

TORCHBEARER

 Sagas

Demizens of the Dark

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

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



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Happy Halloween!

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This game is based on previous work by Luke Crane.

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Torchbearer is published by the Burning Wheel, New York, NY 11102

www.TorchbearerRPG.com | www.burningwheel.com

www.memento-mori.com | calamityjonsave.us

Version: *tb_dotd_r3_2015-10-26.pdf*

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The Death Knight

Death is not always the end. Some unfortunate souls are brought back to serve as instruments of terror by the Lords of Vengeance. Once they were warriors sworn to serve king and country, or paladins pledged to uphold Law. Now as Death Knights they have but one master: cold-hearted revenge.

<i>Death Knight Class Overview</i>		<i>Death Knight Starting Options</i>	
Stock Class	Human Death Knight	Cadaverous	You feel neither pain nor fatigue. Your body is a lifeless cage, imprisoning whatever remnants of a soul you have left. A grotesque apparition, pale and gaunt and rotting. You are walking dead.
Raw Abilities	Distribute 8 points between Will and Health; Health may not be higher than Will.	Wises	Choose one of the following: Graveyard-wise or Battlefield-wise; take a second wise of your choice following the guidelines in the main book.
Skills	Choose either the human warrior's set of skills or the human paladin's set of skills	Starting Weapon and Armor	Choose any melee weapon and either chainmail or plate. Your armor is damaged. You may choose either a shield or a damaged helmet.

Unlife

Death Knights are undead creatures given free will by the Lords of Vengeance. All Death Knights have the dead condition. Fortunately, they are immune to its penalties; they may help, make tests and use wises. They are also immune to the effects of being hungry and thirsty, exhausted and sick—these conditions may be inflicted upon them, but there are no ill effects. However as death knights remain vulnerable to the Grind, their bodies will eventually decay and rot if left untended, leading to injury and their inevitable demise.

Recovery from conditions

