Akharon and broke into pieces. Stronghold is built on top of his fallen body, but others are scattered around the world. This is a small piece.”

“The body... of a god?” Elisheba had heard the stories, but had never been to Stronghold. She had never seen the remains of Pol, atop which the fortress city had been built.

“Yes. It radiates with his power, the same power that pulses beneath Stronghold and energises our alchemical sparks.”

Elisheba pressed her palm against the object, emulating Xip’s action. “I feel... nothing.”

Xip grinned, happy to finally have one over the Kaltoran. “That is because you do not know what to look for. My training as an alchemist has attuned me to Pol’s power.”

Elisheba smiled.

“There is a hole here,” Rashton said from the other side of the object. “This thing is buried deep, but it looks like it might be hollow. I bet this is where the swarm has made their nest.”

“Makes sense,” Elisheba surmised as she circled the piece. “Pol is the ancient nemesis of Neph. It follows that her Spawn would be drawn to his body.”

“Fantastic! We know where they are, let’s go.” Xip spoke quickly. They were close now, and she didn’t want to lose more time to yet another theological disagreement.

Arax paled slightly. “But this is a holy site and we have no priests!”

Xip shook her head. “It isn’t against the Eternal Priesthood to enter a sanctuary like this, Arax. We do it all the time in Stronghold. And don’t worry, Pol’s dead. He’s not going to mind if we poke around a little bit.” Besides, there might be rare sparks down there, but Xip didn’t feel the need to point that out publicly.

Arax grimaced and tightened his grip on the sword, wringing his hands in thought. Xip sighed, approached, and placed a warm hand on his arm, which was as high as she could reach.

“Fire potions can be quite tricky, not only do you need the right components,” Zolin wiped the small beads of sweat from his brow as he double checked the array of brightly coloured, and at times flickering, components surrounding his iron pot. “But they also need to be prepared and blended in the correct way.”

– Zolin ‘The Eyebrowless’ Whitebolt, Alchemist.

Arax stood a little straighter at this, his mind focusing. "Who knows what damage these foul Spawn of Neph could do before a priest arrived. It falls on us to clear this blight."

Kasseio wasn't willing to wait for Arax to fully resolve his crisis: there were things for her to fight. She was already prying the hole open, which was making a screeching sound. It was sure to alert whatever was down there.

"Well great," Xip sighed. Defeating the swarm earlier had been no picnic, and she was running low on her prepared potions – only one flashfire left. She always carried some extra ingredients for emergencies, but she hadn't had time to stop and brew them.

Xip poked her head through the hole, looking down into the hollow form of the god. "It isn't that deep, but it sure is dark in there. Maybe this isn't such a good idea."

"I think I can assist with that," Elisheba interrupted. She settled down onto the ground, her legs folded beneath her in a meditative stance, as Xip had seen her do countless times before. Elisheba pressed her eyes closed, and let out a soft hum as everyone looked on.

No matter how many times Xip watched Elisheba connect with her spirit guide through Ta'Di meditation, she was always amazed. Elisheba began to glow with an increasingly bright blue light that seemed to permeate through her skin. When it grew so bright that Xip had to cover her eyes, the Kaltoran's skin seemed to leap off her body as a figure stepped out from within Elisheba, bringing the light with it. The figure was shimmery, and Xip couldn't really make it out, but it looked like a partially transparent, burning blue cat.

The spirit moved slowly towards the gap in the earth, lowering itself into the darkness. Elisheba shook her eyes open and stood up. Her calm, sombre demeanour was instantly broken by a smile.

"Well, I guess we should follow her!"

The bottom of the pit was cold and metallic, peppered with the occasional dirt pile or tree root. Elisheba dropped to the ground and whispered a thank you to her spirit guide as it slowly floated down a tunnel before them.

"This is what it's like to be inside a god," Arax ran his hand alongside the cold wall of the tunnel. "It's quite warm... is this Pol's magic?"

Xip nodded. "His magic still burns strong even after all these centuries."

"Hush!" Elisheba bit it off like a curse as she quickly drew and notched her bow. Xip could barely turn her head before realising Kasseio's axe was also at the ready. "They're coming!"

Xip stared down the empty hallway. She couldn't see what they

saw and didn't know what was coming, but whatever it was, things were about to get violent.

Arax stepped in front of her, drawing steel as Xip looked past him to see. A giant swarm of Neph Spawn – what seemed like hundreds of them: strange, bug-like creatures clinging to the floor, walls, and ceiling, covering every surface – was clattering their way towards the group. They ran with countless legs that seemed to stick to the metal and had pincer-like mouths that dripped poison.

Elisheba instantly began loosing arrows into the swarm: each one found a target. Some of her arrowheads were coated with an explosive gel that Xip had given her, which blasted small groups of the Spawn into fiery chunks. Rashton peeled off his robe and set it aside, then slowly walked up next to the two Legion: the normally large Remnant looked small by comparison.

Rashton set his shoulders into a martial stance and let out a deep breath as he lifted his leg. He appeared to Xip to be performing a calming morning exercise, but when his foot touched the ground, the space in front of them lit up with multiple interlocking purple hexagons. Rashton held out his bare arms, and sweat began to drip down his fur as he poured his energy into the wall.

Arax and Kasseio seized the opportunity: together they thrust their blades past the wall, slicing through any Neph Spawn as they struck the barrier, while Elisheba continued to volley arrow after arrow into the horde. Xip dropped her pack to her side, and rifled through her potions until she found the one she wanted.

"You better keep that ward up, Rashton!" she called out as she lofted a red bottle over their heads. She watched it spin end-over-end as it flew through the air. It cleared the group, and began to come down on the other side. A few of the Neph Spawn swatted at it as if they could save themselves by knocking it out of the air.

Suddenly, one of Elisheba's arrows struck the vial while it was still mid-air and Xip's last Flashfire potion erupted in a giant blaze, burning its way through the Spawn. When the backdraft hit Rashton's ward, the shield flared red. They could feel the heat from the other side, but Rashton held the barrier for as long as he could.

But there were so many Neph Spawn. They crawled through the flames, pushing on despite their bodies being aflame.

"I... can't" Rashton dropped to the ground, his energy depleted, the shield in front of him shattering into a hundred pieces that vanished into the air. Suddenly, the remains of the swarm were on top of them: pincers, legs and claws. The two Legion struck them down by the dozen, but strangely, they did not stop to fight.

Elisheba's spirit guardian stood before her, hackles raised, pawing away the Spawn with its burning paws in an attempt to keep Elisheba safe. But the burning swarm just flowed past the group like they were rocks in a stream, parting to make way for them, or climbing along the tunnel's roof and walls if they had to.

Elisheba stopped firing and stepped to the side to watch the Spawn flee.

The swarm cleared, but Xip couldn't explain what had happened. Neph Spawn were dangerous creatures: if they hadn't been charging for the kill, why charge towards them at all?

Arax moved towards Rashton, trying to help the old man to his feet, but Rashton fought back, forcing Arax to let him drop to a seated position, back against the wall. Not content with being unhelpful, Arax unscrewed his canteen and placed it against Rashton's lips.

"I just need a moment to rest. That took a lot out of me." Rashton's voice was hoarse and quiet.

As Rashton drank and regained his strength, Elisheba stared back down the tunnel, after the swarm.

"What was wrong with them?" Xip finally asked.

Elisheba shrugged. "Nothing is adding up here. The swarm that came upon us earlier was far from this nest. Normally these Spawn don't venture out that far. And just now... it seems bold for a swarm to rush past us like that. The smart move would have been to bunker down and protect their nest."

"They're just animals," Kasseio bluntly stated. "They're obviously running from something."

"No, they're not just animals," Elisheba countered. "I've been hunting Neph Spawn since I was a child. They're intelligent. I'm telling you, something isn't right with these creatures. I feel like we shouldn't be here."

"We can't leave. Not until we clear out this nest. Our reputation is at stake here" Xip reminded them. "If we fail this mission, there might not be more jobs waiting for us."

Arax shifted his weight from foot to foot, obviously nervous. Xip knew he didn't want to be here in the first place.

"I agree with Elisheba," he finally said. "I'm having doubts about this place."

"Then what, we run too? Like animals?" Kasseio rounded on him. "Legion do not run from battle, we run towards it. We do not flee. It shows you are weak."

"I'm not weak," Arax glared at her. "But I'm not foolish either."

"We have come this far," Rashton interjected to calm the situation. "What is wrong with going a little farther?"

"I'm not stopping here," Xip said with determination. "Not only do we have a job to do, we owe it to Stronghold to explore this place. Imagine what secrets we can bring back for the alchemists."

Elisheba shook her head. "I care not for the betterment of Stronghold. I care only about our lives, and I fear for them. Something is waiting for us down here, I can feel it."

"And that scares you?" Kasseio laughed. "You are not a city-dweller like the rest. I expected more from you!"

Elisheba gritted her teeth. "If Xip says we go forward, then we go forward. I am just eager to be done with this place."

Xip turned to the other Legion. She needn't say anything. Arax had pledged to her mother that he would keep her safe after her father had died. That promise wasn't about to end here.

Arax sighed and loosened his tightening grip on the water canteen. "No, our mission doesn't end here," he agreed sullenly. "We will push forward."

Xip felt guilty manipulating her friend in this way, but there was a lot at stake here. Beyond just the mission, Xip's head was running wild with all of the sparks she might find down here.

When they were ready to move on, the ever vigilant Arax took the lead. But as they travelled farther down the winding metallic and dirt tunnels, it became clear to Xip that Elisheba might have been right to be nervous. As they made their way deeper, they began to find bodies of Neph Spawn, killed in great numbers. The hallway made her skin crawl, as if something were interfering with Pol's magic here.

Arax took a knee to examine one of the slain Spawn, before moving to another.

"What do you see?" asked Xip.

"These Spawn... they were all killed in different ways. Look here," Arax pointed to one of the Spawn, sliced into halves. "This Spawn was

Daphne withdrew her sword from the beast's flesh, its long coldsteel blade now coated in a thick layer of grey fur and brown blood.

"Rest now mighty beast, for you fought well and your lady Neph," Daphne's muscles tensed slightly as she named the god of the wild, "is sure to honour you in your afterlife if you are to have one."

Religion was a difficult topic to Daphne, and she did not believe that unintelligent beasts cared for matters of gods and ideology. But she had seen an intelligence not unlike her own in the eye of her Dire Bear opponent during its final moments.

- Daphne Bastion. Vanguard of Longfield View.

sliced, with a blade. But this one was fried to a crisp. This other one is missing half of its legs and torso."

"So they were killed by more than one attacker? An exploration group like us?" Xip said hopefully.

"Maybe..." Arax's voice trailed off.

"If it is a monster, we will find it, and we kill it," Xip said with forced determination. "If it's still down here, it will pose a threat to Ezra's settlement, and we can't allow that. Our job was to clear this area, and that includes whatever is hiding down in this hole."

"Whatever it is, it's dangerous enough that the Neph Spawn were willing to abandon their nest just to get away from it," Elisheba concluded.

"Can you track it in here?"

Elisheba smiled, motioned to the trail of carcasses around them, leading deeper into the cavity. "I think I can manage," she said sarcastically.

Xip clutched her pack as they ventured further down the winding path, following Elisheba's lead. As they moved deeper, Xip found herself getting sluggish. Her entire body ached as if she was feeling sick.

"Anyone else feeling tired?" Arax queried. It seemed Xip wasn't the only one.

"Maybe it has something to do with Pol's magic," Rashton surmised.

Xip didn't think so. Something evil was happening in this place. She could feel it, but she wouldn't go back on what she said earlier. They needed to press on: she needed to know what was down here.

It was growing worse as they pushed forward, but Xip couldn't stop now. Eventually, the tunnel opened into a larger room with a central object that bathed the room in an eerie purple light. The object seemed to bounce and flicker around the room, first appearing in the middle, then suddenly off to the side. Xip couldn't tell if it was a series of lights flickering on and off, or just one moving very quickly. As the group approached the threshold of the room, another surge of sickness washed over them. Elisheba began to look very pale as she wiped some blood from her nose.

The room had obviously been the Spawn's nest, as bodies of countless Spawn littered the room with their queen, a large, bulbous, grotesque version of the smaller Spawn, lying dead against a far wall, her countless eggs crushed.

Xip gulped and Elisheba lowered her bow. "Guess I didn't need to bring all these arrows."

"This is disappointing," Kasseio frowned. "There was much glory to

win in this battle."

"You shouldn't hope for battle," Rashton spoke. "You should be grateful to avoid it."

"Grateful?" Kasseio belted out a laugh. "How are we to entertain ourselves now?"

Rashton had no answer for her.

As they prepared to cross the threshold into the room, the flickering purple object appeared directly in front of them, now looking more pink than purple, and it suddenly, and dreadfully, became clear what had killed the Spawn. The object in front of them appeared to be some sort of metallic creature, made from the same metal as Pol. It was radiating the purple light from within itself, shining out of the many punctures and tears in its body.

It floated a few feet in the air but appeared wobbly, like it couldn't stabilise itself. It had several previously obscured limbs, all ending in sharp blades – some caked with green Spawn blood – that hung off its body and sometimes dragged across the floor when it dipped too low. Its body was a round orb, with no visible facial features. However, it did have one single pink eye in the centre of its mass.

The creature turned, spotting them, its eye shining even brighter.

Xip gasped, suddenly shaking with fear. "This... this is a Child of Pol," she whispered to the group.

The Children of Pol were supposed to be legends – Xip had never met anybody who had even claimed to have seen one. These strange, metallic creatures were thought to be servants of Pol, gone mad after the death of their master. Legend said that Pol's Rest used to be filled with them, but they had been driven underground in a great conflict hundreds of years ago. Xip never imagined finding one out in the wild like this.

"I assume it can die?" Kasseio asked, her grip tightening on her axe.

"I... I hope so," Xip replied, still a little dazed. "It appears to already be wounded."

"We can't fight it, Xip," Arax exclaimed, despite readying his sword and shield. "It is a Child of Pol. It is the servant of the gods. It is holy."

The bobbing orb that was the Child seemed to be zeroing in on them, moving towards them. Its sword-like appendages began to come to life, twirling around its central body as it spun.

"I don't think it's going to give you a choice," Elisheba warned him as she nocked an arrow.

"On my mark," she whispered, and the world seemed to slow as

they took a breath, waiting for the arrow to be let loose. The entire world paused, the calm before the storm, their hearts beating fast...

Xip held her bag by the strap and tightened her grip, careful not to lose it. She took a deep breath and could hear her heartbeat thud in her chest. Xip preferred careful study to chaotic battle, but sometimes life didn't give you a choice.

And then the arrow flew and the world was chaos. The arrowhead struck the beast in the side and exploded, briefly knocking the Child to the ground but not damaging it. Arax and Kasseio were on it in a heartbeat, their differences forgotten as they fought side by side. The two were Legion, and a Legion knows how to fight. Axe and sword rang together as they worked to parry the Child's sharp arms. Kasseio was struck, a gash across her chest, but she fought through it.

Rashton flanked the beast, using the Legion as a distraction. He seemed to have recovered some of his energy, as he approached the beast with one hand raised. Xip could tell he was concentrating hard, his eyes were closed and sweat was beading on his brow. He was already looking pained, but he gritted his teeth and pushed on. The Child's light began to throb and shine even brighter. Its whirling legs slowed down.

"Whatever you're doing, keep it up!" Arax cheered on as he thrust his sword into one of the Child's open wounds. The Child began to hiss with a noise that sounded like a scream, and then vanished. Rashton sagged a little as it did, trying to speak as he caught his breath.

A shiver ran through Rashton that gave Xip a chill. "The monster... it screams," Rashton clutched his head in his hands. "Oh, the madness! The screaming voices!"

Xip wanted to run to Rashton, but knew the fight wasn't over yet. She firmly grasped a flask with one hand and waited. Suddenly, the Child blinked back into existence, behind Arax. A large blade shot through her friend's shoulder, and if Kasseio hadn't been so swift with her axe, Arax would have suffered a painful death.

Xip's eyes watered as she saw her closest friend fall to the ground in pain. The Child flailed angrily as Kasseio brought her massive axe down, severing one of its limbs as it vanished once again.

"I can't hit it if it keeps vanishing!" Elisheba shouted with frustration.

Rashton was still whispering to himself, seemingly unaware of the combat swirling around him.

Xip began to climb up to a better vantage point atop a pile of Spawn corpses. As she did so, the Child appeared above her, its pink eye flashing a few feet from her face as time appeared to slow.

Xip could have easily avoided the Child, but she spotted it: a spark floating within the eye of the beast. Its small, crystal-like form

glittered behind the monster's glowing eye, mesmerising her.

The room shook as a blast of light blew through the pile of bodies upon which Xip had been standing, disintegrating them and dropping Xip to the floor. The wind was knocked out of her and she struggled to get back to her feet as the world around her became hazy.

She could hear Kasseio panting heavily as she rushed from one side of the room to the other in frustration. Even the battle-hardened Legion was no match for the offspring of a god, especially when it could teleport behind them at will. Her friends were doing a good job keeping it occupied so far, but they were tiring from the combat and the evil that had settled on them like a sickness, sapping their energy.

Rashton was still wandering around the room, appearing lost, his mind addled, whispering in hushed tones about the secrets of the gods, of endless dark space and the fall of heaven.

Xip heard Elisheba let fly a few more arrows as she ran over to her.

But she was still disoriented, her body ached and the world was out of focus. She looked down at her bag of potions but couldn't make out which was which: her vision seemed to be swimming. She reached her hand up to adjust her glasses, then realised with a shock that they weren't there.

She fell down onto all fours, searching for them. She'd never be able to help without them.

As she searched, she heard Rashton give out a cry of pain as a flash of heat hit her across the face. Xip tried not to lose composure as she searched for her lenses, but it was difficult. The world was crumbling around her as she started to panic.

"What's wrong!" Elisheba shouted to her.

"My lenses... I can't see!"

Elisheba reached down to pull the Tolatl up to her feet. "Then I'll be your eyes. Tell me what to do."

Xip hesitated, then refocused, pushing away the dread and the panic. The analytical alchemist within her took over.

"Wealth, poverty, ambition, entertainment, war, prostitution, social class, law, slavery, revenge - these make up the endless story that we call history. A ceaseless tale of our fruitless attempts to fill the void in our hearts with something other than the All-Being."

- Saint Miriro Tangweai,
All-Bishop of the Archtext Reformers Cathedral.

"Okay, listen carefully." Xip rattled off the instructions by memory as Elisheba searched through her pack for the right ingredients. They didn't have much time, as Kasseio wouldn't be able to distract the Child for much longer. As Elisheba found the ingredients, Xip mixed them into an empty vial. Xip was passing on secret knowledge, information that should never be known by others, but the situation was dire: her friends needed her and that was more important than keeping secrets.

Xip had never expected to encounter a metal beast such as a Child of Pol, but she had once toyed with the idea for a potion that could eat through metal. But she had never thoroughly tested it, as metal was a useful material and it sold well.

Xip took the potion in her tail and delicately reached out for one of her precious sparks – the source of the potion's power – with both hands. As soon as the spark dropped into the vial, the ingredients started to bubble and hiss. Xip popped on a cap as hard as she could – the immense power that was building up inside could only be contained for a few moments.

"Quickly... strike the Child with this. Aim not for where it is, but for where it will be."

Elisheba awarded Xip an affectionate pat on the shoulder as she grabbed the vial and ran towards Kasseio, who was guarding her two wounded friends from the Child's relentless attacks. Xip could make out the hazy shapes of her companions, but she suddenly froze in fear as the Child once again vanished and Elisheba called out "Xip, duck!"

Xip didn't move as the Child re-appeared above her, a great hazy blur of silver and pink, her trained ears heard the familiar sound of a glass vial flying through the air and breaking. She and the Child were showered in a glowing green liquid.

The room was filled with a strange, unholy shriek as the metal beast and the floor around her began to melt away. Xip was quickly picked up in strong Legion hands and rushed from the room. She struggled to hold onto her satchel as its buckles had wasted away and her eyesight had only grown worse, but her grip loosened as the sickness that had been threatening to take over finally did.

Xip came to as they reached the entryway to the cavern. Elisheba and Rashton were throwing up as the evil sickness took hold of them. Xip reached down into her bag to look for a spare pair of glasses. She managed to find a loose lens – the metal frames had been melted.

"How are your eyes, little one?" Kasseio asked with surprising concern.

"Better. I found one of my lenses in my bag... but the metal frame is gone."

Arax shuffled over to Kasseio, clapping his fists against hers, as

The cloying smell of incense permeated the overheated small room, as Garai, his feline ears brushing the ceiling, sat hunched over on a prayer mat across from a wizened old Tolatl in gold-threaded robes.

"Akh, Ath, Cor, Nix and Dra, hear our plea," came the dry scratchy voice of the priest, whom Garai had paid handsomely for the private prayer session.

His swirling fingers, drawing holy patterns in the coloured smoke above the small brazier were mesmerising, the fumes were slowly relaxing him as the pungent dried leaves on the brazier shrivelled into ash.

"Our intentions are holy, and our purpose pure. Hear me, oh gods of eternal worth, and hear our plea."

The same feelings came every time Garai prayed here. The relaxation, the knowledge that the Eternal Church was founded on a deeper truth, and something outside of himself allowed him to feel this calm, mellow peace for hours after he had left the tiny Tolatl-sized passages that riddled the great Stronghold cathedral.

"Please, oh Lords of Spirit and Sky, Soil and Life, know our hopes, forgive our fears, and grace us with your blessings," came the end of the chant, as the old Tolatl poured a few droplets of sweet-smelling holy ointment over the brazier.

Garai bent his head, tears falling onto the prayer mat, feeling the contentment of forgiveness upon him as he bowed his head to the priest, and edged his way out of the small room, pausing every few spans to allow the small Tolatl in the robes of their order to go ahead of him.

"Orange grub noodles, with a side of chies oats," he grunted as he left the small passages and stood, stretching in the main foyer of the cathedral, suddenly hungry.

Xip had seen many Legion do. It seemed that facing down certain death was enough to resolve most disagreements.

Kasseio lowered Xip down into the warm grass of the clearing. Xip settled in and smiled. There would be much to do in the coming days: Pol's remains would need to be thoroughly searched for alchemical materials and that spark, along with any others, would need to be collected.

But all of that could wait. For now, all Xip wanted to do was soak up the sunlight and sleep in the company of her friends.





Setting

Something crunched beneath Appius' mail boot. The Legion warrior didn't need to look down, he had tread upon bones hidden beneath the fallen leaves - the only burial that the dead were offered after the druids took this citadel some four decades past.

The ground below them was split: Haven Citadel itself had been broken open, flood waters had rushed in to turn this place into a watery grave. Those who had tried to escape the rising waters were slain on these steps, killed by the waiting Nephilim and their druidic masters.

"It's terrible what happened here," chirped little Zevu, coming up the steps behind them. "The druids spared no one."

One of the two Kaltorans, Ada, stood slowly, surveying the land around her. To the untrained eye, it appeared as though they were summiting the sole ruin in the area. But Ada's keen eyes could see beneath the overgrowth to the worn stone that had once framed this massive citadel, and many distant buildings like it - every stone placed by her ancestors' hands. Ada and her companions had been long searching for this place: Haven Citadel, once a grand centre of learning, now an overgrown grave.

From up here, the world almost looked peaceful: an endless green canopy that masked the horrible things that had happened on these grounds. It wasn't hard to picture how beautiful Haven Citadel must have been before its fall.

Kryld, Ada's brother, joined Ada in her watch. "Imagine what this region once looked like?" He said out loud, mimicking Ada's thoughts. "Rich and colourful, and a shining monument to knowledge, eh?" He said with a rueful laugh.

"I'm just imagining the treasures that await us," smirked Appius, leading the group towards an opened archway.

"Something you're looking for in particular, Appius?" Ada inquired.

Appius turned towards her and hefted his makeshift axe in her direction, showing off the dents and dings that pockmarked the blade.

"I'm a simple warrior, Ada. I want something I can kill things with."

The Continent of Caflan Post Druidic War

7 Days Travel by Boat

Whispering
Jungle

Sea of Fog

Tilward

Gale
Sea

Blood Stone
Desert

The White Expanse



The Continent of Catlan Pre Druidic War

Nation Large City

Whispering
Jungle

Sea of Fog

Tilward

Gale
Sea

Blood Stone
Desert

The White Expanse



The World of Akharon

-Post King's Alliance-



Mountain



Dense Forest or Jungle



Large River



Desert



Permafrost



Ruined City, Fortress



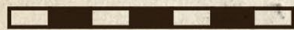
Town, City, Fortress

A. Stronghold

- B. Ferrisburg
- C. Hurstshire
- D. Lochdale
- E. Northborough
- F. Neph's Ruin (Stonevale)
- G. Siegetown

- H. Port Carthage
- I. Haven Citadel
- J. Jinder
- K. Mutigen Castle
- L. Catla
- M. Zutec
- N. Muster
- O. Galentia
- P. Primus
- Q. Gash
- R. The Cleft

- 1. River of Knowledge
- 2. Spiritwood
- 3. Arch Tree
- 4. Blight (Catla) River
- 5. Starlight Lake



7 Days Travel by Foot





Blightwood

Deep Wood

Catla Bay

Twisted Morass

Archdruid Woods

Blood Stone Desert

Arcane Bay

Sea of Signs

Twiweald

The Tomb Forest

Bleached Woods

The White Expanse



History of Akharon

"The Eternal Priesthood will tell you one thing, the Church of the All-Being another. They'll tell you that the gods care: that they sit up there on their eternal thrones looking down on us, waiting to swoop in at the last second. Well let me tell you, the gods are more than willing to let you die. I've seen it myself, a hundred times. Millions of good men lost to the druids. We're on our own down here, on Akharon - all you have is the steel in your hand and the person standing by your side. Rely on them, not on a miracle from the gods."

- General Tractius Eagleclaw.

The Saga of Neph

Once - long, long ago - existence was empty and vast - a blank canvas awaiting a painter. In the beginning there was only Mon, the Creator, the Maker of All Things. Mon has always existed, as long as time, before even the thought of the Gods of Eternity was sparked. It was Mon who created Akharon, who birthed the many gods and their Archon servants.

Much was lost during the wars that ravaged Akharon, but Eternal Priesthood scholars have pieced together thousands of texts and countless oral histories to help inform their knowledge of the gods. These texts that they compiled, called 'Sagas,' are still used to this day. The Sagas say that Mon's dominant desire was to create.

As Mon extended himself through the heavens, he created and populated countless worlds, and birthed gods to rule each one in turn, but as he did so he gave up more and more of himself. Each new creation took a toll on Mon, and he knew his time grew short. As his last action, he created Akharon, which would be his greatest creation: his swan song.

Mon knew he needed to protect his creation, and so he created the gods and their Archon servants. He placed the Archons in the sky: white guardians who stay vigilant at their posts, protecting what Mon had created. The gods and these countless Archons can be clearly seen in the night sky, and on occasion during the day, twinkling in the heavens, looking down on Akharon as they continue their service.

With this final act, Mon was spent. He let his body become dust as he took his rest surrounding Akharon. This resting place, known as the 'Sands of Eternity', can be seen at all times as great rings around the world. It is within these rings that the gods made their home.

The gods of Akharon were pleased with what Mon had left them. They would often look down upon the world from within the Sands of Eternity and watch its progress. Shortly after Mon's death the goddess Neph, the oldest and most powerful of Mon's children, issued a decree:

"Akharon exists as our father made it. Let it remain unchanged for all eternity. Let it stand as a beacon of perfection in our vast galaxy, and a reminder of the love that our father had for us all."

For a time, the gods followed Neph's decree. They were content to spend their days leisurely amongst themselves, and on occasion looked down upon the world as its many inhabitants fought with each

other amongst its vast wildlands. But some of the gods, especially the youngest gods, who were created when Mon had only a little power left, began to grow restless. They yearned to birth life as their father once did: they wanted to feel the pleasure of creation.

Two gods, the twins Akh and Ath, decided they would secretly leave their mark by meddling with Mon's creation. The brother and sister slipped down to the planet's surface and began experimenting with new life forms. When they were done they had created two new races, the Tolatl and the Legion, to join Mon's other creations. They hoped that their children would go unnoticed - just two more creatures to join the ever-tumultuous conflict that was Akharon.

But when Neph discovered their illicit creations, she was furious. She moved to banish Akh and Ath to the abyss beyond the Sands of Eternity, but the great god Pol tried to stay her hand. Pol argued on behalf of Akh and Ath - that they had only sought to follow in the very nature that defined their father, Mon, who had created up until his very last breath.

But Pol's words only succeeded in angering Neph. She saw that these new races were taming Akharon, changing its very nature. Drawing her great spear 'Ire' she left the Sands of Eternity to destroy Akh, Ath and their creations, but Pol fought for his siblings.

Pol was no match for his older sister. He was slain and his body tumbled to the ground, bursting apart where it landed, creating the Grave Mountains and Pol's Rest - the valley that the great city of Stronghold would one day call home.

The twins were horrified by the death of their brother: never had they experienced such loss in their life. They spurred the other gods to action, attacking Neph. But even with their combined might they were unable to overpower her, and could only wound her. Neph was forced to retreat when she lost her arm in battle and her spear, Ire, fell to Akharon. She no longer had the power to dominate her siblings, and they dared not finish her off for risk of losing more of their own.

Now that Neph's influence was subdued, the gods took a closer look at Akharon's newest children. In honour of Pol's great sacrifice and the creative nature of Mon, they sought to guide not only these fledgling races but also Akharon's older children, the Kaltorans and the Remnant. The goddess Corp granted them prosperity, Dray brought the gift of industry, Nix brought them culture, and the twins Akh and Ath carried the great gift of family.

For a while, it seemed like the Akharonians would have a lifetime of peaceful, prosperous growth, but Neph haunted them. She altered and distorted many of the life forms on Akharon, empowering its most dangerous predators and killers. She sought to destroy these new civilisations at every turn, as she desperately sought the return of Ire.

The gods fought to a stalemate, forced to return to the Heavens to stay much of Neph's wrath and ready themselves for the day that

Ire is found. Neph and the other gods still circle Akharon as they continue their endless dance. From her throne within the shining light called the Eye of Neph, she continues to poison the world below her, plotting and planning a way to eliminate all civilisation and return the world to its rightful, primal, state.

Truth and Mythology

This mythology is believed to be the undeniable truth by the segment of Akharon's population who follow the Gods of Eternity. The Eternal Priesthood, the religious organisation tasked with maintaining the Sagas and teaching the story of Akharon's creation, teach this creation story as dogma.

The reality of Akharon's creation is perhaps much simpler and yet more fantastic at the same time. What the Akharonians know of their gods was passed down through the Sagas, which were primarily compiled from a mysterious text known as the Epic of Eternity, a sacred volume that is guarded by the Eternal Priesthood. None outside of their ranks have set eyes upon the text, but what the priests teach is widely regarded to be true by their followers. It's hard to argue against their story when the proof of their gods' existence is plainly visible to any that would look up.

The Sands of Eternity can be seen at almost any time of the day or night, a band of dust circling around their planet, and Neph's throne, the Eye of Neph, can be spotted as she passes over Stronghold, a small green glimmer of destruction that occasionally, and without warning, spews forth her arcane wrath.

There are other religions that exist on Akharon. Some worship particular gods above others, and some believe that the Sagas are more allegory than literal truth. There is even a sizable faction who believes the many gods, and even Mon, are simply creations of a single deity known as the All-Being, who is actually responsible for most of what the Eternal Priesthood teaches. Regardless of the belief in their authenticity, these stories of the gods are still passed down from generation to generation.

The Age of Darkness

The early years of life on Akharon are collectively known as the Age of Darkness. This was the time between Mon's death and the intervention of the twins Akh and Ath - when Neph's decree still stood absolute. The early races, the Nephilim, Kaltorans and the Remnant, received no assistance from the Eternal Gods, and so were forced to struggle on their own against each other and the many monsters that dominated Akharon.

Some notable theologians speculate that as Neph was the first of the gods, she helped to populate Akharon alongside Mon while he still lived. Mon always intended for his children to join him in the act of creation, but he died before the other gods had their chance, leaving the world in the hands of Neph's creations.

Ignorance and savagery ruled the world in these early years. The

races and beasts warred and slaughtered each other. Tyrants would rise above their peers and take command over armies to carve out nebulous territories to rule, until they themselves would fall at the hands of another tyrant or traitor. It was a world of subjugation and ignorance, where the strong preyed on the weak.

From this time no record remains. There was hardly a spoken language, let alone a written one, and anyone who tried to communicate via symbols or carvings usually died before they could impart the meaning of their work. But it is known that this time period existed - this time before civilisation. The Kaltoran meditation practice of Ta'Di, which allows one to commune with their ancestors, has shown some terrible glimpses of this chaotic time. It is forbidden within the Ta'Di to spend too much time linked to this period, as the horrors witnessed will drive one mad. There is rumoured to be a sect of Kaltorans living somewhere on Akharon who have lost themselves to these memories and have become as savage as their ancestors once were. These Dark Tribes, as they are called, are very dangerous and should be avoided at all costs.

Age of Illumination

After Neph was wounded, the gods looked down upon Akharon and were distraught. They felt it was their duty to shepherd these new creations into a new age. The gods stepped down onto the world and granted their gifts, bringing the races into a new age: the Age of Illumination.

Most of what is currently known about the Age of Illumination comes from the Tolatl. Not only was it the Tolatl who dominated the recording of history and the formation of the Eternal Priesthood, they were also the race to remain secure in the mountain fortress Stronghold, where they could endure the coming wars better than most. Their records are the only documents that remain intact, but enough evidence has been recovered from Illumination Ruins to substantiate their records, though many scholars remain wary of the bias Tolatl scholars tend to put on events.

It took decades of careful guidance for the races to transform from what they were to what they were destined to become. With the help of the gods, Akharon reached a time of peace and prosperity that was never to be repeated. Scholars have marked the beginning of this age at the founding of Akharon's first permanent city, Catla.

The region where Catla was founded was under the control of a heinous Tolatl tyrant named Xipil the Dreaded. Xipil maintained his power through fear and violence, but the people, having been shown another way by the gods, rose up and overthrew Xipil. These victorious races formed the Eternal Priesthood and crowned a new king: Nopaltzin.

Catla grew quickly as it liberated and unified the surrounding lands. Over many generations they built grand structures, cities, and learned the secrets of alchemy. As the years marched on, the gods visited many other people and the whole of Akharon changed, often reflecting the very image of the Kingdom of Catla.

Major Kingdoms of the King's Alliance



Apollonios



Attaway



Badulf



Bard



Boon



Burdragon



Catla



Cato



Daskraken



Elpis



Lagos



Panos



Ragna



Romanos



Rubis



Savas



Sigimund



Tarquinius



Valdis



(All-Monks)

But as Neph's attacks on Akharon became increasingly desperate and brutal, the gods were forced to withdraw to the Sands of Eternity, leaving the people to find their own way.

For some time, things were happy and prosperous in the Kingdom of Catla, but the king, King Etalpalli the Sixth, wished for all the people of Akharon to be united under his banner and to share in their glorious prosperity.

To this end he formed the King's Alliance: a union of allied provinces spread across the continent. While many joined willingly - through either shrewd diplomacy or heavy-handed intimidation - many others were conquered.

Etalpalli would not live long enough to see the final success of the King's Alliance, nor would his son, or his son's son. It was not until the rule of Coaxoch the Second, some six generations later, that the King's Alliance would finally fulfil Etalpalli's goal and stretch across all coasts of the great continent of Catlan.

King Coaxoch and his descendants turned the King's Alliance into a land of great prosperity. Catla continued to grow in scope until it became a marvel like nothing the world had ever seen before. Towering structures, made of pure stone. Roads decorated with marble tiles with fountains in every square. Large aqueducts that brought fresh water. Ornate buildings carved with intricate murals and statues to the gods adorned every building. Catla was considered to be the most beautiful city to ever grace the surface of Akharon.

While the many races had their own nations within the King's Alliance, they mingled often, sharing resources, knowledge and manpower. Philosophers spent their days writing about the rights of the people, granted to them by the gods, alchemists spent their days perfecting the magic arts, while warriors fought back Neph's offspring, allowing the common people to largely live in peace. The King's Alliance crafted paradise: a shining light that cut through the Age of Darkness. Everyone was united by a shared group of ideals, the three tenants of Catla: Reason, Prosperity, and Faith. Each of these pillars was upheld by a select group whose job it was to maintain the happiness of the Kingdom's people. The Scholars taught reason, the Alchemists brought prosperity, and the Priests instilled faith. These three tenants would guide the people of the Kingdom for a thousand years.

But not all was well outside the boundaries of the King's Alliance. In the deep wildlands and across the great seas tyrants still ruled and warred, oppressing and killing their people as they saw fit. It weighed heavily on the hearts of the many rulers of the King's Alliance that they should prosper while the rest of Akharon suffered so greatly. And so the kings marshalled their great armies and launched the King's Crusade, a hundred year war to unite all of Akharon under the banners of the King's Alliance and to put a final end to Neph's endless spawn.

This great army would never be seen or heard from again. While the King's Crusade marched in distant lands the unthinkable happened at

home; the King's Alliance fell.

The Archdruid and the Druidic War

The rise of the Archdruid is mostly shrouded in myth and legend. It is not ancient history, as the stories compiled into the Tolatl 'Epic of Eternity.' The story of the Archdruid is one that still clearly affects the world to this day. Most of what is known about the Archdruid has been pieced together through interviews and eyewitness accounts.

The King's Alliance now stretched across all the inhabited lands of the Catlanian continent, but there were many areas free of its influence. Untamed pockets like the frozen southern reaches, home to many barbarous Legion tribes, and the remote northern jungles where society's outcasts hid alongside Neph's spawn, were not under the rule of the King's Alliance.

While the land prospered, a dangerous power was beginning to grow in the north.

The monks of the All-Being were largely untouched by the Kingdom, left to their own devices as their way was one of peace, not tyranny. The monks lived on in small pockets deep in the Whispering Jungle, tending to their temples and their flocks. Among these monks there was one, whose true identity has been lost - scrubbed from all record - who seemed called for greatness.

The church of the All-Being believes that the All-Being is the one true god and creator, stationed higher than the other deities, who they believe may not exist or, if they do, are simply lesser creatures or servants of the All-Being. The monks had a prophecy, recorded in their Sacred Texts, that spoke of a great and powerful saviour. This All-Prophet would rise to lead them in battle against the evil force known as Neph who, according to their beliefs, is not a god but rather a force of evil and destruction that must be combated.

This monk, this unknown servant of the All-Being, was thought by many to be this prophet. The monks were quick to grasp onto every small sign that might have indicated it, so much so that the young Remnant began to believe it himself.

The monk poured himself into his study, eager to prove that he was, indeed, the All-Prophet, and eager to gain the power that would come along with it. He devoted much of his life to studying the Sacred Texts of the All-Being, but something began to tug at him. The texts made little mention of the other Gods of Eternity, but focused on Neph, who was seen as the antithesis of the All-Being, but was not a god herself. He became convinced there was more to the story.

The contradiction came to a head when the monk discovered what he believed to be a lost text. The text asked questions of his faith and put Neph on a pedestal, as Neph was the one who fought against the other Gods of Eternity to return Akharon to its natural state, free of civilisation. The Sacred Texts say that the All-Being fought in the war. That he pulled the angelic Remnant to his side, back from death itself, and used them to save the universe. But this new text claimed

this was a mistranslation, that the All-Being is Neph, and it was Neph who pulled the Remnant back from death for this key fight.

The young Remnant spent months locked inside a meditation chamber, guarded by his most trusted followers. When he finally emerged from the chamber, he gathered together his closest circle and shared his epiphany; Neph was the All-Being, and it was the job of the All-Being's followers to continue the war against civilisation that Neph had begun.

The rest of the monks acted against this new teaching, saddened by their pupil's misguided ideals. They had expected much from this monk, expected him to be the All-Prophet - but those dreams were now dashed. The monks exiled this Remnant from their temples, forcing him to flee, with his followers in tow.

The Remnant fled to the northern wilds, finding sanctuary among its many outcasts. There he made a new home and discovered that many among the outcasts were druids, magic users who worshipped Neph as well. This Remnant became one of them, and came to lead them. The druids shared with him the secret to their magic; the Wylding, and taught him how to use it. The druids had been collecting Neph's magical fluids for many generations, and their stores were vast and mighty - enough to wage war on the entire planet.

It was somewhere in this time that the Remnant lost his given name. He shed it off like a snake sheds its skin, along with everything that tied him to his old identity. He arose with no name, just a title - the Archdruid - and a renewed sense of purpose. The Archdruid would lead the druids, the outcasts, the followers of Neph, and they would burn the world to the ground and allow nature to reclaim what it had lost.

The King's Alliance could not have prepared for what was coming. The Archdruid's armies struck with force at the northern border - druids wielding Wylding magic alongside lost barbarian tribes, heavily armed mercenaries, monstrous Wyld creatures, Nephilim, and any who held a grudge against the King's Alliance.

The north fell first. The cities were razed to the ground and replaced with Wyld growth, creating jungles, swamps and forests where cities once stood. The Archdruid didn't stop there - he worked his way down through the continent, destroying every city he passed - until he reached Catla.

King Coaxoch the Tenth marshalled the best defence he could, but the bulk of his army was on the King's Crusade. There was nothing Catla could do to stem the flow of the Wyld. The Archdruid took the city and grew a great forest in its place, declaring himself conqueror of civilisation. By toppling Catla, the Archdruid had delivered the death blow to the King's Alliance. He was now incredibly close to fulfilling his goal of returning the world to the Age of Darkness.

With Catla gone and its many kings dead, the rest of the cities quickly fell. The great glory of the Alliance was being razed to the ground. The beautiful streets that had connected the cities were broken and scattered by new growth bursting out from under them.



Buildings were toppled and statues were torn down. The fountains no longer produced water and were instead filled with blood. Everything that the King's Alliance had held dear was lost. The frightened citizens began to believe the Archdruid was Neph, returned to take away Akharon's unwanted children.

The Priests of Eternity feared for the survival of their people. In an effort to safeguard themselves from the Archdruid they retreated to what they believed the safest city in all of Akharon: Stronghold. They packed their vast libraries, gathered their collected Sagas, and made the trip in haste, hoping to arrive before the Archdruid's forces reached them.

Stronghold, originally built by Tolatl nobles during the early days of the King's Alliance, was designed to be impenetrable, sitting securely atop a high plateau overlooking Pol's Rest. Alchemists and priests used this citadel to study the uncharacteristically pure valley that lay behind Stronghold's protection – the final, and secret, resting place of the dead god Pol.

As more and more cities fell, more and more refugees fled to Stronghold. The priests weren't the only ones who had seen the value of Stronghold's defensive qualities. The Tolatl alchemists did their best to accommodate everyone who made the dangerous journey to Stronghold. And it was, indeed, very dangerous. The roads were prowled by the terrifying spawn of Neph and the druids could kill fleeing refugees by the dozens with just a wave of their hand.

However, Stronghold was a Tolatl city. It wasn't built for the larger races, especially the bulky Legion or the occasionally large Remnant. Modifications had to be made and temporary structures were added to Stronghold's courtyards and to the protected valley that lay behind the city. Those who lived in Stronghold lived under a never-ending siege from the southern Legion barbarians, who were marching north to join the Archdruid's army. They launched attack after attack against Stronghold as they awaited the inevitable arrival of the Archdruid himself.

For 40 years the surviving Akharonians lived in perpetual fear behind Stronghold's walls, waiting for the Archdruid's army to reach them. But the Archdruid never came. Eventually, the attacks by the barbarians ceased, as they grew restless and lost their sense of purpose. The spawn of Neph that once prowled the countryside in great numbers grew fewer every day, until they stopped altogether. There came a time where a living druid hadn't been spotted for years. Finally, the leaders of Stronghold sent out a number of brave scouts to report on the situation. The news they brought back was elating – the Archdruid was dead and his army was in disarray.

Death of the Archdruid

The Archdruid was slain, his conquest ended and his armies scattered. The only problem was, no one knew how it happened. The debate about the fate of the Archdruid rages on to this day, with many factions trying to claim responsibility for the deed in order to increase their own clout in the post-Archdruid world.

The Legion claim they sent a soldier in secret, a woman armed with a legendary Arcanium spear and bow, in order to assassinate the Archdruid. Though the soldier died in the process, and her weaponry was lost along the way, she was successful in her mission. Adventurers are still seeking out those lost weapons...

Some nobles believe that the King's Crusade returned at the right moment, laid siege to the Archdruid's forces in the north, and killed him in battle. They believe the Crusade was destroyed in the process, but at least the Archdruid was killed. However, there may still be some members of the crusade alive who do not know that Stronghold is safe...

The Priests of Eternity teach that the Archdruid was killed by the gods, as punishment for worshipping Neph. They believe the Archdruid now rests in the Eternal Abyss, and that they should all be vigilant in case he escapes his prison...

Others scholars believe that the Archdruid was betrayed and killed by rivals among his own faction, though who these druids were and why they betrayed their leader remains a mystery. If there is a force living in the Wylde powerful enough to defeat the Archdruid, it might one day turn its gaze to Stronghold...

Finally, many optimists believe that the Archdruid simply burned out or died of old age. Perhaps accessing as much of the Wylding as he did drained his lifespan, or maybe he was already old to begin with. These people rest comfortably in their knowledge that the Archdruid will never be able to harm them again.

No one knows which theory is correct, but the answer is sure to reveal itself in time.

Life After the Archdruid

For a time after the Archdruid's death, nothing changed – life continued on as it had for decades. Eventually, the dwindling attacks by the spawn of Neph stopped entirely. The ground was still poisoned and the Wyld was still out of control, but the direct threats appeared to have ceased – a Druid of Neph hadn't been seen for years.

The Scholars, Alchemists, and Priests who had been managing Stronghold's day-to-day activities called together a gathering of the most influential people in Stronghold, which mostly consisted of the Tolatl descended from the original nobles of the fortress. Together they decided it was time for a change within Stronghold. They decided it was time to take their world back.

"Books are the antithesis of instinct."

- Unknown cult priest of Neph.

Stronghold & the Present Day

"The architecture of Stronghold can tell you its history better than any historian. You can see the original foundations of the manors, the large, luxurious palaces that once housed rich tapestries and artworks of great value. You can see the remains of thrones where visiting kings would hold court, the ballrooms where bands once entertained rich Tolatl nobles. And you can see the rooms converted into studies, workshops, classrooms, observatories. You can see where the alchemists left their fingerprints as they adapted this place to fit their needs. They made changes to the layout, the very structure.

But their changes have been dwarfed by what came next. We have mutated Stronghold as the druids had mutated the world. It barely resembles what it once was. Its open courtyards are now cramped markets and housing districts. Its ballrooms are now garrisons and barracks. Its grand gardens now cleared to make way for a city that was never intended to be.

Our presence here has changed Stronghold forever just as it has changed us."

– Nezbarb the Wise, Tolatl Scholar.

The citizens of Stronghold have had over forty years to adapt to life within the mountain fortress. They have retrofitted many of the Tolatl structures to fit their needs, with each race and sect claiming their own piece of the city, doing whatever they can to preserve their cultural traditions. They work the fields of Pol's Rest side by side and, at night, they gather together and share their stories around communal firepits and inside flowing taverns. Stronghold has become a melting pot of different beliefs and cultures, all blending into each other.

The grand walls of Stronghold kept them protected from the Archdruid's attacks and allowed them to live as normal a life as could be managed. They still celebrated holidays, birthed children, and follow their religions' many traditions. But the people were not at peace.

During the war Stronghold quickly began to overflow out of the city proper and down into Pol's Rest. Small structures, that were later to become well-established towns, were hastily made to house the people who chose to live outside the city walls, relying on Stronghold to be an obstacle between them and the Archdruid's army.

The Eternal Priesthood did what they could to keep the people in line. Crime and civil unrest were rare during those years, as everyone was too preoccupied with surviving to worry about petty disagreements, but there was still a great need for clear governance. There were no Kings anymore, as the line had been ended when the Archdruid sacked Catla. No princes were in line to inherit the throne, and the 'Divine Right' of rule passed to no one.

And so the scholars, alchemists, and priests met together to address the needs of the people. They formed the Regency Council, a powerful group that would share the burden of ruling over Stronghold.

These three groups were the backbone of the Three Tenants that had supported the Alliance for so long, and it felt natural that the Divine Right would fall to them.

This would be the first time in recorded history that Akharon had been ruled by anything besides a king or queen. This was a new time, when the old ways no longer held sway. But, if a crown prince were ever to return, or be born, to Stronghold, the Regency Council might feel obliged to bow to them.

The people adapted to life in Stronghold, it became their home, and it gave Akharon a new culture: one of close cooperation between the races. This ability to coexist was essential to their survival, both during the war and afterwards.

After the Archdruid was killed, the people of Stronghold gained new hope, but it was tempered by caution. The wilds outside of Stronghold were dangerous, and the Legion tribes that had laid siege to Stronghold remained as a permanent encampment, their intentions unknown.

Stronghold had been the Akharonian's only home for so long that the outside world looked like a strange, new place. Only the Kaltorans, through their ancestral memories, could even remember a time before the Archdruid, and those memories blurred a little more with each passing generation. People were afraid to venture down the mountain, and rightfully so. They weren't prepared to re-colonise this new world. They had everything they needed in Stronghold: Pol's Rest had provided them with a bountiful amount of food and water during the siege. But eventually, this would all change.

Forty years after the death of the Archdruid, the Eye of Neph passed above Stronghold. Neph spread a great blight across Pol's Rest, releasing vile spawn upon the southern end of the valley. A great beast laid waste to the town of Stonevale and spread its poison across the land. Crops withered and died, and the water became tainted and undrinkable. It appeared that the Archdruid would have the last laugh after all. The Akharonians waited too long to take action and their food and water supplies quickly dwindled. This led to rationing, which led to a drop in morale and the re-emergence of old conflicts between races and the rekindling of old cultural grudges.

The Regency Council came to a difficult decision: many would need to leave the safety of Stronghold in order to provide for those who stayed. These bold adventurers would be the first to explore and reclaim the lands outside of Stronghold, making way for new settlements to be built. They would need to find water that wasn't

"If it doth glow, just say no."

– Quinyx Goldtower,
warning Stonevale locals of a Wylding infestation.

The Vanguard (the PCs)

poison, ground that wasn't toxic, and places that were cleared of evil druids and Neph's spawn. It was a seemingly impossible task, but that didn't stop those brave souls who volunteered. They believed that the world could be saved, and would do their part to save it.

Salvation first came in the form of the Legion clans who had once joined in the siege of Stronghold. As explorers and scholars began to leave Stronghold, they were forced to interact directly with these Legion. And it turned out that these vicious warriors were not so different – they were simply doing what they felt they needed to do to survive the Archdruid's might.

These Legion did not share in the Archdruid's ideology, nor were they particularly fond of the druids they had fought beside. Now that the Archdruid was dead and his army scattered, they were looking for new direction.

The early explorers relied heavily on trading with the Legion clans, and their camps have proven to be lifesaving as the Akharonians have attempted to explore this new world.

Xip huddled against Arax for warmth, leaning up against her old friend. "I never imagined it would be so cold out in the wilds," Xip murmured out of her chattering teeth, earning a guffaw from both Arax and Kasseo.

"I come from the Southern Wilds, little one," Kasseo favoured her with a grin. "You talk about cold but you know little of true cold. When you're alone on the southern plains, with no shelter, with nothing to stop the biting chill and freezing wind... then you may talk about cold."

"Now, now... leave her be," Rashton came to her defence with a grandfatherly smile as he placed a few more logs on the fire. "I believe we all remember our first winter outside of Stronghold."

"We needn't be in the cold much longer," Arax pointed out. "Rumours point to a friendly barbarian encampment not even a day's journey from here. If we're lucky, we'll be spending our next night inside one of their warm tents."

"And hopefully feasting on the day's hunt," Kasseo licked her lips as she spoke. "I'm tired of trail rations."

Eventually, Xip fell to sleep, dreaming of warm tents and the smell of cooked meat.

"As a young girl, I was told I would accomplish great things. While my siblings were taught the ways of city life, I was taught to survive the wild. My siblings were taught how to cook and clean. I was taught to battle Children of Pol and hunt Nephilim. It was all for Stronghold, I was told. I was to be part of the Vanguard... I was going to save the world, and now my time has come – my time to leave Stronghold, possibly for good.

My training has prepared me for this very moment and yet I feel scared. Do all Vanguard feel this way their first time out? They must, for it is that fear that will keep us alive."

– Amaris Cook, missing, presumed dead.

Those who venture beyond the safety of Stronghold's walls are known as the Vanguard. The Vanguard provide many of the functions necessary for life in the new world: they seek out safe lands for new villages, they hunt to keep settlers fed, and they search ruins for lost treasures and knowledge. It is only because of the Vanguard that civilisation is beginning to recover what was lost, and new homes are being made for Stronghold's bursting population.

The Vanguard serve many functions, and each member usually specializes in a few key tasks. The best adventuring groups are formed with uniquely focused members, each lending their skills to the group.

One of the Vanguard's primary jobs is to seek out new lands for settlements. There are many dangers hidden in the wilds, and it is up to the Vanguard to identify and eliminate these dangers before, and after, a settlement is founded. Once an area has been secured, the Vanguard must establish a new city, and keep the surrounding trails safe for the ambassadors, translators, merchants, and for all other needs to ensure peace within the settlement and nearby regions. The Vanguard are also tasked with serving these new villages, sometimes acting as guards and council leaders.

The war with the Archdruid not only destroyed the kingdoms of old, it fundamentally changed the world itself. Nature acts differently, the weather no longer behaves as it once did, and natural patterns can be difficult to track. Mutated beasts known as Nephilim, left over from the Archdruid's army, still roam the lands, and many druids remain loyal to their old ways. These are but some of the risks that a Vanguard must face in the wild.

The changed face of Akharon has also greatly re-shaped the continent, with new lands raised from the sea, and tombs from ancient civilisations and the gods lying exposed. The Vanguard must brave these new lands and dangers to find ancient and divine relics for their people.

The wilds also hold many new materials that can be used to forge and upgrade weapons and equipment, such as rare alchemical sparks, Arcanium, and the dangerous druidic Wylding.



Religion

"By the All-Being, who watches over us.
Who blesses our lives and enriches us.
We find peace within ourselves.
And thank him for the bounty he has placed before us.
In the name of the All-Being.
So shall it be."

- Hymn in Praise of the All-Being, Author Unknown.

There are several religions at the core of spirituality in Akharon, but none is as prevalent as the Eternal Priesthood. Most of the minor religions practiced across the land are in some way a derivative of this dominant faith, and the others can't help but be compared to it. The origin story of Akharon, as presented by the Eternal Priesthood, is widely accepted and shared among the different religions, with the Gods of Eternity making an appearance within their respective mythos - this is most prevalent with the goddess Neph. Others view the stories of the Gods of Eternity as myth - but they still know the stories.

As important as the Eternal Priesthood has been, it is necessary to recognise the many other religions that are still widely practiced in Akharon. There are too many to ever explore in detail, and some have very small followings in the fringes of society. These religions are practiced differently according to where you are in the world, or even depending on which temple you visit on the same street in Stronghold.

There is often a strong stigma attached to being nonreligious, in Akharon. Most people believe in something, or at least pay lip service to a god, but those who openly don't believe in the existence of a spiritual world are looked upon more with pity than scorn. However, those who do believe and who dedicate themselves to their religion - mainly the priests, monks, and shamans who spread their faith - are in constant competition with each other.

Now that the war is over, these religions must come to terms with each other. Much has happened during their time together in Stronghold, and each religion has changed because of it. The Eternal Priesthood lives in fear of the growing powers displayed by the monks of the All-Being - a power they don't understand - while struggling to come to terms with their alchemical powers being used and adapted by the Druids of Neph. The dominance that the Eternal Priesthood once had over the world is shaking, and shaken principles can lead to dangerous zealots.

For now, the three main religions of Stronghold - The Eternal Priesthood, the worshippers of the All-Being, and the followers of Ta'Di - are all united by a fear of the Druids of Neph. It has forced them into an uneasy alliance; they must keep their jealousy and tension in check or else give the druids the upper hand.

Eternal Priesthood



"And so Pol fell from the skies, a shining comet visible across all the land. His consecrated body became our salvation for even as Pol fought to protect us, he died to preserve us. It is with Pol, and through Pol, that our prayers are answered. So speaketh the Saga."

- The Saga of Pol, Chapter 6, Verses 2-5, Modern Translation.

The Eternal Priesthood is the primary and most accepted religion in Stronghold, as it was the predominant religion of the King's Alliance. The Eternal Priesthood represents followers of the pantheon of the Gods of Eternity, who are said to have created Akharon. Two prominent gods of their pantheon are Pol and Neph, a dichotomy representing civilised knowledge and primal nature, respectively. According to their mythology, Pol was slain by his sister Neph while protecting the fledgeling races of Akharon. This version of events has so permeated culture that even other religious and non-religious people still regularly reference Pol and Neph.

Stronghold was built atop what is believed to be Pol's body - a broken shell of the god after he crashed down to earth. Whether you believe this to be the reason or not, Pol's Rest is a startling source of great alchemical magic.

The Eternal Priests maintain the "Sagas," which are religious texts named after the various gods of their pantheon. No one but the priests themselves are allowed to read from these Sagas, which tell the tales of Akharon's creation and of the war between the Gods of Eternity and Neph.

The priests claim that their power is derived from these texts, and that knowledge of the gods allows them to perform great miracles. They call this secret knowledge 'the Mysteries'. Truthfully, the Mysteries are nothing more than unique forms of alchemy known only to the highest levels of priesthood. This reality is a well-guarded secret; if their followers realised the priests' miracles were only alchemy, many would turn away from the Priesthood. This deception requires a certain temperament within a priest, and only followers who show both a thirst for power at whatever cost and a great sense of discretion are selected to train for the priesthood. Those priests who manage to survive training with their conscience intact may begin to question the nature of the priesthood and the gods once the truth of the Mysteries is revealed to them, but they must question quietly or face dire consequences.

There are several levels of leadership among the Eternal Priests. Loyal worshippers who have not been accepted into the priesthood are called Acolytes, who serve at the priest's request. Above them rank the Initiates, who have been initiated into the Mysteries, are trained in the dogma of the priesthood and are finally allowed to see the Sagas, but not read them. Elders are those who have graduated beyond the Mysteries and may begin guided reading from the Sagas, though the interpretation of the meaning of the Sagas is left to full priests. Once an Elder has shown they will not waver from the prescribed dogma, they are promoted to the Priesthood, can tend to their own temples and are allowed to study the deeper Mysteries. Each of the Sagas has a High Priest whose responsibility it is to interpret that text and thus the will of the god which carries the same name.

The High Priests are considered equal but the High Priest of Pol is respected more than any other. He is said to be the most devout, pious, and honourable of all the priests. This position is currently held by a Tolatl named Xiuhcoatl the Blessed, who makes his home in the largest temple in Akharon, the Reliquary, nestled high in the mountains above Stronghold.

The Gods of Eternity

The Eternal Priesthood worships the Gods of Eternity. There are many lesser gods who are attributed with minor miracles and small wonders, but only the major gods have their own Sagas. These gods are said to live in the Sands of Eternity - the rings of dust that orbit the world of Akharon. That dust is the remains of the creator, the god Mon, who perished in his creation of the world. The Sands of Eternity are under constant threat from the goddess Neph, which is why some prayers go unanswered and why the gods don't take a more direct hand in the lives of Akharonians.



Mon

The Creator, the God of Life and Death. Mon sacrificed himself to bring life to the universe, and in doing so created the Gods of Eternity, the world of Akharon, the Kaltorans and the Remnant. The Priests of Eternity do not pray to Mon, as he has gone to the world beyond, but his name is still spoken with reverence. There are hints within the Sagas of Mon that he originated in a place far away, and came to this universe in a large boat capable of changing the very face of worlds, but few understand the true meaning of this.



Neph (or Nep)

The maimed Goddess of Nature, Power, Fertility and Calamity, fights against the other gods to return Akharon to its natural state. Neph can be seen as a small glowing green light, known as the Eye of Neph, floating high in the sky around the world, intermittently poisoning the earth and unleashing her horrifying Nephilim to fight against all forms of culture. Civilised people dare not openly pray to Neph, but many do so in secret as they wish to gain her blessing or to be spared from her wrath.



Akh

The King and Father of the People, the God of the Sky, Protection and the Home. His large yellow light shines brightly from his throne in the sky above Akharon, and provides warmth and light to the people. The youngest god, and twin to Ath, Akh rebelled against Neph to create the Tolatl in his own likeness. The people of Stronghold pray to him most, for he is considered the most reliable of the gods.



Ath

The Queen and Mother of the People, Goddess of War, Wisdom and Loyalty. She is the red sun that shares the sky with her twin brother, Akh. As the creator of the Legion she and her warrior priests are looked to when strength, stability and wisdom are needed, especially in times of conflict.

The Truth: The Eternal Pantheon are primarily celestial objects. Neph (an organic Nephilim spacecraft that is locked into an orbit around Akharon), Akh and Ath (the system's two suns), Corp (the moon), Nix (possibly a comet, planet, deep space satellite or other astronomical phenomena), Dray (a planet), the Archons (stars) and the Sands of Eternity (a dust ring around Akharon).



Pol

The dead God of Alchemical Magic, Metal, Knowledge and the Guardian of Civilisation. He was killed by his sister, Neph, while protecting the people of Akharon. His metal body fell to the earth and, in the crash, created Pol's Rest. His great body now resides under Stronghold and his fluorescent blood forms the foundation of alchemical magic. No one prays to Pol, but he is greatly revered by all who acknowledge his great sacrifice.



Dray (or Dra)

The ceaseless God of Industry, Hard Work and Passion. Smitten with an undying love for Nix, Dray can be seen in the night sky as a distant blue and brown light forever pursuing, but never catching, his love. Dray, Corp and Pol were incredibly active across the world in the short time before Mon's death - evidenced by the sheer number of ancient metal ruins marked by the Symbol of Dray carved upon them. None felt the pain of Pol's death more deeply than Dray, and those who worship him share his special hatred of Neph and her destructive spawn.



Corp (or Cor)

The silver Goddess of Commerce, Peace, Water and the Arts. Her throne is that of silver, most clearly seen at night to guide the world as Akh and Ath sleep. At different times of the month Corp shines in different shapes, which the priests use to judge coming prosperity and austerity. Some have mistranslated the Saga of Corp and believe she lives in a building that floats high above the planet, and can be visited if granted the gift of flight by the gods. Corp, Dray and Pol were once very close friends.



The Archons

The shapes of the constellations that the early Akharonians saw in the sky are the Archons, a term encapsulating all of the gods' celestial servants. Most have individual names, though few are worshipped regularly or have their own Sagas. The Archons are only regularly worshipped by farmers, those who live in dependence on the mercy of Neph, goddess of nature. There are a few temples built to the Archons, but no individual Archon has more than a simple shrine in their name as so little is known about them.



Nix

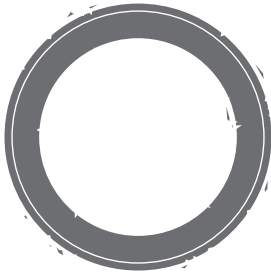
The beautiful trickster Goddess of Enchantment, Mirrors, Mischief, the Afterlife and Time. Nix resides far from the other gods, as she enjoys watching them more than she enjoys their company. Her twinkling purple form rarely passes through the sky, but when it does, shamans detect a high level of activity within the spirits that dwell on Akharon and enchanters feel their powers grow and change in unforeseen ways.



The Lesser and Unknown Gods

There are many more gods that have yet to be named and many more that are hinted at in the Sagas. These gods have few, or no, stories told about them, but that doesn't mean they are without consequence or importance. As more information is recovered from the ruins of what once was, it is possible the existence of more gods will be revealed.

Church of the All-Being



“At first He revealed Himself to the Remnant, His chosen. But they rejected Him. Now He has called all to join with Him.”
- All to the all, Ordos Revelata.

While the Gods of Eternity are primarily focused on physical objects, possessions, and religious events, the church of the All-Being is primarily focused around morality and the state of a person’s heart.

Followers of the All-Being, most commonly led by Remnant monks, do not recognise the Gods of Eternity as gods, but rather as myths, powerful beings, or at best shadowy reflections of the one true God. According to their Sacred Text, an ancient book that teaches about the All-Being, there is only one god: the All-Being, benevolent creator and master of all.

The only Eternity God mentioned in the Sacred Text is Neph, who is never called a god, but is instead referred to as a force of evil that threatens to tear the universe apart. Long ago, after the All-Being had created Akharon and the universe around it, he interrupted his rest to return to Akharon to battle Neph alongside a group of angels called the Remnant. After defeating Neph and casting her out into the abyss, the All-Being granted free will and mortality to the Remnant as a gift for their services.

The Monks believe it is their duty to fight the corruption of Neph and pray for the emergence of the All-Prophet, a powerful mythological figure who once, long ago, led the followers of the All-Being to peace.

The Archdruid was once a follower of the All-Being before breaking off a splinter sect that became the Druids of Neph, a group who see Neph and the All-Being as one. The monks annulled their connection to the Archdruid and worked to combat his teachings. They felt a great burden of shame for their part in creating the Archdruid and for failing to stop him before the war began. The monks carry this burden on their shoulders still today.

Unlike Sagas within the Eternal Priesthood, the Sacred Text is shared with the people, and they are encouraged to read and find personal understanding within it. There are many secrets hidden within the Sacred Text: from personal beliefs, to the will of the All-Being, to powers that can return the dead to life. This information

is presented through a series of laws, parables, and teachings that were recorded directly by the All-Being’s servants long ago.

Simplicity is the key to life with the All-Being. The monks encourage a simple, austere life among their followers. This will allow for a deeper connection with the All-Being, turning away from emotions like jealousy, greed, and hatred. This allows followers to develop a personal relationship with the All-Being, but also means everyone’s interpretation will be different. This has led to many splinter factions within the church - some of which are even militaristic in their devotion - but none as dramatically evil as the Druids of Neph.

The monks who lead the church have displayed amazing powers of healing and physical abilities. These powers are hard to explain away, and threaten the cultural dominance of the Eternal Priesthood, whose power is based on political and cultural dominance, and alchemical tricks rather than faith and devotion.



Druids of Neph

The Druids of Neph are a splinter sect of the Church of the All-Being that was founded by the Archdruid. They believe in a lot of the same precepts as the Church of the All-Being - even their own version of the Sacred Text written by the Archdruid - but they believe that the All-Being and Neph are one and the same. They worship and pray to Neph, that she might gift them with the power to enact her will to return the world to its proper primal state.

Neph’s power changes the very nature of the world, turning the land into a twisted form of itself called the Wyllds, a place of mutated plants and animals, granted deadly tools to protect themselves from the forces of civilisation. The magic of the druids comes from Neph in the form of extracts harvested from the plants and creatures of the Wyllds. This magic allows the druids to alter nature around them: it becomes their weapon as they animate vines and trees and transform animals into massive beasts. The Blight is a favoured weapon of theirs, a mind polluting fungus which spreads with speed. Equipped with this deadly arsenal of magics, the druids make war on all civilisation.

Under the leadership of the Archdruid, the Druids of Neph were almost successful in their goal of destroying civilisation. Now that the Archdruid is dead, the druids have scattered back into the shadows of the Wyllds and fight amongst their former allies who do not share their vision. When this struggle ends, a mighty leader is sure to once again rise to finish what the Archdruid started.



"Material and Ethereal, Change and Permanence, Mortal and Immortal, Ancestor and Descendant, Ta and Di."

– Ezekiel Pathfinder, Spirit Shaman of Ta'Di.

The practice of Ta'Di is ancient – thought to predate even the Eternal Priesthood. According to the beliefs of Ta'Di, the universe emerged from nothingness, a perfectly balanced symphony of mortal beings and immortal spirits. The lives of mortals are short but their actions echo through time and shape reality. When a mortal dies, they are lost to this world and join the world of the spirits, which do not exist within time. They are the anchors upon which all reality rests, else all would turn to chaos.

Ta'Di doesn't worship gods in the same sense that the other religions do, but some spirits are seen as greater than others. Many followers of Ta'Di focus their worship on the Great Spirits of Eternity; those spirits often mislabeled by outsiders as gods. Ta'Di is a practice more than a dogma; a series of ultimate truths and techniques for experiencing them personally. Those who practice Ta'Di seek to contact spirits and ancestors for a deeper understanding of reality and to seek purpose, advice, and power to aid in their daily lives.

Ta'Di is performed through deep meditation, often lasting hours at a time, where the shaman will reach out to the spirit world and try to make contact with a guide. Although ancestors are nought but dust, they can be accessed in the past through these spirits. It is through these spirit guides, who act as mediators, that the shamans are able to learn from their ancestors and interpret the thoughts of spirits.

It is said that an ancestor holds the secrets of the past, but the spirit guide holds the secrets of the future. By communing with them, a shaman of Ta'Di can learn many things that they wish to know. Spirits appear to them and lend them their powers, which allow shamans to influence the world around them with a strange ability called spirit magic. The shaman, with the spirit's help, can produce visions

"We do not talk to spirits with words. We talk through actions, empathy and a shared life."

– Gollian Wooddancer, Ormway Tribal Shaman.

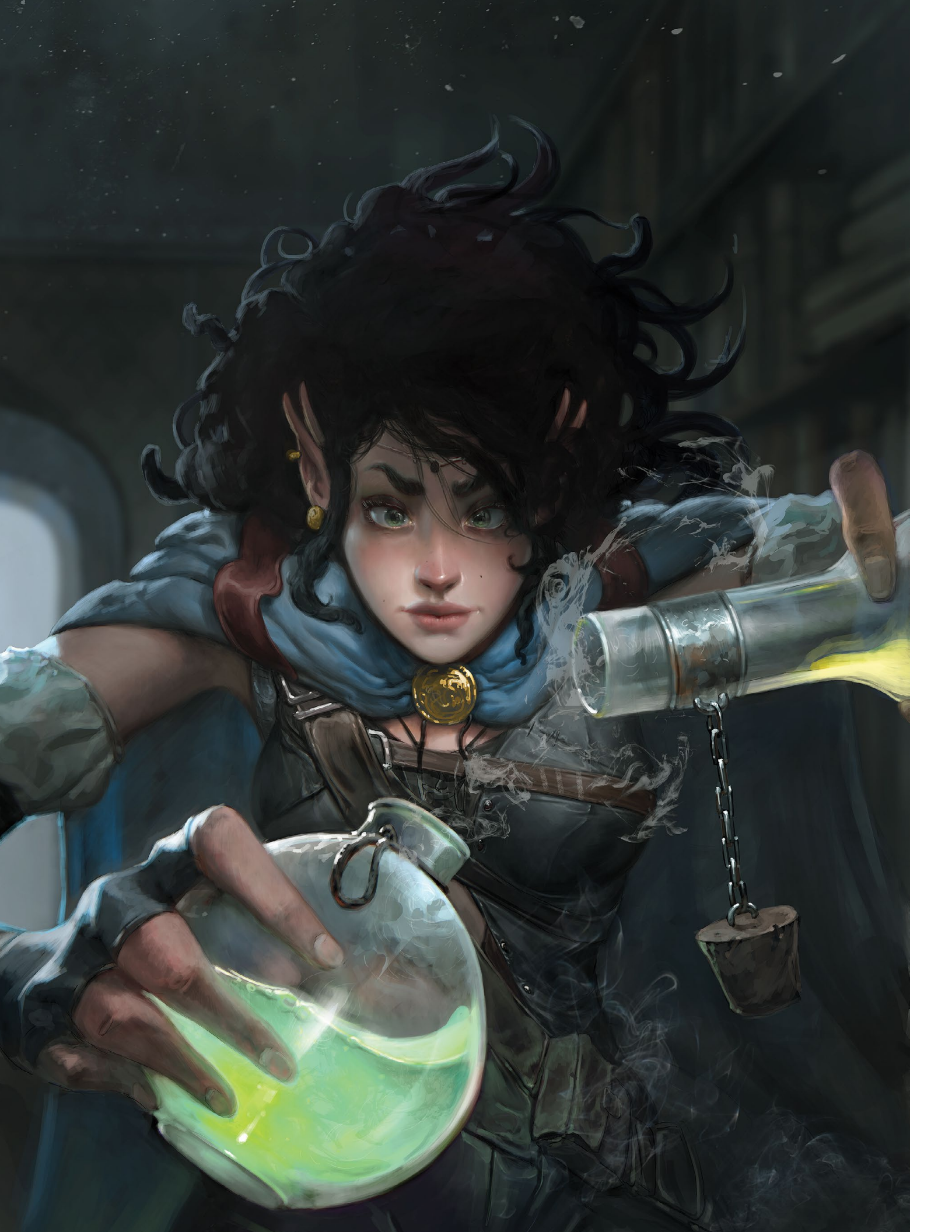
and lash out in deadly attacks. These spirit guides often appear as animals and are mostly ethereal, so they are limited in their ability to interact with the world, except through displays of energy and light, and the ability to change their colour and form at will.

Once a shaman and their spirit have found each other, they become bonded. The shaman then relies on the spirit to help them connect to their ancestors and eternity while the spirit relies on their shaman to connect to and affect the material world. In this way, both spirit and shaman can move together through life along their true path. The path always ends in death and a glorious reunion with the shaman's ancestors in the past, but it is the way one's journey reaches that destination that is important.

It is the goal of most shamans to find a balance between nature and civilisation. They oppose the Druids of Neph, who seek to mutate nature to serve their goals, and wish to purify the Archdruid's corruption. They wish to protect the wilderness in its natural form but fight against the corrupt Wylds. The shamans believe that mortals need civilisation like the spirits need the forest; each is important and neither should give way for the other. There is rumoured to be a group of shamans who have found this balance, who have disappeared to live alone in the natural forests, fully attuned to their spirit and capable of spirit magic far greater than anything any known shaman can perform.

The Kaltorans have a special connection with Ta'Di, and are able to easily find a deeper connection with their ancestors than any other race. Scholars have no explanation as to why this is, but the Kaltorans' strong familial bonds may have something to do with it. When a Kaltoran meditates through Ta'Di, they do not need a spirit to speak to them on behalf of their ancestors'. The Kaltorans can connect directly to them, and can even see through their ancestors' eyes. This allows them to gain direct guidance on Kaltoran traditions and to ask questions on how to raise their children, build certain types of structures, or even how to make soup the way their grandmother did.

The Kaltorans are drawn to Ta'Di because of this, and make up a larger percentage of followers than any other race. But being able to look through the eyes of their ancestors can be dangerous as well. In the time before civilisation, the Age of Darkness, the races were nothing more than animals – fighting and killing on instinct alone. They were vicious, and deadly, and performed unspeakable acts. If a Kaltoran loses control of their Ta'Di meditation and ventures too far back, the horrors they witness during the Age of Darkness can drive them mad. Those who have been lost to this trauma regress into violent, angry creatures themselves and are exiled to live with the Dark Tribes far away from civilisation. But some must peek back into those days, and lift the curtain that covers what once was. By studying and understanding the Age of Darkness, the Kaltorans have a unique insight into Neph's goals. They see the world that Neph wants to re-create, and they know they must stop it at all costs.



Magic

"Magic is just science that we don't understand yet. Religion teaches that our gods had the power to travel between the stars and change whatever part of the world they wished. Where do you think they got that power? Magic? The more we understand of magic, the more we realise that it follows rules. If it follows rules, it can be measured and quantified. It can be understood. Then it becomes something else. It is no longer magic, it is now science. I have yet to unravel the secrets of the accursed monks of the All-Being and their so-called "miracles" but I will. Mark my words... I will."

- Grimshaw the Wise, Tolatl Alchemist.

Magic is present across many aspects of life on Akharon and used by a wide variety of people. Alchemy is both used by the Eternal Priests to perform miracles and by the alchemical mages to create magical potions. Druidic Wylding magic is practiced by wild magic users such as the Druids of Neph. All-Power is a type of magic granted exclusively to the loyal servants of the All-Being. Spirit Magic is accessed by shamans through their spirit guides. And, lastly, enchantment is a strange power that some just happen to be born with.

With magic being such a known force in this world, it would make sense that scholars would have a basic understanding of what it is, where it comes from, and why it works... but they don't. These varying types of magic don't seem to have anything in common or share any basic scientific principles. Even Alchemy and Wylding, two types of magic that many consider similar, follow completely different sets of principles.

Even within a particular type of magic, such as Spirit Magic, every practitioner accesses and uses the magic in a different way. Religious texts and ancient formulas talk about magic as if it has always existed - these guides may teach ways to perform magic, but they never go into detail on why these methods actually work. Magic is woven into the very fabric of Akharon itself, and scholars are no closer to understanding it now than they ever have been.

Whatever the true explanation behind magic on Akharon, it isn't going away. In fact, more practitioners of magic appear every year, at an astounding rate, and it is an incredibly useful skill to have when leaving Stronghold to explore the planet.

Alchemy

Is one of the most common and most well-understood forms of magic on Akharon. There are many tomes which teach the use of alchemy to perform specific tasks, such as heating water, repairing crumbling buildings and weapons, and soothing some ailments. Alchemy can also be used to develop potions and poultices, and can be used to attack enemies with devastating arcane effects.

The core principle of alchemy is the "spark" - a specific piece of material that can be used to transmute other elements and spread its own properties. Most sparks are harvested from the blood of the dead

god Pol, but there are often rumours of rare sparks hidden in other sources. Many different items can be used alongside a spark, and each alchemical recipe calls for a different spark at the centre. A "spark of fire," for example, can be mixed into a vial with specific minerals and animal parts to create a substance called Alchemical Fire which can then be launched at enemies to light them aflame, used to coat weapons and arrows to spread fire, or used to provide heat for cooking and smithing. The spark within the potion acts as a catalyst for the transmutation of mundane ingredients into a powerful potion.

Other common ingredients include ice, shavings of certain woods, rock, sprouts, hair, iron, water, etc...

Some particularly powerful effects require rare components, and even rarer sparks, that can only be found amongst ancient ruins dedicated to the god Dray, or from the bodies of Golems once loyal to the god Pol. Every formula has its own requirements, including a specific spark, and creates a different alchemical substance when mixed in the correct way.

There is also an extraordinarily rare metal known as Arcanium that can only be fashioned by an alchemically fused forge. As with rare sparks and components, unforged Arcanium is most commonly found in ancient Dray ruins and other exotic locations. Arcanium carries an incredible amount of power and, when transmuted into a weapon or armour, bestows incredible properties onto the item. The only problem is that alchemists have no way of knowing what properties the Arcanium carries, and so creating a magical alchemical weapon with it can be a gamble. However, some report to have recognised certain markings in the colours of Arcanium that might hint at their inner power.

There are thousands of different alchemical recipes available. The alchemists have a vast repository of this knowledge, which is used to make the most common potions and weapons. The only sect of the population that has a greater understanding of alchemy than the alchemists are the Priests of Eternity, who practice alchemy in secret.

The Priests have access to unique recipes that aren't available to all alchemists, which include a variety of health and mending potions. This may be because the Sagas teach secret recipes, or because their access to Pol's Rest allows them to harvest rare sparks that other factions can't find. The more cynical surmise that the priests have adapted Wylding magic into their practice in order to create these powerful effects.

Each Eternal Saga, which contains stories of the Gods of Eternity, also hints at where to find sparks and incredible alchemical recipes. These recipes allow for things like healing wounds, the restoration of sight to the blind, and other such abilities that are not available to the common alchemist. The priests mix these potions in secret and pass them off as miracles gifted by the gods. Some astute alchemists may suspect what is going on, but few can prove anything, and no one has been able to make such an accusation stick. The Sagas themselves are hidden under lock and key, with only the higher ranked priests knowing the truth of their power.

The elite of Stronghold continue to maintain control over the accumulated knowledge of alchemy; their enormous repository still stands after all this time, but in the years since the war many gifted and passionate young alchemists have taken up the trade. This new breed of alchemist does not restrict themselves to laboratories and workshops, endlessly re-using old well-worn recipes. They are leaving Stronghold to explore and gather new components and new sparks, in an effort to create recipes never seen before.

Wylding is a type of magic originally practiced by the Druids of Neph and perfected by the Archdruid himself. Wylding magic allows the druids to corrupt and control nature, creating terrible armies of twisted plants and mutated animals to do their bidding. The people of Akharon are familiar with Wylding magic, as they have spent their entire lives in fear of it, yet few know its close connection to common Alchemical Magic. The most common belief is that the druids derive their power directly from their devotion to Neph, much like the monks draw power from the All-Being.

This is very close to the truth, actually. The early druids discovered that wherever Neph travelled, a strange green slime would begin to rain down on Akharon. A similar sludge would also at times be excreted from the bodies of Neph's monstrous spawn, the Nephilim. This sludge feeds on living material, mutating and changing it in a pre-defined manner. The difficulty for the druids was in learning how to control its power, and how to grow it.

The druids named the substance Wylding, and created a nomadic lifestyle that allowed them to follow the Eye of Neph as she travelled through the sky, anticipating her path and collecting Wylding as they found it. Unbeknownst to them, it is quite likely that they had unknowingly been limiting the spread of Neph's Wylding corruption for hundreds of years.

By the time the Archdruid found them, the druids had collected and grown vast quantities of Wylding, which they had stored in secluded ponds. The druids taught the Archdruid how to harness this magic, and in turn the Archdruid mobilised them against their great oppressors, and the focus of Neph's hatred - the King's Alliance. Hundreds of years of stored power was about to be unleashed on an unprepared world.

Wylding has many different properties which allow it to affect life in different ways. In essence, it is a mutating agent that, when applied to plants and animals, changes their core being. Plants begin to grow faster and act as though guided by intelligence - they grow sharp spines and strangling vines that make them dangerous to approach. Trees begin to grow poisonous fruit and their roots secrete a toxin into the soil. Animals grow into hulking behemoths with a thirst for violence and a will that can barely be controlled. Plants and animals changed in this way are referred to as Wyld, but not even the Archdruid was ever able to create a Nephilim; these intelligent beasts are created only by Neph herself or through interspecies breeding.

When applied to people, the effect is quite different. The Wylding can mutate flesh, which will either turn subjects into a monster or melt their flesh away, killing them on the spot. When mixed correctly with other ingredients, following some of the same guidelines as alchemy, Wylding can be used to mend wounds and even extend life, with a caveat, as discovered by the Archdruid himself. He frequently relied on a favourite Wylding, which has since become known as 'Blight.' Blight is a soft, mossy substance that can be used to heal wounds and prolong life but it quickly spreads across the body and infects the mind. Blight turns those affected into little more than the walking dead. Once the Archdruid realised this side effect, he used it to infect disloyal mercenaries and often built whole armies out of Blighted soldiers, forcing them to continue the war as an extension of his will.

Wylding magic is alive and intelligent and desires only destruction. Using Wylding magic for good or for the betterment of others is a difficult task that only the most skilled practitioners have any hope of achieving, as the substance itself will try to corrupt its victim.

While the Druids of Neph hold primary control over Wylding magic, they are not the sole practitioners. In the time of the King's Alliance it would have been unthinkable to use such power in public, but those times are gone now, replaced by far more desperate times where understanding and using your enemies' weapons against them is almost a necessity.

All-Power is a type of magic different from all others on Akharon. While most magic (with the exception of enchantment) can be learned over time, the All-Power can only be earned through devotion to the All-Being, and only to protect others from harm. This power is inextricably linked to the will of the All-Being; those who stray from the All-Being's path or find themselves abusing the magic will suddenly lose their power. Because of this, All-Power can do things that no other form of magic can do: it can protect, heal, and create. It can bless and ward and, ultimately, resurrect. These are powers that the Eternal Priesthood has never been able to replicate through alchemy.

There are three known sources from which All-Power is derived. The first, and most common, is through meditation and devotion to the All-Being. The second is through the handling of divine objects linked to the All-Being, called Simba-Mabwe. The third is through incredibly rare Remnant who seem to have the power of the All-Being flowing through their blood. These Remnant are thought to be the direct descendants of the angels that the All-Being set free.

All-Power is never to be used offensively, or to harm the innocent. It is a practice which must be performed in self-defence only. There are no directly violent uses for All-Power, and it cannot be used to create devastating effects like alchemy can. It is focused on healing and protection. However, monks can channel All-Power to strengthen their physical bodies which make them capable opponents in battle. They can also create armour and protective shielding around themselves, which will protect them from attack. When several

monks link their powers together they can create large wards to protect the areas between them, forming shield walls to safeguard innocents or holy sites.

The Church of the All-Being has many different factions and denominations – some more militaristic than others. Some monks will never use their arts to hurt anyone, even without channelling magic while others have taken vows to protect the innocent at all costs. The most dangerous monks are the ones who belong to the militaristic factions that have learned to hone their bodies into perfect weapons. These monks utilise the All-Power to push their bodies past their normal limits and to empower their combat skills. They are faster, stronger, and more reflexive than anyone can measure. It is always wise to avoid underestimating them as opponents.

When a monk turns away from the All-Being they will be stripped of their power. Because of this, splinter sects that have lost touch, like the Druids of Neph, thankfully lose touch with this power as well.

Spirit Magic

Is the power granted to practitioners of Ta'Di who have developed a bond with their spirit. There has been much debate among outside scholars as to what exactly a spirit is: does it have a physical presence in the world? Would it exist even without the Ta'Di? Does it hold all the power or feed off the power of its host? Practitioners of Ta'Di don't worry about these metaphysical questions – they have few doubts in their mind as to the nature of spirits. There are a few truths known within Ta'Di that rule it: spirits cannot affect the world without a shaman and a shaman cannot wield magical power without their spirit. This is the only rule that matters to Ta'Di.

Every shaman bonds with their spirit in a different way, but it always requires intense meditation. While some shamans are able to quickly bond with a spirit, for most it is a process that can take years. The shaman must go into the process with a clear heart and a clear mind, and must have a strong bond with their ancestors. Shamans who have gone astray, or who have brought shame to their families, will have a harder time connecting with their ancestors and receiving a spirit guide.

Once a shaman has completed their bonding to a spirit guide, it is always present in the back of their mind. The shamans don't know where the spirits retreat to while they are not needed, but they're always able to appear in an instant when they are called. The link between shaman and spirit is strong, and the spirits seem to know when they are required.

Spirits take on a wide variety of forms – most appear as animals commonly seen on Akharon but others take the form of an ancestor, plant, a fire, or nearly any form that can be imagined. Only when a shaman channels their spirit magic does their guide become visible to others, and the form the spirit takes doesn't seem to impact their overall ability to use spirit magic, although some shamans are stronger in different areas of magic than others.

Controlling spirit magic is as simple as directing a thought to the spirit guide. If it is something the spirit can carry out, they will do so. The spirit can act and move independently from their shaman but can only affect the world while the shaman allows it. Practiced shamans can use these spirits almost as an extension of their own bodies to affect the world around them. They can create light, move objects with their minds and directly attack their enemies.

The more attuned a shaman is with their spirit guide, the more effective their magic will be. They can start performing more complicated tasks and causing more damage to the physical world. It is said that a shaman can fully merge with their spirit and create something new that is a combination of both shaman and spirit in one body, sharing knowledge and power in a way that most shamans can now only dream of. There are rumours of a mysterious forest people known as the Twi who live in the Wyls and have formed a permanent bond with their spirits: merging both to become one. Such is their might that even their skin glows with the power of the spirits.

The Truth: Spirits are Faren (see Protagonist Archive pg: 68).

Enchantment

Is an oddity in Akharon as it is not necessarily tied to any specific religious practice, or even any kind of training. It appears that some people, especially among the Remnant, are just born with the ability to directly alter other people's minds and the flow of time. Many speculate that enchanters have this gift/curse passed down from an ancient divine or magical ancestry. It may take years for their powers to manifest, or they might be so weak that the practitioner is simply seen as lucky and socially gifted, with the true source of that luck and social prowess going unnoticed.

Enchanters have the ability to glimpse through time and directly warp people's thoughts and perceptions. There are no schools for enchanters, as their abilities are greatly feared and mistrusted: mastery and control of their gifts is something that each enchanter must learn for themselves. Enchanters commonly keep their powers secret, not wanting to be hunted down by Witch-Hunters or angry mobs.

The ability to glimpse through time and subtly nudge another person's mind in the direction you want them to think becomes second nature to most enchanters, but expanding their abilities to affect the real world takes rigorous dedication and a creative mind.

Enchanters are incredibly powerful, and a skilled enchanter may be hard to defeat by normal means. But their powers leave them especially vulnerable to others who share their magical gifts, and ghostly Wraiths. The best way to fight an enchanter is often with another enchanter. This has led to a culture among enchanters where the powerful feed on the weak to survive, culling their numbers until only the strongest survive. There are also rumours of cannibalistic enchanter tribes that increase their powers by drinking the blood of other enchanters. It is also said that some Wyld monsters have gained an enchanter's abilities through the same process.

The Truth: Enchanters are Psionics (see Protagonist Archive pg: 109).

Example Locations around Stronghold

"The face of Akharon was forever changed by the Druidic War. The old maps offer little guidance to the particulars of this new world. Major cities no longer exist, waterways have changed, and new settlements have appeared that aren't marked on any map. As a cartographer, it is my dream to one day map this new land, but these new settlements rise and fall quicker than anyone can record, falling either to lack of resources, or deadly attacks from barbarians and Nephilim."

- Omaz Dilock, Vanguard Cartographer.

F) Neph's Ruin (Stonevale)

Before the Druidic War, Stonevale was a prosperous mining town within Pol's Rest. During the war the town continued to function, but also opened its doors to refugees, giving them jobs in the mines, which also served to protect them from wild Nephilim attacks. Stonevale managed to survive the war mostly intact, but it would not remain this way.

Some forty years after the Archdruid's death, the Eye of Neph flew over Pol's Rest, raining down Wylding on Stonevale. This potent magical substance attracted a Nephilim beast of unimaginable strength, a Dragon named Languorem (pg: 115). This mighty creature destroyed the town of Stonevale and fought back the army that Stronghold sent to retake it.

Languorem made its roost in Stonevale, now named Neph's Ruin, slowly corrupting Pol's Rest with its noxious poisons and bestial Nephilim spawn. The whole valley is slowly turning into what Neph's Ruin has become, a twisted green and black landscape, warped beyond recognition. The people of Pol's Rest (and by extension, Stronghold) are being forced from their homes and out into the wilds.

It is the hope of the Vanguard that one day they will be able to defeat Languorem and end the corruption of their land, but no force alive has the power to stand up to the Dragon. Eventually, the whole valley will die, and Stronghold will wither alongside it.

G) Siegetown

When the Archdruid fell, many of the barbarian tribes who had pledged their loyalty to him no longer had reason to continue his war. While most retreated back to their wilderness homes, many southern Legion barbarians who were laying siege to Stronghold decided to stay, but not as aggressors. They had everything they needed, and the proximity to Stronghold meant little to them. For these barbarians, the war was over, and they were willing to let bygones be bygones.

The Legion repurposed their siege equipment and palisades to create a permanent town for themselves only a short distance out from Stronghold. Siege towers became bars and watchtowers, while battering rams were turned into homes.

The Regency Council saw the benefit of befriending their neighbours - better to have the Legion as ally than an enemy. While

many have not been forgiven for their part in the war, the Council has been able to open trade negotiations. In exchange, the Legion act as another layer of defence for Stronghold.

H) Port Carthage.

Once, Port Carthage was the sovereign city of Arcane Bay. Its size, location and merchant fleets gave it unparalleled access to the continent of Catlan, as Arcane Bay flows out directly into the Sea of Signs. The city grew fat and rich, supplying rare and expensive goods to the aristocrats who resided in nearby cities, including the original occupants of Stronghold and the capital of the King's Alliance, Catla.

Port Carthage was quickly abandoned during the war, as its opulence made it a prime target for the Archdruid's campaign. What was left after the Archdruid's conquest was set upon by looters and scavengers who picked the city clean.

The city is of little value now, which is why no one has claimed it, and its only occupants are bandits. But many have their eyes on this ruin, waiting for the right time to retake it. Once civilisation begins to spread, and the coasts become populated once again, whoever controls Port Carthage has a chance of controlling regional trade once again, and becoming as rich as the aristocrats of old.

J) Jinder

Though isolated by a small mountain range, Jinder lies in a wide valley where one of the Arcane Bay's many rivers meets the Sea of Signs. The uncorrupted soil there is rich and perfect for farming. Most of the metal and stone agricultural equipment that once operated in Jinder remains mostly intact, albeit buried in the muddy delta and covered by wild growth.

Jinder did not fall to the Archdruid's primary army, but rather Legion barbarian tribes from the south that travelled across the sea. The location is not easily defensible, as it is open from all directions. After making quick work of the civilians there, the barbarians replenished their supplies and moved on towards Stronghold.

I) Haven Citadel

Before the war, Haven Citadel was one of the most well-known Citadels on Akharon - a large, magnificent, heavily fortified bastion, used to train and house priests and alchemists alike. Its military academy was unprecedented, with some of the brightest minds in King's Alliance studying within the Citadel's walls. Many fled there during the first months of the Archdruid's invasion, seeking the Citadel's protections.

The druids were well aware of Haven Citadel and its military significance. Years before the fall of Catla, they secretly created a force of amphibious Nephilim within the Sea of Signs and set them upon the Haven Citadel in the middle of the night. Their magic cracked the very foundation of the Citadel, flooding its lower depths with water, drowning many, while the Nephilim picked off those who tried to escape. Very few survivors made it to Stronghold.

The Citadel remains both flooded and heavily guarded by Nephilim, making it difficult to infiltrate. Most of the Citadel's secrets were destroyed during the flood, as the vaults and libraries were all protected on the lower levels, but there is still much to uncover.

Archdruid Woods

The area now known as the Archdruid Woods was once a small Royal Forest, spreading out from the capital of Catla to both protect the city and provide the Royal Family with a place to hunt and ride. When the Archdruid arrived, he destroyed the city and forced the woods to overrun it.

The **Arch Tree**, a magnificent, magical tree that provided the Archdruid with Wylding during the siege of Catla, still stands in this forest. The presence of the tree, and proximity to the Archdruid's power, has mutated the trees of this forest, turning them into towers that stretch high into the sky. These massive trees make the forest difficult to navigate, having turned it into a sort of natural maze. The woods are also home to countless Nephilim and many druids, who still continue to guard Catla and the woods, even after the Archdruid's death. If the final fate of the Archdruid and the city of Catla is ever to be discovered, someone must brave the woods and its countless dangers.

Twisted Morass

After the Archdruid's invasion of Catla, the noble houses gathered together their armies in a final attempt to restore the throne and defeat the Archdruid. The fields of Morass are where they mustered their armies, creating great camps across the region.

Unfortunately, the generals and nobles underestimated the druids' ability to control nature. By opening up channels through the mountains, the druids flooded the entire region, dooming the many armies gathered there to drown or be cut down by Nephilim forces.

The waters have receded now, turning the Morass into a sickly, muddy marsh. There is still much that can be recovered from the Morass, as few scavengers have been able to brave the Nephilim that call the region their home, and others avoid the grounds for superstitious reasons, as tales of ghostly armies roaming the swamp are common.

The Tomb Forest

When the southern Legion barbarians left the White Expanse, many marched through the Tomb Forest. At that time, the forest was the primary source of lumber for the many small villages that dotted the area. Hunting lodges and lumber camps were prolific, as most made their living from the forest. These labourers didn't stand a chance against the Legion horde. After the massacre, the barbarians took what they needed and burned the rest, destroying much of the once well-loved forest, and giving birth to a great evil.

A Fey Touched child, daughter of a slain woodsman, cried out in misery. The ghostly dead began to haunt the woods, eager for vengeance, burning with rage for all barbarians and Legion. These dangerous wraiths are bound to the forest and have forced out all

that would try to claim their former home. Some believe the story to be a myth, yet few are willing to brave the woods to find out for themselves.

The White Expanse

The druidic armies never conquered the White Expanse, as they didn't need to. Many wild Legion tribes that made the Expanse their home were willing to answer the Archdruid's call to serve as mercenaries. Despite the lack of Wylding corruption the Expanse has always been a harsh and inhospitable place. Only the most rugged of adventurers can survive its plunging temperatures, barbarian tribes and mighty beasts.

Inside the Expanse lies **The Cleft**, a gorge that splits open the ground. It takes weeks to circle the gorge, and no one knows how deep it goes. At night, a strange green glow can be seen deep from within the darkness. Scholars believe the Cleft was caused by a falling star, an Archon, which impacted the earth and cut it open. The more religious believe this to be the final resting place of Neph's lost spear, Ire, which fell to Akharon during her battle with Pol.

Another unique landmark, **God's Fang**, exists in the far reaches of the Expanse. The origin of this towering, red metal structure is unknown. The Legion tribes believe it is holy, perhaps left for them by Ath during their creation. The truth of God's Fang may never be solved, as reaching the structure is incredibly dangerous.

Blood Stone Desert

The Blood Stone Desert is named so for the red ore that can only be found here: it colours the sand such that the desert appears at times as an ocean of blood. Legend says that a great Library of Mon, a repository of all the knowledge from the Creator-God, is buried somewhere beneath those shifting red sands, but its location has eluded all Vanguard who have searched for it.

No outside force has ever conquered or controlled the desert, as is said to be controlled by the mythical Drasong Twi Clan (pg: 49).

O) Floating Isles and Galentia.

At the onset of the Druidic War, the alchemists of Galentia made plans to escape the conflict. They began to experiment with a rare spark that allowed for spells of levitation. Rarely before had anyone attempted an alchemical spell of this scale, and it took every Galentian alchemist working together in order to achieve the result.

The Floating Isles of Galentia are now unreachable. No one knows the fate of the alchemists who levitated them. Perhaps they died upon the isles, or maybe their civilisation still thrives high in the sky.

Races & Cultures of Akharon

There are many known sentient races on Akharon, with five (and the Half-Bloods) being playable.



Wood Clan
Ta'Di Shaman

Kaltorans

See Core Rule Book pg: 212 for an extensive Kaltoran write-up.

Born with the memories of their ancestors, Kaltorans are an innately skilled and empathetic race. While Kaltorans may come from many different cultures, they commonly have a strong love of family, fun and a great respect for skill.

Kaltoran Race

- » Reduce all of your Limited Vision and Low Light Cover penalties by 1 Step.
- » Select a second, different, non-half-race Background.
- » You may make a Resolve Skill Roll to look into your ancestors' memories.
- » +1 Awareness.
- » -1 max Strength and Focus.
- » -5 Endurance.
- » Skill bonuses from multiple Backgrounds do not Stack.

Physical Qualities

- » Average Height: 1.64m. » Dreadlock hair.
- » Average Weight: 68kg. » Four pointed ears.
- » Average Life Span: 108 years.

Example Male Names: Abraham, Adam, David, Jonathan, Mark.
Example Female Names: Adah, Bethany, Hannah, Sarai, Zemira.

Religion

For most Kaltorans, religion is intrinsically tied to family heritage and tradition. It is part of the ritual of everyday life. Fellow members of faith are considered your extended family, and a breaking of this bond is a significant event.

There are reasons why Kaltorans might be drawn to each of the faiths. In the Eternal Priesthood is found community with other races and a strong place within society, whilst the All-Faith allows greater personal freedom. But most Kaltorans are drawn to the Ta'Di, as their ancestral memories make the Ta (The Ancestors) more real than others races can experience.

Possible True History

- » Space-faring Kaltoran colonists marooned themselves on Akharon after they dismantled their own ships for their components.
- » Kaltorans may have been on Akharon since before the Great X'ion War.
- » These early Kaltorans went to great lengths to mentally block out and replace their dark memories of the Great X'ion War, which resulted in them losing most of their ancient knowledge, but gaining some measure of inner peace.
- » Many early Kaltorans were embroiled in a conflict against the Corporation and possibly the Nephilim, before Mechonids or the Palantor turned the tide.

Stronghold, Family Guilds

The Kaltoran families of Stronghold have banded together to form powerful trade guilds which dominate the artisanal trades. Family and business are synonymous as ancestral memories aid and speed the training of apprentices. As a result, family names are taken directly from the trade which their ancestors practiced.

Recommended Backgrounds (pick two):
Miscreant, Noble, Religious or Tradesman.

Example Family Names: Baker, Cooper, Guard, Smith, Taylor.

Pol's Rest, Houses

While the Kaltoran houses of Pol's Rest do tend to focus around a particular vocation, their members have a broad range of skills. This comes from not only their rural environment, but also because these houses regularly intermarry. While their family names are still derived from their ancestral skill, this does not necessarily reflect a person's vocation.

Recommended Backgrounds (pick two):
Religious, Rural or Tradesman.

Example Family Names: Butcher, Hunter, Orchard, Shepherd, Wood.

Northern Tribe, Wood Clans.

These northern nomadic tribes sided against the Archdruid and were driven southwards by his armies. They now inhabit the Spirit Wood within Pol's Rest and the northern Twisted Morass, and are allied to Stronghold. Each clan is an extended family of Kaltorans co-ruled by a Ta'Di Shaman and a warrior Elder. The Clans have a deep respect for 'pure' nature and the spirits, believing the Wyld to be a corruption.

Recommended Backgrounds (pick two):
Religious, Tribal or Wild.

Example Family Names: Feyright, Spiritdance, Wayfinder, Wispwalker.

Dark Tribe

While not a single tribe, those Kaltorans who have been touched by insanity and savagery by delving too deep into their ancestral memories are colloquially known as 'Dark Tribesmen'. Though little is known about them, various Kaltoran Dark Tribes have always existed on Akharon, even far before the Druidic War and the Age of Illumination.

Recommended Backgrounds (pick two):
Darkness, Soldier, Tribal or Wild.

Example Family Names: Blightkin, Filch, Jinx, Spanner, Wyldstride.



Garrison
Pious Knight

Legion

See Core Rule Book pg: 228 for an extensive Legion write-up.

As a physically imposing race with a strong disposition towards conflict, the Legion have commonly found themselves drawn to both civilised military positions and violent barbaric tribes.

Legion Race

- » You may be Big.
- » +1 Body and Head Armour.
- » +2 Defence vs Tackle.
- » You suffer no penalties from arctic and cold environments (including Cold Dangerous Terrain).
- » -2 max Movement.
- » -1 Armour when you're at 0 Endurance.
- » Complication: Inner Fire.

Complication: Inner Fire

The blood in your veins calls you to action!

- » If you have at least 1 available Spare Time Point and are idle for more than 1 day you are compelled to act!
- » You may have to pass a Resolve Roll to resist the urge to act. If you fail this roll: gain 1 Willpower point and you must either engage in combat or make a Spare Time Roll at -2.

Physical Qualities

- » Average Height: 2.5m. » Scaled, lizard-like skin.
- » Average Weight: 195kg. » Often large and muscular.
- » Average Life Span: 55 years.

Example Male Names: Ares, Cronus, Hector, Mars, Zephyrus.

Example Female Names: Aglaia, Cassandra, Danu, Eris, Medea.

Example Family Names: Augustus, Casca, Gracchus, Vespillo.

Religion

Most Stronghold Legion find the rigours and structure of the Eternal Priesthood comforting, and pay special attention to their patron creator: Ath, who embodies many attributes that they admire. While fewer in number, the Legion who follow the All-Being find their faith helpful in tempering their Inner Fire. And the warlike shamans from the southern Legion tribes are guided by ice spirits, and can wield powerful magics.

Possible True History

- » The Dray Mining Consortium established numerous operations across the continent of Catlan, bringing with them thousands of Legion mercenaries to fight back the local inhabitants.
- » After the DMC fell, possibly due to a war with the Nephilim, the Legion mercs found themselves stranded and were forced to establish bases in the cold southern regions of the continent, where they flourished.
- » Some of these early Legion formed an alliance with the Totatl to fight back the Nephilim, or possibly the Mechonids, to establish the great city of Catla and the King's Alliance.

Stronghold, Garrison

As the descendants of the original defenders of Stronghold, the Legion who live there fondly refer to themselves as 'Garrison Legion.' Most Legion seek a martial life to sate their inner fire. The life of a Knight serving a noble house is most ideal: either their own or, more-often, a Totatl's. Those who cannot find peace in military service turn toward gruelling physical work to quench the inner fire, often acting as labourers, and despite the heat, blacksmiths. Legion Cold Forge steel is renowned across the land for its durability.

Recommended Backgrounds:

Miscreant, Noble, Religious, Soldier or Tradesman.

Pol's Rest, Centurions

The Legion are uniquely able to see honour in even the most menial tasks. Calling themselves Centurions, the rural Legion of Pol's Rest desire structure and order to bring peace to their inner fire: organising themselves into communal farms, hunting parties and work gangs of one-hundred workers each. This is a cultural tradition which goes back for generations. Centurions tend to be peaceful, patient and methodical, planning out each day's work well in advance. But despite their nature, many Centurions have taken up arms following the destruction on Stonevale and the poisoning of their peaceful valley by Neph's gaze.

Recommended Backgrounds:

Rural, Soldier or Tradesman.

Southern Tribes

The Legion warbands come from the southern icy crags and The White Expanse. Each warband is led by a warlord known as a Legate, a role that is commonly occupied by a woman. The Legate is considered a mortal incarnation of the goddess Ath or Neph, depending on the religious disposition of the warband (their idea of Neph also differs from the classical teachings of the Eternal Priesthood). Disputes are resolved via swift and brutal duels, resulting in the strong dominating all facets of tribal life. The warbands sided with the Archdruid against the King's Alliance during the Druidic War, and besieged Stronghold and the southern nations up until the death of the Archdruid. When the war ended most returned south but some remained to form Siegetown. These remaining tribes now trade peacefully with Stronghold, though they are rarely allowed to enter its walls.

Recommended Backgrounds:

Noble, Soldier, Tribal or Wild.

Common Warbands:

Blood Axes, Crag Hunters, Ice Claws, Spirit Warriors, Troll Rippas.

Example Family Names: Crush, Bloodaxe, Orbdrop, Twoskull.



Citizen
Enchanter All-Monk

Remnant

See Protagonist Archive pg: 52 for an extensive Remnant write-up.

The Remnant are a proud and gifted people with a contentious history that ties them to both the Archdruid and the church of the All-Being. While it may be true that most Remnant are both smarter and stronger than those from the other races, most people do not like to be reminded of this and will commonly resent the Remnant for their natural gifts and proud demeanour.

Remnant Race

- » You may be Big and suffer -1 Defence.
- » +2 Attribute Points.
- » -1 Maximum Renown.
- » If you take 2 or more Attribute Damage between your Turns, you start to Bleed.

Physical Qualities

- » Average Height: 1.85m. » Fur covered skin.
- » Average Weight: 140kg. » Mammalian features.
- » Average Life Span: 65 years.

Example Male Names: Adashe, Banga, Davidzo, Ega, Gugu.

Example Female Names: Anatsa, Chenai, Donhodzo, Edzai.

Example Family Names: Chechipiri, Itsva, Jesu, Kristitu.

Religion

The Remnant were once angels according to both the All-Faith and some Sagas of the Eternal Gods. This history is not lost on the Remnant and for many it is a defining characteristic.

Most Remnant are followers of the All-Faith and many of these followers are monks, upholding traditions that are as old as the Remnant themselves. Some Remnant have separated themselves from this religion, preferring instead to follow the Eternal Gods as their disposition towards being an enchanter may lead them to follow Nix. A very small number follow Ta'Di, often by Remnant who wish to distance themselves as much as possible from the Archdruid who blended the All-Being and Eternal faiths. Nonreligious Remnant are almost unheard of as something deep within their core tells them that there is a spiritual side to life. This has led the Remnant to appear more spiritual than the other races, taking on their faith with an admirable piety rarely matched by others.

Possible True History

- » The Remnant found a cure to the Synaptagen virus. This had two prominent results: Psionic nanites must now be physically absorbed (ie: ingestion or through procreation) to transfer their effects, and the Remnant people were no longer dependant on the life-sustaining power of the All-Being to live (causing many to withdraw from Him).
- » Space-faring pilgrims came to Akharon to live peaceful lives away from the turmoils of the galaxy... but a malevolent force, possibly the Nephilim or Mechonids, followed them.

Stronghold, Citizens

The Remnant are viewed with suspicion in Stronghold, since many druids, including the Archdruid himself, belonged to their race and practiced a form of their All-Faith. This prejudice can be limiting, especially when it comes to political influence. Almost no Remnant are nobles, even those who do hold old titles from the King's Alliance only have them in name. But Remnant are both physically and mentally gifted, allowing them to rise above this prejudice in most other circles. Their natural gifts allow them to excel in their chosen vocations, and their All-Monks have gained popularity amongst the population due to their good works and miraculous healing abilities.

Recommended Backgrounds:

Miscreant, Religious or Tradesman.

Pol's Rest, Residents

Those Remnant who live outside the city of Stronghold are not viewed with quite as much suspicion: the inhabitants of Pol's Rest have little interest in ancient grudges. This has led many Remnant to seek a rural life in the country, away from the prejudices and troubles of the city. Additionally, the All-Faith encourages its adherents to live a simple and peaceful life, making farming an attractive option for many Remnant who follow this religion. But with the recent attack on Stonevale by Neph, Pol's Rest is not the safe haven that it once was. Many Remnant have become restless here and are eager to settle lands beyond Stronghold where they may have a new beginning.

Recommended Backgrounds:

Religious, Rural or Tradesman.

Northern All-Faith Monks

In the time of the King's Alliance, the Eternal Priesthood persecuted other religions. This forced monks of the All-Faith far to the north where they settled in isolated jungle monasteries. These monks practiced asceticism, cutting themselves off from the rest of the world so that they might live simple lives of subsistence hunting and gathering. From among these monks arose a sect calling themselves the Druids of Neph. This sect would eventually give rise to the Archdruid who would destroy the King's Alliance and remake the continent in Neph's image. Those monks who did not accept the Archdruid's message fled before his armies until the survivors joined the rest of the refugees in Stronghold.

Recommended Backgrounds:

Religious, Soldier or Tribal.

Common Sects:

All-Book Founders, Archtext Reformers, Kidi Purists, Solotudinous.



Bureaucrat
Swashbuckling Noble

Tolatl

See Exploration Archive (to be released) for an extensive Tolatl write-up.

Despite their small stature, no race has had such a grand impact on the world of Akharon as the Tolatl. As the primary rulers of the fallen King's Alliance and the dominant Eternal Priesthood, the Tolatl still maintain a disproportionate amount of political authority. While many cling to what remains of their power, many more have dedicated themselves to rebuilding a better world.

Tolatl Race

- » You're Tiny.
- » +1 Maximum Resources and Renown.
- » +1 Defence.
- » +1 Stealth.
- » Your tail counts as an extra limb that can use Small items.
- » -2 max Strength.
- » -1 max Movement.
- » -4 Equipment Slots.
- » Prejudice from some NPCs.

Physical Qualities

- » Average Height: 0.80m. » Blue, green or brown skin.
- » Average Weight: 22kg. with coloured spots.
- » Average Life Span: 75 years. » Small.
- » Lizard-like skin.

Example Male Names: Coaxoch, Huemac, Ixtli, Tepiltzin, Yaotl.

Example Female Names: Atl, Cuicatl, Itzel, Nenettl, Xiuhtonal.

Example Family Names: Angelson, Bolt, Cart, Darrison, Jefferson.

Religion

While some Tolatl are drawn to Ta'Di or the All-Faith for personal reasons, such as encounters with spirits or visions from the All-Being, most Tolatl, for pragmatic and historical reasons, prefer the Eternal Priesthood. As the founders of the King's Alliance and its state religion, the Tolatl are the most common race among the Eternal Priesthood. The Tolatl are also one of the main collectors of alchemical research, the same power which the priesthood uses to perform its 'miracles'. Stronghold was a significant location for this 'holy' research, as the dead god Pol holds many alchemical secrets.

Possible True History

- » Created by the Archons.
- » Tolatl may have been the original inhabitants of Akharon.
- » Tolatl were enslaved as indentured workers by the Dray Mining Consortium.
- » After the fall of the DMC, possibly due in part to a Tolatl rebellion, the Tolatl used their new-found power over the Corporation's resources and technologies to subjugate and control others.
- » These early Tolatl isolated Akharon by destroying all long-range spacecraft and communication systems.

Stronghold, Bureaucrats

The Tolatl ruled the King's Alliance and occupied the city of Stronghold before it was overrun with refugees, and they still hold much of the authority and positions of power within the new post-war Stronghold. Although most of the Tolatl who escaped to the city were nobles and people of power, these desperate times seldom require large numbers of barons and priests. Most Tolatl have been forced to adapt and find new roles for themselves and their families. Many did so begrudgingly at first, but the new generations are eager to rise to the challenge. The recent decision to expand back out into the world has given opportunity for many noble houses to reclaim their former glory and many aspire to do so.

Recommended Backgrounds:

Miscreant, Noble, Religious or Tradesman.

Pol's Rest, Disenfranchised

Tolatl are not known for their physical strength and are ill suited to farming, mining, and the many physically intense tasks that dominate the rural life of Pol's Rest. Those Tolatl which choose to live in Pol's Rest are often fleeing problems (often criminal) within Stronghold or pursuing intellectual tasks that require field work, such as archaeology and alchemy.

The fallen god Pol has many secrets scattered throughout Pol's Rest. Alchemists are continuously searching for new secrets amid the remains of the dead god, and any new source of magic which is discovered is often kept secret by the Eternal Priesthood to preserve the wonder of their 'miracles.'

Recommended Backgrounds:

Miscreant, Religious or Tradesman.

Wild Tribes

Many Tolatl nobles got stuck outside Stronghold during the Druidic War. Most were killed by the horrors of the wilds, and those that weren't often starved to death. The only Tolatl that survived were those with the cunning to keep ahead of their enemies, and the strength of will to discard their civilised ways.

Using their small statures to their advantage, these Tolatl have mastered the wilds and have become adept at stealth and hunting. Those who were alchemists studied the magic of the druids, harnessing it for themselves.

Recommended Backgrounds:

Miscreant, Soldier or Wild.

Example Tribes:

Needle, Old Money, Scurry, Twice Power, Wind Whisper.



Starlight
Warrior Bard

Twi

See Protagonist Archive pg: 68 for an extensive Twi-Far write-up.

The mysterious Twi are thought to be a myth propagated by Ta'Di shamans. They say that the Twi have formed a perfect bond with the spirits, where both inhabit the same space, mind, soul and time.

While much of what is said about the Twi is myth, they do exist: they have just not yet revealed themselves to the other races.

Twi Race

- » You require GM permission to play this Race.
- » Spirit-Blast: A single Resource cost 1 or 2 Weapon (or any cost if you're an NPC) gains the Energy, Natural and Slow Keywords, and has -3 Weight.
- » +1 Body and Head Armour vs Energy.
- » -2 max Strength.
- » Any Weapon with the Energy Keyword that causes you Endurance Damage gains Splash +1.

Physical Qualities

- » Average Height: 1.7m. » Brightly coloured, orange glowing skin.
- » Average Weight: 69kg.
- » Average Life Span: 125 years.

Example Male Names: Casamir, Hanzi, Lasho, Orchilo, Simionce.
Example Female Names: Jeta, Lala, Mirela, Papin, Sinfi, Ujaranza.
Example Family Names: Celestial-Spring, Essence, Traversal.

Religion

As the Twi are a reclusive race, they have little direct interaction with the other races of Akharon. Nearly all Twi follow the Ta'Di religion, which was most likely founded by them. Spirits are a significant part of Twi life, as each Twi shares their body and experiences with a bonded spirit guardian. A small number of Twi claiming to have had personal revelations follow the All-Faith, however even these non-Ta'Di Twi consider the spirits an integral part of Twi life. Almost no Twi follow the religion of the Eternal Priesthood. The very small number of Twi who have lived among the other races tend to find the experience of the Eternal Gods far less spiritual than even the most mundane interactions with their own spirit guardian, leading them to believe they are a sham.

Possible True History

- » The Twi were originally known as the Twi-Far.
- » A small group of space-faring Twi-Far explorers hid on Akharon to avoid a great enemy.
- » The Twi-Far brought the Faren (spirits) to Akharon and taught them to form a symbiotic bond with the plants and animals of the world.
 - » This has allowed them to form a new kind of bond that does not always result in their death if their host dies, and has resulted in many Faren manifesting new powers.
- » The Faren have not improved their ability to communicate.

Note to GMs

The default assumption of this setting is that the Twi have not yet revealed themselves to the other races. You should feel free to change this, especially if a PC wishes to play a Twi.

Twiweald

The Twiweald forest is named after its mythical inhabitants. These reclusive people share a deep connection to their enchanted forest and the many spirits which live there. The great white trunked pines of the Twiweald are amongst the oldest trees on Akharon, surviving both civilisation and Neph for thousands of years. The Twi relentlessly protect their forest from outsiders, believing the other races will exploit or corrupt it. A small number of Twi have recently ventured outside the Weald to fight back against Neph's forces. As Stronghold seeks to tame the lands again, they will need to treat the sacred forest with respect or gain another enemy.

Recommended Backgrounds:
Religious, Rural or Tribal.

Starlight

Claiming to be from another continent far across the eastern sea, the Starlight Twi are some of the strangest people in Catlan. These Twi have brought their own form of the Ta'Di religion, which speaks of a Journey into the stars as salvation. They treat their spirit like an old friend rather than a supernatural creature, and appear to only be interested in exploring the world for its own sake. Experts at navigation and seamanship, these mysterious Twi are very small in number as only a few ships have landed along the eastern coast of Catlan.

Recommended Backgrounds:
Soldier, Tradesman or Tribal.

Common Tribes:
Anchorlite, Ceaseless, Long Mooring, Starport.

Drasong Clan

These proud and tattooed warrior Twi refer to their spirits as 'Draconi'. Unlike many other spirits the Draconi appear to not only thirst for conflict, but require it. War is an art to the Drasong clan: each day is used to either wage war or prepare for it. These Twi have little interest in politics, and when the great Druidic War emerged, they fought against every side with raiding parties dispatched from their nomadic camps within the Blood Stone Desert. The Drasong Twi dream of one day defeating their arch-enemies within the Twiweald, but to this day they have never defeated its defenders.

Recommended Backgrounds:
Noble, Soldier, Tribal or Wild.

Common Tribes:
Star Rock Ecstasy, Mt Fervour, Rapture Plateau, Night Storm.



Half-Blood Citizen
Remnant-Kaltoran Alchemist

Survivor
Legion-Kaltoran Hunter

Mixed-Folk
Nephilim-Twi Soldier

Half-Blood

Children with parents from different races will often have a unique outlook on life and act as a bridge between cultures, as they draw both physical and cultural qualities from both of their parents.

Half-Blood Race

- » Gain a Language or a Knowledge.
- » Gain 2 of the following:
 - » **Kaltoran:** Reduce all of your Limited Vision and Low Light Cover penalties by 1 Step.
 - » **Legion:** +4 Endurance, +2 Defence vs Tackle, -1 max Movement.
 - » **Remnant:** +1 Attribute Point, all Healing rolls that include you suffer -1 (Stacks).
 - » **Twi:** +1 Body and Head Armour vs Energy, -1 Stealth.
 - » **Nephilim:** +2 End Dmg (all Weapons). -1 max Renown, -1 Persuasion and Heraldry.

Physical Qualities

Half-Bloods are always the result of mixed race parents, with the exception of Half-Nephilim, who are often the result of dark magic or depravity. Half-Bloods share some physical qualities of each parent and usually appear as a merger of both races, though siblings with the same parents may manifest different attributes to each other. Non-Nephilim Half-Bloods are sterile and cannot have children of their own.

While some Tolatl have non-Tolatl partners, these unions are unable to produce children. No Half-Blood Tolatl exist, even through dark Nephilim magics.

Some traits among the races appear dominant and consistently rise to the surface: Half-Kaltorans maintain their keen senses, Half-Legion their strength, Half-Remnant their unusual physiology, Half-Twi their resistance to magic, and Half-Nephilim their ferocity.

Religion

Half-Bloods will often take on the culture of their upbringing; the religion they choose to follow will likely be the result of the parents who raised them.

Half-Bloods are abandoned as children more often than full-blooded children. These orphaned Half-Bloods are often raised by the religious communities of Stronghold. The Eternal Priesthood has large orphanages while All-Faith monasteries sometimes train a child to be a monk essentially from birth. These Half-Bloods will almost certainly follow the religion of their benefactors and are sometimes the most pious due to their mixed-heritage and lack of external connection.

"No inheritance received, no inheritance left."

- Adoni Smith-Drake, *A People Outside History*.

Stronghold, Half-Blood Citizens

In Stronghold, the common folk intermingle closely with each other. This has created many unusual mixed-race family structures that have led to an unprecedented number of Half-Blood citizens. Most nobility shun mixed-race marriage and their resulting offspring, as Half-Bloods are unable to continue family lines. The Half-Bloods that live in Stronghold enjoy blended cultures from both parents but as they rarely come from wealthy families they often occupy the poorer rungs of society. Half-Nephilim cannot live in Stronghold as they may be attacked by citizens of the city.

Recommended Backgrounds:

Miscreant, Religious, Soldier or Tradesman.

Pol's Rest, Mixed-Folk

As with those that live in Stronghold the people of Pol's Rest have long since intermingled to produce Half-Bloods, but with a few unique exceptions.

Some of those who survived Neph's attack on Stonevale have been twisted and mutated by dark druidic magic, and are now Half-Nephilim monsters. While these Half-Blood Nephilim are seen as victims, they are also looked on with some suspicion. Half-Blood Twi orphans have also appeared around the Spirit Woods in central Pol's Rest, though their Twi heritage has not been identified as such.

Recommended Backgrounds:

Miscreant, Religious, Rural or Tradesman.

Survivors

After the Druidic War, all kinds of people were forced to band together to survive the wilds. These groups are usually very mixed, resulting in many Half-Bloods and slow population growth. Small isolated groups of survivors are common in the lands which were once the King's Alliance, each with their own unique cultures and racial mixes.

Recommended Backgrounds:

Miscreant, Tribal or Wild.

Cult of Neph's Blood

Half-Bloods are almost exclusively created by mixed race parents; however, the twisted magic of Neph can provide another avenue. In this cult, those who pledge themselves to the service of Neph and her druids are initiated by drinking a Wylding potion. Those who survive the ensuing metamorphosis become Nephilim Half-Bloods. This cult hides in frontier settlements and targets estranged members of the All-Faith who are tired of being persecuted as priests of Neph, or who hold unorthodox views.

Recommended Backgrounds:

Miscreant or Religious.





Rules

Barnabas Jinx always knew he would die in battle. His father had died in battle, and his grandfather before him. Barnabas could reach into their Kalloran memories, see his father, his grandfather, and remember them for who they were... heroes, leaders, friends, fathers, husbands.

With gritted teeth and a firm grasp on his great Arcanium Sword, Barnabas kicked his trusted reptilian mount, Batach, forward into their final battle. He was proud to serve as a Knight of House Jinx, and prouder still to join the Vanguard in protecting Forest Bay, the settlement he had been calling home for the past few months.

It was the duty of the Vanguard to protect others, even in death. But that was not the source of the hesitation he felt while riding towards the Child of Pol. The Children had been holy beings, celestial servants of the god Pol. But the death of their master had driven them into a bottomless madness of sorrow and grief, an insanity that would lead to the destruction of Forest Bay.

Many priests considered the killing of a Child of Pol to be an act of evil - but so be it. Killing was just one more burden that a Knight must bear to protect others. Sometimes, killing must be done in the name of good, and Barnabas was willing to taint his soul so that others did not have to.

The beast let out a high-pitched scream as Barnabas's sword penetrated its core. The brittle metal cracked open upon the strike, weak after aeons of slumber. Purple light began to shine out from within the Child: a poisonous corruption that engulfed Barnabas and Batach.

The Child let out one final cry as the light of its eyes dimmed. The beast collapsed along with Barnabas, falling over alongside his trusted mount. He watched the Child's eyes slowly flicker out, already feeling the effects of the corruption on his body and soul.

He reached out with one weak hand and rested it atop the Child's head. Maybe it would find forgiveness in the next life, reunited with Pol. Barnabas hoped so. It meant he might find forgiveness as well.

Getting Started

Overview

Fragged Kingdom places you in the fantasy world of Akharon: a world of unexplored wildlands, grand ruins, deadly monsters and endless conflict between nature and civilisation.

The default assumption of this book is that the party of player characters (PCs) are going out into the wildlands around Stronghold to fight back the monsters and tame the land. After they have done so, settlers from Stronghold will move into the area to establish a new home for themselves.

Fragged Empire Core Rule Book

This rule book is an adaption of the Fragged Empire rule system. All rules in this book are assumed to be the same as they are in the Core Rule Book unless stated otherwise. You will need the CRB to make use of the rules within this book.

The Core Rule Book can be purchased from our website:
www.fraggedempire.com

Crafting, pg: 66

Many items and Buildings can only be gained through a new type of Spare Time Roll called Crafting. Crafting is used to make: personal equipment, especially the rare and magical; personal Buildings, such as castles, farms and Workshops; and to upgrade your Holdings.

Holdings, pg: 69

PCs will have the chance to tame the wilds and help found towns, cities and outposts, all known as Holdings. Holdings are used to produce Trade Goods (see pg: 65), which are used to increase your Resources, Craft special items, improve your Holding, construct Buildings and Workshops, and allow PCs to marshal armies.

Personal Combat Will Feel Very Different, pg: 88

Not only are there new Actions and equipment for Personal Combat, but you will also need to manage your Momentum (pg: 92), melee weapon length (pg: 80), and know when to Levy Retainers (pg: 95) to help you win.

Combat will be a whirl of activity as you need to adjust your footing and position to defeat your enemies.

Short List of Changes

- » All PCs have a Race and a Background.
- » Reworked Attributes.
Intelligence determines your Defence bonus from Cover.
Fate = Willpower
- » No Rate of Fire (RoF) Rules.
- » Influence = Renown
Renown is used to obtain Perks and for maintaining a Holding.
- » Max Resources and Renown = Level +3 (not Level +2)
Starting Resources and Renown = Level +2.
- » Selling Trade Boxes does not require a Spare Time Roll.
- » Selling Trade Goods is the only way to increase your Resources.
- » Research = Study.
- » Secret Knowledge = Knowledge.
And is gained far more frequently.
- » Different Skills.
- » Strong Hit: Effort can be used for any Skill or Attack Roll.
- » New Defence Stats.
Head and Body Armour.
- » Most Items have a Spare Time Acquisition Cost.
- » All new Actions.
- » New Combat Scale Space = 1m (not 2m).
Length of melee weapons has a significant effect on Combat.
- » New Death and Healing System
Death is more flexible but results in permanent injury.
- » New NPC types.
Troop Group NPC, reduces GM bookkeeping for larger battles.
Monster NPC, equal in power to 4 PCs.

What's Different?

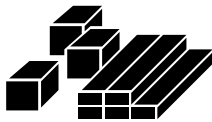
A quick summary of some major changes.
Most rules are the same as the Core Rule Book.



Personal Combat

The Combat Grid scale is 1 square metre.

Weapon Ranges, Shields, Zones of Control and adjacent allies all play an important part in Combat.



Trade Goods

Are split up into 3 Types: Monetary (primarily used for increasing your Resources), Rare (primarily used for Crafting) and Production (primarily used for improving Holdings and constructing Buildings).



Crafting

You can construct your own Weapons, armour and Buildings using Rare Trade Goods that you will find out in the wild. Many items are only available through crafting.



Holdings

Tame the wilds to found new towns, cities and outposts.

Holdings are used to produce Trade Goods, provide a location to construct Buildings and Workshops, and allow PCs to marshal armies.

Character Creation

Works the same as in the Core Rule Book, but with a few small but important changes (highlighted in **black**).

- » The Game Master defines your starting Level (usually Level 1).
- » Select a Race.
- » **Select a Background**
- » Gain the Language: **Tolatl**.
- » Distribute 18 Attribute Points.
 - » 6 Attributes (0-5 points each).
- » Select your Trained Skills.
 - » 6 Primary (**Everyday** and/or **Education**) Skills.
 - » 2 Personal Combat Skills.
- » Select your Traits, 1 per Level.
 - » You may have up to 1 Trait per area: Level, Resources, **Renown**, each Attribute, each Trained Primary Skill and up to 2 Traits per Trained Personal Combat Skill.
- » Starting Resources = Your Level +2.
 - » **Your Max Resources is your Level +3.**
- » Starting **Renown** = Your Level -1 (normally 0).
 - » **Your Max Renown is your Level +3.**
- » Starting Spare Time Points = Your Level +3.
- » Starting Knowledge = 4
- » Spend Spare Time Points (you may automatically gain any item or service that costs 14t or less, no roll required).
 - » You may never start with items that require Crafting (see pg: 66), you need to gather Crafting materials through your in-game actions.
- » Allot your Resources.
- » Allot your **Renown**.

Optional Game Type: Simplified

Fragged Kingdom makes greater use of Trade Goods than the Core Rule Book. This simplified type of game should be used if you want less bookkeeping.

- » No Holdings, Buildings or Production Trade Goods.
- » All settlements grant free access to Workshops.

Optional Game Type: Realistic Combat

- » All characters have -5 Endurance.
- » All Weapons gain +1 End and Crit Dmg.
- » Surprise Rounds grant Strong Hit +1 on all non-Dual Attacks.

Optional Game Type: Realistic Travel

- » See pg: 78.

Attributes

Strength (Str)

Determines the size of Weapons and the weight of Outfits that you can efficiently use. Also determines how resilient you are in combat.

Reflexes (Ref)

Increases both your Defence and To Hit chance.

Movement (Mov)

Here are a few special types of Movement, GMs are encouraged to create more.

Fly

You may spend your Movement to fly higher (or lower): increasing the Range of all Attacks made against you, and by you. This may also reduce the Range between you and another Flyer (eg: by flying closer to them). Flying lower will reduce any gained Range.

Incorporeal

You can move through any terrain or character without penalty. Terrain that you can't move 'through' (eg: a pit) still inhibits you.

Teleport

You may ignore all terrain and characters when you move via teleportation. Other characters cannot automatically perceive where you have moved to and you do not need to see where you are going.

Focus (Foc)

Determines your Maximum Momentum (pg: 92) in combat.

Does not assist you with ranged Attacks.

Intelligence (Int)

Determines how much Defence Cover (pg: 91) grants you.

Willpower

Works like Fate (Core Rule Book, pg: 35), except that Willpower is an Attribute. Spending Willpower points on re-rolls does not cause you Damage.

Willpower may not be permanently reduced to avoid Death, see pg: 91 for full Death and pg: 63 for full Disability Condition rules.

Skill Rolls

See pg: 72 for full Skill rules.

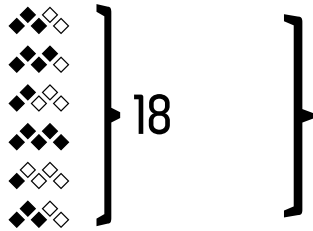
Attributes don't grant Description bonuses to Skill Rolls. Many Skills gain a bonus of +1 if you have 4 or more in a specific Attribute, while others give a -1 penalty if you have 1 or less in that specific Attribute.

Making a Character

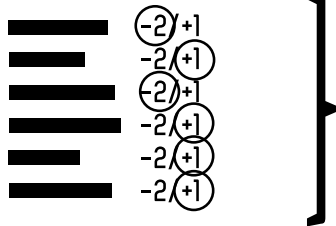
Best done alongside your GM and fellow players.
Start with a character concept before you start building.



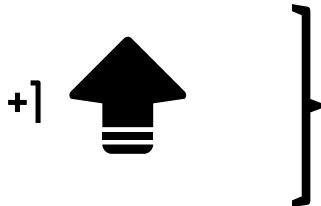
Select Your Race and Background
Each race has many cultures.



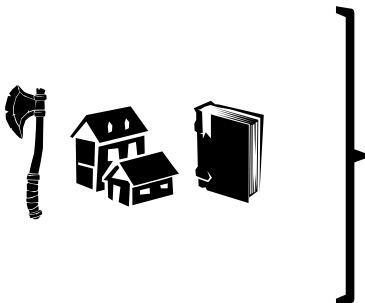
Distribute 18 Attribute Points
You have 18 points to distribute amongst 6 Attributes.
Each Attribute may be set from 0 to 5.
An average person has 2 points in each Attribute.



Select Your Trained Skills
A Trained Skill grants a +1 bonus to their rolls.
An Untrained Skill has a -2 penalty to their rolls.
Select 6 Primary Skills, and 2 Personal Combat Skills.



You Gain 1 Trait per Level
You may have up to 1 Trait per area: Level, Resources, Renown, each Attribute, each Trained Primary Skill, and up to 2 Traits per Trained Personal Combat Skill.



Allot Resources, Renown, Spend Spare Time Points and Knowledge
Your starting Current Resources is equal to your Level +2.
Your starting Current Renown is equal to your Level -1 (normally 0).
Your starting Spare Time Points equals your Level +3.
Your starting Knowledge equals 4.
You may start with any item or service that requires a Spare Time Roll of 14w/t or less without needing to roll. Each item or service costs 1 Spare Time Point to acquire. You may never start with items that would require Crafting.

Advancement

Overview

Renown, pg: 60

Is an aggregate of a PC's collected fame and political power. It is similar to Influence in Fragged Empire (Core Rule Book, pg: 58) but is spent on Holdings (pg: 69).

Trade Goods, pg: 64

Play a far more vital role in Fragged Kingdom than they do in the Fragged Empire Core Rule Book.

- » Selling Trade Boxes is the only way to increase your Resources.
- » They're used to Craft gear.
- » 2 Trade Boxes or 1 Treasure Box can be sold (no Roll needed) to increase any failed Roll by +2 (Stacks) where money would help.

Crafting, pg: 66

Is a prominent feature in Fragged Kingdom that gives players a way to turn Trade Goods into equipment and to improve Holdings.

Holdings, pg: 69

Taming and working with the land is a significant theme in Fragged Kingdom. A Holding refers to all of the land and property owned, or loyal to, a person or group. In Fragged Kingdom a Holding refers to lands which are protected by and utilised for the benefit of the PCs. Holdings can be the lands owned by a noble or just a simple community that a group of heroes is responsible for protecting.

Example Perks (pg: 60), Complications (pg: 62), and Conditions (pg: 63)

The listed Perks, Complications, and Conditions are just examples intended to inspire GMs. GMs should feel free to create new Perks, Complications and Conditions.

"Let them come in their masses! Their Nephilim blood shall fertilise our fields, their beasts shall feed our peasants, the corpses of their druids shall pave our roads and their vile goddess shall learn to fear Catlan steel!"

- Sir Craig, last Lord of Gribble Castle,
at the massacre of four armies.

Gaining

Level

Same as the Core Rule Book: each character's Level is increased by one at the end of every third session.

GMs should feel free to alter this.

Resources

Can ONLY be gained by selling Trade Goods (pg: 64).

Renown

Works much like influence. Gained through in-game actions.

Spare Time Points

You gain 1 Spare Time Point at the start of each game session. Additional Points may be gained as a reward for good role playing or if your character has a large amount of spare time.

Money

Treasure Trade Boxes are large amounts of money, see pg: 64.

Trade Goods

Production Trade Goods are most effectively gained from your Holdings, with Monetary Trade Goods commonly looted from defeated enemies or given as payment for completing jobs.

Trade Goods should be the most common reward for PCs.

Holdings

Are gained through in-game actions and by spending Renown. They may be improved through Traits and with Buildings. Your Holding's location will affect its Attribute maximums and available Traits.

Knowledge

Primarily gained by completing Study Units (pg: 68).

Equipment

Most equipment costs Resources and is primarily gained in two ways. Either as loot or a reward for in-game actions, or acquired with Spare Time Rolls (either by purchasing with Stewardship (pg: 76) or with a Crafting (pg: 66) Spare Time Roll).

Advancement Types

Primarily gained through in-game actions.
Eg: Selling Trade Goods or studying.



Level

Your personal skill and experience.



Resources

An abstract representation of your character's ability to pay for and maintain their combat equipment.

You must sell Trade Goods to increase your Resources.



Renown (and Holdings)

Renown is a representation of your character's overall prestige and importance to their wider NPC community.

Primarily used to pay for Holdings.

Holdings give characters access to Trade Goods and Workshops.



Spare Time Points

Determine how you spend your spare time and effort.



Trade Goods

Are split up into 3 Types: Monetary (primarily used for increasing your Resources), Rare (primarily used for Crafting) and Production (primarily used for improving Holdings and constructing Buildings).



Knowledge

Unique insights gained through personal study.

Resources

Resources is a broad representation of the quality and amount of equipment that your character is able to maintain through personal ability and wealth.

Maximum

Your Max Resources is your Level +3.

Gaining

Can only be gained by selling Trade Goods (pg: 64).

- » 4 Monetary Trade Boxes: (no roll): gain +1 Current Resource.
- » 8 Production Trade Boxes: 14t: gain +1 Current Resource.

Perks, Complications, Knowledge

- » Every 5 Current Resources from 5 you gain a Perk.
- » Every 10 Current Resources from 9 you gain a Complication.
- » Every 10 Current Resources from 4 you gain a Knowledge.

Losing

Resources should be rarely lost.

Renown

See pg: 69 for full Holding rules.

Renown is similar to Influence in the Core Rule Book (see pg: 58). Renown represents the amount of fame, respect and prestige a character has accumulated through their actions.

Maximum

Your Max Renown is your Level +3.

Gaining

Renown is often rewarded for completing significant quests, especially if the deed is done for an influential person or for the benefit of a large group of people without payment.

- » 4 Food Trade Boxes: 12t: gain +1 Current Renown.

Perks, Complications, Knowledge

- » Every 5 Current Renown from 5 you gain a Perk.
- » Every 10 Current Renown from 4 you gain a Complication.
- » Every 10 Current Renown from 9 you gain a Knowledge.

Losing

Renown may be reduced by the GM for colossal and public failures.

Spending

You may allot Renown on Holdings in a similar way to Influence.

Sharing

In a similar way to Influence you may pool your Renown to purchase non-Title Holding Perks.

Example Perks

The following Perks rules replace those in the Core Rule Book (pg: 60).

The same Perk may be chosen multiple times, but their bonuses do not normally Stack (eg: you may have multiple Contacts in various locations, but you only ever gain +1 to your Spare Time Rolls).

You may only gain a Rank 2+ Perk if you already have a Perk of one lower Rank and the same Type. Ie: To select a Rank 2 Friend Perk you must first have a Rank 1 Friend Perk.

Perks may be lost: if they are, you may choose a new one.

Fame Perks

Your reputation precedes you.

Prominence (Fame, Rank 1)

- » NPCs are more likely to have heard of you.
- » You gain +1 to Leadership and Persuasion Rolls when interacting with someone who likes your reputation.

Infamy (Fame, Rank 1)

- » NPCs are more likely to have heard of you.
- » Strong Hit: **Heard of Me** (Once per Session, Success OR Hit) A character becomes wary of you, and takes 4 Endurance Damage.
- » You gain -1 to all Leadership and Persuasion Rolls when interacting with someone who does not like your reputation.

Celebrity (Fame, Rank 2)

- » Strong Hit: **Fame** (Success) An NPC who is aware of your reputation may make concessions for you.

Legend (Fame, Rank 3)

- » Most NPCs know who you are.
- » Your reputation is grander than your actual abilities.
- » All enemy Henchman Groups have -1 Body (to a minimum of 3). These have fled upon hearing your name (Stacks).

Friendship Perks

You have friends or acquaintances who may help you, and who may ask you for help.

Contact (Friendship, Rank 1)

- » Pick a single Skill. You gain +1 to all Spare Time Rolls with this Skill when you're with your contact.
- » This contact may provide you with helpful information.

Entourage (Friendship, Rank 1)

- » One of your Companions gains +1 Body and -1 Armour.

Ally (Friendship, Rank 2)

- » One of your Companions or Mounts costs -1 Resource.

Bailiff (Friendship, Rank 2)

- » A skilled NPC may be instructed to manage your Holdings while you're absent. They may make Levy rolls on your behalf (at your Skill bonus and still costing you a Spare Time Point), and if possible, will alert you to any problems.

Followers (Friendship, Rank 3)

- » Your Retainers gain +1 Body.

Organisation (Friendship, Rank 3)

- » You are well connected to a large organisation.
- » Gain +1 to all Spare Time Rolls when you're with your organisation.
- » Your organisation may provide you with helpful information.

Inspire Loyalty (Friendship, Rank 4)

- » Your Retainers will stay with you until Death (normally for 1 session or mission), but you gain -2 to all Spare Time Rolls while they're present beyond 1 session or mission.

Guild Perks

Being a member of a trade guild comes with many benefits.

- » When choosing your first Guild Perk: select an Education Skill. This reflects the trade of the guild. Many benefits relate to this trade.

Apprentice (Guild, Rank 1)

- » You have access to halls belonging to your guild. These halls always contain a Workshop (pg: 162) of your chosen skill and may provide you with a safe place to sleep.

Guild Warehouse (Guild, Rank 1)

- » You have been allotted 4 Cargo Space of storage in the guild. You may access these goods from almost any guild owned hall.

Journeyman (Guild, Rank 2)

- » You gain +3 (normally +2) to Skill Rolls when using a Workshop for your chosen Skill.

Quartermaster (Guild, Rank 2)

- » At the start of each Session you gain 1 Quality Trade Good.

Master (Guild, Rank 3)

- » You are considered by your guild to be a master in your profession.
- » Gain +1 to your chosen Skill.

Professional (Guild, Rank 3)

- » You may make 1 free Spare Time Roll of your chosen Skill per session.

Grand Master (Guild, Rank 4)

- » You run your own trade guild.
- » One of your Holdings produces +1 Treasure Trade Good per session.
- » One of your Holdings gains +1 Wealth.

Religion Perks

Pick the religion which best represents your character, Eternal Priesthood/All-Being Monks/Ta'Di Shamans. As you progress in your religion, the respect and authority you have among the faithful grows.

Elder / Monk / Guide (Religious, Rank 1)

- » You're a respected voice among followers.
- » You may freely make use of the facilities and Workshops belonging to your faith without an appointment.

Priest / Prior / Seer (Religious, Rank 2)

- » All of your Holdings gain +1 Peasants.

Hierophant / Abbot / Diviner (Religious, Rank 3)

- » All of your Holdings gain +1 max Loyalty and Prosperity.
- » One of your Holdings gains a free Religious Building (pg: 162).

Speaker / Prophet / Oracle (Religious, Rank 4)

- » You're considered an authority on the divine.
- » All of your Holdings with a Religious Building cost -3 Renown.

Title Perks

Most titles are inherited. Players should select a Title Perk as their first Perk if they come from a noble family line.

Respected Noble (Title, Rank 1)

- » You're allowed to appear at court before the Regency Council without an appointment and are greeted with honour and respect by most other nobles.

Tribal Elder (Title, Rank 1)

- » The Chieftains of most tribes will welcome you as a guest, you are a respected leader of your own tribe.

Knight / Lawspeaker (Title, Rank 1)

- » You are considered to effectively have 'police powers' among your own culture. You may legally capture and bring to trial those with legal protection (e.g. nobles or elders). You may legally capture and summarily sentence commoners.

Lord (Title, Rank 2)

- » One of your Holdings gains a free Manor Building (pg: 162).

Baron (Title, Rank 3)

- » One of your Holdings gains +1 max Fields.
- » One of your Holdings gains +1 Soldiers.

Count (Title, Rank 4)

- » One of your Holdings gains +1 max Woods and Hills.
- » One of your Holdings gains +1 Soldiers.

Duke (Title, Rank 5)

- » One of your Holdings gains +1 max Security.
- » One of your Holdings gains +2 Soldiers.

Example Complications

The following Complication rules replace those in the Core Rule Book (pg: 62).

Addiction

Gimme another drink!

- » You must make a Resolve Skill Roll to resist your Addiction when it tempts you.
- » You may never have more than 5 unspent Spare Time Points at any one time.
- » You only gain a Willpower point from this Complication if your Addiction hampers you in a significant way (eg: you fail a Resolve Skill Roll to resist it at an important moment).

Bounty

You have a large bounty on your head, attracting the attention of more enemies. Be careful of not only underworld havens, but also of any friends whose purse is getting a little light.

- » Your GM may choose to increase the difficulty of a combat by adding a Skilled or Troop opponent.

Condition, pg: 63

With your GM's permission, you may gain a Condition (see Core Rule Book pg: 73 or opposite page) rather than a Complication.

Enemy

You have made a dangerous enemy who has lethal intent towards you. This enemy is often from within your own social circle, or might be a (possibly indirect) victim of your actions.

Your enemy is skilled and cunning, with well-defined motivations, but is not suicidal or reckless. They will often know what equipment you like to carry and your weaknesses.

- » Your Enemy should be aware of all (or most) of your Attributes, Traits, Holdings and Equipment, and will most likely have Equipment and Traits that counter yours.
- » They may cause you trouble outside of combat.
- » You only gain a Willpower point from this Complication if your Enemy directly or indirectly reduces one of your Attributes to 0 or below or reduces your Current Resources or Renown.

Enemy No Longer a Threat

If your Enemy dies, or if their ability to harm you is completely nullified, select a new Complication.

Illiterate

You have a poor understanding of written language.

- » Gain a Willpower point only when your illiteracy hampers you in a significant way.

Inner Fire, see pg: 43

Moral/Religious Code

Many live by a code to give them strength and clarity in times of darkness and confusion, but it may also keep them from opportunity.

- » You must make a Resolve Skill Roll to act against your Code.
- » If you act against your Code, you lose 1 Current Renown and gain a Willpower point.

Obsession

Your thoughts are continuously on one thing. While this may give your life focus and direction, it is at the expense of all else.

- » You must make a Resolve Skill Roll to resist your Obsession.
- » -2 to all Spare Time Rolls not connected to your Obsession.
- » You only gain a Willpower point from this Complication if your Obsession hampers you in a significant way (eg: you fail a Spare Time Roll by 1 or 2 due to the -2 penalty).

Prejudice

A group of people are prejudiced against you, whether a faction, race, organisation or other grouping. Individuals within this group may not hold this prejudice at the GM's discretion.

- » -2 to all Leadership, Persuasion, and Spare Time Rolls when interacting with someone who is prejudiced against you.
- » You only gain a Willpower point from this Complication if your Prejudice hampers you in a significant way.

Reputation

Through a single prominent event or through many rumours, you have gained a reputation. Unfortunately, this reputation is not a helpful one. People will make assumptions about you, often inhibiting your progress or giving you unwanted attention.

More importantly, your enemies will be able to easily gain information on you if you move in populated areas.

- » NPCs are far more likely to remember you.
- » Antagonistic NPCs are far more likely to discover your location when you move in populated areas.
- » You may suffer -2 to Leadership, Persuasion, and Spare Time Rolls when interacting with someone who is aware of your negative Reputation.
- » You only gain a Willpower point from this Complication if your Reputation hampers you in a significant way.

Secret

We all have secrets, yours are a little darker than most people's.

- » You must make a Resolve Skill Roll to share your Secret.
- » If another character (player or NPC) discovers your secret, you lose a Spare Time Point, and gain a Willpower point.

Example Conditions

The world of Akharon is full of a myriad of ailments and dangers, many more than what can be listed here. GMs are encouraged to create their own rules for new Conditions.

Use these Conditions and those in the Core Rule Book (pg: 76).

Disability Conditions

These are primarily gained by Avoiding Death (pg: 91).

Maimed (Strength)

- » -2 Equipment Slots.
- » -2 max Endurance.

Disfigured (Strength)

- » -1 max Renown.
- » +1 Leadership.

Missing Finger(s) / Trimmed Tail (Reflexes)

- » -2 Hit with Weapons that use this Limb.

Uncoordinated (Reflexes)

- » -1 Defence.

Crippled Foot (Movement)

- » Full Move and Charge Actions do not grant you +2 Movement unless you're Mounted.

Ruined Knee (Movement)

- » If you move more than 5 spaces in a Turn while you are not Mounted you lose 5 Endurance.

Scatterbrain (Focus)

- » -1 to all Spare Time Rolls.
- » +1 max Momentum.

Lost Eye (Focus)

- » -5 Max Range (min 4), all Weapons.

Stutter (Intelligence)

- » You have trouble speaking.
- » -1 to Persuasion and Leadership.

Foolish (Intelligence)

- » +1 Combat Order.
- » +1 Hit, all Weapons.
- » -2 Defence.

Nervous (Willpower)

- » -2 Combat Order.
- » -1 Hit, all Weapons.
- » +1 Defence.

Fearful (Willpower)

- » -2 Resolve.

Traits

You may have up to 1 Trait per area: Level, Resources, Renown, each Attribute, each Trained Primary Skill and up to 2 Traits per Trained Personal Combat Skill.

Requirements

Magic

There are several types of magic. Each type is unlocked by a Trait. Once that Trait is acquired you may choose any Trait which requires that type of magic.

Magic User

- » Alchemist.
- » Druid (Wyld).
- » Shaman (Spirit).
- » All-Power.
- » Enchanter.

Race, Background, Trait, Perk or Complication

You must have the listed Race, Background, Trait, Perk or Complication to gain this Trait.

X Kn (Knowledge)

You must spend X Knowledge to gain this Trait.

If you Retro this Trait you do not gain your Knowledge back.

Spare Time Points

See Core Rule Book pg: 64 for full Spare Time Rules.

PCs gain 1 Spare Time Point per Session.

Acquire = t

Items or services that list "t" after their Acquire cost (eg: Acquire: 12t) require a Spare Time Roll to acquire.

Bonuses to Spare Time Rolls

If you would gain a bonus to a Spare Time Roll (eg: from a Trait) then this bonus is applied to all Spare Time Rolls (including Crafting Spare Time Rolls).

Your Crafting bonus/penalty may apply to other Spare Time Rolls, ie: if you're making something.

Acquire = c

Items that list "c" after their Acquire cost (eg: Acquire: 12c) require a Crafting Spare Time Roll to acquire, see pg: 66.

Stronghold

Stronghold's struggling situation makes trade incredibly difficult.

- » All Spare Time Rolls made in the city of Stronghold require double the number of Spare Time Rolls.

Trade Goods

See pg: 66 for full Crafting rules.

Acquiring Trade Boxes

- » 2 Rare Trade Boxes: 12t.
- » Levy Trade Boxes from a Holding: (16 - Peasants)t.
See pg: 69 for full Holding and Levy rules.

Loot and Rewards

GMs should primarily give out Monetary and Rare Trade Goods as loot and rewards for PC's in-game actions.

Holdings, pg: 69

At the start of each game session your Holdings will automatically generate Trade Boxes.

Storage

See pg: 69 for full Holding rules.

You can store any number of Trade Goods outdoors at any Holding, however, these may be subject to theft or damage. If you wish to store Trade Goods for long-term use you will need a Holding or Building with dedicated storage space.

- » 1 Monetary Trade Box requires 1 Equipment Slot or 6 Monetary Trade Boxes require 1 Cargo Space.
- » 1 Rare Trade Box requires 2 Equipment Slots or 3 Monetary Trade Boxes require 1 Cargo Space.
- » 4 Production Trade Boxes require 1 Cargo Space, and may not be carried (as they are too large).

Selling Trade Goods

Multiple types of Trade Goods may be sold with a single roll. Use the worst modification (ie: Loot grants +0) to your Spare Time Roll.

- » 2 Trade Boxes or 1 Treasure Box can be sold (no Roll needed): to increase any failed Roll by +2 (Stacks) where money would help.
- » 4 Monetary Trade Boxes can be sold (no Roll needed) to gain +1 Current Resource.
- » 8 Production Trade Boxes can be sold with a Spare Time Roll of 14t: to gain +1 Current Resource.

Sharing

PCs are allowed to freely share all Trade Boxes amongst themselves as they want.

"It is best to keep the peasants in want, either for food or security. This will ward off idleness, which may breed thoughts of rebellion or aspirations beyond their status."

- Adam Brightsword, Duke of Green Rock.

Example Trade Good Types

See pg: 68 for full Holding Repair Roll rules.

There are no Trade Good Variation templates, but there are specific types of Trade Goods. GMs are encouraged to create new types.

Monetary

These Trade Goods primarily exist to be sold.

Loot

The spoils of combat and/or theft: looted weapons, armour, art, common components or small coin denominations.

- » Standard Trade Good rules.
- » GMs may apply additional rules (eg: alchemical oils may explode, etc...).

Treasure

Chests full of ancient relics, gems, gold bars, and jewellery. Adventure seekers LOVE treasure as it is easy to store, transport and sell.

- » 1 Treasure Box: Can be sold (no Roll needed) to increase any failed Roll by +2 (Stacks) where money would help.

Priceless

Rare and amazing items: a flawless diamond, masterwork tapestry, religious relic, etc...

- » The GM should describe what this item is in detail.
- » May be exchanged for +1 Current Resource.

"Male disposability, this topic makes you weak city folk uncomfortable.

The harsh truth is that the survival of a people is intrinsically tied to the value that those people place on their females and their youth over their males. If the females of a tribe are lost or killed, that tribe will be unable to repopulate its numbers and will die out. But if a tribe's male population is lost, that tribe may survive as very few males are needed to repopulate.

My tribe honours its great men who would lay down their lives for their people, and we heap praise and dignity upon our women who would sacrifice the joys of combat to bear children."

- Hera Render,
Chieftain of the southern Chioni Legion tribe.

Rare

See pg: 66 for full Crafting rules.

These valuable, and often magical, Trade Goods are used to craft powerful items.

Potions

These elixirs and salves may be medicinal, poisonous or toxic. They are used for magic by both alchemists and druids.

- » Requires 1 Equipment Slot per Trade Box (normally 2) or 6 requires 1 Cargo Space (normally 2).
- » You may spend 1 Potion Trade Box as a substitute for an Apothecary Toolbox or Workshop for a single roll.

Quality

Legion Cold Steel, Blood Oak, fine silk, clockwork mechanisms are some among many superior quality trade goods. There are too many of these to list but they aid in crafting superior items.

- » The GM may specify a type if they wish to restrict their use (ie: silk may not be used to Craft plate armour).
- » With your GM's permission you may spend 1 additional Quality Trade Box to gain +1 to any failed Crafting Roll (Stacks).

Arcanium

Strange and magical metals collected from ancient artefacts or the remains of gods. They can be forged into powerful magical equipment (the truth: These are high tech alloys, polymers and/or technologies).

- » +4t to acquire (and rare).
- » If you fail a Crafting Roll while using Arcanium Trade Boxes you lose 2 Arcanium Trade Boxes (normally 1).
- » May be used to cast powerful alchemical spells.

Wylding

Trees and beasts which have been struck by the Eye of Neph or twisted by the Archdruid become infected with Wylding. These parts of Nephilim creatures are dangerous and may be fashioned into magical equipment (the truth: biological technology).

- » +4t to acquire (and rare).
- » Dangerous, Illegal in Stronghold.
- » If you fail a Crafting Roll while using Wylding you gain a Condition (see pg: 63).
- » May be used to cast powerful druidic spells.

"Why do blacksmiths make the best lovers? Simple, our patron god Dray is the god of passion."

- David Smith, now a father of eight.

"When we think of Neph's domain we think of wild predators, claws, fangs, poisons and muscle. But these things are not her whole; she is also the cute cub, spring flowers, songbirds and fresh fruit.

For hundreds of years we neglected her and pushed her domain back to make way for our cities, roads and farms. We tried to do the unthinkable; we tried to domesticate the goddess of the wild.

It is no wonder she struck back with such fury, Neph will not be caged."

- Kjell Moens, adventuring priest.

Production

See pg: 69 for full Holding rules.

See pg: 142-143 for full list of available Holding Traits.

See pg: 162-163 for full list of available Buildings.

These items are primarily collected from nature by your Holding.

Food

Everyone needs food to survive, and in these hard times food has become scarce. Supplying food to the people is one of the fastest ways to gain public favour.

- » 4 Food Trade Boxes may be sold: 12t: gain +1 Current Renown.

Herbs

Useful plants and herbs that may be medicinal, poisonous or delicious.

- » 2 Herbs may be exchanged for 1 Potion or Food.

Lumber

Quality wood for use in construction.

Beasts

Either living animals or useful animal parts: these parts may be furs, meat, etc...

- » 2 Beasts may be exchanged for 1 Food and Lumber.

Stone

Bricks, masonry and quarried stone used for construction.

Ore

Most commonly iron, but sometimes, bronze, copper, etc...

- » 2 Ore may be exchanged for 1 Treasure or Stone.



Crafting

See pg: 64 for full Trade Good rules.

See pg: 69 for full Holding rules.

See pg: 80 for full Acquire Weapon Stat rules.

Many items and Buildings in Fragged Kingdom can only be gained through Crafting. To obtain these you must make a Crafting Spare Time Roll.

Crafting Rolls are made just like standard Spare Time Rolls, but with some additional Requirements.

Acquire 'c'

Items that list "c" after their Acquire cost (eg: Acquire: 12c) require a Crafting Spare Time Roll to acquire.

Trade Box Cost

See pg: 83 for full Weapon Keyword rules.

Items with a Contribute (X, Y, Z) Keyword require you to spend a certain amount of Trade Goods before you may attempt your Crafting Spare Time Roll.

Keyword: Contribute (X, Y, Z)

» Must use at least X, Y and Z Trade Boxes.

Quality Trade Goods

» With your GM's permission, you may spend 1 additional Quality Trade Box to gain +1 to any failed Crafting Roll (Stacks).

Education Skill and Workshop

To make a Crafting Roll you must have access to a Workshop (see pg: 76), which may only apply to Education Skills.

Keyword: Primitive

» Does not require a Workshop to Craft.

Success

If you pass your Crafting Roll you lose all assigned Trade Boxes and you acquire your item, Building, or Holding Trait.

Failure

If you fail your Crafting Roll you lose 1 Trade Box of each assigned Type.

Arcanium

» If you fail a Crafting Roll while using Arcanium Trade Boxes you lose 2 Arcanium Trade Boxes (normally 1).

Wylding

» If you fail a Crafting Roll while using Wylding you gain a Condition (see pg: 63).

How to Make a Crafting Roll

Used to construct Buildings and some Items.

A specific type of Spare Time Roll that requires you to spend Trade Boxes.



Select the object you Wish to Craft

Pick an item or Building to Craft.

Pick any Variations you wish to apply to your item.

Check that you have the required Trade Goods and a Spare Time Point.



Skill Choice and Workshop

Pick a suitable Education Skill to use.

Ensure you have access to a Workshop that matches the chosen Skill.



Assign Trade Boxes

Allot any required Trade Goods (see Contribute Keyword, pg: 83).



Roll

Make a Spare Time Roll (see Core Rule Book, pg: 64).



Failure

Lose 1 Trade Box of each contributed Type (lose 2 if Arcanium).

You do not gain the desired item or Building.

With the GM's permission, a Quality Trade Good may grant +1 to this roll, which may result in a Success.



Success

Lose all contributed Trade Boxes.

You gain the desired item or Building.

If this was a Weapon or Outfit you may gain the Familiar Modification for free.

Study

Study works just like Research (Core Rule Book, pg: 68) except as noted below.

Acquiring Study Units

You need to describe in character how you're acquiring your Study Units, usually through studying a notable object or situation within your game (eg: a rare artefact, event or after a difficult fight).

Study Units can never be gained without making a Spare Time Roll.

» 1 Study Unit requires a Spare Time Roll of 12.

Multiple Characters Studying Together

If multiple characters are studying together (both making Study Spare Time Rolls at the same time on the same subject), then each character needs to only make a Spare Time Roll of 10t (normally 12t) to acquire a Study Unit.

Tools

Study Spare Time Rolls do not require you to have access to specific Tools, but GMs should require characters to have access to in-game objects (eg: books, rare artefact, etc...) or experiences to justify their study.

Knowledge

Acquiring 4, 8, 12, 16, 18, 20, 22, 24, 26 and 28 Study Units grants your character 1 Knowledge.

Knowledge is spent to acquire some Traits (pg: 63) and to gain some Weapons (pg: 80). Once Knowledge is spent it can never be regained (eg: even if you Retro an Education Skill, and then wish to become Trained in it again).

Study Variations

There are no Study Variations.

Publish

You don't Publish Study Units.

Perks

Study Units do not grant Perks.

"How is Wylding so dangerous you ask? See that swampy river near that mountain? Well, before the Druidic War there used to be a fortress there."

- Ueman Brightwood,
Steward of the Redstone Library.

Healing Rolls

Healing Rolls in Fraggged Kingdom work like they do in the Core Rule Book (see pg: 92) except as stated below.

In-Combat Healing

First Aid: 10

Does not require Tools.

Out-of-Combat Healing Rolls

Patch-Up: 12

Same as Paramedics.

Requires an Apothecary Toolbox.

Extended Care: 2x 12t

Requires an Apothecary Toolbox.

Heals 1 point of Damage to all Attributes.

May remove one Condition (GM discretion).

Surgery: 16t

Requires an Apothecary Workshop.

Heals 8 points of Damage to a single Attribute.

May remove one Condition (GM discretion).

The recipient does not gain a free Trait Retro to an Implant Trait.

Repair Rolls

Sometimes a Holding might become damaged from Mass Combat (pg: 101) or from other in-game events. In these cases, Repairs may be made to restore a Holding's Attributes.

There are no in-combat methods to Repair Holdings.

Alter: 12t

Spend 2 Food.

Retro a single Holding Trait or Attribute.

Quick-Fix: 14c

Spend 1 Lumber or Stone.

Repair 1 point of Damage to an Attribute or Repair a Building.

Restore: 16c

Requires a Workshop.

Requires 2 Lumber and Stone.

Repair 2 points of Damage to all Attributes and Repair a Building.

"There are many forms of healing in this world, but only the All-Being has the power to heal the soul."

- Runako Mene, gold crest All-Monk.

Holdings

- See pg: 64 for full Trade Good rules.
- See pg: 107 for full GM's Guide to Holding Attributes.
- See pg: 142 for full list of available Holding Traits.
- See pg: 162-163 for full list of available Buildings.

A Holding in Fragged Kingdom refers to the inhabited lands protected or owned by a single PC or group of PCs.

Cost

As with Spacecraft (Core Rule Book pg: 144) PCs may pool their Renown to acquire a Holding.

- » The Renown cost of each Attribute is equal to its value plus all previous values, ie: 3 Woods would cost 6 (3+2+1) Renown.

Attribute Value:	1	2	3	4	5	6	7	8
Renown Cost:	1	3	6	10	15	21	28	36

- » Traits cost 2 Renown.

Attributes

Represent the developed potential of your Holding.

- » Attribute maximums: are determined by the GM based on the Holding's location, see pg: 107. (usually totally 16).
- » Your first three Attributes (Fields, Woods and Hills) produce Trade Goods at the start of each game Session.

Fields (Fld)

The amount of arable land in your territory.

- » Produces Food Trade Goods = Fields x2.
- » Produces Herb Trade Goods = Fields -2.

Woods (Wod)

The amount of woodland and/or forest in your territory.

- » Produces Lumber Trade Goods = Woods x2.
- » Produces Beast Trade Goods = Woods -2.

Hills (Hil)

The amount of mineral and/or stone rich land in your territory.

- » Produces Stone Trade Goods = Hills x2.
- » Produces Ore Trade Goods = Hills -2.

Prosperity (Pro)

The wealth and well-being of the people living in your Holding.

Security (Sec)

The safety of your lands. ie: guards, towers, secure roads, etc...

Loyalty (Loy)

How willing your subjects are to serve or fight for you.

Calculated Stats

These calculated stats are derived from your six Attributes.

Cargo Space = Pro

The amount of secure storage space in your Holding.

Wealth = Pro + Sec

The taxable population living in your Holding.

Peasants = Pro + Loy

The number of peasants willing to work and fight for you.

Soldiers = Sec + Loy

The number of trained soldiers in your Holding.

Traits

You may have up to 1 Trait per Attribute: Fields, Woods, Hills, Prosperity, Security and Loyalty. Most Traits have a Trade Good cost.

Levy; (16 - Peasants)t

You may demand or request produce or assistance from the people living within your Holdings.

- » May be performed once a week per PC, per Holding.
- » You may only Levy from a Holding which you have contributed Renown to.
- » Requires a Spare Time Roll of: (16 - Peasants)t.

Trade Goods

- » Oppress: Gain Loot = Wealth +2.
Reduce your Current Renown by 1.
- » Tax: Treasure = Wealth -2.
- » Work: Fields, Woods or Hills produce Trade Goods again.
- » Muster: Costs 1 Food and gain a Retainer.

Tasks

- » Develop: Reduce your Fields, Woods or Hills max by 1.
Increase your Fields, Population or Security max by 1.
- » Transport: Transport 10 Trade Goods from this Holding to another location OR transport 5 Trade Goods to this Holding from another location.

Buildings, pg: 162-163

Structures built and owned by the PCs. Buildings have a Trade Good cost, required time to build, and most should require a Workshop.

Mass Combat, pg: 101

The number of Combat Dice this Holding contributes to Mass Combat when it is being directly attacked.

- » Unskilled Combat Dice = Peasants +2.
- » Skilled Combat Dice = Soldiers.
- » Veteran or Ranged Combat Dice = Soldiers -3.

Retainers

Their Body and Combat Dice quantities are derived from the Holding that they come from, see pg: 157.

Creating a Holding

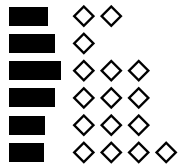
Best done alongside your GM and fellow players.

Attributes and Traits may be affected by your environment.



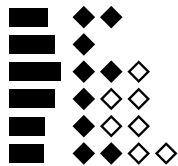
Find and Secure a Location

Choose a location carefully in the world for you to found your Holding. You may need to clear out monsters, or explore the area first.



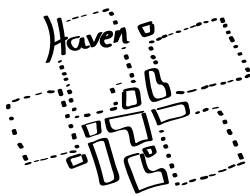
GM Defines your Holding's Attribute Maximums and Available Traits

The GM defines your Holding's Attribute maximums based on your environment (see pg: 107).
The average total Attribute maximum is 16.



Spend your Renown

Spend Renown on Attributes (see previous page for costs).
Spend Renown on Traits. Each Trait costs 2 Renown and may require Trade Goods or a specific environment (ie: a waterway).



Name and Draw a Map of your Holding

Be sure to mark places of interest.

Example Holding

See pg: 69 for full Holding rules.
 See pg: 142-143 for a full list of available Holding Traits.
 See pg: 162-163 for a full list of available Buildings.



Holding's Name Drayton, the Mountain Fortress

Renown Cost = $\diamond 25$
 Traits

		Total	Max (16)
Attributes	Fields	$\diamond 1$	$\diamond 2$
	Woods	$\diamond 2$	$\diamond 2$
	Hills	$\diamond 4$	$\diamond 4$
	Prosperity	$\diamond 2$	$\diamond 2$
	Security	$\diamond 2$	$\diamond 4$
	Loyalty	$\diamond 1$	$\diamond 2$
Calculated Stats	Wealth	Pro + Sec + $\diamond 4$	Total $\diamond 4$
	Peasants	Pro + Loy + $\diamond 4$	Total $\diamond 4$
	Soldiers	Sec + Loy + $\diamond 3$	Total $\diamond 3$
Mass Combat Dice	Unskilled	Peasants +2 + $\diamond 5$	Total $\diamond 5$
	Skilled	Soldiers + $\diamond 3$	Total $\diamond 3$
	Veteran/Ranged	Soldiers -3 + $\diamond 0$	Total $\diamond 0$
	<u>Solid Defence</u>	$\diamond 4$	Total $\diamond 4$
Levy Roll	(16 - Peasants) - $\diamond 4$	Total $\diamond 12$	
Secure Cargo Space	Prosperity + $\diamond 4$	Total $\diamond 4$	
Produce Trade Goods	Cargo Space	Gained per Session	Total
	Food	Fields x2 + $\diamond 2$	Total $\diamond 2$
	Herbs	Fields -2 + $\diamond 0$	Total $\diamond 0$
	Lumber	Woods x2 + $\diamond 4$	Total $\diamond 4$
	Beasts	Woods -2 + $\diamond 0$	Total $\diamond 0$
	Stone	Hills x2 + $\diamond 8$	Total $\diamond 8$
Ore	Hills -2 + $\diamond 2$	Total $\diamond 2$	

Location Description:

Drayton was built on a mountain rich with minerals (high Hills and Security Attribute maximums). Though this out of the way town (low Prosperity and Loyalty maximums) has limited farmable land and only a small nearby woodland (low Fields and Woods maximums), it has great potential for producing large amount of Stone and Ore (ideal for strong buildings and military options). The mines beneath the town may also eventually link up to a divine ruin if the town is blessed (or cursed, depending on your perspective).

Buildings Notes:

- x5 Houses +5 Cargo Space.
- Stone Warehouse +6 Cargo Space, Resistant to damage.
- x3 Workshops +2 to Apothecary, Construction and Metallurgy Skill Rolls (does not Stack with Tools).
- x2 Fortifications Gain +4 Solid Defence Mass Combat Dice.

Trait Notes:

- Rich Mine When you Levy Work on your Hills you gain 1 Treasure Trade Box.
- Industrious When you Levy Work you gain 1 Loot or Quality Trade Good.

Skills

Overview

Study or Skill Roll

As with Research, Study may be used in place of a Skill Roll, see Core Rule Book pg: 38.

Attributes

Attributes don't contribute to Skill Roll Description bonuses. Everyday Skills gain a bonus of +1 if you have 4 or more in a specific Attribute, while you have a -1 penalty if you have 1 or less in that Attribute.

If a Skill could make use of multiple Attributes (eg: Physical), the GM decides what Attribute grants a bonus or penalty for each roll.

- » Persuasion (Intelligence).
- » Leadership (Strength).
- » Streetwise (Intelligence).
- » Pathfinding (Intelligence).
- » Stealth (Reflexes).
- » Resolve (Willpower).
- » Physical (Str, Ref or Mov).
- » Awareness (Focus).

Ship Skills

There are no Ship Skills in Fraggged Kingdom.

Tools

Tools in Fraggged Kingdom work much like they do in the Core Rule Book except for a few minor changes.

- » Everyday Skills may make use of Toolboxes but not Workshops. Educated Skills can make use of all Tools.
- » Workshops are gained through your Holdings (pg: 69 and 162).
- » Most Crafting Rolls (pg: 66) require a Workshop.
- » On occasion alchemists and druids may use a Potion Trade Box (pg: 65) as a substitute for a Workshop.

Strong Hits (Primary Skills)

Effort: Requirements Changed to:

- » Does not Req Hit or Success.

Strong Hit: Effort can be used with any roll, even Attack and Spare Time Rolls.

Magic

There is no single "Magic" skill. Magic is a force that is woven through all facets of existence in so many different ways that it cannot be contained to a single field of study.

If a character wishes to know about magic in a specific context, they should make a Skill Roll for that specific field (eg: to know about magical animals you should make a Fauna Skill Roll).

Magic Users and Knowledge

There are Traits associated with each of the schools of magic: Alchemy, All-Power, Druidic, Enchantment, and Ta'Di Spirits.

-2 to Skill Rolls

If you wish to know about a specific type of magic and do not have an associated Trait you should suffer a -2 to your Skill Rolls to know about that type of magic.

New Skill Uses

Upon selecting one of these magical Traits you 'unlock' the ability to use Skills in new ways. Although these magical uses of a Skill are fun and interesting, they should not grant superior insight. They are merely a different way of understanding and/or interacting with the world.

Cedric and Argon are investigating a murder. They're each skilled in Awareness and roll a 14. Cedric, being an enchanter, goes into a trance, using his mystical powers to glimpse the past. He has a vision of three running white dragons on a black background. Argon finds the torn-off corner of a knight's tunic emblazoned with an emblem of a white dragon on black. It has a small amount of blood on it.

They're both skilled in Awareness and both got an equal roll so the information gained should be of equivalent value.

Magical Ability Summary

- » Alchemy = Chemicals.
- » All-Power = Healing, defence, body and wisdom.
- » Druidic = Wyld plants, animals and Nephilim.
- » Enchantment = Mind and time.
- » Ta'Di Spirit Shaman = Spirits and energy.

Everyday Skills

- » Persuasion
- » Leadership
- » Streetwise
- » Pathfinding
- » Stealth
- » Resolve
- » Physical
- » Awareness

Persuasion

Is the same as Conversation, see Core Rule Book pg: 44.

This covers your ability to manipulate others through deception, flattery and diplomacy. Generally if you want to change the social perception of an NPC you should use Persuasion. A character skilled in Persuasion is more able change the opinions of others, successfully lie, and negotiate their way out of tricky situations. Persuasion also covers knowledge of etiquette, disguise, acting and general social knowledge.

Example Magical Use

- » Enchanters may use Persuasion to subtly manipulate the perception of others, eg: "These aren't the druids you're looking for."

Example Toolbox: Case of Clothes

- » Armed with a wardrobe, characters are able to use cunning disguises and fashion outfits suitable for special social occasions such as extravagant parties.

Leadership

This covers your ability to command others through force of personality or presence. Generally, if you want to force an NPC to act you should use Leadership. A character skilled in Leadership is more able to intimidate people into giving up information, command respect from soldiers, or make a stirring speech. Leadership also covers knowledge of interrogation techniques and chain of command.

Example Magical Use

- » Enchanters may use Leadership to temporarily control the actions of weak-willed NPCs. This NPC will be angry, frustrated, and/or confused afterwards.

Example Small Toolbox: Uniform

- » Armed with an appropriate uniform that proudly displays their heraldry and titles, characters are able to demand respect from others who appreciate such imagery.

Streetwise

This skill represents your character's ability to live, survive and navigate urban environments. This skill is used to find buildings, collect gossip and run cons. Characters trained in Streetwise can find black markets, investigate clues, and pick locks and pockets.

Example Magical Use

- » Alchemists may use Streetwise to locate the best alchemical shops and practitioners.

Example Toolbox: Papers

- » Many places in a city require the correct licences, passes, permissions, etc... A map of Stronghold is also very helpful when your memory escapes you or if you're an outsider.

Pathfinding

This covers your ability to find your way and survive in wilderness environments. A character skilled in Pathfinding knows which way is north, the fastest way to pass through a forest, how to create a campsite and find sources of fresh water. Pathfinding also covers knowledge of astronomy (not astrology), cartography and camping.

Example Magical Uses

- » Spirit Shamans may contact their animal spirit to guide them on their proper path or help them to find other spirits.
- » Druids may spend a Potion and use Pathfinding to bend plants to their will to make a new path or close a path behind them.

Example Toolbox: Map and Compass

- » Without their tools, a pathfinder must navigate using the stars alone. With a map and compass, pathfinders can not only find their way more easily, but also map their journey thus allowing others to more easily follow their path.

Stealth

This skill covers your ability to hide yourself and other small objects from other people. This includes your ability to remain unseen, pick pockets, conceal a weapon, and perform sleight of hand. Stealth also covers your knowledge of these things.

New Rules

Stealth in Fragged Kingdom works differently than how it does in the Core Rule Book (pg: 109), as it functions much more like a standard Skill and is not an Attack Roll vs a target's Defence vs Stealth.

The GM simply sets the difficulty of the Skill Roll (eg: higher if there are lots of observant NPCs around, or lower if the PC is wearing black and attempting to hide at night).

During Combat

If a character wishes to become Stealthed (see below) during Personal Combat they need to make a Stealth Skill Roll (usually through the Prepare Action) each Turn.

Outside of Combat

If a character wishes to hide outside of combat they must make a Stealth Skill Roll when the GM asks them to.

Stealthed Effect (during Combat)

- » Lost if you end an Action outside of Cover, or become clearly seen (eg: moving into plain sight of another character as you move between cover).
- » Lost if you make a visible Attack.
- » Lost if a Stealth Skill Roll is not successfully made each Turn.
- » While Stealthed: you may not be seen or Attacked.

Example Magical Use

- » Enchanters can trick people into overlooking a weapon when searched.
- » With a Mental Fog Shield (pg: 150) Enchanters may hide in plain sight.

Example Toolbox: Silk Shoes and Black Cloak

- » With these items a character skilled in stealth can succeed in being silent or hiding in shadows that would be impossible in brighter clothes or heavy boots.

"Forget one knife in the dark, give me ten knives, an alchemical crossbow, smoke bombs and a good distraction any time."

- Patli 'The Shadow' Bolt,
Red Blade Assassin.

Stealth Outside of Combat Example

Emily wishes to sneak into a well-guarded compound. The GM sets the scene by describing the guards on duty, how the sun is setting and the large, but overgrown, wooden wall that surrounds the compound.

Emily then describes her approach, waiting for the sun to set so that her dark outfit hides her presence, she then describes how she quickly darts from cover to cover as the guards patrol.

The GM rewards her with a +2 Description bonus and gives her a further +1 for having a high Reflex Attribute.

In total, this grants Emily a Stealth Roll of +4 (+1 for being Trained, +2 Description Bonus and +1 Attribute bonus). The GM says she needs to roll a 14. She then rolls 3d6 for a total of 16, an easy success. The GM then describes how she has successfully snuck into the compound.

Stealth During Combat Example

During a Combat, Emily spends her first Action during her Turn to kill an opponent with an alchemical potion before moving behind some Cover. She then performs the Prepare Action to Reload, drawing a new potion, and make a Stealth Skill Roll.

The GM says that attacking with a loud explosive potion makes things a little difficult (as it draws attention to her). But as no specific enemy character is paying attention to her (no enemy made an Attack Roll against her during their last Turn) she does have a chance to hide.

The GM says she needs to roll a 14 and gives her a -1 Description penalty. Emily rolls a total of 15. She succeeds at hiding and becomes Stealthed. No enemy may make an Attack Roll against her while she is Stealthed.

During her second Turn, she remains Stealthed as long as she does not make a visible Attack or end an Action outside of Cover. She must also pass a Stealth Skill Roll before the end of her Turn, or she will lose her Stealthed Effect.

For her next Turn, she dashes out of her Cover and into different Cover (being careful not to run in front of an unengaged enemy), and attempts another Stealth Roll. She passes her Stealth Skill Roll with a roll of 16.

But during her enemies' Turn one of them moves behind her Cover on his way to engaging one of her friends. As Emily is now in plain sight, she loses her Stealthed Effect and may be Attacked by any enemy.

"The minds of the weak are as a painter's canvas to me."

- Tanaka Dol, suspected witch.

Resolve

This skill represents your character's bravery, strength of personality, and self-belief. A character skilled in Resolve can resist torture, brainwashing, and fear. Resolve may also help to change the views of others, making them adopt the philosophy of the character. Resolve covers knowledge of self and can be used to recall one's own past or details about their ideology, etc...

Example Magical Use

» Spirit Shamans may use Resolve to start a fire.

Example Toolbox: Personal Icon

» Many choose to carry with them a lucky charm or a symbol of their faith or family house. These icons seem mundane to others but help those carrying them to remain strong in the face of opposition.

Fear

» Fear-themed NPC Traits and Variations (pg: 112) will have a reduced effect on characters Trained in Resolve.

Physical

This skill covers your ability to use your body's strength, speed, and reflexes to overcome obstacles. A character skilled in Physical can more effectively run, leap, climb, swim, flip and contort themselves. Physical also covers knowledge of how to prevent injury to yourself when attempting physical feats.

Example Magical Use

» All-Power wielders may use Physical to temporarily push their bodies beyond their normal physical limits.

Example Toolbox: Rope

» Armed with a rope, many physical tasks become easier. You can use the rope to swing across a greater distance than you could leap, or to hoist a heavy object.

Awareness

This skill reflects your character's ability to perceive the world around them and notice clues. A character skilled in Awareness has a greater ability to spot danger, hear a distant noise, solve puzzles or link clues.

Example Magical Use

» Enchanters may use Awareness to perceive glimpses of past or future events.

Example Toolbox: Spyglass

» Without a spyglass, players skilled in awareness must rely only on their naked eye. Armed with Awareness Tools players are able to perceive distant things which might otherwise go unnoticed.

Spare Time Rolls

» Awareness may not be used for Spare Time Rolls.



Education Skills

- » Apothecary
- » Philosophy
- » Heraldry
- » Stewardship
- » Construction
- » Metallurgy
- » Fauna
- » Forestry

Apothecary

See pg: 68 for full Healing rules.

Is used the same way as Medicine (see Core Rule Book pg: 50 & 92) with a few minor alterations. Apothecary covers your ability to create useful potions, elixirs, cures, and administer medical services. A character skilled in Apothecary is knowledgeable in medicine, herbalism and potion making.

Example Magical Uses

- » Alchemists use Apothecary to Craft alchemical potions.
- » Alchemists may spend a Potion and use Apothecary to perform a Healing Roll without a Workshop.
- » Druids use Apothecary to craft Wyld potions.

Example Toolbox: Healer's Kit

- » An Apothecary requires a Healer's Kit to stop bleeding and to patch up wounds. This also provides the tools needed to collect samples from plants and animals.

Example Workshop: Laboratory

- » A well-stocked lab is ideal for healing and crafting potions.

Crafting

- » Apothecary may be used to make use of and acquire Potion Trade Goods.

Philosophy

Skilled philosophers are capable of understanding people's religions, ideologies, beliefs and motivations. When you want to understand the motives of an NPC, you should use Philosophy. Philosophy covers knowledge of different religions, ideologies and belief systems, as well as their associated factions.

Example Magical Use

- » Those with the All-Power are able to divine the will of the All-Being directly without referring to the sacred text.
- » Spirit Shamans can ask for spiritual guidance regarding the nature of a person.

Example Toolbox: Holy Book

- » Characters skilled in Philosophy may carry a holy book or writings of their religion and competing ideologies and faiths. This makes referencing philosophies easier.

Example Workshop: Chapel

- » With access to a full chapel, which includes libraries of holy books with commentary from significant prophets, finding information becomes far easier.

Heraldry

Those trained in Heraldry have an excellent understanding of history and politics, and can identify nobles and their respective houses. A trained herald can research and recall history, create patents of nobility, and identify flags, symbols, and coats of arms. Heralds also know how to behave properly in noble society and how to introduce people according to their titles. Heraldry is largely a knowledge-based skill and is useful in putting together a picture of all the NPC factions and histories.

Example Magical Use

- » Spirit Shamans are able to ask their ancestral spirits for guidance regarding the nature of a place or organisation.
- » Enchanters can beguile nobles into accepting their credibility.

Example Toolbox: Chronicles

- » The Chronicles of History are a 'small' encyclopaedia of historical events, houses and factions. The books lay out a rough timeline of events and list all notable contributors. It is a miniature library for any serious historian or herald and is helpful for reference.

Example Workshop: Library

- » When the Chronicles do not suffice, entire libraries might be drawn upon to find the more obscure or nuanced answers that one seeks.

Stewardship

Works like the Wealth Skill (see Core Rule Book pg: 43). Skilled stewards are able to keep track of accounts, take stock of supplies, work with currency, estimate value, and understand laws and taxes. A character skilled in Stewardship can mint coins from gold, determine the purity of precious stones, and keep accurate ledgers. Stewards have knowledge of precious metals, currency, laws and economics.

Example Magical Use

- » Alchemists may create fake gold.
- » Enchanters can use Stewardship to charm a business owner into paying their taxes on time.

Example Toolbox: Ledgers

- » The pen and book are the main weapons of a steward. So armed they can take a full account of what they own and who owes them, otherwise they must rely on fallible memory.

Example Workshop: Treasury

- » With a treasury a steward can mint coins, evaluate the value of precious stones and metals, craft items from gold and manage complex logistical tasks.

Construction

This covers your ability to build items from natural materials such as wood and stone. A character skilled in construction can build a house, dig a large hole, shape stone into bricks, or construct wooden tools. Players skilled in construction are knowledgeable in architecture, engineering and building materials.

Example Magical Uses

- » Alchemists may use Construction to understand a Child of Pol.

Example Toolbox: Worker's Tools

- » Builders require Worker's Tools for most things. With the right tools a skilled craftsman can repair Buildings and craft simple items.

Example Workshop: Workspace

- » To draw up the plans necessary to construct an entire Building or to cure wood for making bows, a character skilled in construction requires a Workspace.

Metallurgy

This skill covers a character's ability to acquire minerals and forge them into items. A character skilled in Metallurgy can do prospecting, mining, blacksmithing and metal casting. They can forge a sword from steel, extract mercury from ore, and construct metal armour. Metallurgy also covers knowledge of natural geology, and types of metals and minerals.

Example Magical Uses

- » Alchemists may use Metallurgy to repair a Child of Pol.
- » Alchemists may use Metallurgy to craft magical weapons and armour.
- » Enchanters may use Metallurgy to enslave a Child of Pol.

Example Toolbox: Prospecting Kit

- » With a Prospecting Kit a character can beat the dents out of armour or knock out loose stone and ore.

Example Workshop: Forge

- » A forge is required to craft weapons and armour from metal or purify elements extracted from ore.

Fauna

This covers your ability to hunt, train, breed and utilise beasts and animals. A character skilled in Fauna can train dogs for war, hunt animals for food and fur, and craft items from animal furs and bones. Fauna also covers knowledge of Nephilim, monsters and riding.

Example Magical Uses

- » Druids may spend a Potion and use Fauna to mutate animals into monsters.
- » Spirit Shamans can use Fauna to communicate with spirits.

Example Toolbox: Trapper's Kit

- » With a Trapper's Kit a player trained in Fauna can trap and kill animals for food but cannot clean or prepare them properly for other purposes.

Example Workshop: Stable

- » With a proper stable, a character skilled in Fauna can train animals to help them fight or hunt. A tannery can be used to produce animal hide.

Forestry

Foresters are trained woodsmen who understand forests and other natural habitats. Foresters know how to tend, cultivate and harvest plants. A skilled forester can fell and plant trees, collect useful plants and predict the weather. Forestry includes knowledge of the form of land (geology), weather patterns and the ecology of plants.

Example Magical Uses

- » Druids may use Forestry to craft magical weapons and armour.
- » Druids may spend a Potion and use Forestry to spontaneously grow Wyld plants.

Example Toolbox: Woodcutter's Axe

- » With an axe a forester can dig holes to plant seeds, fell trees and collect useful plant parts.

Example Workshop: Sawmill

- » To turn felled trees into usable lumber a forester requires a sawmill. Foresters can also use an accompanying nursery to keep and collect seeds to help cultivate woodlands.

"Half-Bloods are a burdensome people, suited only to menial positions devoid of authority and power. Their inability to bear children disconnects them from investing in the future health of a society, and makes them a dead weight in their old age."

– Yaretzi Yoort, Tolatl Baroness of Yoor Castle.

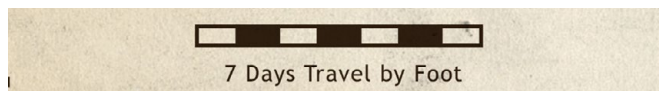
Non-Combat Travel

Daily Travel Distance

See map, pg: 18-19.

This is the amount of distance that can be travelled by a group in one day. GMs are encouraged to alter this amount based on environmental effects and player actions.

- » Your Daily Travel Distance should rarely be reduced below 25%.
- » You're assumed to be hunting and gathering while you travel.
- » Most of Akharon is assumed to be dense wilderness.



The above shows the average time it takes for you to travel by land.

Plot out your Journey Beforehand

Before a character or group departs on a journey they should plot their path. This can be done without a map (but a map will help). This will not only help a GM to plan future game sessions, but it also reflects the value of good planning.

» If you don't plot your journey: -50% Daily Travel Distance.

Optional Rules: Realistic Travel

- » Maximum Travel Distance equals 5 (not 10) days per free Equipment Slot.
- » A group's Supplies are not automatically refilled when they visit a location of plentiful Food and Water (ie: a town): PCs must spend 1 Food Trade Box or make 1 Spare Time Roll of 12t (to represent hunting/gathering or purchasing Supplies) to refill 10 spare Equipment Slots.

"A person can survive three weeks without food, but only three days without water."

- Tip number two, Hameltit's Survival Guide.

Supplies, and Maximum Travel Distance

Characters may travel for 10 days between locations of plentiful food and water (eg: town or natural bounty) for each empty Equipment Slot that they have, as it is assumed these Slots are filled with Supplies. Companions are assumed to be carrying their own Supplies.

Characters are able to share Supplies with each other.

Starvation

Per 2 full days you're without Supplies.

- » Each PC takes 1 Damage (no Armour) to a random (1d3) Attribute.
- » Each Companion loses 1 Body (due to death or desertion), down to a minimum of 3.

Example Alterations

Environments and in-game actions may alter your Daily Travel Distance and Maximum Travel Distance at your GM's discretion.

Regular Hunting and Gathering

- » -50% Daily Travel Distance for 4 days and allow PCs to make a Spare Time Roll (GM sets difficulty) to regain Supplies.

Scarce Hunting, Gathering and/or Water

Sickness and/or Many Wounded

Wagon and/or Large Group by Land and without a Road

- » -25% Daily Travel Distance (Stacks).

No Hunting, Gathering or Water / Push Forward

- » +200% Daily Travel Distance for the first day.
- » -50% Daily Travel Distance for future days.
- » Supplies consumed 6 days faster.

Mounted (but no Wagons) and/or Roads

- » +50% to +100% Daily Travel Distance (Stacks).

Ship

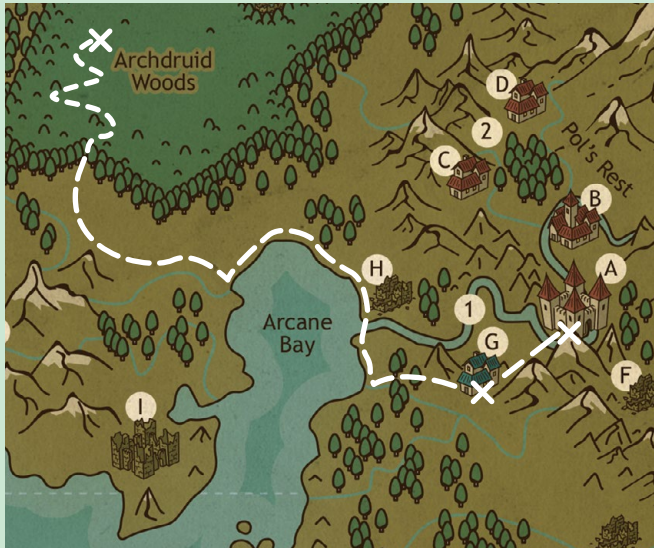
- » +100% to +400% Daily Travel Distance.

Along a Waterway (ie: River or Coast)

- » +0% to +50% Daily Travel Distance.

Dense Foliage, Mountains, Deserts, Etc...

- » -25% to -50% Daily Travel Distance (Stacks).



First Time out of Stronghold, Travel Example

The PCs are setting out from Stronghold (A) for the first time.

The first part of their journey to Siegetown (G) will take them two days as they will be travelling along a road (+100% Daily Travel Distance).

Afterwards they will travel to the Arcane Bay coast, through a small forest (which does not reduce their Daily Travel Distance as it is not dense), along the coast, over the River of Knowledge (I), through the ruins of Port Carthage (H) and then once they approach a small river on the opposite side of the bay they will cut across land and into the Archdruid Woods (which will reduce their Daily Travel Distance by 50% as it is very dense).

This massive journey from Siegetown will take 30 days and require each person to keep 3 Equipment Slots spare for food and water. They also have the option to perform extensive hunting and gathering as they travel, which would reduce their Daily Travel Distance by 50% for 4 days, but allow them to make a Spare Time Roll to regain Supplies.



Equipment

Overview

You may only have 1 of each of the following:
Companion, Levy, Mount.

Ideal Range

All Weapons have an Ideal Range that they are suited for. Opponents can get inside your Ideal Range, giving you a penalty to Hit them.

Clips = Ammo

See pg: 92 for full regaining Ammo rules.

Cost = Acquire and Resources

There is no Cost stat. Cost is broken up into two stats: Acquire, and Resources.

Multiple Weapon Stat Lines

Some Weapons have multiple Stat Lines (ie: a Halberd has a blade and a beak) that allow you to choose which Stat Line you wish to use.

Personal Weapon Stats

Fragged Kingdom Personal Weapon stats are the same as they are in the Core Rule Book (pg: 122) except as stated below.

Fragged Kingdom Weapons do not use the following stats: Clips, Rate of Fire (RoF) and Cost.

Maximum Range (Max Rng)

The Maximum Range of this Weapon (not Range x10).

Splash, pg: 83

Cannot scatter outside a Weapon's Maximum Range.

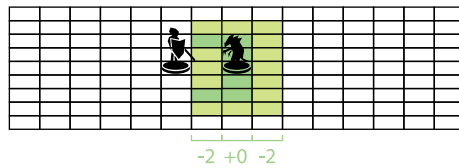
"The greatest advantage that any warrior can have over his opponent is to be in possession of a sturdy shield while they are not."

- Aneni Goldheart, Drayton Master-at-arms.

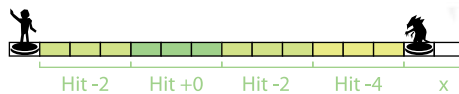
Ideal Range

Weapon Ranges work a little differently in Fragged Kingdom than they do in the Core Rule Book (pg: 78). Each Weapon has an Ideal Range Increment. Attacks outside this increment have a To Hit penalty.

Rng 1, Max Rng 3, Ideal Range 2nd



Rng 3, Max Rng 12, Ideal Range 2nd



No Preload

Weapons without the Preload X Keyword (see pg: 83) cannot preload any ammunition outside of combat if they're unprepared. Weapons with a Ammo value must Reload before every Attack. With the GM's permission, characters may Preload 1 ammunition if they are ready for combat (ie: notch a single arrow to your bow or hold a potion in your hand).

Weight

Slots

All items require 2 Equipment Slots (regardless of Weight) unless they have a Small (1 Slot), Large (3 Slots), or Natural (0 Slots) Keyword.

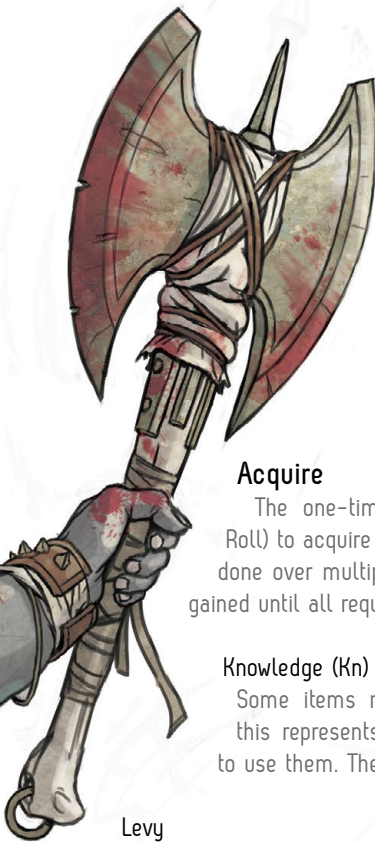
One Handed

All items require 1 Hand to make Active (regardless of Weight) unless they have a Large (2 Hands) or Natural Keyword.

Overburdened

If the Weight of any single Active item is greater than your Strength, reduce your Defence by the difference.





Acquire

The one-time cost (usually a Spare Time Roll) to acquire an item. Paying this cost may be done over multiple sessions, but the item is not gained until all required rolls are made.

Knowledge (Kn)

Some items require Knowledge to acquire; this represents your character learning how to use them. These cannot be looted.

Levy

Retainers may only be gained by making a Levy Spare Time Roll at one of your Holdings (pg: 69).

Resources

Works like Cost (Core Rule Book, pg: 123).

Multiple Stat Lines

Weapons with multiple Stat Lines may make use of either Stat Line when they're used. Variations and Modifications are applied to each Stat Line individually.

Load

When applying Variations to a Multiple Stat Line Weapon, your entire Weapon is Drawn using the lowest Load value. Stat Lines must be individually Reloaded.

Weight

To determine Overburdened: use the Stat Line with the highest Weight.

Cost

When applying Variations to a Multiple Stat Line Weapon, all Acquire and Resource costs are combined, eg: if you add the Neph Ivory (+2c Acquire) and the Druidic (+1c Acquire, +1 Resource) Variations to a Halberd, the Acquire cost would be 17c (14+2+1) and the Resource cost would be 4 (3+1).

Slots

To determine how many Slots your Weapon requires, use the highest value, ie: Large > Standard > Small > Natural.



Weapon Keywords

Contribute (X, Y, Z)

See pg: 66 for full Crafting Roll rules.

When Crafting this item you must use at least X, Y and Z Trade Boxes. GMs are encouraged to alter these quantities and types.

Crit Location: 1dX+Y

What Attribute is Damaged by a Critical Hit from this Weapon is determined by rolling 1dX+Y not 1d6.

Dangerous X (Y)

See pg: 89 for full list of Dangerous Terrain Examples.

When you Attack with this Weapon, it creates X areas of Dangerous Terrain Y (pg: 89) in GM-defined spaces around your target. Eg: Dangerous 2 (Fire) will create 2 spaces of Fire.

Dual

You may cause up to 2 Critical Hits per Attack with this Weapon (normally limited to one per Attack).

Front Cover

While Equipped, this Weapon gives you Front Cover.

Large

Requires 3 Equipment Slots (normally 2) and 2 Hands (normally 1).

Mounted

Large melee Weapons used in 2 Hands while riding a Mount suffer -2 Hit and End Dmg.

Used in One Hand

If a Large melee Weapon is held or used with only 1 Hand during your Turn: ALL of your Weapons (not just the Large Weapon) have -4 Hit (Stacks), and this Weapon suffers -2 End Dmg and its Weight is increased by 4 until your next Turn.

Linked

Weapons with Multiple Stat Lines and the Linked Keyword share the same Variations and Modifications, and they only need to be applied and paid for once. If one of their Ammo Stats are reduced to 0, then none of the Stat Lines may be used, even if it has Ammo Stat '-'.

The Acquire and Resource cost of this item is only altered once by a Variation and/or Modification (normally for each one applied).

Max Momentum (X)

While this Weapon is Activated and you're at your Maximum Momentum (pg: 92) this Weapon gains X.

Momentum X: Y

See pg: 92 for full Momentum Ability rules.

You may spend X Momentum to gain Y.

Natural

This Weapon is a part of you: it is not a separate item.

This Weapon is always Active and requires 0 Equipment Slots (normally 2) and 0 Hands, even if stated otherwise.

Preload X

You may Preload (see Weapon Stat rules, pg: 80) X ammunition into this Weapon. This Keyword may ONLY ever apply to 1 Stat Line.

Primitive

See pg: 66 for full Crafting Roll rules.

This item does not require a Workshop to Craft or build.

Shield Bash (X, Y)

If you fail to deal Damage to a target (ie: because you fail to Hit them) with an Active Shield they still take X End Dmg and gain Y effect. X may never exceed your Weapon's End Dmg Stat.

Small

Only requires 1 Equipment Slot (normally 2).

Splash

As with the Core Rule Book pg: 127, except as follows:

Failing an Attack Roll

Scatters 1d6, NOT the amount your Attack missed by.

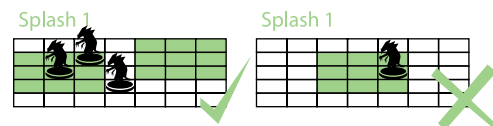
May NEVER scatter outside a Weapon's Max Range.

Bows and Potions

Only Weapons with the Bow or Potion Weapon Type and the Splash Keyword may accidentally cause Damage to their user or allies.

Attack the Ground

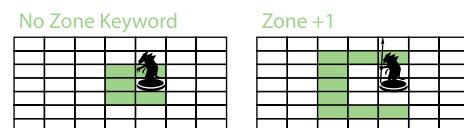
You may NOT Attack the Ground within 1 of an enemy: you must Attack them directly or Attack the Ground further away from them.



Zone +X

See pg: 88 for full Zone of Control rules.

Your Zone of Control is moved X spaces away from you (does not Stack). Only one of your Weapons may create a Zone of Control.



Example Weapons

See pg: 144-157 for a full list of available Weapons.



Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Neph Bone Axe (Balanced Axe)	-1d6+2	1	2	2nd	4	3	-	1	3	Axe.	14c	2
	-1d6+3	3	Str x4	2nd	5	3	1	1		Axe, Thrown.		

Primitive, Contribute (2 Quality (Nephilim Ivory)), Linked, Strong Hit (5-6), **Variation:** Neph Ivory.



Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Steel Longsword	+1	1	2	2nd	3	3	-	1	2	Blade.	12t	2

Variation: Steel.

Strong Hit: **Skilled Strike** (Once per Turn, Hit) Gain +1 Momentum and move 1 space.



Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Flaming Longsword		1	2	2nd	2	3	-	1	2	Blade, Alchemy.	15c	3

Contribute (1 Potions, 1 Arcanium), Energy, Burn, **Variation:** Infused, Sticky Flame.

Strong Hit: **Skilled Strike** (Once per Turn, Hit) Gain +1 Momentum and move 1 space.

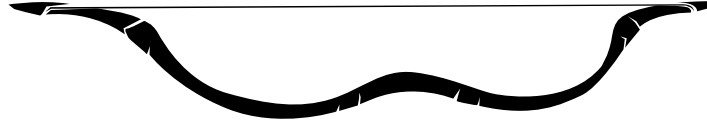
Strong Hit: **On Fire** (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).



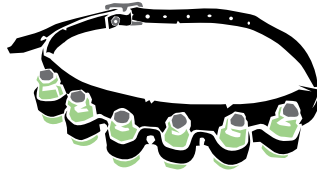
Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Steel Halberd	-1d6+3	1	3	3rd	5	3	-	2	4	Axe.	14t	4
	*	2	4	2nd	4*	3	-	2		Polearm.		

Large, Zone +1, **Momentum 1:** Your next Attack gains Strong Hit +1 (does not Stack), **Variation:** Steel.

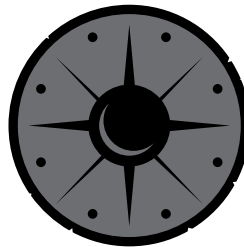
Large, Zone +1, *+2 Hit and End Dmg vs characters who Charged during their previous/current Turn OR who are Big or Huge. **Variation:** Steel.



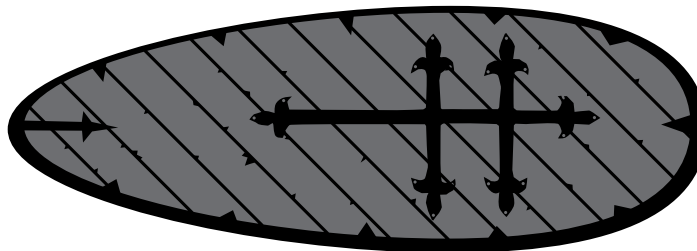
Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Composite Short Bow		5	40	2nd	5	3	10	1	1	Bow*.	14t	3
	Large. On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2. Variation: Composite, Barbed.											
	+2	5	40	2nd	4	3	2	1		Bow*.		
	Large. Variation: Composite, Broad.											



Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Alchemist's Potion Pack (Field Satchel)	-1	3	Str x4	2nd	4	3	3	1	1	Alchemy, Potion.	1 Kn, 10t	2
	Energy, Burn, Splash 1, Strong Hit (5-6). Variation: Searing Flame.											
	Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).											
	+2	3	Str x4	2nd	6	0	3	1		Alchemy, Potion.		
	Strong Hit (5-6), Shield Bash (3). Variation: Primer.											
	Strong Hit: Prime (Hit) The next Alchemy Attack against a damaged character gains Strong Hit +1 (does not Stack).											



Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Metal Buckler		1	1	1st	5	2	-	1	3	Shield, Tackle-Push.	12t	1
	You gain Light Front Cover, Blunt, Shield Bash (3). Variation: Steel.											
	Strong Hit: Bash (Hit) Your target becomes Suppressed and is Pushed back 1d3 (1 if they're Big, 0 if they're Huge) spaces away from you.											



Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Big Wooden Shield	+2	1	1	1st	2	1	-	2	4	Shield, Tackle-Push.	12t	2
	You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2). When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack. Variation: Wood.											

Outfit Stats

Fragged Kingdom Outfit Stats are the same as they are in the Core Rule Book (pg: 130) except as stated below.

Fragged Kingdom Outfits do not use the following stats: Cover, Front Cover and Cost.

Defence vs Tackle (Def vs Tac)

Alters your Defence vs Tackle Stat (pg: 91).

Armour vs Body Damage (Body Armour)

Increases or decreases your Armour vs Attribute Damage to your physical Attributes: Strength, Reflexes and Movement.

Armour vs Head Damage (Head Armour)

Increases or decreases your Armour vs Attribute Damage to your mental Attributes: Focus, Intelligence and Willpower.

Acquire

The one-time cost (usually a Spare Time Roll, see Core Rule Book pg: 64) to acquire an item. Paying this cost may be done over multiple sessions, but the item is not gained until all required rolls are made.

Knowledge (Kn)

Some items require Knowledge to acquire; this represents your character learning how to use them. They cannot be looted.

Resources

Works like Cost (Core Rule Book, pg: 130).

Outfit Types

These work like Weapon Types, except that they only dictate what Outfit Variations may be applied to that Outfit.

Light

This armour is generally lightweight and easy to wear. At most light armour consists of two flexible layers: an underlay and the armour overlay. They can be simply pulled on like a shirt and pants.

- » You suffer no penalties for sleeping in a Light Outfit.
- » Requires Set Up 3 to equip, Pull Down 2 to remove.

Heavy

This armour often consists of overlapping articulated plates joined with belts and buckles, usually underneath this layer is a further layer of armour and another of padding. Most heavy armour is bulky and difficult to wear, requiring an assistant to put it on.

- » If you attempt to sleep in a Heavy Outfit you suffer -10 Endurance until you get a good night's rest (does not Stack).
- » Requires Set Up 5 from you and an assistant to equip, Pull Down 3 from you and an assistant to remove.

Outfit Keywords

Contribute (X, Y, Z)

See pg: 66 for full Crafting Roll rules.

When Crafting this item you must use at least X, Y and Z Trade Boxes.

Max Momentum (X)

While this Outfit is Activated and you're at your Maximum Momentum (pg: 92) you gain X.

Momentum X: Y

You may spend X Momentum to gain Y, see pg: 92.

Spend Momentum to Increase Armour

Some Outfits come with a Momentum X: Y Ability that allows their wearer to gain Armour against an Attack.

Armour can be gained in this way even after a Critical Hit is applied.

Avoiding Attribute Damage, Outfit Momentum Example

Argon is wearing Heavy Clothing (Armour 2) and is Hit by a Critical Hit that will do 4 Crit Dmg to him. His opponent rolls 1d6 to see what Attribute of Argon's will be damaged. They roll a '4' for Focus.

Argon would take 2 Focus Damage from this Attack, but he chooses to use his Outfit's 'Momentum 2: Gain +2 Armour vs an Attack you can perceive (Stacks)' Ability. Reducing his Momentum by 2 he raises his Armour vs this Attack to 4, resulting in no Attribute Damage.

Natural

This Outfit is a part of you; it is not a separate item.

This Outfit is always Active, unless you have another Outfit Active.

Primitive

This item does not require a Workshop to Craft.

Utility Items

Utility Items in Fraggged Kingdom work a little differently than they do in the Core Rule Book (pg: 130) as they have no Stats, only notes.

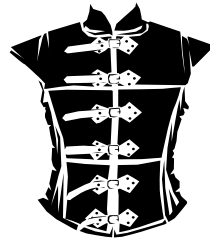
Utility Items use both Weapon and Outfit Keywords, and require 2 Slots (as with all items) unless they have a Natural, Small or Large Keyword.

X Use

May be used X times per session.

Example Outfits

See pg: 158-159 for a full list of available Outfits.



Outfit	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Leather Armour	+1		2	1			8	1	Light.	10t	1

Variation: Practical.



Outfit	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Full Plate	-1		4	3	-2	+5	5	4	Heavy.	18t	5

-1 Stealth, Double the time to Equip and remove, Variation: Steel.



Outfit	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Scholar's Garb (Cloth)	+2	-2	1	1	-1		4	0	Light.	8t	0

Counts as a Stealth Toolbox, +2 to all Study Spare Time Rolls., Variation: Scholar's Robe.

Example Utility Items

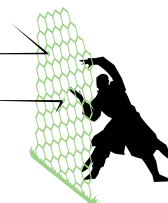
See pg: 160 for a full list of available Utility Items.



Healing Potion

» Acquire: 16t, Resource Cost: 1.

Small, 1 Use (2 if you're an alchemist or a druid), Your next Healing Roll Heals +1 Attribute Point and 15 Endurance.



Divine Wall

» Requires: All-Power or Enchanter Trait.
» Acquire: 1 Knowledge, Resource Cost: 1.

Natural, Set Up 1, Creates 2 spaces of Heavy Environmental Cover in adjacent spaces. These disappear if your Endurance reaches 0 or if you move.

Personal Combat

Overview

Personal Combat in Fraggd Kingdom is almost exactly like Personal Combat in the Core Rule Book (pg: 71). The main differences are that there are no Rate of Fire (RoF) rules, and there are new Actions (pg: 94), new Momentum rules (pg: 92), and Range and shields play a larger role.

1 Space = 1m

Unlike the Core Rule Book, 1 space does not equal 2m.

Zone of Control

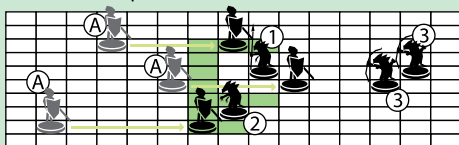
All armed characters have a Zone of Control around them; this reflects that a character cannot freely run past an armed opponent.

- » All forward and side facing spaces adjacent a character count as Difficult Terrain to their enemies when they're attempting to move out of them (not when they're moving into them).
- » You must be armed with an Active Blade, Axe, Polearm or Hammer Weapon.
- » You must not be Prone.

Zone of Control +X Keyword

See pg: 83.

All PCs Attempt to Move Forward 5



Charge Forward, Zone of Control Example

All 3 PCs (A) are attempting to charge forward 5 spaces into a group of armed monsters, each with differing weapons. They do not reduce their movement as they enter a Zone of Control space, but they do as they leave.

One monster (1) is armed with a Polearm with the 'Zone +1' Keyword on its Weapon, another monster (2) has a Blade Weapon and the final two monsters (3) have Bows with no Zone of Control.

Character Size

Tiny

- » You do not inhibit the movement of Tiny and Huge characters.
- » You're Difficult Terrain to Standard and Big characters.
- » You find it easier to gain physical Environmental Cover.
- » Tiny and Standard characters may not end their Turn in your space.
- » You must immediately move to an adjacent space if a hostile Big or Huge character moves into or through your space.

Standard

- » You do not inhibit the movement of Huge characters.
- » You're Difficult Terrain to Tiny, Standard and Big characters.
- » Tiny, Standard and Big characters may not end their Turn in your space.
- » You must immediately move to an adjacent space and go Prone if a hostile Huge character moves into or through your space.

Big

- » Pick One: You may take up 1, 2 or 4 spaces.
- » You're Difficult Terrain to all characters.
- » You find it harder to gain physical Environmental Cover.
- » Tiny, Standard and Big characters may not end their Turn in your space.
- » You must immediately move to an adjacent space and go Prone if a hostile Huge character moves into or through your space.
- » Some Polearms are more effective against Big characters.
- » At the GM's discretion, your Weapons may gain: +1 Rng, Max Rng, Ideal Rng and/or Zone +1.

Huge

- » You take up 4 or more spaces.
- » You're Impassable Terrain to Big and Huge characters.
- » You're Difficult Terrain to Tiny and Standard characters.
- » You find it very hard to gain physical Environmental Cover.
- » Tiny and Standard characters may not end their Turn in your space.
- » Some Polearms are more effective against Huge characters.
- » At the GM's discretion, your Weapons may gain: +1 Rng, Max Rng, Ideal Rng and/or Zone +1.
- » At the GM's discretion, your limbs gain +1 End and Crit Dmg.
- » At the GM's discretion, Attacks that can't reach your Head gain Crit Location 1d3 (normally 1d6).

Example Dangerous Terrains

See pg: 83 for full Dangerous X (Y) Keyword rules.

Acid Pool (Attack Roll Required)

- » Hit: +0, End Dmg 4, Crit Dmg 4.
- » Burn.

Cold

- » If any character starts their Turn in, or moves through Cold: reduce their Recovery by 1 until the end of the combat (Stacks up to -4).

Cursed Ground

- » If any character starts their Turn in, or moves through Cursed Ground: an opponent character (GM's discretion who) gains +1 Momentum.

Fire

- » End Dmg 3, Crit Dmg 3.
- » Energy, Burn.

Poison

- » End Dmg 5, Crit Dmg 2.

Spikes (Attack Roll Required)

- » Hit: +3, End Dmg 3, Crit Dmg 3.

Swarm

- » Hit: +2, End Dmg 4, Crit Dmg 1.
- » On Hit: Reduce your target's Momentum by 1.

Flammable

- » If this Dangerous Terrain is hit by a Weapon with the Energy Keyword (ie: fire) it explodes: Replace this terrain with Fire Dangerous Terrain and make an Attack on all adjacent characters with the following Stats:
- » Hit: +4, End Dmg 3, Crit Dmg 4.

Pol's Presence (Radiation)

- » This Dangerous Terrain is invisible.
- » End Dmg 3, Crit Dmg 3.
- » Energy.



Example Effects

The following Effect rules replace those in the Core Rule Book (pg: 76).

Grabbing

- » Same rules as Grabbed, except as listed below:
- » Once you grab a target, you cannot use the Weapon used to grab them (usually your Limbs) to Attack a different character.
- » You may remove this Effect from yourself as a Free Action.
- » If you lose this Effect, any target that you were Grabbing loses their Grabbed Effect.

Prone

- » Becoming Prone or standing up from Prone costs 3 movement.
- » All terrain counts as Difficult Terrain while Prone.
- » You create no Zone of Control (pg: 88).

Stealthed

See pg: 74 for full Stealth rules.

Suppressed

- » You may only perform 1 Action during your next Turn.
- » Companions (and those like them, eg: Summons and Henchmen) may only Move OR make an Attack Roll during their next Turn.
- » Monster NPCs are immune to Suppression.

Tackle Effects

See pg: 99 for full Tackle Action rules.

Escape

Remove 1 Grabbing Effect from your target.

Grabbed

- » When you apply Grabbed to a target, you gain Grabbing.
- » You may perform 1 fewer Actions per Turn.
- » Gain 1 additional Action (without movement) if you remove this Effect from yourself.
- » You may move yourself and the character Grabbing you if you have more Strength than them. All terrain counts as Difficult Terrain while Grabbed.

Push

- » Target character is forced to move 2 spaces directly away from you.

Trip

- » Target goes Prone.
- » Target is forced to move 1 space in any direction.

Ensnared (X)

Your target becomes Grabbed, but you don't gain Grabbing (as they're being Grabbed by your Weapon). If your target wishes to escape this Grabbing Effect they must Attack Defence vs Tackle X, aimed at themselves (not the attacker).



Defence

Characters have no Defence vs Impair, Psionic or Stealth stats (see pg: 74 for full Stealth rules) and no Armour vs Slow.

Defence vs Tackle (Def vs Tac)

Your Defence vs Tackle Action.

» Equals your Defence + your Stength.

Armour vs Body Damage (Body Armour)

Increases or decreases your Armour vs Attribute Damage to your physical Attributes: Strength, Reflexes and Movement.

Armour vs Head Damage (Head Armour)

Increases or decreases your Armour vs Attribute Damage to your mental Attributes: Focus, Intelligence and Willpower.

Cover

Cover in Fraggged Kingdom works a little differently to Cover in the Core Rule Book (pg: 86).

Adjacent to an Ally

Having a trusted friend at your side is incredibly helpful and encouraging.

- » Reduce ALL Endurance Damage that you would receive by 2. This carries onto higher Cover Steps.
- » If you're behind a character, they also grant you Light Cover.
- » Mounts (pg: 96) do not reduce Endurance Damage.

Step 1) Light Cover, +Int Defence

- » +Your Intelligence to your Defence.
- » +2 Defence if you're a Companion.

Step 2) Heavy Cover, +(Int x2) Defence

- » +Your Intelligence times two to your Defence.
- » +4 Defence if you're a Companion.

Step 3) Entrenched, +(Int x3) Defence

- » +Your Intelligence times three to your Defence.
- » You're Immune to Critical Hits while you have Endurance.
- » If you're behind and adjacent to another character and an Attack misses you, it hits that character (as long as the Attack Roll is equal to or greater than their Defence).
- » +6 Defence if you're a Companion.

"Trebuchet, catapult and ballista shots always have right of way."

- Old siege adage.

Strong Hit: Critical Hit & Boost

Critical Hit Requirements Changed to:

- » May Crit.
- » Hit.
- » 1 Use per Attack (unless Companion, Henchmen or Troop).

Strong Hit: Critical Hit may only be used once per Attack Roll (unless made by a Companion, Henchmen or Troop) via an Action with the 'May Crit' Major Effect.

You cause a free Critical Hit vs ANY target that you damage who has 0 Endurance, even if you miss (ie: via a Splash Weapon) and as long as your Action has the Major Effect 'May Crit'.

Critical Boost Requirements Changed to:

- » Does not Req Hit

Strong Hit Requirement: Double Strong

Powerful Strong Hit Options with this Requirement require two Strong Hits to trigger, ie: you need to roll two '6's' to use these Strong Hit Options.

Avoiding Death

Unlike Fate, you may not reduce your Willpower to avoid Death, instead you may choose to gain a Disability Condition (pg: 63) and permanently reduce an Attribute by 1 to avoid Death.

Optional Rule: Realistic

PCs die when any Attribute is reduced to -2 (not -5).

Attack Rolls

Rate of Fire (RoF)

These rules are not used in Fraggged Kingdom.

Momentum (see pg: 92) may grant additional d6's to Attack Rolls. These can cause additional Strong Hits.

Attacking Through a Character

See the previous column for full Cover rules.

When you Attack through a character to another target, the target gains Light Cover against your Attack.

Triples DO NOT result in the unintended character being hit.

If your target has Entrenched Cover and is behind a character and your Attack misses, it hits the unintended character (as long as the Attack Roll is equal to or greater than their Defence).

Momentum Points

Momentum Points are temporary points that you gain during combat. They can be spent to make your Actions more effective or to activate certain Abilities gained from Traits or Equipment.

Starting Combat and Surprise Round

You normally start each Combat with 0 Momentum Points; if you gain a Surprise Round you start with 1 Momentum Point.

Maximum

The maximum amount of Momentum Points that a character can have at any one time is equal to their Focus.

Max Momentum = Attacking Bodies

Companions and Henchmen may only spend 1 Momentum Point for each of their Attacking Bodies.

Gaining

Momentum Points are primarily gained through Combat Actions.

Surprise Round

If you gain a Surprise Round you gain +1 Momentum Point.

Losing

You lose all of your Momentum Points at the end of Combat, or they may be spent (see below).

Negative Momentum Points

You may never have negative Momentum Points.

Spending

Momentum may be spent on special Abilities gained through Actions, Traits, Strong Hit Options or equipment Keywords.

Unless stated otherwise (eg: "During your Turn...") Momentum Abilities may be activated at any time (even during an enemy Turn, or after an Attack Roll is made).

Momentum X: Y

You may spend X Momentum Points to gain Y.

Abilities from a Weapon may only affect that Weapon.

Unless stated otherwise, all Momentum Ability benefits are removed at the start of your next Turn. Momentum Abilities that boost an Attack are only applied to a single Attack.

NPCs

Non Player Characters use slightly different Momentum Point rules, see pg: 108.

Gaining and Spending Momentum for +Hit Example

Jane initiates a combat with a Surprise Round, granting her 1 Momentum Point (if she had not gained a Surprise Round she would have started the combat with 0 Momentum Points). She has 4 Focus so she may never gain more than 4 Momentum Points (any Momentum Points over 4 that she would gain are instantly discarded).

For her Surprise Round she performs the Assault Action to Attack an opponent with her sword, granting her +1 Momentum Point (for a total of 2 Momentum Points) when it hits.

For her first Action during the first Turn (after her Surprise Round) she performs the Charge Action, granting her +1 Momentum Point (for a total of 3 Momentum Points) for moving at least 3 spaces towards an enemy.

For her second Action, she performs the Quick Strike Action and spends 2 Momentum Points to activate the Quick Strike Momentum Ability to add +2d6 to her Attack Roll. This reduces her 3 Momentum Points down to 1, to make a 5d6 (3+2) Attack Roll.

Downtime

Replacing Lost Equipment

Lost equipment IS NOT automatically regained if you have access to a Holding or a suitable vendor; it must be re-acquired.

Regaining Ammo

Ammunition is only automatically regained if your character gains access to a Holding or a suitable vendor. Ammo may also be dropped by defeated foes, or found in other suitable ways.

Ammo for different Weapon Types can also be regained in specific ways. If a Weapon has multiple Weapon Types ALL Requirements need to be met before Ammo is regained (GM discretion is given).

Thrown

Regain all Ammo at the end of each Combat (or mid-combat with the GM's permission).

Bow

Regain 1d6 Ammo at the end of each Combat that you win.

Potions/Alchemy/Wyld

Regain all Ammo when you gain access to a suitable Workshop (or spend a Potion Trade Box).

Enchantment

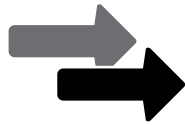
Regain all Ammo at the end of your game session.

Companions/Mounts/Summons/Retainers

Regain Ammo when the GM says it is appropriate.

Momentum

Managing your Momentum is key to victory.
Spend Momentum to make your Actions more effective.



Use Actions to Gain Momentum Points
The Assault Action is the most effective way to gain Momentum Points, as it also allows you to Attack.

Focus



Maximum Momentum = Your Focus
Any additional Momentum Points gained are immediately discarded.



Momentum Abilities can be Activated at Any Time
Even after a roll has been made.
Or during an enemy's Action.



Momentum 2: Your next Attack Gains +2d6 Hit
Many Attack Actions allow you to spend 2 Points of Momentum to add +2d6 to your Attack Roll.

Combat Turns & Actions

Surprise Round

If a character gains a Surprise Round they also gain +1 Momentum (pg: 92).

Weapon Types & Actions

See pg: 92 for full regaining Ammo rules.

Alchemy, All-Power, Arrow, Spirit, Wyld

These Weapons always have at least one other Weapon Type that determines what Actions they can use.

Require a Trait

All-Power, Spirit and Wyld Weapons require specific Traits to be used.

Alchemy Weapons may be used by any character.

Axe, Blade, Hammer, Polearm and Shield

- » Ready Attack. » Quick Strike. » Charge.
- » Guard. » Assault.

Bow, Potion and Thrown

- » Ready Attack. » Quick Strike. » Charge.
- » Guard. » Assault.

Tackle

- » Ready Attack. » Quick Strike. » Tackle.
- » Guard. » Assault. » Charge.

Tackle-X (Y)

You may only apply Tackle Effect(s) X (from the Tackle Action) with this Weapon (eg: Tackle-Grab: may only apply any Tackle Effect 'Grab'). If your target wishes to escape a Grabbing Effect from this Weapon they must Attack Defence vs Tackle Y, aimed at themselves (not the attacker), and you do not gain the Grabbing Effect.

Limited Weapons

- » You may only have 1 Companion or 1 Summon.
- » You may only have 1 Retainer.

Companion

Companions function as they do in the Core Rule Book (pg: 105) except as stated below.

- » You may only have 1 Companion or 1 Summon.

Death

See pg: 109 for full Durability rules.

If a Companion takes Attribute Damage and would die, GMs should feel free to say they are just badly wounded (and cannot contribute to the current Combat). This may be useful for saving the lives of important NPCs or Mounts.

Weapons and Slots

Companions don't have Slots, and you don't equip them with different Weapons as they all have default Weapons.

If a Weapon uses an Attribute's value (ie: Limb End Dmg): use 3.

Carry X

This Companion may carry equipment for you.

- » 2 Slots equals 1 Carry Space.
- » Non-Large and Non-Trade Good items require 0 Carry Space.
- » +1 Load if you Draw an item from an adjacent Companion.

Combat Dice X

When involved in a Mass Combat (see pg: 101), you gain X Combat Dice.

Defence vs Tackle = 16

Draw

Companions don't need to Draw their Weapons: they're always Active.

Companion Actions

Pick one of the following each Turn (no matter their Weapon Type)

- » Companion Attack » Companion Prep

+1d6 Hit and +1 End Dmg per Attacking Body Gained from the Action 'Companion Attack'.

Suppression

Companions may only Move OR Attack when Suppressed (pg: 90).

Summon

Created and sustained by magic, these servants will fight until death and demand no compensation for their actions.

» You may only have 1 Companion or 1 Summon.

Summons function like Companions except as stated below.

Regaining Bodies

Regained Summon Bodies can be placed in any space within 3 spaces of your character during your Turn.

Retainers

Are groups of soldiers who you have temporarily gathered from one of your Holdings (or elsewhere with the GM's permission) for an especially tough fight. They require time to muster and are used only for the duration of a single session or adventure (GM discretion) before returning home.

» You may only have 1 Retainer.

Retainers function like Companions except as stated below.

Acquiring

To acquire a Retainer you must be situated at your Holding and succeed in a Levy Spare Time Roll, see pg: 69.

Death

Retainers are expendable, and the GM should rarely say they're just badly wounded instead of dead.

One Session or Mission

Retainers are collected to achieve a particular task. Once the task is completed, they return home. The length of time that they stay with you is however long the GM deems appropriate. This could be a single session or a whole adventure. But they're always temporary.

Reduce Daily Travel Distance by Land

-25% Daily Travel Distance, see pg: 78.



Mount

Mounts work like Companions (pg: 94) except as stated below.

Controller

At least one character riding on the Mount must be designated as the controller. This character controls the Mount (and the movement of all characters riding on the Mount).

- » Without a controller, Mounts act at the GM's discretion (will usually move to a safe location).
- » Controlled Mounts may only perform the Mount Attack Action and move with their Controller.

Movement +X Turn Y

The controller adds X to their Movement and may only alter their facing up to Y degrees at the END of each of their Actions. When the controller moves, the Mount and all riding characters move with them.

Two Handed Weapon

If you're using a two Handed Weapon while riding a Mount, you may only alter your facing once per Turn (not per Action).

Carry

This Mount may Carry characters.

- » Tiny characters require 1 Carry Space.
- » Standard characters require 2 Carry Spaces.
- » Big characters require 4 Carry Spaces.

Durability X

Each Body must receive X Attribute Damage before they die (see Troop NPCs, pg: 109).

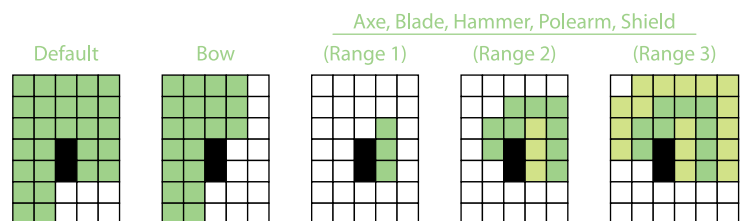
Size

See pg: 88 for full Size rules.

Attacking while Mounted

The below rules assume you're right-handed.

- » By default your Ranged Weapons may not Attack into your rear or right rear arc.
- » Your Bow can only Attack into your front or left arc.
- » Your Melee Weapons have reduced Range when Attacking into your front and left arcs.



Action Major Effects

In Fragged Kingdom, Action Major Effects work just like they do in the Core Rule Book (pg: 107) with a few minor changes.

Attack

You may make an Attack Roll against a target's Defence. On a successful Attack Roll, your Weapon deals its Endurance Damage to your target's Endurance.

Critical Hit

Unlike in the Core Rule Book, Actions with this Major Effect do not allow you to cause Critical Hit Strong Hits. Instead, they require the May Crit Major Effect.

May Crit

This Action allows you to use the Critical Hit Strong Hit option against a character Damaged by this Attack.

Tefu dropped to a roll, barely dodging the sharp point of the spear that slashed through the open air above her head. Her opponent sailed over her – the large Legion barbarian was mounted on a fanged beast Tefu had never seen before – and Tefu was able to unleash a barrage of thrown knives at her assailant, all pulled from hidden sheaths located around the Remnant's body. Most clattered off of the barbarian's armour, but a few found their mark in the flank of the fanged beast. The beast, however, didn't appear to notice.

The barbarian let out an enraged cry and circled around for another swipe. Tefu wore little armour herself, sticking with traditional Remnant silks, and that spear would make quick work of her. But Tefu wasn't going to give up and let the barbarian run her down: she had a plan.

The fanged beast bounded its way towards Tefu, its rider adjusting his grip on the spear, readying for a lunge. Tefu expected that. Instead of dodging the beast, she ran towards it at full speed, daggers appearing in her hands.

At the last second, just before the lunge, Tefu dropped into a slide, passing underneath the creature just as it passed over her. With a few expert cuts, she bit into the beast's tendons, slicing them with trained precision. As the beast landed, it could no longer support its own weight and crashed to the ground, throwing its unwieldy rider into the dirt.

Tefu ended it quickly; a slow, armoured barbarian was no match for her blades.

Action Minor Effects

Fragged Kingdom Action Minor Effects work just like they do in the Core Rule Book (pg: 107) with a few minor changes.

+X Momentum

Gain a Momentum Point as soon as this Action is chosen.

Draw Weapon

Make an Equipped Weapon Active. Weapons require 1 Action to Draw per its Draw stat.

End Dmg +X

Add "X" to your Weapon's Endurance Damage.

Reload

Load a new round of ammunition into your Weapon. Weapons require 1 Action to reload per its Reload stat.

Momentum X: Y

Gives you access to a Momentum Ability during this Action, see pg: 92 for full Momentum Ability rules.

These Abilities may ONLY be used as you perform this Action.

These Abilities may be activated multiple times, and Stack.

Momentum X: Your next Attack gains +Yd6 Hit.

This only boosts a single Attack Roll from this Action.

Move +/-X

Add or reduce "X" to the number of spaces you may Move with this Actions 'Move' Major Effect.

Skill Roll

Sometimes you need to use a Non-Personal Combat Skill during combat, most commonly Apothecary for a First Aid Healing Roll (pg: 68) to stop Bleeding, or Stealth (pg: 74).

GMs may require multiple Actions (and Skill Rolls) to complete a task, depending on its complexity.

In an 180 Arc in response to any Action

Works like the Overwatch Action in the Core Rule Book, see pg: 110.

Other Minor Effects

Fully explained under each Action (pg: 98 - 99).

"Copper, silver, gold and Arcanium are said to give coins their worth. This could not be further from the truth, our shared social agreement is what gives them value."

– Anna Crown, cult priest of Corp.

Tactical Actions

Encourage

You shout words of encouragement and advice to your allies.

Major Effect

Move

Minor Effects

Skill Roll.

An Ally gains a Recovery.

Your ally must be able to see or hear you.

Momentum 2: Two Allies gain +1 Momentum.

Must be two different Allies who can see or hear you.

» If you're an NPC: you gain +1 Momentum instead of this effect.

Optional Rule:

PCs must perform this Action if they wish talk during Combat.

Prepare

You take action to prepare yourself whatever situation presents itself.

Effects

Pick 2: Move, Draw, Reload, Recover, Skill Roll, Set Up, Pull Down, +1 Momentum (once per Turn) or Alter your next Crit Location by +/-1.

Your two choices must be different.

+1 Momentum can only be chosen once per Turn.

Alter your next Crit Location by +/-1: may be applied to the next Critical Hit you receive or the next Critical Hit that you apply to another character. This effect may Stack, but it MUST be applied to the next Critical Hit. You may not shift damage onto an Attribute that may not normally be Damaged (eg: Crit Location 1d3 can't Damage location 4).

Ready Attack

You set your weapon and wait for the ideal moment to strike.

Major Effects

Attack*

May Crit

Minor Effects

Hit +Ref.

*In an 180° Arc in response to any Action.

Momentum 2: Your next Attack gains +2d6 Hit.

Defensive Actions

Full Move

You move as quickly as possible to reposition yourself.

Major Effect

Move

Minor Effects

Move +2.

Momentum 1: +2 Movement.

Momentum 2: +1 Cover Step.

This may Stack.

Guard

You prepare to defend yourself and adjust your footing if necessary.

Major Effects

Move*

Attack

Minor Effects

Move -1.

Hit: +Ref.

*In an 180° Arc in response to any Action.

As with Overwatch but you may move, not Attack.

Momentum 2: +1 Cover Step.

This may Stack.

Quick Strike

You make a hurried attack, either moving or loading a shot before you strike.

Major Effects

Attack.

May Crit.

Minor Effects

Hit: +Ref.

Pick 1: Move, Draw or Reload.

Momentum 2: Your next Attack gains +2d6 Hit.

Offensive Actions

Assault

You put all your effort into an all-out attack.

Major Effects

Attack
May Crit

Minor Effects

Hit: +Ref.
On Hit: +1 Momentum.
Momentum 2: Your next Attack gains +2d6 Hit.

Tackle

See pg: 90 for full list of Tackle Effects.

You try to disable, restrain or disarm your opponent.

Major Effects

Move
Attack

Minor Effects

Hit: +Ref.
On Hit: Apply 1 Tackle Effect.
On Hit: Momentum 1: Apply +1 Tackle Effect.
Momentum 2: Your next Attack gains +2d6 Hit.

Charge

You run towards your enemy using your speed to aid your attack.

Major Effects

Move
Attack
May Crit

Minor Effects

Move +2 (Straight Line).
You may only move in a straight line from your starting location.

3+ Movement towards a foe: +1 Momentum.
If you end your movement at least 3 spaces from your starting location and are closer to any opponent: you gain +1 Momentum.

Momentum 2: Your next Attack gains +2d6 Hit.

Companion Actions

Companion Attack

Your allies move forward and engage the enemy.

Major Effects

Move
Attack
May Crit

Minor Effects

+1d6 Hit per Attacking Body.
+1 End Dmg per Attacking Body.
Momentum 1: Your next Attack gains +1d6 Hit.

Companion Prep

Your allies ready their weapons or perform a task.

Major Effect

Move

Minor Effects

Reload a Weapon or make a Skill Roll
Roll +1, no bonuses from other sources.
Make a Skill Roll with a +1 bonus, such as Medicine or Stealth.

Mount Attack

See pg: 96 for full Mount rules.

Your mount stamps its hooves, rends with its claws or bites with its teeth.

» May only be performed by Mounts with a controller.

Major Effects

Attack
May Crit

Minor Effects

Hit: +Wil.
Momentum 1: Your next Attack gains +1d6 Hit.

"You have not known fear until you faced down the readied lance of a barded knight atop a Razor Tooth Raptor."

- Sir Celsus Athan, Fifth Mounted Raptor Regiment.

Theatre of the Mind

Overview

Theatre of the Mind Combat works like it does in the Core Rule Book (pg: 96) except for a few changes. Namely, NPCs have a number of additional options available to them that they can choose to use in response to a PC's Combat Skill Rolls.

Note to GMs; Easy and Massive Fights

Theatre of the Mind Combats are ideal for minor conflicts where the PCs' lives are not at risk (eg: fighting common animals, tavern brawls, etc...) and for massive fights involving lots of characters (eg: castle sieges).

Number of Successes Needed

GMs should feel free to change the number of Successes needed per PC (normally 2). Possibly increasing the amount needed by 1 for more, or decreasing it by 1 for less, complicated conflicts.

Mass Combat, pg: 101

When PCs become involved in a large battle involving hundreds of combatants (ie: sieges, or against beasts so massive it takes an army to defeat) they should use the Mass Combat rules.

Building an Army

If the PCs have a Holding, they also have a small army at their disposal. During Mass Combat battles the size and nature of the force at the command of the PCs often depends on how many people they have Levied (see pg: 69), and if their Holding is under direct attack.

GMs should also feel free to increase or decrease the size and nature of the PCs army based on their in-game actions.

Mixing Theatre of the Mind and Standard Combats

If there would be a Personal Combat and a Mass Combat in the same game session (eg: a siege against a castle and then an epic fight against a boss), GMs might want to make one of the Combats a Theatre of the Mind Combat to save on game session time.

NPC Response Options

PCs Fail a Combat Skill Roll

When a PC fails a roll the GM may choose to do one of the following:

Line up a Massive Strike

- » This failed Combat Skill Roll deals no Damage (normally 2).
- » A NPC lines up a massive attack against a PC. The next PC to roll must stop this attack by passing a roll at -2.
- » If the NPC's attack is not stopped, then the targeted PC takes 4 points of Attribute Damage (normally 2).

Massive Area Strike

- » This failed Combat Skill Roll deals no Damage (normally 2).
- » A NPC lines up a massive attack against all PCs. The next PC to roll must stop this attack by passing a roll at -1.
- » If the NPC's attack is not stopped, then ALL PCs take 1 point of Attribute Damage (normally 1 PC takes 2 Damage).

Sacrificial Strike

- » Treat this failed roll as a success.
- » A PC takes 3 points of Attribute Damage.

Grow in Power

- » This failed Combat Skill Roll deals no Attribute Damage (normally 2).
- » All PCs have -1 to all future rolls for this Combat (Stacks up to -4).

PCs Succeed at a Combat Skill Roll

When a PC makes a successful roll (that is not the final roll that would have won them the Combat) the GM may choose to do one of the following:

Lash Out

- » Treat this roll as 2 successes (normally 1).
- » Deal 1 point of Attribute Damage to two different PCs (normally 0).

Overextend

- » Deal 2 points of Attribute Damage to a PC (normally 0).
- » All PCs gain +1 to all future rolls for this Combat (Stacks up to +4).

Mass Combat

Uses the standard Theatre of the Mind Combat rules except that both PCs and the GM use additional dice to reflect the involvement of additional combatants. These additional Combat Dice may represent large numbers of soldiers, castle walls, siege engines, special skills and circumstantial advantages.

Combat Dice Pool

At the start of a Mass Combat, the GM places a large pool of Combat Dice in front of themselves and in front of the PCs. These represent the number of combatants on each side of the coming conflict. Some Combat Dice Types have unique rules (see adjacent page).

Number of Dice - PCs

See pg: 69 for a full Holding rules.

See pg: 157 for a full list of available Retainers.

See pg: 162-163 for a full list of Buildings and Siege equipment.

The number of dice that the PCs receive is determined by the number of Retainers that the PCs have Mustered, their Holdings, and their Siege Equipment.

Number of Dice - GM

The GM may choose to have any number of Combat Dice. 50% more Combat Dice than the PCs is recommended for a loosely balanced encounter.

Making a Combat Skill Roll

When a PC makes a Combat Skill Roll they may roll any number of Combat Dice from their pool (please note: PCs do not add their Skill bonus to their roll: see adjacent column). This represents what combatants are involved in the fight.

After the PC decides how many combatants they're contributing to the fight, they must describe their approach and chooses a skill (as with the standard Theatre of the Mind Combat rules). The GM then gives out any Description bonuses or penalties and elects a number of dice from their pool to oppose the PC. In this the GM should be guided by common sense, eg: if a PC says they're assaulting a specific section of a castle wall then the GM should only use Combat Dice Types that match the combatants defending that section of the wall.

The highest total dice roll gains a Success.

May not be used by other PCs

The Combat Dice contributed by a PC may not be used by any other PC until all PCs have made a Combat Skill Roll for this round. This rule does not apply to the GM, but the GM should be careful to only apply Combat Dice against the PCs if it makes sense (ie: if a regiment of soldiers is busy fighting another PC they can only fight a different PC if that PC attacks them as well).

Skill Bonuses

Usually when a player uses a Skill in a Theatre of the Mind Combat they add their Skill bonus, or penalty, to their roll. In Mass Combat the players instead receive a Combat Dice bonus or penalty for using a Skill they're Trained or Untrained in.

- » Trained/Description Bonus: +1d6 (gain a free Standard die).
- » Untrained/Description Penalty: -1d6 (do not roll one of your non-Unskilled contributed dice).

Strong Hit: Mass Damage

Both the PCs and the GM have access to this Strong Hit Option.

Requirements:

- » Does not Req Success.
- » Mass Combat.

Result:

The GM removes 1 of the Combat Die that your opponent contributed to this Combat Skill Roll from this combat (Stacks). This does not change who won this Combat Skill Roll.

Failed Combat Skill Roll

See pg: 68 for full Repair Roll rules.

If a PC fails a Combat Skill Roll the GM may decide to cause 2 points of Attribute Damage to a PC AND 1 point of non-random (do not roll 1d6) Damage to a Holding Attribute.

Ending a Mass Combat

Most Mass Combats should end after the PCs have achieved a single victory per PC (normally two per player) OR once the GM or PCs have no more Combat Dice.

Combat Dice Types

Here are some examples of Combat Dice Types that the GM might use. GMs should feel free to create new Types. We recommend using different coloured dice for each Type that you are using.

PCs and GMs should treat these rules VERY lightly and always do what makes sense and be flexible (ie: Ranged Dice may only remove combatants that are within their sight, removed Siege Combat Dice may represent the crew of a catapult being killed, so other combatants (either your own, or your opponents) may be able to take them over).

» Unskilled:

If an Unskilled Combat Die involved in a melee rolls a "1", remove that Combat Die from this combat.

» Skilled:

Standard rules.

» Veteran:

Any roll of a "5 or a 6" on a Veteran Combat Die counts as a Strong Hit.

Resistant to Ranged Combat Dice.

» Leader:

Strong Hit: **Mass Damage** from Leader Combat Dice may also bring back an Unskilled Combat Die that was removed due to it rolling a "1".

» Ranged:

Strong Hit: **Mass Damage** from a Ranged Combat Die may affect any non-Veteran die that is not currently contributing to the Combat Skill Roll.

» Long Distance:

This combatant is able to contribute to the fight from a safe distance, even from normal archery fire. It may only be removed from the combat with the GM's permission (ie: it is engaged in a melee or is attacked by a Ranged Long Distance Combat Die).

» Siege:

Siege Combat Dice are the only dice capable of removing Solid Combat Dice.

» Defence:

Defence Combat Dice may only be used if your opponent is assaulting your position.

Able to contribute to multiple Combat Skill Rolls per round.

A single source of Defence (ie: a wall) may not grant you more than 4d6 Defence Dice at any one time.

» Solid:

Solid Combat Dice may only be removed by Siege Combat Dice.

Combining Types:

See pg: 163 for list of example Siege equipment.

See pg: 157 for a list of Retainers.

If you wish to add an additional layer of detail to your Mass Combat, you may have some Combat Dice count as multiple Types.

Optional Rule: Dice Piles

For tactical flavour, the GM may divide their Combat Dice pools into separate piles while describing the scene, and allow players to 'attack' certain piles. This restricts the GM, but may give the players interesting tactical decisions and a clearer sense of the scene.

Attacking a Tower, Mass Combat Example



Argon and Samuel are assaulting a well-defended tower. They have 3 Skilled (Green) and 2 Ranged (Red) Dice. The tower has 3 Defence (Blue) and 3 Ranged Dice, representing the tower's defences and garrison.

Samuel takes the first turn. He says, "Using my Leadership Skill I direct our bowmen to attack the tower's archers to draw their attention away from Argon and his men." Samuel rolls both Ranged Mass Combat Dice and 1 additional Skilled Combat Die because he is Trained in Leadership. The GM rolls all 3 Defence Mass Combat Dice and 2 Ranged Mass Combat Dice, representing the tough defences of the tower and the archers who are returning fire.



Samuel rolls 2, 4 and 6 for a total of 12, and kills one enemy Combat Die chosen by the GM, which is an Archer. The GM rolls 1, 2, 4, 5 and 6, for a total of 18 and kills one enemy Combat Die, which is one of Samuel's archers. The GM also wins this round and causes 2 points of Attribute Damage to Samuel, representing him taking enemy fire.

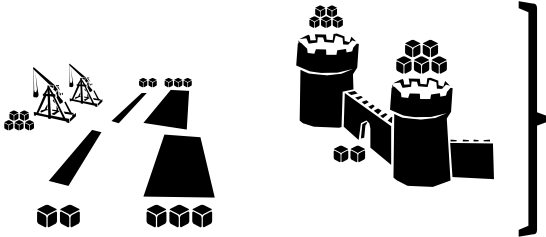
For Argon's round, he declares, "With the defending bowmen distracted I take the remaining men-at-arms (Argon cannot use the bowmen as they have already been used by Samuel) and lead an assault against the tower, using my brute strength to bash in the door." The GM determines that Argon should roll 5 Skilled Mass Combat Dice: 3 from his troops, 1 for being Trained in Brawn and an additional 1 as a Description Bonus.



Argon rolls 2, 4, 4, 6 and 6, for a total of 21, killing archers and breaking some of the tower's defences. The GM rolls all 3 Defence Dice and the 1 unused Ranged Die. The GM rolls a 1, 2, 4 and a 5 for a total of 12. Argon wins the Round. The GM then describes how Argon has breached the tower's door and how he and his troops are fighting their way up the tower's stairs under archer fire.

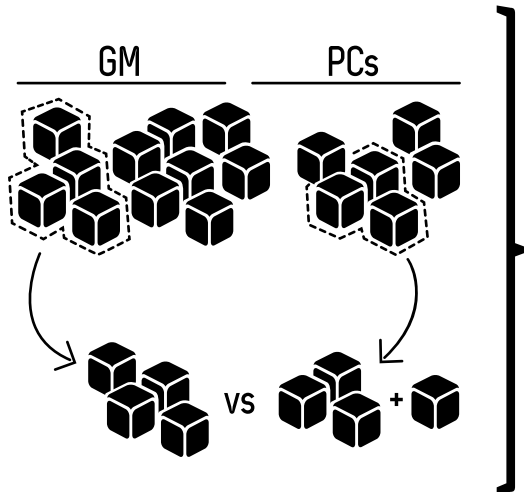
Mass Combat

Works like the Theatre of the Mind Combat Rules
See Core Rule Book pg: 96.



GM Sets the Scene and Defines the Involved Forces

The GM describes the situation to the players, pointing out anything important (eg: nearby terrain, etc...), and sets the mood. The GM may also wish to place the Mass Combat Dice into piles, showing what forces are near each other.



Each PC Takes a Turn Rolling

Players must describe their approach, and the GM defines the most appropriate Skill and gives out any Description bonus or penalty. Players must then declare what forces (Mass Combat Dice) they will be bringing into Combat from their pool. They may not use any Mass Combat Dice that have already been used this round.

GM Defines the Opposing Forces

The GM selects Mass Combat Dice from their dice pool. The GM may use Combat Dice that have already been used during this round if appropriate.



Compare Results

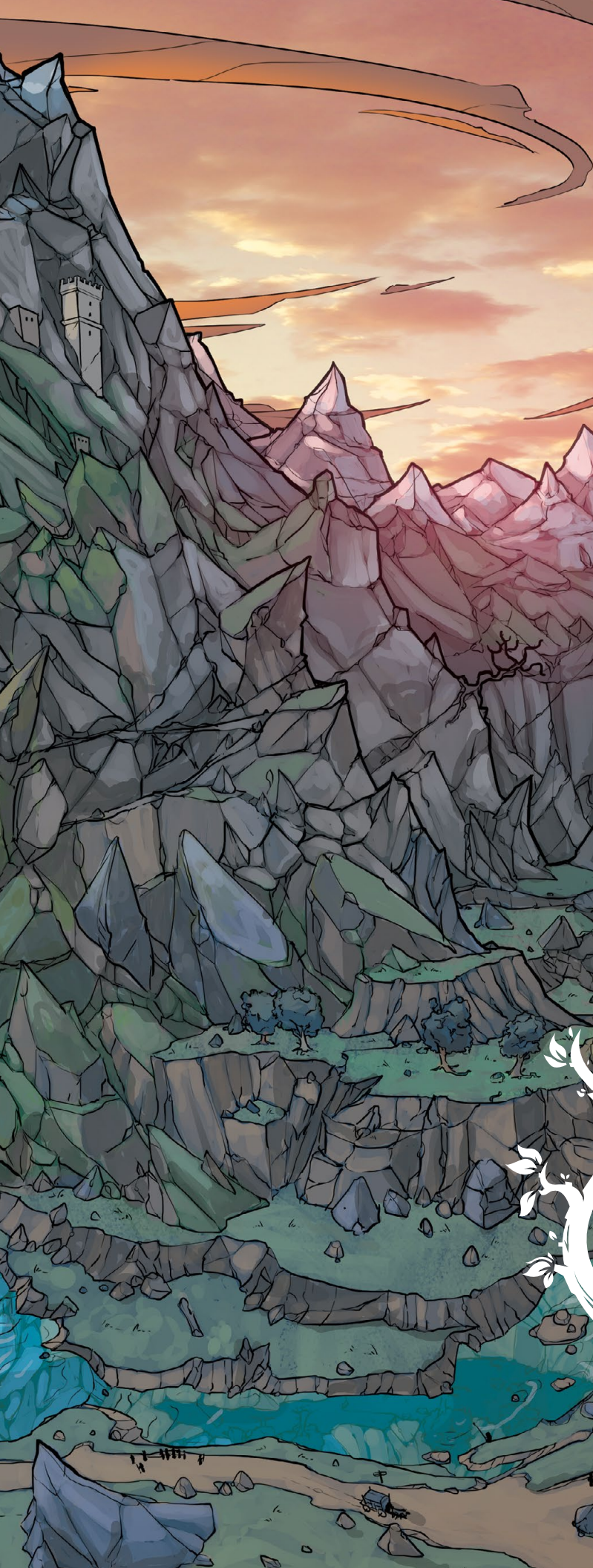
Highest dice total equals a Success. If a PC fails a Combat Skill Roll the GM may decide to cause 2 points of Attribute Damage to a PC AND 1 point of non-random (do not roll 1d6) Damage to a Holding Attribute. Strong Hits may remove other Combat Dice from the Combat, using the Mass Damage Strong Hit Option.



GM Says when Combat Ends

This may be when the players achieve 1 Successes per player, or possibly when one side has no remaining forces. After combat has ended, the GM should do a final narration.





Game Mastering

Katari stood on the walls of Stronghold, looking down upon the vast expanse spread out before her. She had climbed up again today, as she had every day since her husband had left in search of a rumour. Supposedly the Haven Citadel had been discovered, and Appius was leading a team to recover what might be inside.

Her husband lived the life of an explorer, and it was something she had learned to live with. He would travel from Stronghold for weeks on end, while Katari would stay and run their trading business, selling what her husband, and others like him, found. She could see the caravans down below, looking like small toys from her perspective, as they trudged their way across the bridge and through the city gates.

She felt safe behind these walls, up as high as she was. Stronghold had withstood the Archdruid's attack, and the waves of Legion barbarians that had crashed upon it. She had no desire to be out in the wilds, risking her life like her husband did. But still, she wondered what it would feel like to go on an adventure. To feel the rush of adrenaline and the focus that only comes in times of battle and danger. Her husband was Legion, and these things were second nature to him, but she was a Tolatl, and was ill-suited for such activities.

She tapped her fingers against the stone parapet and watched longingly for any sign of him. He would come back, she could feel it. It would take more than a hidden citadel guarded by countless mutated Nephilim to bring down the legendary Appius.

One of Stronghold's guards greeted her in passing and she returned the gesture with a polite smile; they were used to seeing her out on the edge of the wall. She was from a noble house, and the work she did in Stronghold was important. Someone had to regulate trade with the new settlements, many of which seemed to pop up overnight.

But she felt so desperately useless compared to her husband. Maybe it was time to give up the safety of Stronghold and take up her bow. When Appius next left Stronghold Katari would be by his side.

GM's Guide

Overview

Fragged Kingdom is a gritty and fun setting that should be full of exploration, mystery, action and comradery.

Fragged Kingdom has a strong 'Nature vs Civilisation' theme alongside a heavy dose of Religious Tension. A typical game will have a diverse group of PCs (both racially and culturally) exploring the wildernesses of the world and helping to found a new town, either directly (ie: they lead settlers to a new home) or indirectly (ie: they clear out monsters from an area, so settlers move in).

- » All characters (both PCs and NPCs) should have clear personal goals.
 - » Give PCs opportunities to pursue their personal goals.
- » GMs should encourage a sense of comradery between the PCs.
 - » Discourage inter-PC betrayal.
 - » Grant Description Bonuses to PCs who are working alongside other characters who they consider a friend.
- » Populate the PCs' Holding(s) with interesting NPCs.
 - » Make the Holding's environment important and interesting.
 - » The PCs don't have to technically 'own' a Holding, they must just be influential residents.
- » The players' actions should change the environment.
- » Explore the key themes of the setting:
 - » Nature vs Civilisation.
 - » Religious tension.
- » Before your first game: give your players a clear idea about the style of game that you're going to run (ie: intrigue, monster hunters, sandbox, etc...)
 - » This will help them to make suitable characters.
 - » Encourage them to have pre-existing connections to each other (as this encourages comradery).

Short Games

We recommend you don't use Holdings for short, 1 to 3 session long, games.

NPC Holding Residence Morale

We recommend you give your PCs regular updates on how their Holding's residents are feeling (eg: they're scared, complacent, angry), as this may be a great way to guide and motivate your PCs.

Non-Combat

See Core Rule Book pg: 38 for full Skill Roll rules.

The Fragged rule system has a very rules-light approach to non-combat scenarios, character personalities, inter-character relationships and Skill Rolls.

This was done to give players and GMs a greater amount of freedom: keeping the rules mechanically simple and the play time focused on the descriptive abilities of the GM and players.

Description Bonuses and Penalties

Are key to keeping players engaged and alert.
GMs should grant bonuses or penalties to nearly all Skill Rolls.

Vocations

See Core Rule Book pg: 64 for full Spare Time rules.

The Fragged rule system has a strong focus on character vocations, as it closely tracks how each PC spends their spare time.

GMs are encouraged to weave their PCs' vocations into the story.

Crafting

GMs should encourage their PCs to explore the world to collect the Trade Goods that they require to craft new Weapons and Outfits.

Non-Combat Travel

See pg: 78 for full Non-Combat Travel rules.

Adventurers will often spend weeks or months in the wilds. This is a prime opportunity for GMs to insert interesting and unforeseen story events.

"Akh instilled in his children an odd resistance to the dark druidic magics that seek to warp our bodies. Our Tolatl souls choose death over alteration."

- Tlaloc Brightspark, Alchemist.

Holding Attributes

See pg: 69 for full Holding rules.

As the GM, you set the Attribute maximums of a newly established Holding. There are many things to consider when deciding what these maximums should be, but it is important that you make the PCs' chosen location feel meaningful.

- » Each maximum can be as high as 10, or as low as 1.
- » All maximums added together should equal 16, but can be as low as 12 if the land is particularly harsh or inhospitable or as high as 20 if the land is especially fertile and well-suited.

Ask yourself the following questions when considering each Attribute's maximum.

- » **Fields:** How much land could be simply ploughed and planted with no further work?
- » **Woods:** What percentage of the land is covered in forests?
- » **Hills:** Are there hills and mountains? How much land is well-suited to mines and quarries?
- » **Prosperity:** Are there friendly survivors already living here? Are there natural trade routes? Does the region have gold?
- » **Security:** How easy is this place to defend? How close is this place to Stronghold or other military assistance?
- » **Loyalty:** How compelling is this place to live? Would life here be easy?

Keep in mind that PCs can change their lands in certain ways but not others, it is easy to clear land (lower Fields, Woods and Hills) to develop cities (Prosperity, Security and Loyalty) but it is impossible to create mountains (Hills) and difficult to grow forests (Woods).

Holdings far from other settlements (and especially Stronghold) should have higher Woods and Hills maximums, while places closer to other settlements should have more Security and Loyalty.

Many Traits require specific geographical features (and GM permission). Some of these valuable locations may have non-ideal reduced Attribute maximums. In some cases you may allow the PCs to unlock the potential to pick a Trait via in-game actions (such as clearing a dangerous ruin of hostile creatures).

Example Holding Maximums

Open Plains close to Stronghold (Total: 13)

» Fields	2	» Prosperity	3
» Woods	1	» Security	4
» Hills	1	» Loyalty	2

Remote Mineral Rich Mountain Range (Total: 15)

» Fields	1	» Prosperity	1
» Woods	2	» Security	3
» Hills	6	» Loyalty	2

Access to the following Traits:

- » Rich Mine.

Picturesque Fertile Valley (Total: 20)

» Fields	5	» Prosperity	3
» Woods	2	» Security	2
» Hills	3	» Loyalty	5

Coastal (Total: 16)

» Fields	4	» Prosperity	4
» Woods	2	» Security	2
» Hills	1	» Loyalty	3

Access to the following Traits:

- » Fisheries, Harbour and Navy.

Edge of the Archdruid Woods (Total: 12)

» Fields	2	» Prosperity	2
» Woods	5	» Security	1
» Hills	1	» Loyalty	1

- » This Holding is in a dangerous location.

Access to the following Traits:

- » Wyldwoods and Explorers.

Overgrown Ruined City (Total: 17)

» Fields	3	» Prosperity	3
» Woods	4	» Security	3
» Hills	1	» Loyalty	3

- » This Holding gains 20 Stone and 3 Ore.

Loot & Rewards

See pg: 58 for the full Advancement rules.

Loot and Rewards

Material gains are treated a little differently in Fraggged Kingdom than they are in the Core Rule Book, as the role of the PCs in this setting is more specific.

Nearly all rewards should be Monetary Trade Goods and occasionally Rare Trade Goods (pg: 65).

Equipment

This follows the same rules as Fraggged Empire Core Rule Book (pg: 306). However, when it comes to magical items, if the PCs do not want to use or keep the item you should allow them to break it down into a magical Trade Box or two instead.

Renown

This is gained (or lost) from in-game actions. Generally, acts of heroism (especially when done for free) grant Renown. Significant failure or cruelty should cause a loss of Renown.

Combat

Theatre of the Mind Combat

See Core Rule Book pg: 96 and Fraggged Kingdom pg: 100 for full Theatre of the Mind Combat rules.

GMs are encouraged to make liberal use of The Theatre of the Mind Combat rules for conflicts that do not require a blow by blow account of the action, or when you would like more narrative control.

Mass Combat

See pg: 101 for full Mass Combat Rules.

50% more Combat Dice than the PCs is recommended for a loosely balanced Mass Combat encounter.

NPC Motives

All NPCs should have well-defined motives (even if the PCs don't know what they are). Don't make NPCs suicidal and always willing to fight until their last breath.

- » NPCs should flee or surrender if appropriate.
- » NPCs should fight intelligently.

Optional NPC Actions

There are no Optional NPC Actions, NPCs use the same Actions as the PCs.

Avoiding Death

See pg: 91.

NPCs & Momentum

Shared Momentum Pool

All allied NPCs share their Momentum with each other. This is known as the Momentum Pool and may collect an unlimited amount of Momentum Points.

NPCs Share Gained Momentum Example

A group of 3 NPCs start Combat with 0 Momentum (if they gain a Surprise Round they would start with 3). During their first Turn, the first NPC gains 2 Momentum, increasing the NPCs' Momentum Pool to 2.

When the second NPC takes its Turn, it starts with 2 Momentum. During its Turn it spends 1 Momentum reducing the NPCs' Momentum Pool to 1.

Maximum Momentum Use

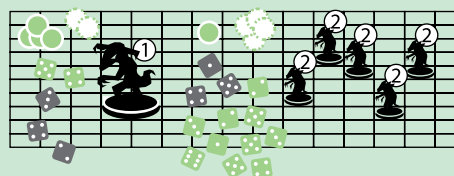
During their Turn, an NPC may not make use of more Momentum than their Max Momentum (normally equal to their Focus).

Henchmen and Troop Maximum Momentum

Is equal to the number of Attacking Henchmen Bodies.

NPCs Using and Spending Momentum Example

6 NPC Momentum



At the start of the Turn the NPCs' Momentum Pool has 6 Momentum.

For its first Action the massive Nephilim Brute (1) performs the Quick Strike Action, spending 2 Momentum to gain +2d6 Hit. This reduces the Momentum Pool to 4. For its second Action it performs the Size Up Action, increasing the Momentum Pool to 5.

The nasty Nephilim Spawn Henchmen Group (2) has 5 Bodies so they can make use of 5 Momentum during their Action if all of their Bodies Attack. They perform the Companion Attack Action, spending 4 Momentum (they can't spend 6, as their Max Momentum is 5, and they only have 5 Momentum in their pool) to grant them +2d6 Hit per Attacking Body.

This reduces the Momentum Pool to 1 and allows them to roll a staggering 13d6 to Hit if all of their Bodies are able to Attack.

Rules for all NPCs

Attribute Maximums

NPCs have no Attribute maximums (normally 5). Humanoid NPCs should normally not have any Attribute above 5.

Character Size

See pg: 88 for full Character Size rules.

NPCs can be any size; no Trait is needed.

Any of the Following

Any NPC may have the following:

- » Energy Keyword applied to their Weapon(s).
- » Natural Keyword applied to their Weapon(s).
- » Any number of limbs and/or hands.
- » Can be any kind of magic user.

Equipment Slots

There is no need to keep track of NPCs' Equipment Slots. GMs should do what they think makes sense.

Native Environment

NPCs may be native to a particular environment and gain no negative effects from that environment. Opposing environments may harm them.

Eg: Sea serpents never need to make a Swim roll, never take damage from drowning in water, and may move at full speed in water. They start to drown if they're not kept wet and treat all non-water terrain as Difficult or Impassable Terrain.

Immunities

NPCs may be immune to some abilities and Strong Hits if the GM thinks it makes sense (eg: druids may be immune to poisons).

Skill Rolls

NPCs have +2 to all Skill Rolls, unless it is something that the GM thinks they would be particularly good at, then they have +4. If it is something that they would be particularly bad at, they have -2.

Spare Time Points

GMs may spend any number of Spare Time Points on NPCs. But be warned: PCs may gain access to an NPC's Weapon once they're defeated, and the PC may unbalance combats.

"Why do morons think that any weapon can kill any opponent? Sure a blow from a sword may hurt an armoured knight, but it will never pierce their plate."

- Isaac Smith, Kaltoran weaponsmith.

Types of NPCs

See pg: 110-111 for a full list of NPC starting stats and ability tables.

NPC Types in Fraggged Kingdom work like they do in the Core Rule Book (pg: 294), with a few exceptions, namely that their ability tables and starting stats are slightly different.

Henchmen Group: equal in power to 1 Player Character.

Troop Group: equal in power to 1 Player Character.

Skilled NPC: equal in power to 1 Player Character.

Monster NPC: equal in power to 4 Player Characters.

Henchmen Group

Henchmen Groups work like Companions (pg: 94) except as stated below.

Max Momentum = Attacking Bodies

A Henchmen Group's Max Momentum is equal to the number of Bodies that will be making an Attack during their Turn. This will result in their Max Momentum fluctuating from one Turn to the next.

Max Weapon Weight not Slots

Unlike Companions, Henchmen must be equipped with a Weapon. Henchmen do not have Slots; instead, they may have any number of Weapons, but with no Weapon's Weight above their Max Weight stat.

Troop Group

Troop Groups work like Henchmen Groups except as stated below.

X Durability

Each Troop Body must receive X Attribute Damage before they die.

Individual

Each Troop Body acts independently, not as a group, and may spend their Resources independently (ie: different Weapons).

Monster

Monster NPCs are a little like Nemesis NPCs (Core Rule Book, pg: 300) in that they are ideal for boss fights.

3 Actions per Turn

Monsters may perform 3 Actions per Turn (normally 2).

Grabbing or being Grabbed

Grabbing or being Grabbed only reduces their Actions per Turn to 2 (normally 1).

Suppression, pg: 90

Monster NPCs are immune to Suppression.

Henchmen NPC Group

Equal in Power to 1 Player Character.



14 Defence



3 Armour



4 Movement



Max Weapon
Weight: 3



5 Bodies



1 Trait



No Outfit
No Utility



1 Resource

Henchmen NPC Group Ability Table

Avg Resources	Changes	Avg Resources	Changes
1-3	5 Bodies, 1 Resource, 1 Trait.	10-12	8 Bodies, 3 Resources, 2 Traits.
4-6	6 Bodies, 2 Resources, 1 Trait.	13-16	9 Bodies, 3 Resources, 3 Traits.
7-9	7 Bodies, 2 Resources, 2 Traits.	17-19	10 Bodies, 4 Resources, 3 Traits.

Troop NPC Group

Equal in Power to 1 Player Character.



14 Defence



2 Armour



3 Durability



5 Movement



Max Weapon
Weight: 3



2 Bodies



1 Trait



No Outfit
No Utility



1 Resource

Troop NPC Group Ability Table

Avg Resources	Changes	Avg Resources	Changes
1-3	3 Durability, 1 Resource, 1 Trait.	10-12	5 Durability, 4 Resources, 3 Traits.
4-6	4 Durability, 2 Resources, 2 Traits.	13-16	5 Durability, 5 Resources, 3 Traits.
7-9	4 Durability, 3 Resources, 2 Traits.	17-19	6 Durability, 6 Resources, 4 Traits.

Skilled NPC

Equal in Power to 1 Player Character.



16 Attribute Points



2 Body & Head Armour



1 Race & Trait



No Outfit
No Background
No Utility



1 Resource

Skilled NPC Ability Table

Avg Resources	Changes	Avg Resources	Changes
1-3	16 Attribute Points, 1 Resource, Race, 1 Trait.	10-12	20 Attribute Points, 4 Resources, Race, 2 Traits, 2 Variations.
4-6	18 Attribute Points, 2 Resources, Race, 1 Trait, 1 Variation.	13-16	21 Attribute Points, 5 Resources, Race, 3 Traits, 2 Variations.
7-9	19 Attribute Points, 3 Resources, Race, 2 Traits, 1 Variation.	17-19	22 Attribute Points, 6 Resources, Race, 3 Traits, 2 Variations, 3 Armour.

Monster NPC

Equal in Power to 4 Player Characters.



24 Attribute Points



2 Body & Head Armour



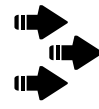
1 Race, Variation & Trait



No Outfit
No Background
No Utility



3 Resources



3 Actions per Turn

Monster NPC Ability Table

Avg Resources	Changes	Avg Resources	Changes
1-3	24 Attribute Points, 3 Resources, Race, 1 Trait, 1 Variation.	10-12	32 Attribute Points, 6 Resources, Race, 3 Traits, 2 Variations.
4-6	28 Attribute Points, 4 Resources, Race, 2 Traits, 1 Variation.	13-16	34 Attribute Points, 7 Resources, Race, 3 Traits, 3 Variations.
7-9	30 Attribute Points, 5 Resources, Race, 2 Traits, 2 Variations.	17-19	36 Attribute Points, 8 Resources, Race, 3 Traits, 3 Variations, 3 Armour.

NPC Lists

NPC Variations

Monster Variation	Requirements	Benefits	Disadvantages
Armoured	Monster NPC	You gain +1 Body OR Head Armour. Momentum 2: Gain +2 Armour against an Attack you can perceive (Stacks).	
Desperate	Monster NPC	When you take Attribute Damage you gain +3 Momentum Points.	
Horrifying	Monster NPC	+2 End Dmg, all Weapons. Strong Hit: Horrify (Hit) All characters within sight of you must pass a Resolve 14 Skill Roll or take 6 End Dmg and become Suppressed.	
Impairer	Monster NPC	Characters Grabbed by you take 6 End Dmg at the start of their Turn. Momentum 1: One of your Weapons gains the Weapon Type: Tackle (18) until your next Turn.	
Impervious	Monster NPC	+50 Endurance.	-4 Defence.
Mighty	Monster NPC	+6 Attribute Points.	
Overlord	Monster NPC	Add a Henchmen or Troop Group to this Combat. All allies gain +2 Hit, End Dmg and Defence.	
Regeneration	Monster NPC	At the start of your Turn: Heal 2 Attribute points OR gain +1 Momentum Point.	-2 Defence.
Reveal Power	Monster NPC	Gain a Resource X-2 Weapon: you may only use this Weapon after you take X Attribute Damage. This Weapon gains +5 End Dmg OR Splash +1.	
Reveal Support	Monster NPC	After you take 6 points of Attribute Damage: an additional Henchmen or Troop Group enters the Combat. This may happen twice.	
Reveal Weakness	Monster NPC	Momentum 3: Reduce all Attribute Damage against you by 1 (Stacks) until one of your Attributes, of your choice, takes Damage. Damage to your chosen Attribute is not reduced.	
Shocking	Monster NPC	+2 End Dmg, all Weapons. Strong Hit: Shocking (Hit) All Damaged characters take 5 Endurance Damage and are either Pushed back 3 spaces or Suppressed (their choice).	
Smash	Monster NPC	Splash +1, all Weapons. Strong Hit: Smash (Hit) All damaged characters are Pushed back 1, knocked Prone and Suppressed.	-2 Attribute Points.
Swift Killer	Monster NPC	You may perform 1 additional Action per Turn.	-2 Attribute Points.
Telegraph Target	Monster NPC	At the start of each Turn you must choose a character that has not yet acted. You gain Strong Hit +2 vs that character for your next Attack.	-4 Combat Order.

Skilled Variation	Requirements	Benefits	Disadvantages
Assassin	Skilled NPC	+4 Movement while Stealthed. Momentum 1: Make a free Stealth Roll.	
Attrition	Skilled NPC	All enemies take 4 Endurance Damage at the start of your Turn.	
Bloodlust	Skilled NPC	When you Hit an opponent you gain +1 Momentum Points.	
Brutish	Skilled NPC	You gain +1 Body OR Head Armour.	
Death Throes	Skilled NPC	+2 End Dmg, all Weapons. When you die: you may immediately perform one free Action.	
Killer	Skilled NPC	+2 Hit and End Dmg, all Weapons. +1 Defence and Combat Order.	
Master Plan	Skilled NPC	Strong Hit: Master Plan (Once per Turn, Hit) All allies gain +2 Hit and End Dmg for the remainder of the Combat (Stacks).	
Might	Skilled NPC	+4 Attribute Points.	
Power Source	Skilled NPC	At the start of your Turn you gain +2 Momentum.	-10 Endurance.
Split	Skilled NPC	When you die a Henchmen OR Troop Group enters the Combat (and may Attack this Turn).	-1 Body and Head Armour.
Summoner	Skilled NPC	Strong Hit: Summon (Once per Turn, Hit) A Henchmen Group gains +1d3 Bodies.	

NPC Traits

Troop Trait	Requirements	Benefits	Disadvantages
Durable	Troop NPC	+1 Defence. +1 +X Durability.	-X Resources.
Fast	Troop NPC	+3 Movement. Momentum 1: Your next Attack gains +2d6 Hit (Stacks).	Max Weapon Weight: -2.
Formation	Troop NPC	You gain +2 Hit, End Dmg and Defence per adjacent ally (Stacks).	
Heavy	Troop NPC	+1 Armour.	-2 Movement.
Marauder	Troop NPC	-1 Load, all Weapons. Max Weapon Weight: +2.	
Take Down	Troop NPC	Strong Hit: Take Down (Hit) Apply a Tackle Effect to a damaged character.	

Henchmen Trait	Requirements	Benefits	Disadvantages
Brutes	Henchmen NPC	+1 Armour. Momentum 1: Gain +1 Armour against an Attack you can perceive (Stacks).	-2 Movement. -2 Bodies.
Endless	Henchmen NPC	Gain 1 additional Body at the start of each of your Turns, unless all friendly Skilled, Troop, and Monster NPCs are dead or incapacitated.	-2 Bodies.
Meat Shield	Henchmen NPC	Anytime an ally who is adjacent to or behind one of your Bodie takes Damage from a Weapon: you may lose 1 Body and your Ally takes no Damage from that Attack.	
Reinforcements	Henchmen NPC	You start off the battle map and may enter at the start of any Turn. You gain +2 Bodies for each full Turn that you're off the battle map.	-2 Bodies.
Swarm	Henchmen NPC	+4 Bodies.	-1 Armour.
Swift	Henchmen NPC	+4 Movement. Momentum 1: Your next Attack gains +2d6 Hit (Stacks).	
Tackler	Henchmen NPC	Strong Hit: Tackler (Hit) Apply a Tackle Effect to all damaged characters.	
Weapon Team	Henchmen NPC	-1 Load, all Weapons. Max Weapon Weight: +1.	

Trait	Requirements	Benefits	Disadvantages
Agile	NPC	+4 Defence.	
Bonded	NPC	You're connected to another character without the Bonded Trait (ie: you're one of their limbs). If your connected character dies you gain -1 Armour. The character you're connected to gains +1 Body Armour while you're conscious (Stacks).	
Complex	NPC	You gain 2 Traits (these Traits may not alter your Armour in any way).	-1 Armour.
Coordinated	NPC	All allied Henchmen may add your Int to their To Hit and End Dmg (does not Stack).	
Explosive	NPC	On your Death: deal 3 End and Crit Dmg to all enemy characters within 1d2 spaces of you (as if it were an Attack the Ground Splash Attack).	-1 Defence.
Gain Power	NPC	Strong Hit: Gain Power (Hit) You gain +2 Momentum.	
Guarded	NPC	If you make no Attack Rolls during your Turn, you gain +2 Armour until your next Turn.	
Hidden	NPC	+4 Stealth. Strong Hit: Hidden Strike (Once per Turn, Stealthed, May Crit, Hit) Target takes 1 point of Attribute Damage (no Armour) to two random (2d6) Attributes.	
Horrors	NPC	At the start of Combat, all enemies not Trained in Resolve take 4 Endurance Damage (Stacks).	
Power Well	NPC	At the start of your Turn you gain +1 Momentum.	
Special Move	NPC	+1 Defence. Pick One: You may Fly, are Incorporeal or you may Teleport (equal distance to your movement).	
Specialist	NPC	One of your Attributes is immune to Damage. If you're a Henchmen or a Troop: you may not move and gain +1 Armour.	You may not take the Reveal Weakness Variation.
Task	NPC	At the start of Combat you must define a task for your opponents to complete. You gain +2 Momentum at the start of your Turns if this task is not completed.	If your task is difficult and completed, one of your opponents gains 1 free Spare Time Point.
Titan	NPC	Hits from your Attacks knock characters who are not larger than you back 1d3 spaces and Prone.	-1 Defence.
Well-Armed	NPC	3 of your Weapons cost -1 Resource.	-1 Defence.
Well-Supplied	Skilled or Monster NPC	You may gain a Utility Item OR an Outfit Variation and Outfit Modification. +1 Recovery.	



Sample NPCs

All of the following NPC opponents are created using the standard NPC Creation rules and may serve as inspiration for creating your own NPCs.

Nephilim

See pg: 51 for a short write up on playable Half-Blood Nephilim.

"I was in Stonevale when the great dragon Languorem first made landfall. I will never forget the screams of the dying, those who decayed and melted in front of my eyes, subjected to Languorem's curse. I ran, though some called me a coward for it. I call it good sense."

- Anerudo Flagstone.

Nephilim, or Neph's Spawn, as they are sometimes called, are broad terms used to refer to a wide variety of animals and plants who have been warped by dark druidic magic, or who are the pure creations of the goddess Neph.

These monsters fought for the druids during the Druidic War. When the war ended, many Nephilim were left without a binding leadership structure, causing most to revert to pure instinct. Nephilim are viewed as a kind of Nature Demon by the people of Stronghold. Their primal ferocity is only matched by the variety of their forms and the countless legends that have formed around them.

The Truth: Nephilim are genetically engineered monsters created to fight a galactic war. The Nephilim on Akharon primarily come from the Eye of Neph, an organic warship locked in orbit around the planet.

Warped Nephilim

The most common Nephilim are those warped by the druids' many experimentations with Wylding, resulting in many twisted versions of the flora and fauna common to Akharon. The traits that made them deadly to begin with have been amplified by the dark magic that now flows through them. Massive size, vicious tusks, knife-sharp vines, glistening spikes, toxic poisons, and impenetrable shells are among the many threats waiting for those who find themselves in a fight with a Warped Nephilim.

At times it can be difficult to identify a Warped Nephilim in the wild. While they're usually larger than their mundane counterparts, they do not always have obvious enhancements. Many Warped Nephilim have worked themselves back into their native environments and are seen as a simple, though more dangerous, variety of wildlife. This can make even the most peaceful forests and swamps a dangerous place to navigate, even to a well-trained Vanguard.

Pure Nephilim

Pure Nephilim are those who have descended directly from Neph's Eye. These Nephilim have only ever been controlled by the most powerful druids and specific Pure Nephilim. They're incredibly

dangerous and should never be underestimated, as their powers are impossible to predict. Some Pure Nephilim are suited to little more than swarm troops, while others have the power to singlehandedly fell entire cities.

The blood of powerful Pure Nephilim is often unadulterated Wylding. This can be harvested and used to create magical equipment, Warped Nephilim, or to cast powerful druidic spells, such as those that have forever changed Akharon.

Nephilim Society

Nephilim aren't necessarily pack creatures - they can fight and survive just fine on their own - however they thrive under strong central leadership. The Nephilim had this while the Archdruid was still alive. He was able to control them and direct their aggression, and they looked to him as a leader. With the Archdruid gone, they will turn to the most gifted Nephilim within their immediate area, and treat it as their new Alpha.

Emboldened by a gifted Alpha, these Nephilim will strike as a group, using pack tactics for coordinated attacks. Vanguard must kill Alphas as quickly as possible if they are to prevent the eventual formation of a large Nephilim army.

Nephilim Structures

Concentrations of Wylding can be mutated by gifted druids and the Eye of Neph to form large green and black structures. The purpose of these structures is unknown, but they tend to attract powerful Nephilim and excrete deadly poisons and toxins out into their environment. Such structures were unheard of before the death of the Archdruid.

Languorem, and Dragons

Dragons are the subject of countless myths, legends and heroic tales, but only one has ever been sighted during the last century: Languorem, the destroyer of Stonevale (pg: 38). There are rumours of Dragons existing within The White Expanse and the Bloodstone Desert, but few are eager to discover the truth of such tales.

Languorem's poisonous and necrotic breath melts stone, steel and flesh alike. It has the strength of a mighty Legion in a single finger, and jaws that can crush towers. Its scales are as hardened steel, and it turns armies against themselves with its indomitable magic.

Languorem's vast physical and arcane power is only matched by its vices, chief of which are slothfulness and greed. Languorem's strength would have rivalled even the Archdruid, but its goals and plans appear to be purely self-serving. Some have even speculated that Languorem played some role in the death of the Archdruid.

Languorem has used vast amounts of Wylding to transform Stonevale into a alien lair of green and black spires, maze-like tunnels, and poisonous fountains. It has attracted swarms of Pure Nephilim, who act as its servants and, on occasion, food.

Spawn Bug	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Pincers	+2	1	2	1st	4	3	-	1	Blade, Neph Ivory.	1	4	15	3	1	3 +1/Turn

Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.

Traits/Notes: Henchmen Group, Endless (Gain 1 additional Body at the start of each of your Turns, unless all friendly Skilled, Troop, and Monster NPCs are dead or incapacitated).

Nephilim Brute	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Bone Sword	+2	2	2	1st	3	3	-	1	Blade, Primitive.	1	5	14 (16)	2	3	2

Crude Shield +1 1 1 1st 3 2 - 1 Shield, Tackle-Push, Primitive. 0
You gain Light Front Cover, Blunt, Shield Bash (3).

Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.

Traits/Notes: Troop Group, Massive Blow (Momentum 2: An Attack you have just made gains +6 End Dmg).

Young Dire Wolf

Skilled

Body Attributes	Str 3 1	Foc 3 4	Def 10 + Ref + Cover + 4 = 17	Body Arm 2	Combat Order Int + 2 = 2
	Ref 3 2	Int 3 5	vs Tac Defence + Str + 16	Head Arm 2	Max Momentum Foc + 3 = 3
	Mov 3 3	Wil 2 6	End 10 + (Str x5) + 25	at 0 End -0	Stealth 2 + 1 = +3
				Recovery Foc + 3 = 3	

Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Maul	-1d6-1	1	2	1st	8	2*	-	1	2	Axe, Massive Bite.	1

Strong Hit (5-6), Natural, *+1 Crit Dmg vs characters with 0 Endurance, Modifications: Familiar, Low-Quality, 2 Handed Practice, (No Thrown).

Notes	Description
Beast	Momentum 1: Move 2 spaces (this may cause an Attack to miss you).

Nephilim Warrior

Skilled

Body Attributes	Str 3 1	Foc 2 4	Def 10 + Ref + Cover + -1 = 11	Body Arm 2	Combat Order Int + 3 = 3
	Ref 3 2	Int 3 5	vs Tac Defence + Str + 15	Head Arm 2	Max Momentum Foc + 2 = 2
	Mov 3 3	Wil 2 6	End 10 + (Str x5) + 25	at 0 End -0	Stealth 2 + 2 = +2
				Recovery Foc + 2 = 4	

Weapon (Select One)	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Bone Sword	+2	1	2	2nd	7	3	-	1	2	Blade, Neph Ivory.	1

Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.

Stone Hammer	+2	1	2	2nd	10	3	-	1	3	Hammer, Steel.	1
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Shield Bash (3), Modifications: Familiar.

Barbed Short Bow (No Shield)	+4	5	35	2nd	7	3	14	1	2	Bow, Quality Wood, Arrow, Barbed.	1
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Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Modifications: Familiar, (One Stat Line).

Wyld Potions	+3	3	Str x4	2nd	4	3	3	1	1	Wyld, Potion, Entangle.	1
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Strong Hit (5-6), Dangerous Terrain 1 (Poison), Modifications: Familiar.

Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).

	+5	3	Str x4	2nd	8	3	1	1		Alchemy, Potion, Acrid Poison.	
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Strong Hit (5-6), Shield Bash (3), Modifications: Familiar.

Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).

Shield	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Large Wooden Shield	+2	1	1	1st	7	2	-	1	2	Shield, Tackle-Push, Wood.	0

You gain Light Front Cover, Blunt, Shield Bash (3). When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack.

Draco Acolytes	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Bone Axe	-1d6+3	1	3	2nd	6	3	-	1	Axe, Neph Ivory.	2	2	14 (18)	4	1	6
Strong Hit (5-6), Primitive, Modifications: Familiar, Practiced, Long Haft, (No Thrown).															
Large Bone Shield	+3	1	1	1st	1	1	-	2	Shield, Tackle-Push, Primitive.	1					
You gain Heavy Front Cover, Blunt, Shield Bash (2), Primitive.															
Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +3, Combat Order: 0.															
Traits/Notes:	Henchmen Group, Brutes (Momentum 1: Gain +1 Armour against an Attack you can perceive (Stacks)). Decapitate (Strong Hit: Decapitate (Blade or Axe, End Dmg 4+, Double Strong, Hit) This Attack causes a Critical Hit with +2 Crit Dmg).														

Wylding Infestation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Wylding Tendril	+1	4	12	2nd	4	3	5	0	Wyld, Thorns.	3	4	14	3	1	8
(Connected to Languorem) Splash 2, Strong Hit (5-6), Modifications: (Not Natural).															
Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).															
Defence vs Tackle: 16, Max Weapon Weight: 4, Weapon Attribute Value: 3, Stealth: +3, Combat Order: 0.															
Traits/Notes:	Henchmen Group, Power Well (At the start of your Turn you gain +1 Momentum). Bonded (The character you're connected to gains +1 Body Armour while you're conscious (Stacks). If your connected character dies you gain -1 Armour).														

Languorem

Monster

Body Attributes	Str	8	1	Head Attributes	Foc	6	4	Def	10 + Ref + Cover +	14	Body Arm	3	Combat Order	Int +	7
	Ref	4	2		Int	7	5		vs Tac	Defence + Str +		4		26	Head Arm
	Mov	6	3		Wil	5	6		End	10 + (Str x5) +	50	Recovery	Foc +	2	8
													Stealth	2 +	+3

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Limbs	+2*	2	2	1st	Str +2	2	-	-	-	Tackle.	0
Splash 1, Natural, Blunt, *Hit +Str with Tackle Action.											
Massive Bite	-1d6	2	4	2nd	12	4	-	-	6	Axe, Neph Ivory.	2
Splash 1, Natural, Shield Bash (5), Strong Hit (5-6), Zone +1, Modifications: Familiar, Practiced, Heavy, 2 Handed Practice, Long Haft, Precise, Powerful.											
Necrotic Breath	+3	5	13	2nd	6	3	5	0	-	Wyld, Spreading Poison.	2
Splash 3, Natural, Strong Hit (5-6), Before the start of your next turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).											
Strong Hit: Spreading Poison (Hit) A damaged characters takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Wylding Magic	+4	4	Int x4	2nd	9	3	3	1	2	Alchemy, Potion, Creeping Acid.	2
Splash 1, Natural, Strong Hit (5-6), Burn, Modifications: Familiar, Practiced, (Int not Str for Max Rng).											
Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).											
	+2	4	Int x4	2nd	8	3	2	1*		Wyld, Potion, Enrage.	
Splash 1, Natural, Strong Hit (4-6), Shield Bash (4), *Reload +1, Modifications: Familiar, Practiced, Oversized Bottles, (Int not Str for Max Rng).											
Strong Hit: Enrage (Hit) A damaged non-Monster character gains a free Recovery and must make an immediate free move and Attack against the nearest character (your choice if two or more are equal distance) with an Active Weapon of your choice and dealing the most harm possible (does not Stack).											
	-2	3	Int x3	3rd	8	4	1	1*		Wyld, Potion, Entangle.	
Splash 2, Natural, Strong Hit (5-6), Shield Bash (6), *Reload +1, Modifications: Familiar, Practiced, Oversized Bottles, Extra Potions, (Int not Str for Max Rng).											
Momentum 2: Your next Attack gains Strong Hit +1 (Stacks).											
Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).											

Notes	Description
Monster	You may perform 3 Actions per Turn.
Armoured	Momentum 2: Gain +2 Armour against an Attack you can perceive (Stacks).
Smash	Strong Hit: Smash (Hit) All damaged characters are Pushed back 1, knocked Prone and Suppressed.
Special Move	You may Fly.
Rip and Tear	At the start of your Turn you may perform a free Assault Action with your Limbs (bite or claws).
(Huge)	You're Huge. Attacks that can't reach your Head may gain Crit Location 1d3 (normally 1d6).
(Special Abilities)	You are immune to acid, poison and disease. Fire deals +2 End Dmg to you. All of your Weapons regain their Ammo if you spend 2 hours out of combat.

Servants of the Gods

"My grandfather used to weep for the Children of Pol. 'Theirs was a tragic story,' he would tell me: cut off from their god, forced to wander Akharon in despondency. I felt much less sorry for the Children after they put my village to the fire."

- Ollin Wor, Vanguard of Drayton.

In the early days of Akharon, the Eternal Gods made use of envoys to carry out their will on the planet while they were dealing with their own intrigues in the Sands of Eternity. Each god crafted servants after their own likeness, and set these servants to work on Akharon. These servants acted as extensions of their creator's will. Many of the servants lacked true free will, and acted without question.

But now the gods are absent. Their ties to their servants have been cut, and those beings still wander the continents, doing their best to carry out the last orders they were given, in whatever fashion they can be carried out. Some of the servants were driven mad when the connection was severed. Others just listlessly roam Akharon, seeking a new purpose.

Children of Pol

Pol's Children were built in his image: arcane mechanical entities brought to life by their creator in order to pass knowledge on to the Akharonians and protect them during the early stages of civilisation. The Children brought knowledge to the Akharonians in the form of alchemical power, but this knowledge was only given in small pieces. It was important to Pol that the people of Akharon developed at careful rate, so information was only passed on when Akharon was ready for it.

After Pol was slain by Neph, the Children suddenly lost their connection to their father after feeling the death of their deity. The Children went mad with grief and anguish, and began to act erratically. They turned their immense power against those they were meant to guide.

Some Children are drawn to Stronghold, likely because Pol's fallen body is buried beneath it. They seek to reconnect with Pol at any cost. Their deadly arcane weapons disintegrate flesh (leaving behind all metal and alchemy), and they emit a field of energy that causes sickness in all living things around them.

These Children still hold the keys to alchemy inside them, in the form of sparks and many rare Arcanium components. Many Vanguard parties have been sent to hunt these Children. Not just to protect new settlements, but also to harvest them for their parts.

The Truth: Children of Pol are psychopathic robots known as Mechonids (Core Rule Book, pg: 316).

Guardians of Dray

The Ruins of Dray, which are marked by the symbol of this god, are treasure troves of celestial knowledge and supplies. Unfortunately, they're also guarded by Dray's servants, seemingly immortal forms with grey flesh that do not require rest or sustenance, futilely attempting to carrying out Dray's final orders.

Guardians are slow and strike awkwardly, but incredibly tough and rarely found alone, often gathering in large groups, and able to continue on no matter how many limbs they've lost. The only known way to permanently end a Guardian is to destroy their entire body, usually by consuming them with fire. But you'd better make sure they're turned to ash, else they rise again and continue their vigil.

The Guardians don't appear to notice passers-by unless they are directly interfered with. In fact, some Vanguard have been known to sneak among them safely, careful not to bump into or touch any, lest they attract a horde.

The Truth: Guardians of Dray are a type of organic robots known as Flesh (Antagonist Archive, pg: 100).

Wraiths of Nix

Nix never took an active role in the development of Akharon. She sent gifts and helped the races to develop their culture, but she enjoyed the shadows, preferring to rule over her Kingdom of the Dead instead.

Nix's reign over the afterlife allows her to interact more closely with the spiritual realm than the other gods, drawing on the spirits for help. As her throne passes through the skies of Akharon, spiritual powers are amplified, and the veil between the living and the dead is at its thinnest.

Nix created a door between worlds within this thin veil, and used it to send spirits to the realm of the living. Some of these creatures, called Wraiths, were still dead, but able to walk the earth using Nix's power. These Wraiths were safeguarded by Nix to prevent interference with the world, turning them into glorified messengers.

With Nix's presence no longer amongst them, these safeguards have been removed. Now, Wraiths are amongst the most dangerous creatures on Akharon. They live in nightmares and haunt the shadows, their touch can rot away skin and their very presence turns the air cold. Individual Wraiths might not be evil, but their mere presence is enough to cause untold chaos. Usually, Wraiths cross over to enact vengeance, but in rare instances they have been known to appear in moments of need to help desperate adventurers.

The Truth: Wraiths are psionic ghosts known as Echoes (Protagonist Archive, pg: 21).



Guardians of Dray	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Meaty Fists	-1	1	2	2nd	8	3	-	1	Hammer, Primitive.	1	3	15	3	6	2

Shield Bash (5), Modifications: 2 Handed Practice, Heavy.

Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +0, Combat Order: 0.

Traits/Notes: Troop Group, Durable, Heavy.

Tiny Children of Pol	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Arcane Marker Beam	+3	4	30	2nd	4	0	20	0	Bow, L-O, A, A Head, Marker.	2	8	15	2	4	2

Natural, Modifications: Familiar, (Natural), (One Stat Line).

Strong Hit: Marked (Hit) All Attacks gain +1 Hit and End Dmg vs all damaged characters until the end of Combat (Stacks).

Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +3, Combat Order: 0.

Traits/Notes: Troop Group, Fast (Momentum 1: Your next Attack gains +2d6 Hit (Stacks)), Marauder.

Insane Child of Pol

Skilled

Body Attributes	Str 5	1	Head Attributes	Foc 3	4	Def	10 + Ref + Cover + -3 = 10	Body Arm	2	Combat Order	Int + 4 = 4
	Ref 3	2		Int 4	5	vs Tac	Defence + Str + 15	Head Arm	2	Max Momentum	Foc + 3 = 3
	Mov 4	3		Wil 3	6	End	10 + (Str x5) + 35	at 0 End	-0	Stealth	2 + 2 = 4
								Recovery	Foc + 3 = 3		

Weapon (Select One)	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Metal Claws	+1d6+4	1	1	1st	4	3	-	2	3	Blade, Primitive.	2

Dual, Modifications: Familiar, 2 Dual Wield, Magical, Powerful.

Arcane Vortex	+2	4	30	2nd	4	2	16	1	2	Bow, Primitive, Alchemical Head, Alchemy, Vortex.	2
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Strong Hit (5-6), Natural, Modifications: Familiar, Practiced, (Natural), (One Stat Line).

Strong Hit: Massive Vortex (Hit) All non-huge damaged characters become Tripped.

Notes	Description
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Child of Pol At the start of your Turn, deal 3 Endurance Damage to all non-Children of Pol characters within 20 spaces of you.

Explosive On your Death: deal 3 End and Crit Dmg to all enemy characters within 1d2 spaces of you (as if it were an Attack the Ground Splash Attack).

Vengeful Wraith

Skilled

Body Attributes	Str 3	1	Head Attributes	Foc 3	4	Def	10 + Ref + Cover + -4 = 18	Body Arm	2	Combat Order	Int + 2 = 2
	Ref 4	2		Int 3	5	vs Tac	Defence + Str + 21	Head Arm	2	Max Momentum	Foc + 3 = 3
	Mov 3	3		Wil 3	6	End	10 + (Str x5) + 25	at 0 End	-0	Stealth	2 + 2 = 4
								Recovery	Foc + 3 = 3		

Weapon (Select One)	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Ethereal Touch	-1d6+5	1	2	2nd	8	3	-	1	2	Axe, Steel.	2

Strong Hit (5-6), Natural, Modifications: Familiar, 2 Handed Practice, (Natural), (One Stat Line).

Haunt	-2	4	12	2nd	4	0	-	1	-	Enchantment, Mental Nudge.	2
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Strong Hit (5-6), Natural, Momentum 1: Your next Attack with this Weapon does not break your Stealth, Modifications: Familiar, Practiced, Slow Time, Mind Worm.

Strong Hit: Slow Time (Once per Turn, Hit) You may perform 1 free Action with Strong Hit -1 at the end of your Turn.

Strong Hit: Mind Worm (Hit) All damaged characters suffer -4 Hit on their next Attack (does not Stack).

Notes	Description
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Wraith You may Teleport, Fly and are Incorporeal. You gain +1 Body and Head Armour vs opponents who you cannot perceive (eg: Stealthed).

Strong Hit: Haunt (Hit) All enemies not adjacent to an ally take 4 Endurance Damage.

You gain Strong Hit +1 when directly targeting an enchanter. Enchanters gain Strong Hit +1 when directly targeting you.

Death Throes When you die: you may immediately perform one free Action.

Fey Touched

"I spoke a wish to the fairies upon the eve of my tenth Name Day, asking that they bless my day with fun and clear skies under which we could dance. Unfortunately, it was a Goblin who heard my call and I, in my youthful naivety made a deal with the little creature. I couldn't have asked for a more beautiful Name Day... if only I could have attended. Instead, I spent the day inside, recovering from a wild adventure of which I barely survived."

- Adam Birthwood.

There exist many worlds beyond our understanding: The Sands of Eternity, the Kingdom of the Dead; but none are as strange to us as the Fey Realm. Elves, Pixies, Gnomes, Goblins, Nymphs, Wisps and all manner of strange magical beings flutter between our world and their own. They are wild and amoral creatures, with malicious, chaotic, and on occasion deadly, senses of humour and fun.

It has been suggested that the shadowy world of the Fey is parallel to ours, with its own King, Queen and Royal Court. Occasionally, these creatures will abandon their world for our own, and spread their fairy magic across Akharon, granting their immense, and often unwanted, powers to others.

Whether they use their powers for good or evil, fairies seem to be neutral when it comes to matters of Akharon. They did not take a side when Pol and Neph went to battle, nor did they pledge allegiance to the Archdruid or Stronghold. In fact, there were very few reported fairy sightings during the length of the Druidic War.

The Truth: Fey are creatures that are infected by a dense swarm of psionic nanites (Protagonist Archive, pg: 109). This technology rewires the mind of its victim, forming a symbiotic relationship that networks their hosts to a vast psionic network, and a little bit of every previous mind that the swarm had previously connected to. Fairy creatures, such as Pixies, Will-O-Wisps and Goblins, are normal Akharonian creatures subjected to these nanites.

Pixies

There are many recorded types of Fairy: the most common being the Pixie. A small, glowing insect or animal with strong enchantment powers. The size of a Pixie masks its great powers, and these creatures should not be underestimated. Pixies often appear in clusters, and stick to wild areas of natural beauty.

Many Vanguard have seen the Pixies up close, watching as they sing and flutter back and forth between our realities and their own in the blink of an eye. Pixies are able to alter people's perceptions of reality at a whim, as they play and test the morality of mortals, often appearing as a traveller in need or as a vulnerable animal.

Pixies are expert enchanters and many are sought out for their abilities by ambitious witches and warlocks. Pixies rarely appear when they're actively pursued, which poses a problem for any

enchanter wishing to learn from them.

There are many types of Pixies, most famous of which is the bright Will-O-Wisp, said to appear to lost travellers, offering them a light to guide their path.

The Fey-Touched

Small creatures, such as foxes, rabbits, birds, and small children make prime targets for raw fairy magic. When exposed to the Fey, they're temporarily granted amazing abilities. The exact manifestation of these abilities, and their duration, seems dependent on the magnitude of their exposure to the Fey Realm.

The mind of an animal can't always handle this influx of power, and sometimes these new abilities drive them mad, turning them feral and aggressive. Fey-Touched children experience a heightened sense of emotion and self-importance. Though the Fey-Touched can rarely control their abilities with precision, they're immensely dangerous combatants, able to blink through reality and rend people's minds asunder with a single blow. Even the most hardened Vanguard will go out of their way to avoid an encounter with a Fey-Touched.

Sometimes, a Fey-Touched will burn out after using their gifts, their mind wiped by the magnitudes of power. Some are lucky, and find their powers fade over time, returning them to their original state. In rare instances, the powers never leave as they adapt to their new powers, slowly turning into something altogether ethereal before vanishing into the Fey world to serve the Fairy Court.

Goblins

A particularly rare Fey creature is the Goblin. These ancient creatures are known tricksters, often appearing to grant wishes or boons to those who can entertain it. Goblins love games of wit and drama, often requiring the completion of such before presenting their gifts. Bargaining with a goblin never brings about the intended result, as they find a way to corrupt all that is asked of them. The appearance of Goblin is said to be bad luck, and many midwives and mothers use stories of Goblins to warn children away from dangerous locations or activities.

Redcaps are a particularly nasty type of Goblin that have little interest in playing fair. Their tricks and games are designed to isolate victims so that they may be eaten, and their blood used to redden their small hats.

The Truth: Goblins are what Fey-Touched children become if they form a permanent link with a nanite swarm. The nanites rewire their body to keep them from growing, but they still age, keeping the size and proportions of a child while carrying the large ears, nose, wrinkles and grey skin that come with hundreds of years of unnatural life.



Illusionary Stalkers	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Ensnaing Mist	+5	1	1	1st	3	2	-	1	Shield, Tackle-Push, Steel.	2	4	14 (18)	3	1	5
Natural, Crit Location 1d3+3. You gain Heavy Front Cover. Modifications: Familiar, Practiced, Spiked, (Natural), (Crit Location). Strong Hit: Bash (Hit) Your target becomes Suppressed and is Pushed back 1d3 (1 if they're Big, 0 if they're Huge) spaces away from you.															
Defence vs Tackle: 18, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +3, Combat Order: 0.															
Traits/Notes: Henchmen Group, Tackler (Strong Hit: Tackler (Hit) Apply a Tackle Effect to all damaged characters). You're an enchanter.															

Capricious Pixie	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Nasty Enchantments	+1*	4	12	2nd	8	1	-	1	Enchantment, Mental Nudge.	2	5	19	2	3	2
Strong Hit (5-6). Natural. *+1d6 Hit vs enchanters. Momentum 1: Your next Attack with this Weapon does not break your Stealth. Modifications: F, P, Open Soul, Terrorise.															
Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +4, Combat Order: 0.															
Traits/Notes: Troop Group, Agile, Special Move (You may Teleport). You're an enchanter.															

Fey Touched Child

Skilled

Body Attributes	Str	2	1	Head Attributes	Foc	2	4	Def	10 + Ref + Cover +		=		=	13	Body Arm	2	Combat Order	Int +		=	4
	Ref	3	2		Int	4	5		vs Tac	Defence + Str +		=		=		15		Head Arm	2	Max Momentum	Foc +
	Mov	4	3		Wil	3	6							at 0 End	0	Stealth	2 +		=	+3	
								End	10 + (Str x5) +		=		=	20	Recovery	Foc -		=	2		

Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Devastating Power	+3	7	65	3rd	8	5	6	3	1	Bow, Primitive, Broad, Enchantment, Flow.	2
Large, Shield Bash (4), Pen 2 min 4, Preload 1, Natural, Primitive, Modifications: Familiar, Familiar.											

Notes	Description
Fey Touched	You may Teleport. You have +2 Defence vs enchanters.
Master Plan	Strong Hit: Master Plan (Once per Turn, Hit) All allies gain +2 Hit and End Dmg for the remainder of the Combat (Stacks).
Guarded	If you make no Attack Rolls during your Turn, you gain +2 Armour until your next Turn.

Goblin

Monster

Body Attributes	Str	3	1	Head Attributes	Foc	5	4	Def	10 + Ref + Cover +		=		=	20	Body Arm	2	Combat Order	Int +		=	6
	Ref	5	2		Int	5	5		vs Tac	Defence + Str +		=		=		23		Head Arm	2	Max Momentum	Foc +
	Mov	4	3		Wil	5	6							at 0 End	0	Stealth	2 +		=	+4	
								End	10 + (Str x5) +		=		=	25	Recovery	Foc -		=	5		

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Distorted Enchantments	-1d6+3*	2	16	3rd	6	2	-	1	-	Enchantment, Storm.	4
Splash 1. Strong Hit (5-6). Shield Bash (2), *+1d6 Hit vs enchanters, Natural. Modifications: Practiced, Open Soul.											
	+4*	2	16	5th	5	3	4	1		Enchantment, Flow.	
Strong Hit (5-6). Shield Bash (2), *+1d6 Hit vs enchanters, Natural. Momentum 1: Strong Hit +1 (Stacks). Modifications: Familiar, Practiced, Open Soul.											
Warp Time	+3*	1	1	1st	6	1	-	1	0	Shield, Tackle-Push, Wood, Enchantment, M Nudge.	0
You gain Light Front Cover, Blunt, Shield Bash (3). When you take Damage from an Attack you may choose to destroy this item and take no Damage from this Attack. *+1d6 Hit vs enchanters, Natural. Modifications: Familiar, Practiced, Familiar, Practiced, Open Soul.											

Notes	Description
Fey Touched	You may Teleport. You have +2 Defence vs enchanters.
Monster	You may perform 3 Actions per Turn.
Impairer	Characters Grabbed by you take 6 End Dmg at the start of their Turn. Momentum 1: One of your Weapons gains the Weapon Type: Tackle (18) until your next Turn.
Nightmare	Strong Hit: Nightmare (Enchantment, Once per Action, Hit) A damaged character suffers 1 point of Damage (no Armour) to a random (1d3+3) Attribute.

Elementals

"Before the war Elementals were considered myth, as there had been no reported sightings in many generations. After the war, reports began to return to Stronghold of Vanguard encountering these strange Elemental beasts. At first the reports were ignored, but people wanted to believe there was a force out there hunting Nephilim. Perhaps these creatures of legend had returned, drawn out from their slumber by the decline of civilisation. Or perhaps they were always there, hiding in the shadows, just beyond our view."

- Tlalc Brightstar, scribe of the Seventh Order.

Elementals create bodies for themselves from physical materials and they come in a variety of shapes and sizes, with the larger ones displaying the most cunning and aggression. All Elementals are consumed by an insatiable hunger for living things, especially Nephilim.

All Elementals wear a face-like mask. These masks are carved with patterns and markings that might be language, suggesting the Elementals are self-aware, intelligent and possibly have some form of a culture. Some believe these carved masks were enchanted by ancient alchemists who were attempting to mimic the gods and their abilities to create life.

Others have determined a 'Black Soul' to be responsible for the creation of an Elemental. Whenever an Elemental is destroyed, this black, murky form can be seen escaping from the body, vanishing into the ground. This is thought to be the essence of the Elemental, escaping into the ground to form a new body for itself.

One thing is agreed upon: the creation of Elementals is not tied to any specific god. The Elementals are not spoken about in the Eternal Sagas, and the priesthood offers no answers. Neph would be the most likely culprit in the creation of these beings of nature, but Elementals appear to seek out and destroy Nephilim whenever they can, often going miles out of their way to feed on a Nephilim instead of easier game. It has also been noted that Elementals may not eat for sustenance, as they never stop consuming. Either the act of eating is enjoyable, or the hunger of an Elemental is so deep that it can never be satiated. Elementals have also been known to consume one another, a practice that is thought to increase their size.

Elementals can be crafted from any physical substance: sand, clay, stone, even water. The key to defeating each type of Elemental may vary; all, except Water Elementals, share a weakness to fire. Being exposed to flame appears to drive out the Black Soul inside an Elemental and, once the soul is gone, the body crumbles.

The Truth: Elementals are altered Zhou (Protagonist Archive, pg: 86), the same in every way except that they are unable to increase their Zhou mass.

Stone Elementals

Stone Elementals are the most common Elemental, as the substance is readily available and makes durable bodies. Old Stone Elementals have carefully crafted forms with well-worn rocks, and are often covered in plant life, presumably for camouflage or due to prolonged periods of slumber. Young Stone Elementals can be quite large, but their bodies are often cumbersome and ill-formed.

It is by studying the Stone Elementals that researchers first began to see a social structure underlying the way Elementals interact with each other. Most Stone Elementals have runes and inscriptions carved into their body in an unknown language. No one has been able to deduce the meanings of these carvings, but they certainly appear to play an important role within Elemental society.

Stone Elementals are notoriously difficult to defeat, as their stone skin deflects most blows. Large weapons such as hammers and picks, or alchemical fire are the most effective means of bringing down these mighty foes.

Water Elementals

The Black Souls of Elementals swim and hunt freely amongst Akharon's many waterways and seas. Almost impossible to spot, and impervious to all danger, they are true masters of their domain.

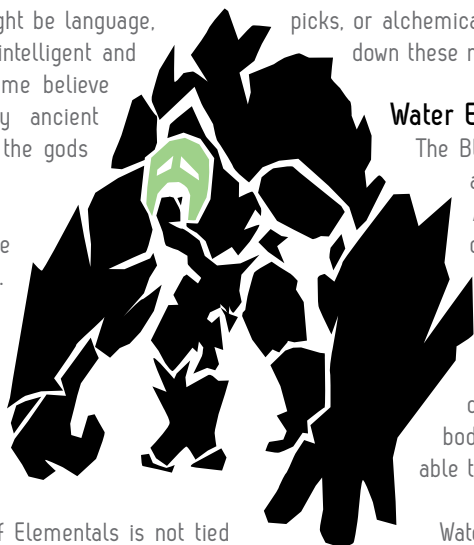
Water Elementals may create temporary bodies for themselves when they exit the water. It appears to take a great amount of determination and skill for them to shape these bodies, indicating that those Black Souls that are able to do so are incredibly gifted.

Water Elementals move in unpredictable ways, flowing like the liquid that makes up their form. While they are immune to traditional weapons, including fire, their concentration may be broken through repeated blows to their form.

Metal Elementals

There are no ancient legends or stories involving Metal Elementals. Either because they never existed before recent years or because they were so rare that no one ever saw one. Metal Elementals form their bodies out of materials left behind on the battlefield, or from exotic material such as Arcanium, from divine ruins of Corp, Dray or Pol.

Metal Elementals are tougher and more capable than their brethren, due to the structural strength of their bodies, but also rarer. It is difficult to find pockets of metal large enough to form a body, and some believe Metal Elementals were formed from the remains of Children of Pol. These believers treat the Metal Elementals with a sense of religious reverence, and caution.



Dirt Elemental	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Whack!	+1	1	2	2nd	6	2	-	1	Hammer, Br. Alc. Goop.	2	5	15	2	5	2
Shield Bash (2), Strong Hit (5-6), Blunt, Modifications: Familiar, Practiced, 2 Handed Practice, Low-Quality.															
Strong Hit: Goop (Hit) A damaged character becomes Ensnared (16) and has their Movement reduced by 2 until the start of your next Turn (Stacks).															
Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +1, Combat Order: 0.															
Traits/Notes: Troop Group, Durable, Gain Power (Strong Hit: Gain Power (Hit) You gain +2 Momentum).															

Water Elemental

Skilled

Body Attributes Str 1 Ref 2 Mov 3	Head Attributes Foc 4 Int 5 Wil 6	Def 10 + Ref + Cover + = vs Tac Defence + Str + = End 10 + (Str x5) + =	Body Arm Head Arm at 0 End Recovery Foc + =	Combat Order Int + = Max Momentum Foc + = Stealth 2 + =
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Weapon (Select One)	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Water Whip	-1d6+4	1	4	3rd	5	3	-	2	-	Axe, Primitive.	3
Natural, Zone +1, Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack), Modifications: Familiar, Practiced, (Natural), (Weight -).											
	+2*	2	5	2nd	4*	3	-	2		Polearm, Steel.	
Natural, Zone +1, *+2 Hit and End Dmg vs characters who Charged during their previous/current Turn OR who are Mounted, Big or Huge. Modifications: (Natural).											
Caustic Spray	-1	4	13	2nd	3	2	5	0	-	Alchemy, Corrosive Acid.	3
Splash 2, Strong Hit (5-6), Natural, Burn.											
Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head & Body Armour by 1 (minimum 2) until they make a Spare Time Roll of 12t (Stacks).											

Notes	Description
Elemental	You suffer no penalties from non-heat related hostile environments (eg: cold, underwater, etc...). You gain a free Recovery when you damage a Grabbed organic character. Reduce all Attribute Damage against you by 1, to a minimum of 1. Fire Weapons deal +2 End Dmg against you.
Assassin	+4 Movement while Stealthed. Momentum 1: Make a free Stealth Roll.
Special Move	You're Incorporeal.
(Special Ability)	Fire Weapons do not deal +2 End Dmg to you, they deal -2 End Dmg to you. +1 Max Rng, +1 Armour while in Water, -2 Attribute Points.

Massive Stone Elemental

Monster

Body Attributes Str 1 Ref 2 Mov 3	Head Attributes Foc 4 Int 5 Wil 6	Def 10 + Ref + Cover + = vs Tac Defence + Str + = End 10 + (Str x5) + =	Body Arm Head Arm at 0 End Recovery Foc + =	Combat Order Int + = Max Momentum Foc + = Stealth 2 + =
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Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Massive Blow	+0	1	3	3rd	12	3	-	2	5	Hammer, Infused, Alchemy, Delayed Blast.	5
Large, Shield Bash (7), Modifications: Familiar, Practiced, Painful.											
Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).											

Notes	Description
Elemental	You suffer no penalties from non-heat related hostile environments (eg: cold, underwater, etc...). You gain a free Recovery when you damage a Grabbed organic character. Reduce all Attribute Damage against you by 1, to a minimum of 1. Fire Weapons deal +2 End Dmg against you.
Monster	You may perform 3 Actions per Turn.
Impairer	Characters Grabbed by you take 6 End Dmg at the start of their Turn. Momentum 1: One of your Weapons gains the Weapon Type: Tackle (18) until your next Turn.
Power Well	At the start of your Turn you gain +1 Momentum.
Explosive	On your Death: deal 3 End and Crit Dmg to all enemy characters within 1d2 spaces of you (as if it were an Attack the Ground Splash Attack).
(Huge, Special Ability)	You're Huge. Attacks that can't reach your Head may gain Crit Location 1d3 (normally 1d6). +4 Defence vs Tackle.

Cultured

"In this world of magic and excitement, it's important we do not forget to recognise the ordinary people who work to make our daily lives better: the farmers, the labourers, the dock workers and riverboat crew. Without these people, Akharon would have no future."

- Tobias Write, Stronghold Sergeant.

Stronghold Guards

Most of Stronghold's guards have never seen lethal combat. They were trained in preparation for an invasion from the Legion Tribes, but the invasion force never breached the walls. These guards have now been redirected to control the burgeoning population of the city and to protect its ruler's interests. Most are weak and greedy, prone to bribery and moonlighting as mercenaries.

Witch-Hunters

Originally trained to hunt down wayward enchanters, Witch-Hunters have become a specialised force, trained to counteract magic users. They are not magic users by trade, though some alchemists are included in their ranks, but are taught the vulnerabilities of each form of magic and excel in hand-to-hand combat.

The primary task of the Witch-Hunters is to hunt down rogue magic users, especially the druids and rogue enchanters.

Barbarian Tribes

Barbarian Tribes rose from all corners of Akharon to answer the call of the druids. With the death of the Archdruid most turned into nomadic ravagers, striking out at any opportunity for gain.

Barbarians make extensive use of their surroundings and scavenge what supplies they can. While some refuse to use forged equipment due to religious reasons, most will not hesitate to make use of a well-worn metal sword or shield. Barbarians tend to favour light armour made from natural materials, such as hide or Nephilim carapace, for ease of movement and camouflage.

Bandits

Many people have been unable to fit into this new world, or have discovered that chaos brings opportunities to those of loose morals. Bandits roam the pathways and streams of Akharon searching for rich targets. As Stronghold's guards cannot be retasked to hunt bandits, it is up to the Vanguard to deal with bandit camps as they are discovered.

Soldiers

Most of Stronghold's army, which was itself comprised of the survivors of the armies from all the various Kingdoms that made up the King's Alliance, was almost destroyed during the Druidic War and the arrival of the Dragon Languorem. What is left can't rightfully be called an army, but it is growing over time as civilisation stabilises itself. Unlike city guards, professional soldiers are well-fed and well-armed, despite being poorly paid (at least according to them).

Most noble houses maintain a small private army that is used to secure control over their assets and interests. Only in the most dire of situations will they band together to fight a greater threat.

Balanced to fight PCs with Resources = 4-6

Guards/Bandits	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Cheap Sword	+2	2	2	1st	3	3	-	1	Blade, Steel.	1	4	14 (16)	3	1	5
Modifications: Familiar, Low Quality.															
Buckler	+5	1	1	1st	5	2	-	1	Shield, Tackle-Push, Steel.	1					
You gain Light Front Cover, Blunt, Shield Bash (3). Modifications: Familiar.															
Strong Hit: Bash (Hit) Your target becomes Suppressed and is Pushed back 1d3 (1 if they're Big, 0 if they're Huge) spaces away from you.															
Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.															
Traits/Notes: Henchmen Group, Power Well (At the start of your Turn you gain +1 Momentum).															
Barbarians/Soldiers	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Broadsword	+7	2	2	1st	6	3	-	1	Blade, Steel.	2	5	13 (17)	2	3	2
Modifications: Familiar, Practiced, Painful.															
Big Shield	+3	1	1	1st	2	1	-	2	Shield, Tackle-Push, Primitive.	0					
You gain Heavy Front Cover, Blunt, Shield Bash (2), Primitive. Modifications: Practiced.															
Defence vs Tackle: 16, Max Weapon Weight: 3, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.															
Traits/Notes: Troop Group, Well-Armed, Formation (You gain +2 Hit, End Dmg and Defence per adjacent ally (Stacks)).															
Ranged	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weapon Type & Variations	Res	Move	Defence	Armour	Durability	Bodies
Short Bow	+3	5	35	2nd	5	3	12	0	Bow, Quality Wood, Barbed.	2	5	14	2	3	2
Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Modifications: Practiced.															
	+6	5	35	2nd	3	3	2	0	Bow, Quality Wood, Broad.						
Large, Modifications: Familiar.															
Defence vs Tackle: 16, Max Weapon Weight: 5, Weapon Attribute Value: 3, Stealth: +2, Combat Order: 0.															
Traits/Notes: Troop Group, Marauder, Hunt Prey (Strong Hit: Hunt Prey (Ready Attack, Hit) You gain Strong Hit +1 vs your target for the remainder of the Combat (does not Stack)).															

Legion Commander

Skilled

Body Attributes: Str 4, Ref 3, Mov 2
Head Attributes: Foc 2, Int 4, Wil 3
Def vs Tac: 10 + Ref + Cover + 1 = 14
 Defence + Str + 2 = 19
End: 10 + (Str x5) + 1 = 30
Body Arm: 3
Head Arm: 3
Recovery: Foc + 1 = 3
Combat Order: Int + 4 = 4
Max Momentum: Foc + 2 = 2
Stealth: 2 + (-1) = +1

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Short Sword	+3	1	2	1st	3	3	-	1	1	Blade, Steel.	1
Large Shield	+3	1	1	1st	2	1	-	2	4	Shield, Tackle-Push, Primitive.	1

You gain Heavy Front Cover, Blunt, Shield Bash (2), **Modifications:** Practiced.

Notes	Description
Master Plan	Strong Hit: Master Plan (Once per Turn, Hit) All allies gain +2 Hit and End Dmg for the remainder of the Combat (Stacks).
Well-Supplied	You may gain a Utility Item (Gear, Banner: Large, Set Up 1, Pull Down 2, All allies within 4 of a Set Up Banner gain +2 Hit and End Dmg (does not Stack). Your group may have only 1 Banner Set Up at any one time).

Remnant Witch-Hunter

Skilled

Body Attributes: Str 3, Ref 4, Mov 4
Head Attributes: Foc 4, Int 3, Wil 3
Def vs Tac: 10 + Ref + Cover + 6 = 20
 Defence + Str + 2 = 22
End: 10 + (Str x5) + 5 = 25
Body Arm: 2
Head Arm: 2
Recovery: Foc + 2 = 4
Combat Order: Int + 1 = 3
Max Momentum: Foc + 4 = 4
Stealth: 2 + 2 = +4

Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Dual Short Sword	+1d6+5	1	1	1st	6	3	-	1	1	Blade, Steel.	1 (2)

Dual, **Modifications:** Familiar, Dual Wield

Notes	Description
Remnant	If you take 2 or more Attribute Damage between your Turns, you start to Bleed.

Tolatl Alchemist

Skilled

Body Attributes: Str 2, Ref 3, Mov 3
Head Attributes: Foc 4, Int 3, Wil 3
Def vs Tac: 10 + Ref + Cover + 1 = 14
 Defence + Str + 2 = 16
End: 10 + (Str x5) + (-10) = 10
Body Arm: 2
Head Arm: 2
Recovery: Foc + 2 = 4
Combat Order: Int + 3 = 3
Max Momentum: Foc + 4 = 4
Stealth: 2 + 2 = +2

Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variation.	Resources
Field Satchel	-1d6+4	3	Str x4	2nd	8	4	4	1	1	Alchemy, Potion, Blast.	3

Strong Hit (5-6), Shield Bash (2), **Modifications:** Familiar, Practiced, Painful.
 Strong Hit: **Knock Back** (Once per Attack, Hit) A damaged character is pushed 1d3 (1d6 if they're Tiny, and 1 if they're Huge) spaces back.
 +2 3 Str x4 2nd 7 3 3 1 Alchemy, Potion, Searing Flame.
 Splash 1. Strong Hit (5-6), Shield Bash (3), Energy, Burn, **Modifications:** Familiar, Practiced, Extra Potions.
 Strong Hit: **Sear Flesh** (Hit) All damaged characters suffer -1 Defence until the end of the Combat (Stacks).

Notes	Description
Tolatl	Your tail counts as an extra limb that can use Small items.
Power Source	At the start of your Turn you gain +2 Momentum.





Lists

There are legendary creatures who roam the wilds: golems made of rock and bark who answer to no god. Their very existence is a mystery to the people of Akharon.

Aneni grew up listening to these stories, told by her grandmother over their nightly fire. The legend that stood out most in her mind was that of the Stone Elemental, an enormous beast with an endless hunger that had driven it mad. Some nights, Aneni believed she could hear its thunderous footsteps echoing through the forest.

An Elemental cannot be killed, or so the stories say. It is an animation of stone and bark possessed by an ancient spirit. If its body falls asunder, its black soul slips away into the earth, biding its time until it can return again in a new body, formed from the earth around it.

The Elemental was a hero in the legends, fighting against the evil children of Neph to protect the people of Akharon, with no explanation as to why. For some reason this idea thrilled Aneni: she thought that somewhere out there, an incredible strength was waiting to protect her and fight her enemies.

She made the study of this Elemental her life's work, compiling stories and legends from countless kingdoms, trying to separate truth from myth. Her colleagues scoffed at her, accusing her of chasing a myth, but this did little to deter Aneni from her quest. She would discover the truth behind its motives.

She was convinced the Elementals were real, convinced that one day she would find one and talk to it. Even after countless failed expeditions, lost fortunes, and a ruined reputation, she still continued her search.

And now, decades later, she stood face to face with the legend. She expected to feel a sense of relief, of vindication. Yet in this moment, struck by awe at the sight of this giant being, she felt nothing but fear. She could see only the hunger in its hollow black eyes as it gorged itself on a fallen Nephilim. She trembled as she finally began to comprehend the madness that swirled within this titanic creature. She turned and ran without a backward glance.

Some legends should remain myth.

Character Lists

Race (Must Select 1)

Race	Requirements	Benefits	Disadvantages
Kaltoran		Reduce all of your Limited Vision and Low Light Cover penalties by 1 Step. Select a second, different, Background. You may make a Resolve Skill Roll to look into your ancestors' memories. +1 Awareness. +1 Hit and Defence if you're an NPC.	-1 max Strength and Focus. -5 Endurance (-0 if you're an NPC). Skill bonuses from multiple Backgrounds do not Stack.
Legion		You may be Big. +1 Body and Head Armour. +2 Defence vs Tackle. You suffer no penalties from arctic and cold environments (including Cold Dangerous Terrain).	-2 max Movement. -1 Armour when you're at 0 Endurance. Complication: Inner Fire (pg: 43).
Remnant		You may be Big and suffer -1 Defence. +2 Attribute Points.	-1 Maximum Renewn. If you take 2 or more Attribute Damage between your Turns, you start to Bleed.
Tolatl		You're Tiny. +1 Maximum Resources and Renewn. +1 Defence. +1 Stealth. Your tail counts as an extra limb that can use Small items.	-2 max Strength. -1 max Movement. -4 Equipment Slots. Prejudice from some NPCs.
Twi (Twi-Far)	GM Approval	Spirit-Blast: A single Resource cost 1 or 2 Weapon (or any cost if you're an NPC) gains the Energy, Natural and Slow Keywords, and has 0 Weight. +1 Body and Head Armour vs Energy.	-2 Stealth. -2 max Strength. Any Weapon with the Energy Keyword that causes you Endurance Damage gains Splash +1.
Animated	NPC	(Animated Organic Matter, Blighted, Slow Animals, Flesh, Robots, Weak Child of Pol, etc...) +10 Endurance.	
Beast	NPC	(Agile Animals, Weak Nephilim, Primal People, etc...) Momentum 1: Move 2 spaces (this may cause an Attack to miss you).	
Child of Pol (Mechonid)	NPC	At the start of your Turn, deal 3 (10 if you are a Monster NPC) Endurance Damage to all non-Children of Pol characters within 20 spaces of you.	-2 Defence.
Elemental (Altered-Zhou)	NPC	You suffer no penalties from non-heat related hostile environments (eg: cold, underwater, etc...) You gain a free Recovery when you damage a Grabbed organic character. Reduce all Attribute Damage against you by 1, to a minimum of 1.	You may not use hot weapons (ie: fire). Fire Weapons deal +2 End Dmg against you.
Fey Touched (Nanite-Infested)	NPC	You may Teleport. Your Weapons gain the Enchantment Weapon Type, Natural Keyword, and -3 Weight OR +1 Ammo. You have +2 Defence vs enchanters.	Enchanters gain +2 Defence against you.
Nephilim	NPC	+3 End Dmg, all Weapons. +2 Recovery.	
Forest Spirit (Energy Faren)	NPC	You may Fly and are Incorporeal. +1 Body and Head Armour vs Energy. If you take Attribute Damage from a non-Energy Weapon, a Spirit Henchmen Group within your area gains +2 Bodies (even if they currently have 0 Bodies). +10 Defence vs Tackle.	If you die from an Energy Weapon, all characters within 10 of you take 10 Endurance Damage. Reduce all Low Light Cover by 2 in a Splash area of 5 (10 if you're a Monster) around you.
Wraith (Echo)	NPC	You may Teleport, Fly and are Incorporeal. Strong Hit: Haunt (Hit) All enemies not adjacent to an ally take 4 (10 if you're a Monster) Endurance Damage. You gain +1 Body and Head Armour vs opponents who you cannot perceive (eg: Stealthed). You gain Strong Hit +1 when directly targeting an enchanter.	Enchanters gain Strong Hit +1 when directly targeting you.

Half-Blood	<p>Gain a Language or a Knowledge.</p> <p>Gain 2 of the following:</p> <p>Kaltoran: Reduce all of your Limited Vision and Low Light Cover penalties by 1 Step.</p> <p>Legion: +4 Endurance, +2 Defence vs Tackle, -1 max Movement.</p> <p>Remnant: +1 Attribute Point, all Healing Rolls that include you suffer -1 (Stacks).</p> <p>Twil: +1 Body and Head Armour vs Energy, -1 Stealth.</p> <p>Nephilim: +2 End Dmg (all Weapons), -1 max Renown, -1 Persuasion and Heraldry.</p>	<p>You're NOT a super special snowflake!</p> <p>You may not breed (unless you're part Nephilim).</p>
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Background (Must Select 1)

Background	Requirements	Benefits	Disadvantages
Darkness	<p>Kaltoran or Nephilim, 3 Kn GM Approval</p>	<p>Kaltorans may Retro a Background to Darkness if they pay the required 3 Knowledge.</p> <p>Reduce all of your Limited Vision and Low Light Cover penalties by 1 Step.</p> <p>+2 to all non-Combat rolls connected to ancient technologies and languages.</p>	<p>Complication: You're a little odd.</p> <p>-1 Fauna and Forestry.</p> <p>-1 max Focus.</p>
Miscreant		<p>+1 Persuasion and Streetwise.</p> <p>At the start of each Combat you gain +1 Momentum (+3 if you gain a Surprise Round).</p> <p>Surprise Rounds grant you +2 Momentum (normally +1).</p> <p>Gain a Rank 1 Friendship Perk.</p>	<p>-1 max Renown.</p> <p>-1 Resolve.</p>
Noble	Not Half-Blood	<p>+1 Stewardship and Heraldry.</p> <p>+1 max Renown.</p> <p>Gain a Rank 1 Title Perk.</p>	-1 Pathfinding.
Religious		<p>+1 Apothecary and Philosophy.</p> <p>+2 to all Study Spare Time Rolls.</p> <p>Gain a Language.</p> <p>Gain a Rank 1 Religious Perk.</p>	Complication: Moral Code.
Rural		<p>+1 Physical and Forestry.</p> <p>Pick One: One of your Holdings produces +1 Food, Lumber or Stone (Stacks).</p> <p>Pick One: One of your Holdings produces +1 Herbs, Beasts or Ore (Stacks).</p> <p>+1 to all Levy Spare Time Rolls.</p>	-1 Heraldry.
Soldier		<p>+1 Leadership and Resolve.</p> <p>+1 Hit, all Weapons.</p> <p>+3 Endurance.</p>	-1 to all Crafting Spare Time Rolls.
Tradesman		<p>+1 Construction and Metallurgy.</p> <p>+1 Equipment Slot.</p> <p>You're Trained in an additional Education Skill.</p>	-1 Stealth.
Tribal		<p>+1 Stealth and Fauna.</p> <p>One of your Companions costs -1 Resource and gains +1 End Dmg.</p>	-1 to all Study Spare Time Rolls.
Wild		<p>+1 Awareness and Pathfinding.</p> <p>If your opponents gain a Surprise Round: you do too.</p> <p>+2 End Dmg, Primitive.</p> <p>+1 Combat Order.</p>	<p>Complication: Illiterate (you may spend 1 Knowledge to remove this).</p> <p>-1 Stewardship.</p>

Example Perks

Fame	Description
1. Prominence	+1 to Leadership and Persuasion with people who like your rep.
1. Infamy	Strong Hit: Heard of Me (see pg: 60). -1 to Leadership and Persuasion with people who do not like your rep.
2. Celebrity	Strong Hit: Fame (see pg: 60).
3. Legend	All enemy Henchman Groups have -1 Body (to a minimum of 3).

Friendship	Description
1. Contact	+1 to Spare Time Rolls with a Skill when you're with your contact.
1. Entourage	One of your Companions gains +1 Body and -1 Armour.
2. Ally	One of your Companions or Mounts costs -1 Resource.
2. Bailiff	May make Levy rolls for a Holding while you're not present.
3. Followers	Your Retainers gain +1 Body.
3. Organisation	+1 to all Spare Time Rolls when you're with your organisation.
4. Inspire	Your Retainers will stay with you until Death (normally for 1 session or mission), but you gain -2 to all Spare Time Rolls while they're present beyond 1 session or mission.

Guild	Description
	When choosing your first Guild Perk: select an Education Skill.
1. Apprentice	Access to guild halls with a Workshop.
1. Guild Warehouse	Access to 4 Cargo Space that may be accessed from any guild hall.
2. Journeyman	Workshops grant you a +3 bonus (normally +2) to your chosen Skill.
2. Quartermaster	At the start of each Session you gain 1 Quality Trade Good.
3. Master	+1 to your chosen skill.
3. Professional	You may make 1 free Spare Time Roll of your chosen Skill per session.
4. Grand Master	One of your Holdings produces +1 Treasure Trade Good per session. One of your Holdings gains +1 Wealth.

Religion	Description
1. Elder/Monk/Guide	Access to Workshops belonging to your faith without appointment.
2. Priest/Prior/Seer	All of your Holdings gain +1 Peasants.
3. Hierophant/ Abbot/Diviner	All of your Holdings gain +1 max Loyalty and Prosperity. One of your Holdings gains a free Religious Building (pg: 162).
4. Speaker Prophet/Oracle	All of your Holdings with a Religious Building cost -3 Renown.

Title	Description
1. Respected Noble	Access to Regency Council and you are respected by other nobles.
1. Tribal Elder	Access to other tribes and you are respected by your tribe.
1. Knight/ Lawspeaker	You have legal authority.
2. Lord	One of your Holdings gains a free Manor Building (pg: 162).
3. Baron	One of your Holdings gains +1 max Fields. One of your Holdings gains +1 Soldiers.
4. Count	One of your Holdings gains +1 max Woods and Hills. One of your Holdings gains +1 Soldiers.
5. Duke	One of your Holdings gains +1 max Security. One of your Holdings gains +2 Soldiers.

Example Complications

Complications	Description
Addiction	You must make a Resolve Skill Roll to resist your Addiction. You may never have more than 5 unspent Spare Time Points.
Bounty	Your GM may choose to increase the difficulty of a combat by adding a Skilled or Troop opponent.
Condition	With the GM's permission, you gain a Condition (pg: 63).
Enemy	A skilled enemy has lethal intent towards you.
Illiterate	You have a poor understanding of written language.
Inner Fire	If you have at least 1 available Spare Time Point and are idle for more than 1 day you are compelled to act!
Moral/ Religious Code	You must make a Resolve Skill Roll to act against your Code.
Obsession	You must make a Resolve Skill Roll to resist your Obsession. -2 to all Spare Time Rolls not connected to your Obsession.
Prejudice	-2 to all Leadership, Persuasion, and Spare Time Rolls when interacting with someone who is prejudiced against you.
Reputation	You may suffer -2 to Leadership, Persuasion, and Spare Time Rolls when interacting with someone who is aware of your negative Reputation.
Secret	If another character (player or NPC) discovers your secret, you lose a Spare Time Point, and gain a Willpower point.

Example Disability Conditions

Disability	Description
Maimed (Str)	-2 Equipment Slots. -2 max Endurance.
Disfigured (Str)	-1 max Renown. +1 Leadership.
Missing Finger(s) /Trimmed Tail (Ref)	-2 Hit with Weapons that use this Limb.
Uncoordinated (Ref)	-1 Defence.
Crippled Foot (Mov)	Full Move and Charge Actions do not grant you +2 Movement unless you're Mounted.
Ruined Knee (Mov)	If you move more than 5 spaces in a Turn while you are not Mounted you lose 5 Endurance.
Scatterbrain (Foc)	-1 to all Spare Time Rolls. +1 max Momentum.
Lost Eye (Foc)	-5 Max Range (min 4), all Weapons.
Stutter (Int)	-1 to Persuasion and Leadership.
Foolish (Int)	+1 Combat Order. +1 Hit, all Weapons. -2 Defence.
Nervous (Wil)	-2 Combat Order. -1 Hit, all Weapons. +1 Defence.
Fearful (Wil)	-2 Resolve.

Advancement Traits

Level	Requirements	Benefits	Disadvantages
Gifted		+1 Attribute point (may not go above Maximum).	
Jack of all Trades	1 Kn	Reduce all Untrained Skill Roll penalties to -1 (normally -2).	
Legend	Min Level 18 4 Kn	When you gain a Level you may gain +1 Attribute point and gain +1 to an Attribute Maximum (up to +2) OR +1 to a Skill (up to +2) rather than gaining a Trait.	Your Level may only ever increase your maximum Resources by +22.
Master of all Trades	6 Kn*	Reduce all Untrained Skill Roll penalties to -0 (normally -2). *4 Kn if you're Retroing 'Jack of all Trades' to this Trait.	
Mixed Blood	Half-Blood	If you spend 4 Knowledge you may immediately gain a second Level Trait. You may select Traits with a Racial Requirement that matches either of your Half-Bloods.	
Thinker	Min Int 3	Select one additional Skill to be Trained in.	

Resources	Requirements	Benefits	Disadvantages
Debt	Min Res 6 Not NPC	+2 to all Spare Time Rolls where money would help. Gain 2 Current Resources.	You do not gain 1 free Spare Time Point per session. To Retro this Trait you must pay 2 Current Resources or gain Complication: Enemy.
Hoarder	Min Foc 3 1 Kn	You gain +1 Maximum and Current Resources for every 10 Treasure Boxes that you own (Stacks to +2).	Complication: Reputation (Wealthy).
Notorious	Perk: Infamy	All of your non-Summon allies may gain +2 Hit and End Dmg (does not Stack).	All non-Summon allies have -2 Defence if they gain this Trait's bonus (does not Stack).
Royal Bribe	Not Wild 1 Kn	Once per session while in a settlement or city you may reduce your Current Resources by 1 to gain +1 Current Renown OR reduce your Current Renown by 1 to gain +1 Current Resource.	
Scavenger		You're able to use looted Weapons past 1 session (GM discretion). Gain 2 Quality Trade Goods.	Weapons looted in this way gain -1 Hit at the end of each session (Stacks), and it costs 12t to refill their Ammo.
Reserve	*	If you do not bring your Companion or Mount along (ie: you leave them outside the cave, or you choose to dual an enemy in one on one combat) you gain +1 Hit, End Dmg and Recovery. +2 Hit, Companions and Mounts.	*You must have a Companion or Mount that costs at least 2 Resources.
Self-Reliant	3 Kn	+1 Maximum Resource. Gain 1 Resource.	
Shrewd	1 Kn	You're careful with your money. +2 to all Spare Time Rolls to acquire items or services under 14t through the use of money.	-2 to all Spare Time Rolls to acquire items or services over 13t through the use of money.
Spender		Your third Weapon that would cost more than 2 Resources costs you 2 fewer Resources.	-1 Stewardship.
Thrifty	1 Kn	Reduce the Resource cost of 2 items that would have cost 1 Resource to 0.	

Renown	Requirements	Benefits	Disadvantages
Ascended	All-Power 8 Kn GM Permission	You do not age! +1 Attribute Point. +4 max Renown.	
Expensive Lifestyle		+3 Maximum Renown.	-1 max Resources.
Hero	Rank 1 Fame	You may Levy Retainers from any settlement (normally just your Holding) as if its Calculated stats (ie: Peasants and Soldiers) are equal to 3.	
Inheritance	Total Char Creation	Gain 3 Treasure Trade Boxes. Gain 1 Current Resource and Renown.	Make three 14t Persuasion or Leadership Spare Time Rolls to Retro this Trait or lose 2 Renown.
Power Flow	Two	+2 Hit and End Dmg, Energy.	-3 Hit, non-Energy.
Ruler	6 Kn GM Permission	You have founded a new nation! You may make 1 free Levy Spare Time Roll per session.	
Outcast	Min Level 5 GM Permission	Gain the Miscreant Background.	Skill bonuses from multiple Backgrounds do not Stack.
Lackeys	Total	You may have 2 Companions (normally limited to 1). +1 Hit and End Dmg, Companions.	

Attribute Traits

Strength	Requirements	Benefits	Disadvantages
Connected Soul	Twi 3 Kn	The point of origin of your Spirit Blast Weapon may come from one of your Spirits (rather than from you).	
Inner Blaze	Twi Half-Blood 1 Kn	Spirit-Blast: A single Resource cost 1, 2 or 3 Weapon (or any cost if you're an NPC) gains the Energy, Natural and Slow Keywords, and has 0 Weight.	Any Weapon with the Energy Keyword that causes you Endurance Damage gains Splash +1.
Powerful Spirit	Twi	Your Spirit Blast Weapon may cost up to 4 Resources (normally up to 2).	
Rip and Tear	Remnant, Nephilim or NPC	At the start of your Turn you may perform a free Assault Action with your Limbs (teeth or claws).	
Young	Max Str 3 Max Foc 4 Char Creation Not Big	NPCs tend to underestimate you. If you're not a Legion you may be Tiny and gain -2 Equipment Slots. +1 Cover Step. +1 Recovery.	Lose 1 Knowledge -1 to all Spare Time Rolls where money would help. -2 Attribute points.
Old	Max Str 3 Max Mov 3 Char Creation	Gain 2 Perks. Gain 1 Knowledge.	You may not Retro this Trait. -1 Physical. -1 Recovery.
Eye Candy		NPCs think you're attractive! +1 max Renown. +2 to all Persuasion and Leadership Skill re-rolls (including Effort) (does not Stack).	NPCs easily remember you.
Take It	Min Str 2 Not Kaltoran	+5 Endurance.	
Massive	Min Str 3 Not Tiny	+2 End Dmg, Large. Using a 2 Handed item in 1 Hand reduces your Hit and End Dmg by -2 (normally -4).	-1 Combat Order.
Sustained	Min Str 3	If you take no Endurance Damage between your Turns: you gain a free Recovery -2.	
Unstoppable	Min Str 4 Max Ref 3 1 Kn	+2 Defence vs Tackle. Ignore the first Strong Hit: Critical Hit against your character each Combat.	Adjacent allies do not reduce Endurance Damage due to you.

Reflexes	Requirements	Benefits	Disadvantages
Solid Build	Max Ref 1	+4 Defence vs Tackle. +6 Endurance.	-2 to all non-Strength related Physical Skill Rolls.
Daredevil		+1d6-2 to all Skill Rolls that would put you in harm's way (ie: risk Attribute Damage).	
Eagle Eye		+2 Rng and Max Rng, Thrown, Bows and Potions.	
Agility	Min Ref 3 2 Kn	+1 Body and Head Armour vs Splash. Momentum 3: In response to any Action, you may perform 1 free Action.	
Combat Luck	Min Ref 3	+1 Head Armour.	-5 Endurance.
Dual Attack	Min Ref 3	+2 Hit and End Dmg, Dual.	
Perfect Aim	Min Ref 4 3 Kn	+1 Hit, all Weapons. All characters have -1 Cover Step against your Attacks.	

Movement	Requirements	Benefits	Disadvantages
Slow and Steady	Max Mov 2	All actions gain the major effect: Move (does not double up with other Moves from the same Action).	Action Minor Effects never increase your Movement. Your Mount gains: -2 Defence and Movement.
Born to Ride		Your Mount gains: +2 Hit, Defence and Movement.	
Hit and Run	2 Kn	You may make your Attack at any point along your movement with any Action that allows you to Move and Attack (normally at the start or end of your movement).	
Reckless		Your first Action each Turn ignores enemy Zones of Control.	
Speedy	Min Mov 3 1 Kn	+1 Combat Order. If an Attack misses you: you may immediately make a free Move -2.	-2 Endurance.
Sure Footed	Min Mov 3	You're immune to the Trip Tackle Effect. Your first Action each Turn ignores all non-impassable and non-Zone of Control Difficult Terrain.	
First Strike	Min Mov 4	+2 Combat Order. All of your Attacks gain +1d6 Hit during your first Turn AND during your Surprise Round.	

Focus	Requirements	Benefits	Disadvantages
Fury	Max Foc 1	Gain +1 Momentum when you Hit a character who has caused you Attribute Damage this Combat. Momentum 1: Your next Action gains +1d6 Hit and ignores Zones of Control.	You may never gain Entrenched Cover. Complication: You're prone to becoming enraged.
Spirit Shaman	2 Kn	You may choose Traits and equipment with the Requirement: Spirit. Strong Hit: Whispering Spirits (Primary Skill, Success) Spirits may give you an additional piece of information about your current situation OR you gain +1 Combat Order in your next Combat (Stacks).	
All-Power	2 Kn Char Creation or GM Permission	You may choose Traits and equipment with the Requirement: All-Power. Once during each Session you may Heal 1 point of Attribute Damage on another character through a First Aid Healing Roll.	Prejudice from some NPCs. Complication: Moral Code. You lose your powers if you fall out of favour with the All-Being.
Regular Practice		+1 Hit and End Dmg, all Weapons.	-1 to all Spare Time Rolls.
Regular Workout		+6 Endurance.	-1 to all Spare Time Rolls.
Dedicated Study	Min Foc 3 Min Int 3	You may make 1 free Study Spare Time Roll per Session.	
Cautious	Min Foc 3	+2 Maximum Momentum.	Zones of Control cost you 3 Movement (normally 2).
Expert	Min Foc 4 3 Kn	Immediately select and take a second Trait for one of your Trained Education Skills.	Skill Roll bonuses from this second Trait do not Stack with Skill Roll bonuses from other Traits.

Intelligence	Requirements	Benefits	Disadvantages
Act First	Max Int 1	+1d6 Combat Order (roll once at the start of Combat). Strong Hit: Act Now, Think Later (Does not Req Hit) Gain +1 Momentum if you have a higher Combat Order than your target OR re-roll your Combat Order (Stacks).	-1 Combat Order.
Alchemist	1 Kn	You may choose Traits with the Requirement: Alchemist. Some Utility Item Potions gain an additional use (see pg: 160). +1 End Dmg and Ammo, Alchemy.	
Superiority		+1 to all Education Skills and Tactical.	You may not be Assisted.
Druid	3 Kn GM Permission	You may choose Traits and equipment with the Requirement: Wyld. Gain Language: Nephilim. +1d6 Hit, Primitive.	Gain Complication: Secret Identity OR Prejudice (if your identity is known). +1 Resource, Primitive.
Eye for Value	Min Int 3 1 Kn	+1 to all Trade Good Spare Time Rolls. Anytime you would gain 4 or more Loot Trade Boxes at once: you gain 1 Treasure Trade Box.	
Studious	Min Int 4	You may spend 4 Knowledge to become Trained in an Education Skill (lost if you Retro this Trait).	

Willpower	Requirements	Benefits	Disadvantages
All or Nothing		+2 to all Skill re-rolls (including Effort) (does not Stack). If you re-roll an Attack Roll, add +2 Hit and End Dmg to that Attack (does not Stack).	If you fail a re-roll you may not spend any more Willpower Points this session.
Cursed		You may spend 2 Willpower Points to force an enemy to re-roll a roll.	People and animals feel uneasy around you.
Enchanter	2 Kn Char Creation or GM Permission	You may choose Traits and equipment with the Requirement: Enchanter. Gain Language: Telepathy (see Core Rule Book pg: 37, you're a Psionic). Strong Hit: Glimpse Past/Future (Primary Skill, Success) Your GM may allow you to glimpse through time to gain an additional piece of information about your current location OR you gain +1 Combat Order in your next Combat (Stacks).	Prejudice from some NPCs.
Indomitable	Min Wil 3	You may spend a point of Willpower to ignore a Suppression Effect against your character.	
Unexpected Good	Min Wil 3	+2 Endurance. Strong Hit: Unexpected Good (Primary Skill, Success) Something unexpectedly good happens OR you gain +1 Combat Order in your next Combat (Stacks).	
Blind Fury	Legion or Nephilim Not NPC	Max Momentum (-1 Hit, +1 Crit Dmg), all Weapons.	At the end of any Combat where you reached your Max Momentum you suffer 1 point of Damage (no Armour) to a random (1d3+3) Attribute.
Mind over Matter	Min Wil 4	You may spend 1 Willpower point to add +1d6 to your next non-Spare Time Roll (does not Stack).	

Everyday Skill Traits

Persuasion	Requirements	Benefits
Charming		+2 to all non-Spare Time Persuasion and Leadership Rolls to gain an NPC's trust through friendship, favours or seduction. One of your Holdings gains +1 max Loyalty.
Pick Thought	Enchanter	+1 Leadership and Streetwise. Strong Hit: Pick Thought (Persuasion Roll, Success) Secretly read the surface thoughts of a character that you are talking to.
Silver Tongue		+1 Leadership and Streetwise. Gain +2 to any non-Spare Time Persuasion and/or Leadership Roll when you lie. You may never re-roll this Roll (including Effort).
Swindle		+1 Streetwise. Strong Hit: Swindle (Persuasion or Stewardship, Failure) Gain +2 to this Roll (does not Stack), all further Persuasion, Leadership or Stewardship rolls aimed at this character (and possibly their close associates) have a -2 penalty (Stacks).
Taunt		+1 Leadership and Streetwise. +2 to all non-Spare Time Persuasion, Leadership and Heraldry Rolls to gain an NPC's attention through verbal abuse or baited communication. Strong Hit: Taunt (Hit) Target character gains Strong Hit -1 on their next Attack if they do not Attack you or include you within a Splash area.

Leadership	Requirements	Benefits	Disadvantages
Dominate	Enchanter 1 Kn	Strong Hit: Dominate (Enchantment, Hit) Move your target (using their Movement), no self-harm. One of your Holdings gains +1 max Loyalty.	
Helpful		+1 Stewardship and Heraldry. You grant a +2 bonus (normally +1) when Assisting (does not Stack). You gain a +2 bonus (normally +1) when you're Assisted (does not Stack).	
Inspire	1 Kn	+1 Stewardship. All allies who are adjacent to you gain +2 Defence (does not Stack). Strong Hit: Inspire (Once per Turn, Hit) An ally who is adjacent to another ally gains +1 Momentum.	NPCs easily remember you.
Intimidate		+1 Stewardship and Heraldry. Strong Hit: Intimidate (Hit) Non-Monster targets must pass a Resolve Skill Roll of 14 or immediately move away from you as far as possible (using their Movement).	
Marshall	2 Kn	+1 Stewardship and Heraldry. All of your Retainers gain +2 Hit and Bodies. Your Encourage Action gains the Minor Effects 'Move +1' and 'Reload'.	
Ruthless		+1 Stewardship. +2 Hit and End Dmg vs Bleeding, Prone or Suppressed characters (does not Stack). Strong Hit: Ruthless (Once per Turn, Hit) An enemy who is not adjacent to an ally loses 1 Momentum.	

Streetwise	Requirements	Benefits
Black Market	Miscreant	+1 Awareness and Stealth. +2 to all rolls connected to acquiring and selling illegal or dangerous items. Any of your Holdings may gain +1 Wealth and -1 max Security.
Spy Circle	X Kn	+1 Awareness and Stealth. Gain 1+X Contact Friendship Perks. Each Contact is in a different town. It's easy for you to gain and receive messages from your Contacts.
Stab in the Dark		+1 Awareness and Stealth. If you're gaining 2+ Cover Steps of Low Light against a target your Attacks gain Strong Hit +1.
Street Fighter	1 Kn	+1 Awareness and Stealth. Gain a Friendship Perk. The first time you use a Weapon in Combat it gains Strong Hit +1 (Strong Hit +2 if you're in a urban environment).
Urban Planner	2 Kn	+1 Awareness. All of your Holdings gain +1 max Prosperity. +1 Maximum Renown. All of your Holdings cost -1 Renown (does not Stack).

Pathfinding	Requirements	Benefits	Disadvantages
Blight-Touched	Survived a Wyld Disease or Druid	+1 Fauna. One of your Weapons gains the Wyld Weapon Type (which you are allowed to use). You're immune to a specific Wyld Disease.	You look a little odd (ie: green tinged skin).
Foraging		+1 Physical and Fauna. +3 Endurance. You and your group gain +20 Maximum Travel Distance (Stacks).	
Navigation	1 Kn	+1 Physical and Fauna. You and your group gain +50% non-Combat Travel Speed (does not Stack). +2 to all Rolls connected to navigation and tracking.	
Secret Paths	Wild 1 Kn	+1 Physical and Fauna. Reduce the negative effects of all dense foliage, mountains and desert terrain on your group's non-Combat travel speed by 25% (Stacks). You may spend 1 Willpower point to Teleport 2 spaces.	
Spirit Guide	Spirit	+1 Physical and Fauna. Strong Hit: Spirit Guide (Pathfinding, Does not Req Success) While trying to track a person, a spirit shows up to assist you: add +1d6 to this Roll.	

Stealth	Requirements	Benefits	Disadvantages
Deep Shadow	1 Kn	+1 Pathfinding. If you make no Attack Rolls during your Turn: Cover grants you +4 additional Defence. Strong Hit: Deep Shadow (Stealth, Success) Gain +1 Momentum.	
Rogue	Miscreant	+1 Persuasion. +2 to all Physical Rolls connected to sleight of hand. +1d6 Hit vs a character's rear.	
Swift & Silent		+1 Persuasion and Pathfinding. If you end an Action in Entrenched Cover, you may make a free Stealth Skill Roll.	
Timed Strike	Min Int 3 1 Kn	+1 Persuasion and Pathfinding. Strong Hit: Silent Strike (Hit, Stealthed) Your next Attack gains Strong Hit +1 (Stacks).	-2 Combat Order.
Smuggler		+1 Persuasion and Pathfinding. All of your Holdings gain 3 hidden Cargo Spaces. After making a Levy Roll to successfully Transport Trade goods from 1 Holding to another: you gain 1d3 Loot Trade Boxes.	

Resolve	Requirements	Benefits	Disadvantages
Arrogance	Remnant	+1 Pathfinding. After making a Successful Skill or Attack Roll you gain +2 to your next Skill or Attack Roll (does not Stack). +1 Recovery.	Complication: Obsession with Victory. "It's only hubris if I fail." If you fail a Skill Roll you suffer -2 to your next Skill Roll (does not Stack).
Loyal		+1 Pathfinding and Philosophy. Choose a character (PC or NPC) to be loyal to. You gain +2 Defence and Hit when you're adjacent to the character you're loyal to.	Receive 3 Endurance Damage when the character you're loyal to is Attacked while within your sight.
Meditate	All-Power or Spirit	+1 Pathfinding and Philosophy. Twice per Combat you may choose to become Suppressed and gain +1d3 Momentum. Gain a Religious Perk.	
Relentless	Min Foc 3	+2 End Dmg, all Weapons. +2 Recovery.	-10 Endurance (minimum 0).
Fanatic		+1 Philosophy. +1 Crit Dmg vs targets you're prejudiced against. Strong Hit: Fury (Attack, Hit) You and your target take 10 Endurance Damage. Gain a Religious Perk.	Complication: Prejudice against a group. -1 Body and Head Armour vs targets you're prejudiced against.

Physical	Requirements	Benefits	Disadvantages
Acrobatics	Min Ref 3 Min Mov 3	+1 Construction. +2 to all non-Spare Time Rolls connected to gymnastics, balance, and physical stunts. Standing up from being Prone only costs you 1 Movement (normally 3). Strong Hit: Impress (Once per Turn, Attack, Hit) Move 1 space and an ally gains +1 Momentum.	
Pure Body	All-Power 1 Kn	+1 Construction and Forestry. +1 Combat Order. +2 Recovery. You're immune to most forms of sickness, including: disease and poison (all ongoing effects from most poisons and diseases are removed at the end of your Turn). You always have a Zone of Control.	-1 to all Spare Time Rolls.
Second Skin	1 Kn	+1 Construction and Metallurgy. +2 Equipment Slots. You may sleep in Heavy Armour without penalty (normally -10 Endurance).	
Survivor	X Disability Conditions. 2 Kn	All non-Natural Weapons count as a Resolve and Leadership Toolboxes to you (pg: 161). +1 Maximum Momentum (+2 if you have 4 or more Disability Conditions). +1 Attribute Point (+2 if you have 3 or more Disability Conditions).	
Tough	Min Str 3 Not Total	+1 Construction and Metallurgy. Reduce all Endurance Damage you receive from all sources by 1. You always have a Zone of Control.	
Embrace Cold	Legion 1 Kn	+1 Metallurgy and Forestry. Cold Weapons (ie: with the Dangerous Terrain (Cold) Keyword) deal -2 End Dmg to you. While in a cold environment (including Cold Dangerous Terrain): gain +Hit equal to the amount that the cold environment would give other characters -Recovery.	

Awareness	Requirements	Benefits	Disadvantages
Alert to Danger	2 Kn	+1 Stealth and Forestry. +2 Combat Order and Defence.	
Chronomancy	Enchanter	+1 Stealth and Forestry. Strong Hit: Alter Time (Once per Action, Miss) Re-roll this Attack Roll, with Strong Hit +1 (Stacks).	-1 Combat Order.
Gifted Sight	Two	+1 Stealth and Forestry. With a Skill Roll you can see energy (ie: fire and spirits) through opaque objects (ie: walls). If you're standing in Fire Dangerous Terrain boost your Spirits and Spirit Blast deals +3 End Dmg.	
Night Fighter	Kaltoran or NPC	+1 Stealth and Forestry. You gain Strong Hit +1 vs other characters if you're gaining Low Light Cover against them and they're not gaining Low Light Cover against you.	
Perfect Timing	Min Ref 3 1 Kn	+1 Stealth and Forestry. The Ready Attack's Attack may be taken 'during' another character's Action (normally at the end of an Action), at the GM's discretion.	
Seeker	Spirit	+1 Stealth and Forestry. You may spend a Willpower point to see through the eyes of one of your Spirits for 1 minute. You may spend a Willpower point to make all of your Spirits invisible (Stealthed) for 1 minute, or until they Attack. If they Attack while invisible they gain Strong Hit +1.	
Spot Trouble		+1 Stealth and Forestry. Strong Hit: Spot Trouble (Does not Req Hit) All allies gain one of the following until the end of Combat: +1 Healing Rolls (including Patch-Up, Stacks), Combat Order (Stacks up to +2) or Defence (Stacks up to +2).	

Education Skill Traits

Apothecary	Requirements	Benefits	Disadvantages
Chemical Mix	Alchemist	+1 Resolve and Physical. One of your Alchemy Weapons may have 2 Alchemy Variations (normally 1).	
Divine Healing	All-Power	+1 Resolve and Physical. Twice during each Session (normally once) you may Heal 1 point of Attribute Damage on another character through a First Aid Healing Roll.	
Fake Power	Alchemist	+1 Resolve. You may spend a Willpower point to perform a minor fake miracle that will impress NPCs. +1 Ammo, Alchemy.	
Field Medic	Soldier	+1 Resolve and Physical. Your Patch-Up Healing Roll Heals 4 points of Attribute Damage (normally 3).	
Healing Blend	Alchemist	+1 Resolve. You may use 1 Trait or Weapon with the Requirement: Wyld. Your Extended Care Healing Roll Heals 2 points of Damage (normally 1) to all Attributes.	
Neph's Power	Wyld 1 Kn	+1 Resolve and Physical. If you use a Potion to perform Surgery you may regrow lost limbs and organs. +2 to all non-Attack Rolls connected to Potions, chemicals and Wylding.	After regrowing 2 or more limbs or organs on a character you must roll a 1d6, on a roll of 3+ they must change their Race to Half-Blood, and select Nephilim.
Physician		+1 Resolve and Physical. Strong Hit: Expert Care (Non-First Aid Healing Roll, Success) Heal 1 point of Attribute Damage to any Attribute.	
Triage	1 Kn	+1 Resolve and Physical. You may make 1 free Extended Care Healing Roll per session. +2 Endurance.	

Philosophy	Requirements	Benefits	Disadvantages
Bless	All-Power	+1 Leadership. Strong Hit: Bless Weapon (Once per Action, Attack, Does not Req Hit) An allied character within 5 of you gains a free Recovery if they cause a Strong Hit with their next Attack. Strong Hit: Blessed Action (Primary Skill, Not a Success) Add +2 to this Roll (this may make this Roll a Success).	
Bulwark of Faith	Religion Rank 3	+1 Persuasion and Leadership. When you take Attribute Damage you gain +1 Momentum Point. +2 to all non-Combat rolls connected to your Religion.	
Cult Priest	Religious 3 Kn	+1 Leadership. Pick a patron deity and gain the associated Background: Neph (Wild), Akh (Rural), Ath (Soldier), Corp (Noble), Nix (Miscreant), Dray (Tradesman) or All-Being (Tribal).	Skill bonuses from multiple Backgrounds do not Stack.
Forbidden Power	Alchemist X Kn	+1 Persuasion. You may use X Traits and/or Weapons with the Requirement: Wyld. +1 End Dmg, Primitive.	-X max Renown.
Linguist		+1 Persuasion and Leadership. +2 to all non-Spare Time Rolls connected to languages. You may spend 1 Knowledge to learn a new Language.	
Priest of Standing	Religious 1 Kn or *	+1 Persuasion and Leadership. You gain a Fame Perk. When you build a Religious Building you gain +1 Current Renown.	*Eternal Priest.
Read Motives		+1 Persuasion and Leadership. +2 Combat Order. +2 to all non-Spare Time Rolls connected to reading NPCs' motives and intentions.	
Scholar	Religious or 2 Kn	+1 Persuasion and Leadership. +2 to all non-Spare Time Rolls connected to religions. Strong Hit: Inspiration (Study Roll, Does not Req Success) Gain a Study Unit.	-1 Combat Order.

Heraldry	Requirements	Benefits
Ancestral Link	Kaltoran	+1 Resolve and Philosophy. Strong Hit: Ancestral Link (Primary Skill, Success) You experience a memory of an ancestor related to a historical event, location or character OR you gain +1 Combat Order in your next Combat (Stacks).
Bannerman	Title Rank 3	+1 Resolve and Philosophy. One of your Holdings gains +2 Soldiers. Select an NPC to be sworn to, you gain +2 Willpower points when following their orders.
Honor & Glory	Min Wil 3	+1 Resolve and Philosophy. Honor: Once per session, before Strong Hits are declared, you may take a Hit from an adjacent ally onto yourself and gain +1 Body Armour vs that Hit. Glory: Once per session, one of your Attack Rolls gains +1d6 Hit.
Page	Noble	+1 Resolve and Philosophy. You have a loyal Page who does not participate in Combat and does not count toward your Companion limit. Your Page can run errands, deliver messages, assist in equipping Armour, etc... and may carry items and equipment (4 Slots).
Rousing Speech		+1 Resolve and Philosophy. Strong Hit: Rousing Introduction (Heraldry or Leadership, Success) Target ally gains +2 and Strong Hit +1 on their next Persuasion or Leadership Skill Roll (does not Stack).

Stewardship	Requirements	Benefits	Disadvantages
Bureaucrat		+1 Heraldry. One of your Holdings gains +1 max Security. Strong Hit: Obfuscate (Persuasion or Leadership or Stewardship, Success) The target is unaware you succeeded or thinks they got the better part of the deal.	
Lure	Enchanter 2 Kn	+1 Heraldry. Once per Turn you may move an enemy 1 space towards you. If an enemy steps out of your Zone of Control they lose a Point of Momentum.	
Management	1 Kn	+1 Heraldry. Buildings and Siege Equipment that you or your group build near your Holdings require -33% time to construct (does not Stack). One of your Holdings gains +1 Wealth and Peasants.	
Merchant	Not Wild	+1 Heraldry. You may Sell 6 Production Trade Goods (normally 8) for +1 Current Resources. Strong Hit: Good Deal (Stewardship or Levy Spare Time Roll, Success) Gain 1 Loot Trade Box.	
Trained Squire	Noble	+1 Heraldry. Designate one of your Companions to be your Squire. At the end of each session your Squire permanently gains +1 Hit, End Dmg or Defence (each Stacks up to +4). These bonuses are lost if you ever Retro this Trait.	Your Squire starts with -2 Hit, End Dmg and Defence. If your Squire is ever wounded (takes a point of Attribute Damage) and lives, they lose one of their +1s (GM's choice).

Construction	Requirements	Benefits
Ancient Tech	1 Kn	+1 Metallurgy. +2 to all non-Combat rolls connected to ancient technology. One of your Utility Items costs you -1 Resources.
Architect		+1 Streetwise and Metallurgy. When you make a Crafting Roll: you may make a free Spare Time Roll (on an appropriately themed topic or subject).
Carpentry	1 Kn	+1 Streetwise. +2 to all non-Combat rolls connected to working with wood. The first Building or Siege Equipment that you Craft each session costs you 1 fewer of each Trade Good (to a minimum of 1).
Golem Crafter	Enchanter & Alchemist, 2 Kn	+1 Metallurgy. Any Enslaved Children of Pol that you Craft gain +1 Durability.
Masonry		+1 Streetwise and Metallurgy. One of your Holdings produces +1 Stone. Every second Attack that you make during Combat with a Hammer gains +1d6 Hit.
Weapon Crafter	Tradesman	+1 Streetwise and Metallurgy. One of your Holdings gains +1 max Security. All of your Axe and Blade Weapons gain: Pen 1 min 3.

Metallurgy	Requirements	Benefits	Disadvantages
Arcane Forge	3 Kn	+1 Stewardship. Once per session if you fail a Crafting Roll with Arcanium you lose 1 Arcanium (normally 2). All of your Weapons that require Arcanium to Craft cost -1 Resource.	
Blacksmith		+1 Apothecary and Stewardship. +2 to all Modification Spare Time Rolls. As long as you are wearing an Outfit with the Steel or Heavy Steel Variation: reduce your Armour at 0 Endurance penalty by 1.	-6 Endurance if you're a Legion (as working around so much heat is not good for your health).
Cold Forge	Legion 1 Kn	+1 Stewardship. Your Outfits with the Steel or Heavy Steel Variation gain +1 Body Armour and -1 Defence. Weapons that you Craft with the Steel Variation gain +1 End Dmg.	
Inventor	Tradesman 5 Kn	+1 Apothecary. One of your Holdings gains +2 max Hills. One of your Weapons gains the Blade, Axe, Polearm or Hammer Weapon Type, and -1 Hit.	
Maintenance	1 Kn	+1 Apothecary and Stewardship. Your first Hit during each Combat gains Strong Hit +1.	

Fauna	Requirements	Benefits	Disadvantages
Dance with Beasts	Tribal	+1 Awareness and Apothecary. Strong Hit: Coordinated Strike (Companion, Hit) Your next Attack gains Strong Hit +1 (does not Stack).	
Hunter		+1 Awareness and Apothecary. One of your Holdings produces +1 Food. You and your group's Traps may Stack up to +8 Combat Dice (normally +4).	
Husbandry	Rural	+1 Awareness and Apothecary. Your Mount gains +1 Durability.	
Poisonous Mix		+1 Awareness and Apothecary. +2 to all non-Combat rolls connected to poisons. One of your Weapons gains the Alchemist Weapon Type as long as you also select an Alchemist Variation that gives it the 'Dangerous Terrain X (Poison)' Keyword.	
Raised by Beasts	Wild 1 Kn	+1 Awareness and Apothecary. You may make Persuasion and Leadership Skill Rolls on animals. Momentum 1: Move 2 spaces (this may cause an Attack to miss you).	
Spawn	Wyld or Spirit X+2 Kn	+1 Apothecary. Strong Hit: Spawn (Hit) One of your Wyld or Spirit Summons gains +1 Body (up to max). When you summon Bodies: they may appear within X spaces of any live plant.	-1 Persuasion.

Forestry	Requirements	Benefits	Disadvantages
Farmer		+1 Construction and Fauna. One of your Holdings gains +1 max Fields. You gain 1 free Herb Trade Box at the start of each Session. This Trade Box only requires 1 Slot to carry.	
Fey Sight	Enchanter 1 Kn	+1 Construction. You are able to see over long distances. Strong Hit: My Fey Eyes See (Does not Req Hit) One of your Weapons gains +/-1 Ideal Rng and +1 Hit until the end of this Combat (Stacks).	
Forester		+1 Construction and Fauna. One of your Holdings gains +1 max Woods. Every third Attack that you make during Combat with an Axe gains +1d6 Hit.	
Free Climber	Tribal	+1 Construction and Fauna. You can climb straight up trees and run along branches without a Physical Skill Roll, and they do not count as Difficult Terrain to you.	
Herbalist	1 Kn	+1 Fauna. If you would gain 2 or more Potion Trade Boxes: gain 1 additional Potion Trade Box. You may spend a Potion Trade Box to grant your next Potion Attack +2d6 Hit.	
Wood Warper	Wyld 3 Kn	+1 Construction and Fauna. You may quickly Craft Buildings and Siege Equipment that use Lumber. If they're made entirely of Wood they may be Crafted in minutes (normally sessions). You gain 1d3 Arrow ammunition at the start of each session as long as you have access to wood. +1 Hit, Polearms and Bows (that are made of wood).	

Personal Combat Skill Traits (May Select up to 2 per Skill)

Finesse	Requirements	Benefits	Disadvantages
Ambidextrous Strike	Min Ref 3 2 Kn	One of your Dual Weapons gains +1 Max Rng, -2 Load. Every sixth Attack that you make during Combat with a Dual Weapon gains +1 Hit and Crit Dmg.	
Blessed Fist	All-Power	+1 End and Crit Dmg, Limbs. Your Limbs Weapon gains the Weapon Type: Hammer or All-Power. Variations and Modifications to your Limbs that require a Crafting Roll, now require a plain Spare Time Roll.	-1 Maximum Resources.
Claws	Remnant or Nephilim	+1 End and Crit Dmg, Limbs. You may use the Blade Variation: Tooth & Claw (normally NPCs only).	
Combat Tempo		The sixth Attack each Combat that you make gains +6 Hit.	-1 Combat Order.
Defensive Strike	2 Kn	Strong Hit: Defensive Strike (Attack, Hit) Ignore the next Critical Hit against you before your next turn (does not Stack).	
Dirty Fighter	1 Kn	You gain Strong Hit +1 vs Bleeding, Prone or Suppressed characters (Stacks).	
Dual Strike	Min Int 3	Momentum 1: Your next Attack with a Dual Weapon gains Splash +1 (does not Stack).	
Exploit Size	Totatl	You gain +1 Crit Dmg vs Large and Huge characters.	
Flurry		Momentum 2: During your Turn you may perform a free Quick Strike Action with a Small Weapon.	
Puncture		Strong Hit: Puncture (Once per Action, Hit, May Crit) A damaged character suffers 1 point of Damage (no Armour) to a random (1d6) Attribute.	
Quick Mix	Alchemist	Momentum 2: One of your Alchemy Weapons loses 1 Ammo and another gains 1 Ammo.	
Riposte	Min Int 3	Strong Hit: Riposte (Once per Turn, Guard, Hit) You may perform a free Ready Attack Action.	
Running Dodge	Min Mov 3	If you end your Turn 4 spaces from your starting location you gain +1 Armour until your next Turn.	
Sudden Strike		Strong Hit: Sudden Strike (Stealth, Hit) Your next Attack gains +1 Crit Dmg (Stacks).	
Swift Shadow		After making a successful Stealth Skill Roll you may move 2 spaces.	
Untouchable		Strong Hit: Untouchable (Hit) If you take no Damage before your next turn: you gain +1 Momentum (Stacks).	

Brawn	Requirements	Benefits	Disadvantages
Brawler	1 Kn	The Tackle Action grants you +1 Momentum if it Hits.	
Break Haft		Strong Hit: Break Haft (Blade or Axe, Hit) One of your target's non-Blade Weapons gains -1 Max Rng (Stacks) until they're able to repair it.	
Cleave	1 Kn	Once per Turn if your Attack kills a character it gains Splash +1 (does not Stack).	
Crack Bones	2 Kn	Strong Hit: Crack! (Hammer, End Dmg 5+, Double Strong, Hit) Your target suffers 1 Damage to a random (1d3) Attribute (no Armour) and may not use a random limb until they receive a Surgery Healing Roll. If they're a Monster NPC or a PC they also gain +2 Momentum.	
Dangerous Mix	Alchemist	After you make an Attack with an Alchemy Weapon, all of your future Attacks this session gain +1 End Dmg (Stacks).	
Decapitate	2 Kn	Strong Hit: Decapitate (Blade or Axe, End Dmg 4+, Double Strong, Hit) This Attack causes a Critical Hit with +3 Crit Dmg (does not Stack, only +1 Crit Dmg vs Monster NPCs, only +2 Crit Dmg vs PCs).	
Holy Body	All-Power	+2 Recovery and Endurance.	
Impale		Strong Hit: Impale (Polearm, Hit) This Attack gains Pen 1 min 2.	
Kick	Min Str 3	After you Attack a character with your Limbs their Shield grants them 1 less Cover Step against the next Attack they receive.	
Massive Blow		Momentum 2: An Attack you have just made gains +6 End Dmg.	
Nightmare	Enchanter	Strong Hit: Nightmare (Enchantment, Once per Action, Hit) A damaged character suffers 1 point of Damage (no Armour) to a random (1d3+3) Attribute.	
Overwhelm		Strong Hit: Overwhelm (End Dmg 6+, Hit) Your target becomes Suppressed if they suffer 10 or more Endurance Damage from other sources before your next Turn.	
Perfection	Remnant	+1 Hit and End Dmg, all Weapons.	
Sap		Strong Hit: Sap (Blunt, Hit) Your target loses 2 Momentum (down to a minimum of 2).	
Savage	Wyld	After you kill a character you gain a free Recovery and a move.	
Sweep		Momentum 1: Your next Attack gains +2d6 Hit, -1 End Dmg and -1 Crit Dmg (does not Stack).	
Trample	Min Wil 3	You may treat your Character Size as one step larger for the purposes of moving through opponent's spaces. Once per Turn when you move through an opponent's space you gain +1 Momentum.	
Through and Out	3 Kn	Strong Hit: Through and Out (Hit, Crit Dmg 4+) You may perform a free Assault Action with this Weapon (no Ammo required) against a second target directly behind your current target.	
War Cry	Min Wil 3 Not Totatl	Twice per Combat when you perform the Encourage Action: all enemies who can hear you take 4 Endurance Damage or must move 3 spaces away from you.	
Warrior Tradition	Legion	+1 Finesse and Range OR +1 Brawn and Tactical.	

Range	Requirements	Benefits	Disadvantages
Called Shot		You may add up to +/-1 to determine what Attribute is Damaged with your Critical Hits (normally just 1d6).	You may not shift damage onto an Attribute that may not normally be Damaged (eg: location 1d3 can't Damage location 4).
Cantrip	Alchemist or Enchanter	Strong Hit: Cantrip (Alchemy or Enchantment, Hit) Push, Trip or Ensnare (14) your target.	-1 Hit, Alchemy. -1 End Dmg, Enchantment.
Catalyst	Alchemist	Strong Hit: Catalyst! (Potion, Double Strong, Hit) This Attack costs you no Ammo.	
From Safety		While in Heavy Cover all of your Weapons gain +2 Hit. While in Entrenched Cover all of your Weapons gain +1d6 Hit.	
Hunt Prey	3 Kn	Strong Hit: Hunt Prey (Ready Attack, Hit) You gain Strong Hit +1 vs your target for the remainder of the Combat (does not Stack).	
Keen Aim	Kaltoran	If your Weapon does not have the 'Crit Location' Keyword you may have Critical Hits from that Weapon damage a random 1d3+3 or 1d3 Attribute (normally 1d6).	
Plant Feet		Optional: If you apply Set Up 2 and Pull Down 1 to a Weapon it gains +1d6 Hit and +2 End Dmg.	
Rushed Shot		Momentum 1: Pick 1 during your Turn: Move -2, Draw or Reload.	
Spirit Jump	Spirit	Strong Hit: Spirit Jump (Spirit, Does not Req Hit) You Teleport exactly 5 spaces directly forward or backwards.	
Strong Arm	Min Str 3	+2 Rng, Max Rng and End Dmg, Thrown, Bows and Potions.	
Timed Shot		The Ready Attack Action grants you +1 Momentum if you Hit a character that started their Turn in Heavy or Entrenched Cover.	

Tactical	Requirements	Benefits	Disadvantages
Aid Allies		All adjacent allies to you reduce Endurance Damage by 3 (normally 2) and gain +1 Hit (Stacks). You do not suffer a penalty for Attacking through adjacent allies.	
Battle Cry		The Encourage Momentum Ability grants +1 Momentum to 3 Allies (normally 2).	
Bond	Kaltoran	You gain +1 Hit, End Dmg and Defence while you're adjacent to an ally with Endurance.	
Bulwark		The Encourage and Prepare Actions grant you +1 Cover Step.	
Combat Pacing	2 Kn	At the start of your third and seventh Turns you may perform a free Action. From your sixth Turn, all of your Attacks gain Strong Hit +1 for the remainder of the Combat.	
Consecrate	All-Power	Once per Combat when you perform the Prepare Action you may mark all of the ground within 2 of you. All allied characters (not you) within the marked ground gain +2 Hit and Recovery (Stacks).	
Footwork		The Guard Action no longer has a -2 penalty to Movement.	
Grab Time	Enchanter	Momentum 3: In response to any Action: You may immediately perform any Action with a +3 Hit bonus, and your opponent gains +1 Momentum.	
Hold Ground		Twice per Combat you may perform a free Quick Strike Action against any character who moves out of (not into) your Zone of Control.	
Jousting		Polearms gain +1d6 Hit when you Charge at least 3 spaces while Mounted.	
Loyal Bond		One of your Companions or Mounts gains +2 End Dmg and +1 Armour.	
No-One Falls	Soldier	When you perform a First Aid Healing Roll on another character you gain +1 Momentum.	
One Man Army	Lv 8+ Fame Rank 2	Gain 3 Veteran Mass Combat Dice, these may only be used by you (as they ARE you).	You're unable to use Unskilled Mass Combat Dice.
Overlooked	Tiny	Strong Hit: Overlooked (Does not Req Hit) You gain +1 Cover Step until your next Turn (Stacks).	
Push Forward		When you perform a Charge Action: all of your Companions, Summons and Retainers may make a free move.	
Second Wind	Legion	When you spend a Willpower point you gain a free Recovery and +1 Momentum.	
Set		Your Attacks from the Ready Action gain +2 Hit and End Dmg vs characters who have just performed the Charge Action.	
Shield Wall		If you have an Active Shield: all adjacent allies with an Active Shield gain +1 Cover Step (does not Stack).	
Spirit Glow	Spirit	+1 Tactical. Strong Hit: Glow (Hit) Your target receives -1 Stealth and Defence until the end of Combat (Stacks).	
Special Mixture	Alchemist	The first Attack that you make each Combat with a Potion gains +2d6 Hit.	-1 Combat Order.

Holding Attribute Traits (May Select up to 1 per Attribute)

Fields	Trade Good Cost & Requirements	Benefits	Disadvantages
Exotic Crops	2 Food.	Your Holding Produces +1 Herbs.	
Wheat	4 Food.	When you Commission Work on your Fields you gain additional Food equal to your Fields x2.	Your Holding Produces -3 Food. Your Holding Produces -1 Herbs.
Pasture	4 Treasure or 2 Beasts. Min Fields 3.	Your Holding Produces +2 Beasts.	Your Holding Produces -1 Food.
Fisheries	4 Lumber. Access to waterways.	Your Holding Produces +2 Food.	
Harbour	6 Lumber. Access to waterways.	When you Levy Transport you may transfer double the amount of Trade Goods (normally 10 or 5) along your waterways and gain 1 Loot Trade Box.	
Nomadic	12 Food or 2 Beasts.	When you would gain a Level (once per 3 Sessions) you may migrate your Holding to a new location. When you do this you may Retro your Fields, Woods, Hills and Security Attributes.	Your Holding maximums should be less defined by your environment and should add up to 14 (not 16).
Urban Sprawl	12 Lumber, 3 Stone. Min Fields 3.	+2 Peasants.	Your Holding Produces -2 Food.
Hidden	Min Fields, Woods or Hills 4. Min Security 3.	Your Holding is hidden. This Holding gains +3 Skilled Mass Combat Dice when directly attacked.	

Woods	Trade Good Cost & Requirements	Benefits	Disadvantages
Lumber Mill	2 Food, 4 Lumber.	Your Holding Produces +2 Lumber.	
Hunting	4 Food.	Your Holding Produces +2 Beasts. This Holding gains +1 Ranged Mass Combat Dice when directly attacked.	Your Holding Produces -1 Lumber.
Gatherers		Your Holding Produces +2 Herbs.	Your Holding Produces -1 Lumber.
Clear-Cut	4 Food.	When you Levy Develop to reduce your Woods you may pay 1 Treasure Trade Good to gain 8 Lumber Trade Boxes (does not Stack).	
Wylدwoods	Access to a wylدwood.	When you Levy Work on your Woods you gain 1 Wylدing Trade Box. Your Holding Produces +1 Beasts.	This location is more dangerous. Your Holding Produces -2 Lumber.
Explorers	2 Treasure. Min Woods or Hills 3. Access to ruins or wylدwoods.	Strong Hit: Explore (Levy, Success) Gain 1 Treasure and Arcanium Trade Box.	
Spirit Woods*	Access to spirit or wraith filled location.	The spirits or wraiths around this Holding may interact with you. +2 Soldiers.	Your Holding Produces -1 Lumber and Beasts
Regular Patrols	X x6 Food. Min Security X.	If a Mass Combat starts within 1 week travel distance of this Holding it gains 1+X Skilled Mass Combat Dice.	

Hills	Trade Good Cost & Requirements	Benefits	Disadvantages
Quarry	2 Food, 4 Lumber.	Your Holding Produces +2 Stone.	
Mines	8 Lumber. Min Hills 3.	Your Holding Produces +1 Ore.	
Terrace Farms	1 Lumber.	Your Holding Produces +1 Food.	
Clay Pits	Access to clay.	Your Holding Produces +1 Stone and Lumber.	
Rich Mine	4 Lumber. Access to rich ores (ie: gold).	When you Levy Work on your Hills you gain 1 Treasure Trade Box.	
Divine Ruins	2 Treasure. Access to divine ruins.	When you Levy Work on your Hills roll 1d6: on a roll of 2+ you gain 1 Potion and on a roll of 4+ you gain 1 Arcanium Trade Box as well.	This location may become dangerous. Your Holding Produces -1 Stone.
Wylدcaves	Access to wylدcaves.	When you Levy Work on your Hills you gain 1 Wylдing Trade Box. Your Holding Produces +1 Beasts.	This location is more dangerous. Your Holding Produces -1 Stone and Ore.
Natural Defence	2 Lumber, 4 Stone. Min Hills 3. Access to a naturally defensible location.	This Holding gains +1 Skilled Mass Combat Dice when directly attacked. This Holding gains +2 Veteran or Ranged Mass Combat Dice when directly attacked.	Your Holding Produces -1 Stone and Ore.

Prosperity	Trade Good Cost & Requirements	Benefits	Disadvantages
Militia*	12 Food.	This Holding gains +6 Unskilled Mass Combat Dice when directly attacked.	
Industrious	6 Lumber, 6 Stone, 2 Ore. Min Prosperity 2.	When you Levy Work you gain 1 Loot or Quality Trade Good. +1 Peasants.	
Commercial	6 Lumber, 4 Stone, 1 Treasure. Min Prosperity 2.	When you Levy Tax or Transport you gain 1 Treasure Trade Good.	
Educated*	6 Lumber, 1 Treasure. Min Prosperity 3.	Strong Hit: Learn Something (Levy, Success) Gain a Study Unit.	
Trade Routes	3 Beasts and Treasure. Min Prosperity 3.	All Holdings within 1 week travel distance of this Holding gain +1 Wealth and Peasants (Stacks to +3).	
Enslaved	GM Permission. Min Security 4.	The first Levy Oppress each session does not reduce your Renown by 1. -1 Wealth. +2 Peasants.	
Resident Hero*	GM Permission. Min Loyalty 4.	A capable NPC lives in your Holding and helps to run and protect it. +2 Soldiers.	
Inventive*	1 Priceless.	You may select a second Trait for a different Holding Attribute.	

Security	Trade Good Cost & Requirements	Benefits	Disadvantages
Granaries	8 Lumber or Stone.	Your Holding Produces +1 Food. +10 Cargo Space.	
Brute Squads*	4 Food, 2 Treasure.	When you Levy Oppress you gain +2 Loot Trade Boxes. +1 Peasants and Soldiers.	-1 max Fields and Woods.
Mystical Force*	GM defined (ie: 6 Potions for Alchemists, or 4 Wylding for druids).	Strong Hit: Support Magic (Once per Round, Mass Combat) Add a Unskilled Mass Combat Dice to your dice pool. Strong Hit: Creation (Levy, Success) Gain 1 Potion and Quality Trade Box.	This force may become dangerous.
Mobile Force*	8 Food, 2 Beasts, 2 Treasure. Min Prosperity 3.	All Holdings within 1 week travel distance of this Holding gain +1 Peasants and Soldiers (Stacks to +3).	
Elite Force*	4 Food, 2 Ore, Beasts and Treasure.	+2 Soldiers.	-1 Peasants.
Fortress*	2 Lumber, 4 Stone. Min Prosperity and Security 3.	Stone Wall/Towers built near this Holding cost -2 Stone. +3 max Loyalty and Security.	Your Holding Produces -1 Food.
Navy	16 Lumber, 2 Stone. Access to waterways.	Ships built at this Holding require half the time. Ships built at this Holding require 2 fewer Lumber to build. +1 Peasants and Soldiers.	

Loyalty	Trade Good Cost & Requirements	Benefits	Disadvantages
Loyal Subjects	Min Loyalty 3.	Any character who has contributed Renown to this Holding may make up to 2 Levy rolls per week (normally one per week).	
Steward	Min Prosperity 3. 1 Kn.	A single character may make 1 Free Levy Roll for this Holding per session. This roll may be made even if they are not currently present at this Holding.	This Trait costs 4 Renown (normally 2).
Benevolence	Min Loyalty 4.	Any character who has contributed Renown to this Holding gains +2 max Renown.	You may not Levy Oppress.
Pious*		Strong Hit: Sanctify (Levy, Success) Regain all of your spent Willpower points.	
Charmed	Min Loyalty 3.	All enchanters OR characters Trained in both Persuasion and Leadership gain +2 to all Levy Spare Time Rolls for this Holding.	
Tyrannical*	Max Loyalty 2. Min Security 3.	When you Levy Oppress you gain +1 Treasure Trade Boxes. +1 Soldiers.	You may never Retro this Trait (as your people will never forget your evil actions).
Well Governed	Min Prosperity, Security and Loyalty 4.	All Holdings within 1 week travel distance of this Holding gain +1 Wealth, Peasants and Soldiers (Stacks to +3).	
Beautiful	4 Lumber and Stone, 2 Herbs, Ore and Treasure, 1 Priceless.	This city and all of its Buildings look beautiful. +3 max Prosperity and Loyalty.	

*Grants access to unique Retainer Variations (pg: 157).

Weapons

Innate Weapon	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Limbs	*	1	1**	1st	Str-2**	1	Inf	-	-	Tackle.	Auto	-
Natural, Small, Blunt. *Hit +Str with Tackle Action. **+2 End Dmg OR +7 Max Rng if you have a improvised Weapon (torch, sword hilt, chair or stick).												
Finesse	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Dagger		1	1	1st	2	2	-	0	1	Blade.	6t	1+X
		2	Str x3	2nd	2	2	1+(5xX)	0		Polearm, Thrown.		
Small, Linked, Pen 1 min 3. Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth.												
Short Sword		1	2	1st	3	3	-	1	1	Blade.	10t	1
While this Weapon is Active you gain +1 Defence (does not Stack).												
Broadsword	+1	2	2	1st	4	3	-	1	2	Blade.	12t	2
Longsword		1	2	2nd	3	3	-	1	2	Blade.	12t	2
Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Spear	*	1	3	3rd	3*	3	-	1	2	Polearm.	11t	2
		4	Str x5	2nd	4	3	1	1		Polearm, Thrown.		
Large, Zone +1, Linked, Only requires 1 Hand. *+2 Hit and End Dmg vs characters who Charged during their previous Turn OR who are Mounted, Big or Huge.												
Lance		1	3	3	2*	2*	-	2	3	Polearm.	12t	0
Large*, *+1 Dmg and only requires 1 Hand while performing a Mounted Charge. *May destroy this Weapon on a Mounted Charge to gain +2 Dmg.												
Staff	+2	1	2	2nd	3	1	-	1	2	Polearm, Tackle-Trip.	8t	1
2 Handed, Blunt.												
Flail	-1*	1	2	2nd	3	3	-	1	3	Hammer, Tackle-Trip.	13t	2
**1d6 Hit vs targets with a non-Natural Shield. *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon.												
Brawn	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Great Sword	-1	1	3	2nd	6	3	-	2	4	Blade.	14t	3
Large, Max Momentum (-2 Max Rng, Splash 1).												
Halberd	-1d6+3	1	3	3rd	4	3	-	2	4	Axe.	14t	4
Large, Zone +1, Momentum 1 : Your next Attack gains Strong Hit +1 (does not Stack).												
	*	2	4	2nd	3*	3	-	2		Polearm.		
Large, Zone +1, *+2 Hit and End Dmg vs characters who Charged during their previous Turn OR who are Mounted, Big or Huge.												
Balanced Axe	-1d6+1	1	2	2nd	4	3	-	1	3	Axe.	12t	2
	-1d6+2	3	Str x4	2nd	5	3	1	0		Axe, Thrown.		
Linked, Strong Hit (5-6).												
Battle Axe	-1d6	1	2	2nd	4	3	-	1	4	Axe.	13t	3
Strong Hit (5-6).												
	-1d6	1	2	2nd	4	3	-	1		Axe.		
Strong Hit (5-6).												
Massive Axe	-1d6-2	1	2	2nd	6	4	-	2	5	Axe.	13t	3
Large, Shield Bash (2), Strong Hit (5-6).												
Warhammer / Warmace		1	2	2nd	5	3	-	1	3	Hammer.	11t	2
Shield Bash (3).												
Heavy Hammer / Mace	-2	1	2	2nd	9	3	-	2	5	Hammer.	13t	3
Large, Shield Bash (5).												
Subtle Enchantments		4	12	2nd	3	2	-	1	-	Enchantment.	2 Kn	2
Strong Hit (5-6), Natural, Preload 1, Momentum 1 : Your next Attack with this Weapon does not break your Stealth.												
Wild Enchantments	-1	5	15	2nd	3	1d3+1	-	1	-	Enchantment.	1 Kn	3
Strong Hit (5-6), Natural.												
	-1	5	15	2nd	1d6+2	4	1	1		Enchantment.		
Strong Hit (5-6), Splash 1d2, Natural.												
Bomb		2	Str x3	2nd	6	4	1	1	2	Alchemy OR Wyld, Potion.	10t	1
Shield Bash (3), Preload 1.												

Range	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Short Bow		5	35	2nd	3	3	12	1	2	Bow*.	10t	2
	Large. *Must have the same Bow Variation (Resource and Acquire costs are only applied once).											
	+1	5	35	2nd	3	3	2	1		Bow*.		
	Large. *Must have the same Bow Variation (Resource and Acquire costs are only applied once).											
Long Bow		6	90	3rd	4	4	7	2	3	Bow*.	12t	3
	Large. *Must have the same Bow Variation (Resource and Acquire costs are only applied once).											
	+2	6	90	3rd	4	4	3	2		Bow*.		
	Large. *Must have the same Bow Variation (Resource and Acquire costs are only applied once).											
Crossbow		10	50	2nd	6	4	8	2	2	Bow.	14t	3
	Large. Pen 1 min 3, Preload 1.											
Siege Crossbow	-2	8	70	3rd	8	5	6	3	4	Bow.	14t	3
	Large. Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1.											
Utility Belt		3	Str x4	2nd	3	3	2	0	0	Alchemy OR Wyld, Potion.	10t	1
	Small, Strong Hit (5-6).											
Field Satchel		3	Str x4	2nd	3	3	3	1	1	Alchemy OR Wyld, Potion.	1 Kn, 10t	2
	Strong Hit (5-6).											
	+2	3	Str x4	2nd	6	3	1	1		Alchemy OR Wyld, Potion.		
	Strong Hit (5-6), Shield Bash (3).											
Tinkerer's Backpack		3	Str x4	2nd	3	3	3	1	2	Alchemy OR Wyld, Potion.	1 Kn, 10t	3
	Large, Strong Hit (5-6).											
		3	Str x4	2nd	3	3	2	1*		Alchemy OR Wyld, Potion.		
	Large, Strong Hit (4-6), Shield Bash (2), *Reload +1.											
	-2	2	Str x3	2nd	6	4	0	1*		Alchemy OR Wyld, Potion.		
	Large, Splash 1, Strong Hit (5-6), Shield Bash (4), *Reload +1.											
Breath Weapon	-1	4	12	2nd	3	3	5	0	-	Alchemy OR Wyld.	NPC or Twi	3
	Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural.											

Tactical	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Standard Shield		1	1	1st	4	2	-	1	2	Shield, Tackle-Push.	10t	1
	You gain Light Front Cover, Blunt, Shield Bash (3).											
Big Shield	+2	1	1	1st	2	1	-	2	4	Shield, Tackle-Push.	12t	2
	You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2).											
Trained Enchantments	+1	2	16	3rd	5	2	-	1	-	Enchantment.	3 Kn	3
	Strong Hit (5-6), Shield Bash (2), Natural.											
		2	16	5th	4	3	3	1		Enchantment.		
	Strong Hit (5-6), Shield Bash (2), Natural, Momentum 1: Strong Hit +1 (Stacks).											
Loyal Ally		1	2	1st	3	3	-	-	-	Companion.	12t	2
	Defence: 16 Armour: 3 Movement: 5 Carry: 4 Bodies: 1, Durability 1 (pg: 109).											
Skilled Ally		1	2	2nd	4	3	-	-	-	Companion.	12t	4
	-1	5	40	3rd	4	4	8	1		Companion.		
	Defence: 16 Armour: 3 Movement: 6 Carry: 2 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109).											
Mount	+1	1	1	1st	2	2	-	-	-	Mount.	12t	2
	Defence: 14 Armour: 3 Movement: +5 Turn: 45° Carry: 2 Bodies: 1, You're a Big Sized character, Durability 2 (pg: 96), Natural.											
Summons	-2	1	1	1st	3	3	-	-	-	Summon.	2 Kn	3
	Defence: 12 Armour: 2 Movement: 4 Bodies: 4, Durability 1 (pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Mass Combat Dice (see pg: 101), Momentum 1: Gain 1 Body (up to your maximum).											
Combatants		1	2	1st	3	3	-	1	-	Retainer.	Levy	-
	Defence: 12 Armour: 3 Movement: 6 Carry: 2 Bodies: 0, Durability 1 (pg: 109).											
	Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum).											
Snare (Bolas, Net, etc...)	-1	4	Str x2	2nd	3	0	1*(2xX)	1	2	Tackle, Thrown.	10t	1+X
	Preload 1.											
	Strong Hit: Wrap Around (Hit) Your non-Huge target becomes Ensnared (12) OR Ensnared (16) if you Attack them from behind.											

Blade Variations (May Select 1, Blade Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Primitive	-1				-1						-1t	-1
Primitive.												
Neph Ivory					+1						+2c	+0
Primitive, Contribute (2 Quality (Nephilim Ivory)).												
Steel	+1										+0t	+0
Composite	+1				+1				-1		+4t	+1
Infused										Alchemy.	+2c	+1
Contribute (1 Potions, 1 Arcanium).												
Druidic										Wylld.	+4c	+2
Contribute (1 Potions, 3 Wyllding), Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).												
Divine Fire	-2*			*	+1						+6c	+2
Energy, **+1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).												
Divine Weapon					+1				-1		+8c	+3
When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Blade), 2 Quality, 5 Arcanium).												
Tooth & Claw	+1				+2	-1*					NPC	+0
Natural, **+1 Crit Dmg vs characters with 0 Endurance.												

Blade Modifications (May Select any Amount, Blade Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Old Heirloom											*	-1
*Only at character creation (each PC may have only 1 Old Heirloom), *May not have the Natural Keyword.												
Familiar	+1										12t*	+0
*This modification is free if you Crafted this Weapon.												
Practiced	+1										1 Kn	+0
Guard											14t	
+1 Defence vs Tackle while this Weapon is Active.												
2 Handed Practice	+1				+1				-1		1 Kn*	+0
Optional, *Weapon may not already require 0 or 2 Hands. Keywords, Requires 2 Hands.												
Dual Wield	+1d6		-1 (min 1)	-1 (min 1)	+1			+1	+1		2 Kn	+1
Optional, Dual, Requires 1 additional Hand and Slot.												
Dual Wield, Mixed			-1 (min 1)	-1 (min 1)	+2			+1	+2	Axe or Hammer.	2 Kn	+1
Optional, Dual, Requires 1 additional Hand and Slot.												
Alchemical Coat										Alchemy.	12t*	+0
Optional: Set Up 1, *Remove this Modification at the end of this Session.												
Small	-1				-1				-1			+0
Small, *This Modification may only be applied when this item is acquired, *May not have the Large Keyword.												
Heavy	-1				+1				+1		12t*	+0
*This Modification may only be applied when this item is acquired, *May not have the Small Keyword.												
Broken/Low-Quality	-2				-1							-1
14t to remove this Modification.												
Master Crafted	+1				+1						18c*	+1
This item counts as a Resolve and Leadership Toolbox, *This Modification may only be applied when this item is acquired, Contribute (2 Quality, 4 Arcanium/Wyllding).												
Painful	+1				+2						NPC	+1
Magical, Precise	+1										Loot	+0
Magical, Powerful					+1						Loot	+0

Axe Variations (May Select 1, Axe Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Primitive	-1				-1						-1t	-1
	Primitive.											
Neph Ivory	+1										+2c	+0
	Primitive, Contribute (2 Quality (Nephilim Ivory)).											
Steel					+1						+0t	+0
Arcanium Edged					+1						+1c	+1
	Contribute (1 Arcanium). Strong Hit: Unleash Power (Hit) Your first Attack next Turn with this Weapon gains Strong Hit +1 (does not Stack).											
Infused										Alchemy.	+2c	+1
	Contribute (1 Potions, 1 Arcanium).											
Druidic										Wyld.	+4c	+2
	Contribute (1 Potions, 3 Wylding), Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
Divine Fire	-2*			*	+1						+6c	+2
	Contribute (1 Quality, 5 Arcanium), Energy, *+1d6 Hit vs targets within your Ideal Rng.											
Divine Weapon					+1				-1		+8c	+3
	Contribute (1 Priceless (Divine Axe), 2 Quality, 5 Arcanium), When you Hit with this Weapon you gain +1 Momentum.											
Massive Bite	-1		-1 (min 1)		+3	-1*					NPC	+0
	Natural, *+1 Crit Dmg vs characters with 0 Endurance.											

Axe Modifications (May Select any Amount, Axe Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Old Heirloom											*	-1
	*Only at character creation (each PC may have only 1 Old Heirloom). *May not have the Natural Keyword.											
Familiar					+1						12t*	+0
	*This modification is free if you Crafted this Weapon.											
Practiced					+1						1 Kn	+0
2 Handed Practice	+1				+1				-1		1 Kn*	+0
	Optional, *Weapon may not already require 0 or 2 Hands. Keywords, Requires 2 Hands.											
Dual Wield	+3		-1 (min 1)	-1 (min 1)	+2			+1	+1		2 Kn	+1
	Optional, Dual, Requires 1 additional Hand and Slot.											
Alchemical Coat										Alchemy.	14t*	+0
	Optional: Set Up 1, *Remove this Modification at the end of this Session.											
Light					-1				-1		10t*	+0
	*This Modification may only be applied when this item is acquired. *May not have the Heavy Weapon Modification.											
Heavy	-1								+1		12t*	+0
	Shield Bash (+3), *This Modification may only be applied when this item is acquired. *May not have the Light Weapon Modification.											
Long Haft	-1		+1								12t	+0
Pick	-2				-2						12t	+0
	Pen 1 min 2.											
Broken/Low-Quality	-2				-1							-1
	14t to remove this Modification.											
Master Crafted	+1				+1						18c*	+1
	This item counts as a Resolve and Leadership Toolbox. *This Modification may only be applied when this item is acquired, Contribute (4 Quality, 3 Arcanium/Wylding).											
Painful	+1				+2						NPC	+1
Magical, Precise	+1										Loot	+0
Magical, Powerful					+1						Loot	+0

Polearm Variations (May Select 1, Polearm Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Primitive	-1				-1						-1t	-1
	Primitive.											
Neph Ivory	+1										+2c	+0
	Primitive, Contribute (2 Quality (Nephilim Ivory)).											
Steel					+1						+0t	+0
Wyldwood	+1									Wyld.	+1c	+1
	Contribute (1 Wylding).											
Infused										Alchemy.	+2c	+1
	Contribute (1 Potions, 1 Arcanium).											
Druidic										Wyld.	+4c	+2
	Contribute (1 Potions, 3 Wylding), Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
Divine Fire	-2*			*	+1						+6c	+2
	Energy, **+1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).											
Divine Weapon					+1				-1		+8c	+3
	When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Spear), 2 Quality, 5 Arcanium).											
Long Reach	+1				+2	-1*					NPC	+0
	Natural, **+1 Crit Dmg vs characters with 0 Endurance.											

Polearm Modifications (May Select any Amount, Polearm Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Old Heirloom											*	-1
	*Only at character creation (each PC may have only 1 Old Heirloom), *May not have the Natural Keyword.											
Familiar	+1										12t*	+0
	*This modification is free if you Crafted this Weapon.											
Practiced					+1						1 Kn	+0
2 Handed Practice	+1				+1				-1		1 Kn*	+0
	Optional, *Weapon may not already require 0 or 2 Hands. Keywords, Requires 2 Hands.											
Alchemical Coat										Alchemy.	14t*	+0
	Optional: Set Up 1, *Remove this Modification at the end of this Session.											
Short			-1	-1							10t*	+0
	*This Modification may only be applied when this item is acquired, *May not have the Long Haft Weapon Modification.											
Long Haft	-1		+1	+1					+1		12t*	+0
	Zone +1, *This Modification may only be applied when this item is acquired, *May not have the Short Weapon Modification.											
Broken/Low-Quality	-2					-1						-1
	14t to remove this Modification.											
Master Crafted	+1				+1						18c*	+1
	This item counts as a Resolve and Leadership Toolbox, *This Modification may only be applied when this item is acquired, Contribute (4 Quality, 3 Arcanium/Wylding).											
Painful	+1				+2						NPC	+1
Magical, Precise	+1										Loot	+0
Magical, Powerful					+1						Loot	+0

Hammer Variations (May Select 1, Hammer Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Primitive	-2										-1t	-1
	Primitive.											
Steel					+1						+0t	+0
Brazier/Censer					-1	-1				Alchemy.	+2t	+1
	You first Attack each Turn with this Weapon gains Strong Hit +1.											
Infused										Alchemy.	+2c	+1
	Contribute (1 Potions, 1 Arcanium).											
Druidic										Wyld.	+4c	+2
	Contribute (1 Potions, 3 Wylding). Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
Divine Fire	-2*			*	+1						+6c	+2
	Energy. *+1d6 Hit vs targets within your Ideal Rng. Contribute (1 Quality, 5 Arcanium).											
Divine Weapon					+1				-1		+8c	+3
	When you Hit with this Weapon you gain +1 Momentum. Contribute (1 Priceless (Divine Hammer), 2 Quality, 5 Arcanium).											
Heavy Bash	-1				+3	-1*					NPC	+0
	Natural, *+1 Crit Dmg vs characters with 0 Endurance.											

Hammer Modifications (May Select any Amount, Hammer Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Old Heirloom											*	-1
	*Only at character creation (each PC may have only 1 Old Heirloom). *May not have the Natural Keyword.											
Familiar					+1						12t*	+0
	*This modification is free if you Crafted this Weapon.											
Practiced					+1						1 Kn	+0
2 Handed Practice	+1				+1				-1		1 Kn*	+0
	Optional, Shield Bash (+1). *Weapon may not already require 0 or 2 Hands. Keywords, Requires 2 Hands.											
Dual Wield	+1d6-1		-1 (min 1)	-1 (min 1)	+1			+1	+1		2 Kn	+1
	Optional, Shield Bash (-2), Dual, Requires 1 additional Hand and Slot.											
Alchemical Coat										Alchemy.	14t*	+0
	Optional: Set Up 1. *Remove this Modification at the end of this Session.											
Blessed						*				All-Power.	Loot	+1
	Blunt, Counts as a Resolve Toolbox. *+1 Crit Dmg vs characters with 0 Endurance.											
Light	+1				-2				-1		10t*	+0
	Shield Bash (-2). *This Modification may only be applied when this item is acquired. *May not have the Heavy Weapon Modification.											
Long Haft	-1		+1								12t	+0
Heavy	-2				+2				+1		12t*	+0
	Shield Bash (+1). *This Modification may only be applied when this item is acquired. *May not have the Light Weapon Modification.											
Broken/Low-Quality	-1				-1							-1
	Shield Bash (-2), 14t to remove this Modification.											
Master Crafted	+1				+1						18c*	+1
	This item counts as a Resolve and Leadership Toolbox. *This Modification may only be applied when this item is acquired, Contribute (4 Quality, 3 Arcanium/Wylding).											
Painful	+1				+2						NPC	+1
Magical, Precise	+1										Loot	+0
Magical, Powerful					+1						Loot	+0

Shield Variations (May Select 1, Shield Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Primitive	-1				-1				-1		-1t	-1
	Primitive.											
Wood											+0t	+0
	When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack.											
Steel					+1				+1		+2t	+0
	Strong Hit: Bash (Hit) Your target becomes Suppressed and is Pushed back 1d3 (1 if they're Big, 0 if they're Huge) spaces away from you.											
All-Shield					-2	-			0	All-Power.	1 Kn	+2
	Natural, This item also provides Cover to adjacent Allies (not just those behind you) and not to enemies.											
Mental Fog	-1								0	Enchantment.	2 Kn	+2
	Natural, You may attempt to Stealth without Cover. This item only works vs characters with minds (ie: not traps) that you're aware of (ie: not Stealthed).											
Wylldwood										Wylld.	+4c	+2
	Contribute (1 Potions, 3 Wyllding), When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack.											
	Strong Hit: Regrow (Hit) You may remove the Broken Modification from this item for free.											
Fiery					+2			-1	-2		+6c	+2
	Energy, Shield Bash (+2), +2 Defence, Contribute (1 Priceless (Divine Shield), 2 Quality, 3 Arcanium).											
Divine Glove					+1						+8c	+3
	Energy, You're immune to non-Direct Hit Splash Weapons and Shield Bash from your front, Contribute (1 Priceless (Electro-Grav Gauntlet), 2 Quality, 5 Arcanium).											
	Strong Hit: Bash (Hit) Your target becomes Suppressed and is Pushed back 1d3 (1 if they're Big, 0 if they're Huge) spaces away from you.											
Plated								0	0		NPC	+0
	Natural, This item grants you Cover from your Front OR Sides OR Rear (normally just Front).											

Shield Modifications (May Select any Amount, Shield Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Familiar	+1										12t*	+0
	*This modification is free if you Crafted this Weapon.											
Practiced					+1						1 Kn	+0
Rear Protection											1 Kn	+0
	While this Shield is not Active you gain +1 Body Armour vs all Rear Attacks.											
Spiked					-1	+1					14t	+0
	Shield Bash (-2), +2 Defence vs Tackle.											
Blessed										All-Power.	Loot	+1
	Blunt, Counts as a Resolve Toolbox if you worship the All-Being.											
Broken/Low-Quality	-2				-2							-1
	Shield Bash (-2), This item provides you with 1 less Cover Step, 10t to remove this Modification.											
Master Crafted	+1				+1						18c*	+1
	This item counts as a Resolve and Leadership Toolbox. *This Modification may only be applied when this item is acquired, Contribute (6 Quality, 2 Arcanium/Wyllding).											
Painful	+1				+2						NPC	+1
Magical, Precise	+1										Loot	+0
Magical, Powerful					+1						Loot	+0

Bow Variations (May Select 1, Bow Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Primitive/Low-Quality	-1	-1	-5				+1			Arrow.	-1t	-1
	Primitive.											
Quality Wood	+1									Arrow.	+0t	+0
Hard Wood			+5	+1	+1					Arrow.	+2t	+0
	Shield Bash (+2).											
Composite			+5		+1				-1	Arrow.	+4t	+1
Druidic		-1								Arrow, Wyld.	+4c	+2
	Contribute (1 Potions, 3 Wylding), Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
Divine Fire	-2*			*	+1						+6c	+2
	Energy. *+1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).											
Divine Weapon					+1				-1	Arrow.	+8c	+3
	When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Bow), 2 Quality, 5 Arcanium).											
Lightning Wand (Gun)	-1d6		+10		+2	+1	*	+1	-2	**	Loot	+0
	Energy, Preload +3, *Ammo cannot be regained, **May only be applied to a Crossbow.											
Thunder Wand (Gun)	+1d6		-10		+4		*	+1	+1	**	Loot	+0
	Preload +2, *Ammo cannot be regained, **May only be applied to a Crossbow.											
Spit			-5				+2	-1	-2	Alchemy or Wyld.	NPC	+0
	Shield Bash (+3) OR Splash +1, Natural.											

Bow Modifications (May Select any Amount, Bow Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Old Heirloom											*	-1
	*Only at character creation (each PC may have only 1 Old Heirloom). *May not have the Natural Keyword.											
Familiar	+1										12t*	+0
	*This modification is free if you Crafted this Weapon.											
Practiced					+1						1 Kn	+0
Extra Arrows	-1						+1 +X				8t	+X
Special Arrows											8t	+2
	Duplicate a base Stat Line from this Weapon: it has -2 Ammo, This Modification may only be taken once per Weapon.											
Master Crafted	+1				+1						18c*	+1
	This item counts as a Resolve Toolbox, *This Modification may only be applied when this item is acquired, Contribute (2 Potions, 4 Quality, 3 Arcanium/Wylding).											
Painful					+2		+2				NPC	+1
Magical, Precise	+1										Loot	+0
Magical, Powerful					+1						Loot	+0

Arrow Variations (May Select 1, Arrow Only, May Change)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Broad	+1										Free	+0
Barbed					+1						Free	+0
	On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
Bodkin	-1				-1						8t	+0
	Strong Hit +1 vs targets with 4+ Body Armour.											
Alchemical Head							*			Alchemy.	10t*	+1
	*Acquire cost is increased by the Ammo of this Weapon (eg: Ammo 2 = Acquire 12t).											

Alchemy Variations (May Select 1, Alchemy Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Sticky Flame					-1						+1t	+0
	Energy, Burn. Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).											
Searing Flame	-1				+1						+0t	+0
	Energy, Burn, Splash +1. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).											
Shocking Lightning	-2				-1						+2t	+0
	Energy. Strong Hit: Shock (Hit) A damaged character becomes Suppressed.											
Jumping Lightning					+1						+0t	+0
	Energy. Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).											
Corrosive Acid	-2					-1					+2t	+0
	Burn. Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).											
Creeping Acid	+1				+2						+1t	+0
	Burn. Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).											
Acrid Poison					-2						+2t	+0
	Dangerous Terrain 1 (Poison). Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Agonising Poison											+0t	+0
	Dangerous Terrain 3 (Poison). Strong Hit: Agonise (Hit) All damaged characters suffer -1 Movement, Recovery and Defence until the end of their next Turn (Stacks).											
Flash Freeze	-1				-1	-1					+2t	+0
	Dangerous Terrain 1 (Cold), Splash +1. Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
Lingering Cold	+1										+0t	+0
	Dangerous Terrain 2 (Cold). Strong Hit: Frost (Hit) This Attack gains Dangerous Terrain +2 (Cold) (Stacks).											
Vortex						-1					+2t	+0
	Strong Hit +1. Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.											
Delayed Blast	-1				-1						+1t	+0
	Shield Bash (+2). Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).											
Shrapnel Shards						-1					+0t	+0
	Splash +2. Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).											
Blast	-1d6				+1	+1			*		+1t	+0
	Shield Bash (+2). *Must have the Potion Weapon Type. Strong Hit: Knock Back (Once per Attack, Hit) A damaged character is pushed 1d3 (1d6 if they're Tiny, and 1 if they're Huge) spaces back.											
Smoke/Luminescence	+1				-2	-4	+2				+0t	+0
	Strong Hit: Alter Light (Hit) A Splash +2 area alters its Low Light Cover by +/-1 for 1 minute and you gain +1 Momentum (Stacks).											
Marker	+1				+2	-4	+2				+0t	+0
	Strong Hit: Marked (Hit) All Attacks gain +1 Hit and End Dmg vs all damaged characters until the end of Combat (Stacks).											
Primer						-4	+2				+0t	+0
	Strong Hit: Prime (Hit) The next Alchemy Attack against a damaged character gains Strong Hit +1 (does not Stack).											
Goop	-1										+2t	+0
	Blunt. Strong Hit: Goop (Hit) A damaged character becomes Ensnared (16) and has their Movement reduced by 2 until the start of your next Turn (Stacks).											

Wyld Variations (May Select 1, Wyld Only)

Requires a Trait

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Blight	-1				+1						+0	+0
Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
Entangle					-1						+2t	+0
Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
Enrage	-1					-1					+2t	+0
Strong Hit: Enrage (Hit) A damaged non-Monster character gains a free Recovery and must make an immediate free move and Attack against the nearest character (your choice if two or more are equal distance) with an Active Weapon of your choice and dealing the most harm possible (does not Stack).												
Thorns					+1						+2t	+0
Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).												
Spreading Poison	+2										+0t	+0
Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).												
Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												

Potion Modifications (May Select any Amount, Potion Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Draw	Weight	Weapon Type	Acquire	Resources
Familiar	+1										12t*	+0
*This modification is free if you Crafted this Weapon.												
Practiced					+1						1 Kn	+0
Custom Bottles			+5		+1						2 Kn	+1
Exotic Spark							+1				Loot	+1
You may discard this Modification to grant a single Attack: an unknown, strange and powerful (GM-defined) effect.												
Powerful Spark					+1		+1				Loot	+1
You may discard this Modification to grant a single Attack: +2 Hit, Splash +1 and Strong Hit +1.												
Small Bottles			+1	+1	-2						10t	+0
Small, *May not have the Oversized Bottles Weapon Modification.												
Oversized Bottles	-1		-1	-1	+1						12t	+0
Shield Bash (+2), Lose Keyword Small, *May not have the Small Bottles Weapon Modification.												
Extra Potions	-2				-2		+1				14t	+0
Fancy Technique	-1				-1						1 Kn	+0
Momentum 2: Your next Attack gains Strong Hit +1 (Stacks).												
Flexible Technique	-1										1 Kn	+0
During your Downtime (or if you pay 4 Momentum Points mid-Combat) you may spend a Potion Trade Box to change the Alchemy or Wyld Variation for this Weapon (paying any additional Resource cost) to any Variation that you have already paid the Acquire cost for (the base Acquire cost of this Weapon + any Variation Acquire cost).												
Exotic Techniques	+1				+1						3 Kn	+1
Rare Compounds					+2		-1				3 Kn	+1
Exotic Compounds	+2				+2		-1				Loot	+1
Painful	+1				+2						NPC	+1
Low-Quality	-2						-1					-1
Strong Hit -1, 14t to remove this Modification.												
Magical, Precise	+1										Loot	+0
Magical, Powerful					+1						Loot	+0

Enchantment Variations (May Select 1, Enchantment Only)

Requires
a Trait

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Mental Nudge	-1					-1					+0t	-1
	You may make a Spare Time Roll of 14t to change this Variation.											
Flow	+1										+0t	+0
	You may make a Spare Time Roll of 14t to change this Variation.											
Ethereal	-2				-1						+1 Kn	+1
	Targets gain no benefits to their Defence from Cover vs this Weapon (but they still gain all other benefits such as immunity to Critical Hits).											
Mind to Mind	-1					*					+1 Kn	+1
	Targets gain no benefits to their Defence from their Reflexes vs this Weapon, *-2 Crit Dmg vs targets without a mind (ie: Traps).											
Storm	-1d6										+2 Kn	+1
	Splash +1.											

Enchantment Modifications (May Select any Amount, Enchantment Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Familiar	+1										12t	+0
Practiced					+1						1 Kn	+0
Open Soul	*										1 Kn	+0
	**1d6 Hit vs enchanters.											
Slow Time	-1				-2	-2					2 Kn	+0
	Strong Hit: Slow Time (Once per Turn, Hit) You may perform 1 free Action with Strong Hit -1 at the end of your Turn.											
Passion					-2						1 Kn	+1
	Strong Hit: Passion (Once per Turn, Hit) An ally within 3 of you gains +1 Momentum.											
Terrorise	-1				+4						2 Kn	+1
	Splash +1. When you Attack with this Weapon you suffer 1d6 Endurance Damage. Counts as a Leadership Toolbox.											
Mind Worm	-2										1 Kn	+1
	Strong Hit: Mind Worm (Hit) All damaged characters suffer -4 Hit on their next Attack (does not Stack).											
Cloud Mind	+2			+1	-1						1 Kn	+1
	Counts as a Stealth Toolbox.											



Companion Variations (May Select 1, Companion Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Commoner												-1
	Defence: -2 Armour: -1 Movement: +1 Carry: +4.											
Soldier, Killer					+1		+1					+0
Soldier, Prepared	+1											+0
	Movement: +1.											
Soldier, Armoured	-1				+1		-2					+1
	Defence: -2 Armour: +1 Movement: -1 Carry: +2.											
Scholar	-1				-1	-1						+0
	Carry: -3. Counts as a Toolbox for 1 Skill, +1 to all Spare Time Rolls.											
Mage										Alchemy.		+1
	Defence: +1 Carry: -2.											
Druid					+1					Wyld.		+1
	Movement: +1 Carry: -2.											
Monk						-1				All-Power*.		+1
	Defence: +1 Armour: +1 Carry: -2, Blunt, *You do not need to be able to use All-Power Weapons to use this Companion.											
Adept										Enchanter*.		+1
	Defence: +2 Carry: -2, *You do not need to be able to use Enchantment Weapons to use this Companion.											
Shaman			+2	+1						Spirit*.		+1
	Carry: -2, Counts as a Toolbox for 1 Skill, *You do not need to be able to use Spirit Weapons to use this Companion.											
Enslaved Child of Pol, Stone					+2					Alchemy.	+4c	+4
	Defence: -2 Armour: +1 Movement: -1 Carry: +4, If you die all characters take 8 Endurance Damage, Contribute (4 Arcanium, 4 Stone).											
Enslaved Child of Pol, Metal	+2		+1							Alchemy.	+4c	+4
	Defence: -2 Armour: +2 Carry: -1, If you die all characters take 8 Endurance Damage, Contribute (4 Arcanium, 6 Ore).											
Enslaved Child of Pol, Arcanium	+1d6		+1							Alchemy.	+6c	+5
	Defence: +1 Armour: +1 Movement: +3 Carry: -2, If you die all characters take 16 Endurance Damage, Contribute (1 Priceless (Child Core), 8 Arcanium)											
Pet, Pack Hunter	+1d6											-1
	Defence: +2 Armour: -1 Movement: +2 Carry: -4, Natural.											
Pet, Predator					+2							+0
	Movement: +2 Carry: -4, Natural.											
Pet, Wyld	-1d6-2					+1	+1			Wyld.	+2 Kn	+2
	Movement: +1 Carry: -4, Natural.											
Spirit, Comfort			+1							Spirit.		+0
	Movement: * Carry: -10, Natural, *You may Fly and are Incorporeal, Reduce all Low Light Cover by 1 in a Splash area of 5 around you.											
Spirit, Wisdom	-1		+2		-1	-1				Spirit.		+1
	Movement: * Carry: -10, Strong Hit +1, Natural, *You may Fly and are Incorporeal, Reduce all Low Light Cover by 1 in a Splash area of 4 around you.											
Spirit, Might	+4	+1	+4		+2					Spirit.		+2
	Movement: * Carry: -10, Natural, *You may Fly and are Incorporeal, Reduce all Low Light Cover by 2 in a Splash area of 6 around you.											

Companion Modifications (May Select any Amount, Companion Only)

Modification	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Trained	+1										1 Kn	+0
Well Armed					+1						14t	+0
X Extra Bodies	-X											+X
	Defence: -X Bodies: +X.											
Friend	+1				+1						1 Kn	+1
	At any time you may spend a Willpower point to grant this Companion +1 Armour until your next Turn (Stacks).											
Mounted/Fast	+1				+1							+2
	Defence: -1 Movement: +5 Carry: +2.											

Mount Variations (May Select 1, Mount Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Pack Animal						-1					+0t	-1
	Defence: -2 Armour: -1 Movement: -2 Carry: +6.											
Small Animal					-1						+0t	-1
	Defence: +1 Armour: -1 Movement: -1 Carry: -1 Turn: +90°, You're a Standard Sized character.											
Agile Beast	+2										+0t	+0
	Defence: +4 Armour: -1 Movement: +4 Turn: +45°.											
War Beast					+1	+1					+2t, 1 Kn	+0
	Defence: +2 Carry: +2, Gain +1 Skilled Mass Combat Die.											
Hulking Beast	-2				+3						+2t, 1 Kn	+2
	Defence: -6 Armour: +1 Movement: -4 Carry: +8 OR 1 Cargo Space, Splash 1, You're a Huge Sized character, Gain +2 Skilled Mass Combat Dice.											
Exotic Beast					+1	+1				Alchemy or Wyld (pick one).	Loot, 1 Kn	+2
	Defence: +2 Carry: +2, Strong Hit +1, Gain +1 Veteran Mass Combat Die.											
Flying Beast					-1						Loot, 4 Kn	+3
	Armour: -1 Movement: +6* Turn: +45°, You're a Standard Sized character, *You may Fly, Gain +1 Long Distance Mass Combat Die.											
Drake		+2	+10	+1	+2	+2				Wyld.	Loot, 6 Kn	+6
	Defence: +1 Armour: +2 Movement: +2 * Turn: +90° Carry: +6, Splash 1, *You may Fly, You have -4 max Renown, You're a Huge Sized character, Gain +4 Ranged Long Distance Mass Combat Dice.											

Summon Variations (May Select 1, Summon Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Spawn Nephilim Swarm	+1				+1	-1				Wyld.		+0
	Defence: -4 Armour: -1 Movement: -1, Natural. Momentum 2: Gain 4 Bodies (up to your maximum).											
Spawn Nephilim Brutes			+1		+1					Wyld.		+0
	Movement +2, Natural.											
Animated										Enchantment or Wyld (pick one).		+0
	Defence: -4 Armour: +1 Movement: -1, Natural.											
Spirit Storm		+1	+3	+1						Spirit.		+0
	Bodies +2, Natural, Reduce all Low Light Cover by 1 in a Splash area of 5 around you.											
Illusion	-1				-1	-1				Enchantment.	+1 Kn	+1
	Defence: +2 Armour: +2, Natural, With a Skill Roll your Bodies may look and sound like anything you are familiar with, Adjacent allies do not reduce the Endurance Damage they receive by 2. Strong Hit: Distract (Hit) All damaged characters suffer Strong Hit -1 on their next Attack (Stacks).											
Wraith	-1					*				Enchantment.	+1 Kn	+1
	Armour: +1* Movement: **, Natural, **+1 Crit Dmg and -1 Armour vs enchanters, **You may Fly and are Incorporeal, Adjacent allies do not reduce the Endurance Damage they receive by 2. Strong Hit: Haunt (Hit) All enemies not adjacent to an ally take 4 Endurance Damage.											



Retainer Variations (May Select 1, Retainer Only)

Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Peasants			+1	+1		-1						+0
	Defence: +2, Armour: -1, Carry: +4 Bodies: +Holding's Peasants x2, Gain Unskilled Mass Combat Dice (pg: 102) equal to your Bodies.											
Guards	+1					+1						+0
	Bodies: +Holding's Soldiers, Gain Skilled Mass Combat Dice (pg: 102) equal to your Bodies.											
Archers	-1	+5	+30	+2								+0
	Defence: +2, Armour: -1, Carry: +4 Bodies: +Holding's Peasants, Gain Unskilled Ranged Mass Combat Dice (pg: 102) equal to your Bodies.											
Men-at-Arms		+6	+35	+0 or +2*							**	+0
	Bodies: +Holding's Soldiers -1, Gain Ranged Mass Combat Dice (pg: 102) equal to your Bodies, *You may change your Ideal Rng at any time. **Requires Prosperity Trait: Militia OR the Security Trait: Brute Squads, Mobile Force, Elite Force or Fortress.											
Knights	+1										*	+0
	Defence: -2, Armour: +1, Movement: -2 Bodies: +Holding's Soldiers/2 (rounded up), Gain Veteran Mass Combat Dice (pg: 102) equal to your Bodies. *Requires Security Trait: Elite Force or Fortress.											
Mounted Knights	-1										+2t*	+0
	Defence: -4, Armour: +1, Movement: +6 Bodies: +Holding's Soldiers/2 (rounded up), Big, Gain Veteran Mass Combat Dice (pg: 102) equal to your Bodies. *Requires Security Trait: Mobile Force, Elite Force or Fortress.											
Mercenaries	+1		+1		+1						+2t	+0
	Bodies: +the number of Treasure Trade Boxes spent to acquire this Retainer, Gain Skilled Mass Combat Dice (pg: 102) equal to your Bodies.											
Magicians		+2	+12	+2	+2					Pick One: All-Power, Alchemy, Enchantment, Wyld or Spirit*	+2t**	+0
	Defence: -2, Armour: -1, Bodies: +Holding's Soldiers/2 (rounded down), Splash 1, Gain Veteran Mass Combat Dice (pg: 102) equal to your Bodies. *You do not need to be able to use Magic Weapons to use this Retainer, **Requires Prosperity Trait: Educated or Inventive OR the Security Trait: Mystical Force.											
Zealots	-1				+2	-1					+4t*	+0
	Defence: +4, Armour: -1, Carry: +4 Bodies: +Holding's Peasants, Gain Skilled Mass Combat Dice (pg: 102) equal to your Bodies. *Requires Loyalty Trait: Pious or Tyrannical. Strong Hit: Zeal (Hit) This Retainer gains +1 Crit Dmg for the remainder of Combat (Stacks up to +3).											
Hero					+2						-2t*	+0
	Defence: +2 Armour: +1, Durability: +2 (pg: 109) Gain 2 Veteran Mass Combat Dice (pg: 102), *Requires Prosperity Trait: Resident Hero.											
Spirits	+4	+1	+4		+2					Spirit.	+2t**	+0
	Movement: * Carry: -2 Bodies: +Holding's Woods-2, Gain Veteran Ranged Mass Combat Dice (pg: 102) equal to your Bodies. *You may Fly, Reduce all Low Light Cover by 2 in a Splash area of 6 around you, **Requires Woods Trait: Spirit Woods.											

Spirit Variations (May Select 1, Spirit Only)



Variation	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type	Acquire	Resources
Blue Flame	+1										+0t	+0
	Energy, Burn, This Spirit may Fly and is Incorporeal.											
Purple Flame					-1						+0t	+0
	Energy, Burn, This Spirit may fly and is incorporeal. Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).											
Red Flame	-1				+1						+0t	+0
	Energy, Burn, Splash +1, This Spirit may Fly and is Incorporeal. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).											
Orange Flame											+2t	+1
	Energy, Burn, +1 Armour vs Energy, Energy Attacks that Hit one of your Bodies gain Splash +1 (does not Stack), Deal 5 Endurance Damage to any adjacent character that kills one of your Bodies with a non-Energy Weapon, This Spirit may Fly and is Incorporeal.											
Green Flame										Alchemy.	+2t	+1
	Energy, Burn, This Spirit may Fly and is Incorporeal.											
Pink Flame					-1	-1				Enchantment.	+2t	+1
	Energy, Burn, Strong Hit +1, This Spirit may fly and is incorporeal.											

Outfits (Max 1)

Outfit	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Naked / Very Little - Avoidance	+2		0	0			0	-	Light.	Auto	-
Natural, Momentum 2: Gain +2 Armour vs an Attack you can perceive (Stacks).											
Naked / Very Little - Tough			1	1			0	-	Light.	Auto	-
Natural, Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).											
Cloth	+2		1	1	-1		4	0	Light.	8t	0
Counts as a Stealth Toolbox.											
Leather / Hide	+1		2	1			6	1	Light.	10t	1
Studded / Scale			2	2			8	2	Light or Heavy*.	12t	2
*You do not require an assistant to equip and remove this Outfit.											
Chainmail / Splint		-1	3	2	-1		6	3	Heavy.	14t	3
Plate	-1		4	3	-2		5	4	Heavy.	18t	5
-1 Stealth, Double the time to equip and remove.											

Light Outfit Variations (May Select 1, Light Outfit Only)

Variation	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Practical							+2			+0t	+0
Wild		+1					-2			+1c	+0
Primitive, All of your Weapons gain +1d6 Hit when you have 0 Endurance, Contribute (1 Wyllding).											
Hunter	+1						+1			+2t	+0
Counts as a Stealth Toolbox.											
Alchemist's Attire							-1			+1t	+0
All of your Potions gain +1 Ammo.											
Scholar's Robe		-2								+0t	+0
+2 to all Study Spare Time Rolls.											
Plated						+5				+0t	+1
Marital Arts		+1	+1*	+2*	-1		-2	-1		2 Kn	+2
Natural, *You suffer -1 Armour until your next Turn if you do not move at least 4 spaces from your starting location during your Turn.											
Divine Garb						+10	-1			+4c	+2
The first time you're reduced to 0 Endurance during a Combat: You may deal 10 Endurance Damage to a single character within 2 of you, Contribute (1 Priceless (Divine Clothes), 4 Quality, 2 Arcanium/Wyllding).											

Heavy Outfit Variations (May Select 1, Heavy Outfit Only)

Variation	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Steel						+5				+0t	+0
Nephilim Carapace	-1			+1						+2c	+0
All of your Weapons gain +2 End Dmg, -1 Persuasion, Contribute (2 Quality (Nephilim Carapace)).											
Heavy Steel		-1	+1					+1		+2t	+0
ALL-Protection	+1				-1		+1	-4	Light*.	2 Kn**	+1
Natural, *Treat this Outfit as Light for the purposes of sleeping, equipping and removing. **You must be able to use ALL-Powers.											
Divine Armour			+1			+5	-1	-1		+4c	+2
Contribute (1 Priceless (Divine Armour), 2 Quality, 4 Arcanium/Wyllding), You do not require an assistant to Equip and remove this Outfit.											

Outfit Modifications (May Select any Amount, Outfit Only)

Modification	Defence	vs Tac	Body Armour	Head Armour	at O End	End	Slots	Weight	Type	Acquire	Resources
Old Heirloom										*	-1
*Only at character creation (each PC may have only 1 Old Heirloom). *May not have the Natural Keyword.											
Good Fit							+1			8t	+0
Perfect Fit		+1					+1			10c	+0
Contribute (1 Quality).											
Veteran		+1								3 Kn	+0
Reduce all Attribute Damage against you by 2 (after Armour) to a minimum of 2. You may pay 1 Kn to transfer this Modification to another Outfit of yours.											
Spikes		-1					-1			12t	+0
Any character that is Grabbing you with their Limbs takes 6 End Dmg at the start of your Turn, -1 Stealth, -1 Persuasion.											
Impressive										14t	+0
Counts as a Leadership Toolbox, -1 Stealth.											
Warm								+1		12t	+0
Cold weather has little effect on you, Hot weather has a greater effect on you.											
Large Backpack	-1	-1					+4	+1		8t	+0
Optional, You may transfer this Modification to another Outfit.											
Broken		-1				-5					-1
14t to remove this Modification.											
Master Crafted		+1				+5				18c*	+1
This item counts as a Resolve and Leadership Toolbox. *This Modification may only be applied when this item is acquired, Contribute (6 Quality, 2 Arcanium/Wylding).											
Magical, Tough						+5				Loot	+1
Magical, Flexible	+1									Loot	+1
Magical, Light								-1		Loot	+0
Magical, Storage							+1			Loot	+0
Magical, Slippery		+1								Loot	+0



Utility Items (Max 1)

Name	Requirements	Notes	Acquire	Resources
Charm, Communication (Comm System)		Small, You may communicate with people who also have a Communication Charm (over very long distances and through some solid objects), Other people with a Communication Charm may secretly perceive your communications.	Loot	1
Charm, Holy		Small, Counts as a Resolve Toolbox, Once per Combat you gain +1 Momentum while honouring/serving your patron deity.	Free	0
Charm, Invisibility (Holographic Coat)		Counts as a Stealth Toolbox, You may spend a Willpower point to gain +1 to a failed Stealth Skill Roll (Stacks), Momentum 2: You're invisible (Stealthed) until your next Turn.	Loot	2
Charm, Wild		Small, Counts as a Resolve Toolbox, You gain Strong Hit +1 while you have 0 Endurance, -3 Recovery.	14t	1
Charm, Lucky		Small, +1 to all Spare Time Rolls.	Loot	0
Divine, Aura	All-Power or Spirit	Natural, Counts as a Resolve Toolbox, All allies within 3 spaces of you gain +2 Hit and Recovery (does not Stack).	14t	0
Divine, Power	Enchanter or Spirit	Natural, Counts as a Resolve Toolbox, Momentum 2: Your next Attack gains Strong Hit +1 (does not Stack).	1 Kn	0
Divine, Wall	All-Power or Enchanter	Natural, Set Up 1, Creates 2 spaces of Heavy Environmental Cover, Difficult Terrain, in adjacent spaces, These disappear if your Endurance reaches 0 or if you move.	1 Kn	1
Extra Ammo		Small, One of your Weapon Stat Lines gains +1 Ammo.	8t	0
Extra Components	Alchemist or Wyld	Small, Momentum 3: One of your Potions regains 1 spent Ammo.	10t	0
Extra Supplies		Small, You and your group gain +5 Maximum Travel Distance (Stacks).	Free	0
Extra Tools		Two of your Toolboxes require 0 Slots (normally 1).	12t	0
Gear, Banner		Large, Set Up 1, Pull Down 2, All allies within 4 of a Set Up Banner gain +2 Hit and End Dmg (does not Stack). Your group may have only 1 Banner Set Up at any one time.	14t	0
Gear, Pavise		Large, Set Up 2, Pull Down 2, Creates 1 space (2 if you're Big or Huge) of Heavy Environmental Cover (Light to non-Tiny characters if you're Tiny) in an adjacent space.	14t	0
Gear, War Horn		Small, Once per Combat Encourage grants all allies +2 Defence and Movement until the start of your next Turn.	12t	0
Potion, Agility		Small, 1 Use (2 if you're an Alchemist), Your next Attack gains +1d6 Hit (Stacks).	12t	0
Potion, Armour		Small, 1 Use (2 if you're an Alchemist), You gain +2 Armour until the start of your next Turn (Stacks).	14t	0
Potion, Chaos	Alchemist	Small, 2 Uses, Create a Splash 3 area of random Dangerous and/or Difficult Terrain and/or Low Light Cover.	8t	0
Potion, Cold		Small, 1 Use (2 if you're an Alchemist), Your next Attack that Hits Suppresses your target.	16t	0
Potion, Fire		Small, 1 Use, Your next Attack gains +1 Crit Dmg and the Energy and Burn Keywords (does not Stack).	14t	1
Potion, Flash		Small, 1 Use (2 if you're an Alchemist), A Splash 2 area alters its Low Light Cover by +1 for 1 to 5 minutes.	Free	0
Potion, Greater Healing	Wyld	Small, 1 Use, Your next Healing Roll Heals +3 Attribute Points and 20 Endurance.	20t	3
Potion, Healing (Flesh Rejuvenator)		Small, 1 Use (2 if you're an Alchemist or a Druid), Your next Healing Roll Heals +1 Attribute Point and 15 Endurance.	14t	1
Potion, Power		Small, 1 Use (2 if you're an Alchemist or a Druid), Your next Attack gains Shield Bash (+10) (does not Stack).	14t	0
Potion, Smoke		Small, 1 Use (2 if you're an Alchemist), A Splash 2 area alters its Low Light Cover by -1 for 1 to 5 minutes.	Free	0
Potion, Strength		Small, 1 Use (2 if you're an Alchemist), Your Large and Limb Weapons gain +2 Hit and End Dmg until your next Turn (Stacks). You gain +2 Defence vs Tackle until the end of the Combat (Stacks).	12t	0
Preparation, Environment		Small, Counts as a Stealth Toolbox, You are prepared for a single type of hostile terrain (ie: mountains, cold, etc...).	6t	0
Preparation, Mind		Natural, +2 Combat Order, Your first Attack each Combat gains Strong Hit +1.	1 Kn	0
Preparation, Soul	All-Power or Spirit	Natural, Counts as a Resolve Toolbox, +5 Endurance.	14t	0
Preparation, Speech		Natural, Counts as a Persuasion Toolbox, All Allies gain a Resolve Toolbox and +1 Recovery (does not Stack).	10t	0
Preparation, Study		Natural, Momentum 4: Make a free Study Spare Time Roll on your current situation (no Tools required).	14t	1
Preparation, Body		Natural, You may spend a Willpower point to gain +1 to a failed Physical, Stealth or Attack Roll (Stacks).	12t	0
Preparation, Sharpen		Natural, Your first 2 Hits each session with any Blade, Axe or Polearm Weapon gain Strong Hit +1.	1 Kn	1
Spirit, Angry	Spirit or Wyld	Natural, Counts as a Resolve Toolbox, You gain +1 Momentum when you take Attribute Damage.	1 Kn	0
Spirit, Guardian	All-Power or Spirit	Natural, Counts as a Resolve and Awareness Toolbox, +1 Defence.	12t	0
Spirit, Insightful	Enchanter or Spirit	Natural, Counts as a Persuasion, Resolve and Stealth Toolbox, You gain +2 Armour during Surprise Rounds.	12t	0
Extra Utility		You may have X additional Utility Items beyond this one.	X Kn	X x2

Example Misc Items, Tasks & Services

The Items, Tasks and Services listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Common Items	Slots	Description	Acquire
1 Common Item		You gain one Common Item, *Once per session.	Free*
Example Common Items:	0 -> 2	Alcohol, Basic Tool, Bucket, Clothes, Common Pet, Ladder, Lantern Oil, Rope, Parchment & Ink, Torch (creates light in a Splash 6 area for 1 hour, requires 1 Hand).	
2 Common Items		You gain up to Two Common Items.	10t
1 Expensive/Rare Item		You gain one Expensive/Rare item,	14t
Example Rare Items:	0 -> 1	Barrel of Alcohol, Book, Cart/Wagon (1 Cargo Space), Transport-Only Mount (may only be used for non-Combat Travel, Carry 4), Forged Papers, Lantern (creates light in a Splash 4 area for 1 hour per portion of oil, requires 0 Hands if you have a belt), Lock, Map, Musical Instrument, Poison, Trained Pet.	
Toolbox	1	Small, Required for some Skill Rolls, +1 to a single Skill (does not Stack).	14t

Tasks	Description	Acquire
Small Bribe/Gift		12
Large Bribe/Gift		14t
Repair an Item	Removes the 'Broken' Modification from an item.	14t
Create a Map	*The higher the roll the more detailed the map.	12t*

Services	Description	Acquire
Meal, Common (Stew, Bread, Pork)		Free
Meal, Expensive (Game, Spices, Cake)		10t
Lodgings, Common	Food provided.	Free
Lodgings, Expensive	1-4 nights, guarded, food provided.	12t
Hire Craftsman/Professional	Make a free Spare Time Roll with a +1 Skill Roll bonus.	14t
Rent, Workshop	Gain access to a Workshop for 2 Spare Time Rolls.	14t

Minor Magical Items	Description	Acquire
Alchemical Gel	1d3 Uses, Apply the Alchemical Coat Modification to a Weapon.	2x 14t
Magic Wall	Small, 1 Use, Momentum X : Create an impassable wall in 2 adjacent spaces that require an adjacent opponent to spend Momentum X+1 to remove.	16t
Magical Guardian (Synth Steel Robot)	Large, 1 Uses, Prep 1, Gain a GM defined Skilled ally for a GM defined amount of time.	Loot
Navigation Stone (GPS)	Small, GM defined Uses, Helps you to navigate your terrain.	Loot
Wand, Safety (Anti-Grav Boots)	Small, GM defined Uses, Prevents you from taking falling damage as long as you fall feet first.	Loot
Wand, Command (Mega Phone)	Small, Unlimited Uses, Makes your voice very loud.	Loot
Wand, Fire (Lighter)	Small, GM defined Uses, Light a small fire.	Loot
Wand, Healing (Med Spray)	Small, 1 Use, Remove a minor medical Condition (ie: disease, poison, etc...).	Loot
Wand, Invisibility (Stealth Field)	GM defined Uses, You and all allies within a Splash 4 area around you are invisible (Stealthed) for a GM defined amount of time.	Loot
Wand, Light (Flashlight)	Small, GM defined Uses, Reduce Low Light by 1 Cover Step in a Splash 3 area.	Loot
Wand, Marking (Permanent Marker)	Requires 0 Slots, GM defined Uses, You may draw on almost any surface.	Loot
Wand, Movement (Auto Tracker)	Small, GM defined Uses, All enemies have -4 Stealth around you.	Loot
Wand, Rot (Defoliant Spray)	Small, GM defined Uses, Remove all vegetation in a Splash 3 area.	Loot
Wand, Steel (Synth Steel Repair Kit)	Creates 1d3 Quality Rare Trade Goods.	Loot
Wand, Wonder (Firework)	Small, 1 Use, Create a large amount of light and ALL nearby characters become Suppressed.	Loot
Potion, Energy (Instant Coffee)	Small, 1 Use, When you perform the Prep Action you Heal 10 Endurance.	Loot
Potion, Food (Dehydrated Food)	Small, GM defined Uses, Extend your Maximum Travel Distance by 10 days OR gain 1d3 Food Trade Goods.	Loot
Potion, Steel (Synth Steel Cube)	Small, Gain 1d3 Ore Trade Goods.	Loot

Example Buildings

The Buildings listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

Mass Combat Dice from Buildings may ONLY be used when your Building is directly involved in a fight, not just the Holding in general (ie: a Manors' Private Security forces may only be used when it is being directly attacked).

General Examples	Description	Cost	Time	Acquire
Wooden	+1 Cargo Space.	6 Lumber	1 Week	10c
Wooden, Large	+3 Cargo Space.	10 Lumber, 2 Stone	1 Month	12c
Wooden, Huge	+10 Cargo Space.	14 Lumber, 4 Stone, 2 Treasure	2 M	16c
Stone	+1 Cargo Space, Resistant to damage.	1 Lumber, 5 Stone	1 Month	12c
Stone, Large	+3 Cargo Space, Resistant to damage.	2 Lumber, 10 Stone	2 M	14c
Stone, Huge	+10 Cargo Space, Resistant to damage.	3 Lumber, 15 Stone, 2 Treasure	3 M	18c
Grand Garden		2 Herbs	1 Month	10c
Grand Statue		2 Stone/Ore	1 Month	12c

Home	Description	Cost	Time	Acquire
Hut		2 Lumber	1 Day	10c
House	+1 Cargo Space.	6 Lumber/Stone	1 Week	12c
Manor	+3 Cargo Space.	12 Lumber/Stone	1 Month	14c
Mansion	+10 Cargo Space.	18 Lumber/Stone, 2 Treasure	2 M	18c
Renovations, Extra Space	+2 Cargo Space (Stacks), extra living space.	2 Lumber/Stone	1 Week	10c
Renovations, Aesthetics	Your Building looks impressive.	2 Lumber/Stone/Ore/Herbs, 2 Treasure	1 Week	14c

Vocation	Description	Cost	Time	Acquire
Workshop	+2 to an Education Skill (does not Stack with Tools), *Does not require a Workshop to Craft.	4 Lumber/Stone, 1 Ore/Potion/Quality	1 Week	12c*
Private Business, Specialty	Counts as a Workshop, Tax Levy grants you +1 Treasure Trade Box (Stacks up to +3).	4 Lumber/Stone, 2 Ore/Potion/Quality, 2 Loot, 2 Treasure	2 W	14t
Private Business, Bulk	Counts as a Workshop, Tax Levy grants you +1 Loot Trade Box (Stacks up to +3).	6 Lumber/Stone, 6 Food/Lumber/Stone, 1 Treasure	3 W	10t
Business Network	Once per session you may exchange 1 Loot or Quality for 1 Treasure Trade Box (Stacks).	1 Treasure	1 Week	3x 12t
Mobile Workshop, Wagon	Counts as a Workshop but does not allow you to automatical regain Potions/Alchemy/Wyld Ammo, May travel around with you, 1 Cargo Space.	2 Lumber, 3 Ore/Potion/Quality, 2 Beasts, 1 Treasure	2 W	16t
Warehouse, Wood	+6 Cargo Space.	6 Lumber	1 Week	10c
Warehouse, Stone	+6 Cargo Space, Resistant to damage.	1 Lumber, 5 Stone	1 Week	10c
Warehouse, Fortified	+6 Cargo Space, Resistant to damage, Secure.	1 Lumber, 5 Stone, 4 Ore	2 W	12c
Messenger, Bird	May transport very light loads to specific locations via air, Very quick.	2 Food.	1 Week	16t
Messenger, Mounted	May transport moderate loads to distant locations via land.	4 Food, 4 Beasts, 2 Treasure	3 W	14t
Transport, Armoured	May transport moderate loads to distant locations via land, Slow, Secure.	4 Food, 2 Lumber, 4 Ore, 4 Treasure	3 W	16t
Transport, Ship	May transport very heavy loads to distant locations via a waterway, We recommend you home rule the Ship rules from the Fragged Seas book if you wish to use detailed rules.	5 Food, 9 Lumber, 2 Ore, 4 Treasure	2 M	18c

Religious	Description	Cost	Time	Acquire
Study (eg: Monastery)	Counts as two Workshops.	12 Lumber/Stone, 1 Treasure	1 Month	16t
Worship (eg: Temple)	All PCs gain +1 to all Levy Rolls (does not Stack with other Religious Buildings).	2 Lumber, 10 Stone, 1 Treasure	1 Month	14c
Attraction (eg: Statue)	One PC gains +1 Maximum Renown (Stacks up to +2).	4 Stone/Beasts/Ore, 4 Ore/Treasure	1 Month	12c

Security	Description	Cost	Time	Acquire
Private Guards	Gain +2 Skilled OR +1 Veteran OR +1 Ranged Mass Combat Dice.	2 Food, 3 Treasure	2 W	12t
Private Fortifications	Gain +2 Solid Defence Mass Combat Dice.	1 Lumber, 5 Stone	1 Month	18c
Secret Escape Route			1 Week	18c
Arcane Defences	Gain +1 Veteran Defence Mass Combat Dice, Will have additional effects.	4 Potions, 2 Arcanium/Wylding	1 Week	16c
Enchanted Defences	Gain +1 Defence Mass Combat Dice, Will have additional effects.	1 Knowledge	1 Day	14

Example Siege Equipment

The Siege Equipment entries listed here are just examples intended to inspire GMs and PCs. GMs should feel free to create new entries.

The environment should define what Traps may be constructed (ie: a Rock Fall Trap requires hills).

If the PCs have gathered a large force, they may have them freely move any reasonable amount of Production Trade Goods for the purposes of constructing Fortification and Siege equipment. There is no need for them to make a Transport Levy Roll. GMs are encouraged to not bog things down with unnecessary logistics.

Traps	Description	Cost	Time	Acquire
Spike Pit, Wood	One Use. Gain +1 Defence Mass Combat Dice.	1 Lumber	1 Day	12t
Spike Pit, Metal	One Use. Gain +2 Defence Mass Combat Dice.	1 Ore	1 Day	12t
Rock Fall	One Use. Gain +1 Defence Mass Combat Dice.	1 Stone	1 Day	10t
Alchemical Trap	One Use. Gain +1 Defence Mass Combat Dice. Will have additional effects.	1 Potion/Wylding	1 Day	12t
Arcane Bomb	One Use. Gain +2 Veteran Defence Mass Combat Dice. Will have additional effects.	2 Potions, 1 Arcanium/Wylding	1 Day	14t
Wild Beasts	Gain +2 Unskilled Defence Mass Combat Dice.	1 Beasts	1 Day	12t
Caltrops, Wood	One Use. Gain +1 Defence Mass Combat Dice.	1 Lumber	1 Day	8t
Caltrops, Metal	Two Uses. Gain +1 Defence Mass Combat Dice.	1 Ore	1 Day	12t
Anti-Cavalry Caltrops	One Use. Gain +1 Defence Mass Combat Dice. Only triggered by cavalry.	1 Lumber/Ore	1 Day	14t

Fortifications	Description	Cost	Time	Acquire
Rampart/Motte/Bailey/Ditch	Gain +1 Defence Mass Combat Dice.	3 Food, 1 Lumber/Stone	1 Week	2x 12c
Palisade/Watchtower	Gain +1 Defence Mass Combat Dice.	4 Lumber	1 Week	12c
Low Stone Wall	Gain +1 Defence Mass Combat Dice. Only protects Ranged Mass Combat Dice.	1 Food/Lumber, 2 Stone	1 Week	12c
Stone Wall/Tower	Gain +1 Solid Defence Mass Combat Dice.	1 Lumber, 6 Stone	1 Month	16c
Mobile Palisade, Wood	Gain +1 Defence Mass Combat Dice. Only protects Ranged Mass Combat Dice.	3 Lumber	1 Day	12c
Mobile Palisade, Metal	Gain +2 Defence Mass Combat Dice. Difficult to move. Only protects Ranged Mass Combat Dice.	4 Ore	1 Day	14c
Enchanted Battlefield	Gain +2 Defence Mass Combat Dice. Will have additional effects.	1 Knowledge	1 Day	14

Siege	Description	Cost	Time	Acquire
Battering Ram, Basic	Gain +1 Unskilled Siege Mass Combat Dice.	4 Lumber	1 Day	10c
Battering Ram, Advanced	Gain +2 Unskilled Veteran Siege Mass Combat Dice.	6 Lumber, 1 Beasts, 1 Ore	1 Week	12c
Ballista	Gain +2 Unskilled Ranged Mass Combat Dice.	4 Lumber, 1 Ore	1 Week	14c
Ballista, Alchemical Shots	Gain +3 Unskilled Ranged Mass Combat Dice. Will have additional effects.	4 Lumber, 1 Ore, 3 Potions/Wylding	2 Weeks	16c
Catapult	Gain +2 Unskilled Ranged Siege Mass Combat Dice.	6 Lumber, 5 Stone	1 Week	12c
Catapult, Alchemical Shots	Gain +4 Unskilled Ranged Siege Mass Combat Dice. Will have additional effects.	6 Lumber, 5 Stone, 6 Potions/Wylding	1 Week	14c
Trebuchet	Gain +2 Unskilled Ranged Long Distance Siege Mass Combat Dice.	10 Lumber, 8 Stone	2 Weeks	14c
Trebuchet, Alchemical Shots	Gain +2 Unskilled Ranged Long Distance Siege Mass Combat Dice. Will have additional effects.	10 Lumber, 8 Stone, 2 Potions	2 Weeks	14c
Arcane Cannon	Gain +8 Ranged Siege Mass Combat Dice. Will have additional effects.	8 Ore, 6 Arcanium/Wylding 4 Potions, 4 Knowledge	3 M	2x 18c
Ladders	Allows a small portion of your forces to scale walls.	2 Lumber.	1 Day	10c
Siege Tower	Gain +3 Siege Solid Mass Combat Dice. Slow moving.	22 Lumber, 2 Beasts, 2 Ore	1 Month	12c
Channel the Wrath of Neph	Gain +2 Ranged Long Distance Siege Veteran Mass Combat Dice. Will have additional effects (ie: earthquakes, vegetation growth, spawn monsters, etc..).	10 Wylding, 1 Knowledge	1 Hour	14
Ship, Combat	Gain +3 Ranged Solid Mass Combat Dice (Counts as Siege vs other Ships), Requires Water Access, may Transport Troops, may have a Ballista and Catapult mounted on this Ship. We recommend you home rule the Ship rules from the Fraggged Seas book if you wish to use detailed ship rules.	6 Food, 16 Lumber, 1 Ore, 3 Treasure	1 M	14c

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The Archdruid is dead! Now is the time to reclaim the world for civilisation.

Akharon is a world scarred by a magical druidic war and overflowing with monsters. Much has been lost, waiting to be reclaimed by those bold enough to set foot outside of civilisation's last bastion, Stronghold. It is a world besieged by malevolent forces who channel the planet's own dark magic and direct strange otherworldly creatures with malicious intent. It is a world where death and mystery wait around every corner, behind every tree, and in every rocky crag.

But it is also a world of hope. The war that has lasted a generation is over, and the denizens of Stronghold have begun to step out into the world once again. What awaits them is a vast, unexplored land, overgrown and full of grand treasures and lost magic waiting to be re-discovered.

But the evil druids and the forces of the dark goddess, Neph, are still out there in the wilds, plotting their next move. They may have failed to conquer Stronghold, and their Archdruid lies dead, but they will not stop their campaign until all civilisation on Akharon is extinguished.

The races who took up residence in Stronghold – the Kaltorans, Legion, Remnant, and Tolatl – are once again free to spread civilisation across the face of Akharon. As Stronghold struggles to support its growing population, and food rations grow thinner, the time has come for bold adventurers to leave and reclaim the wilds.

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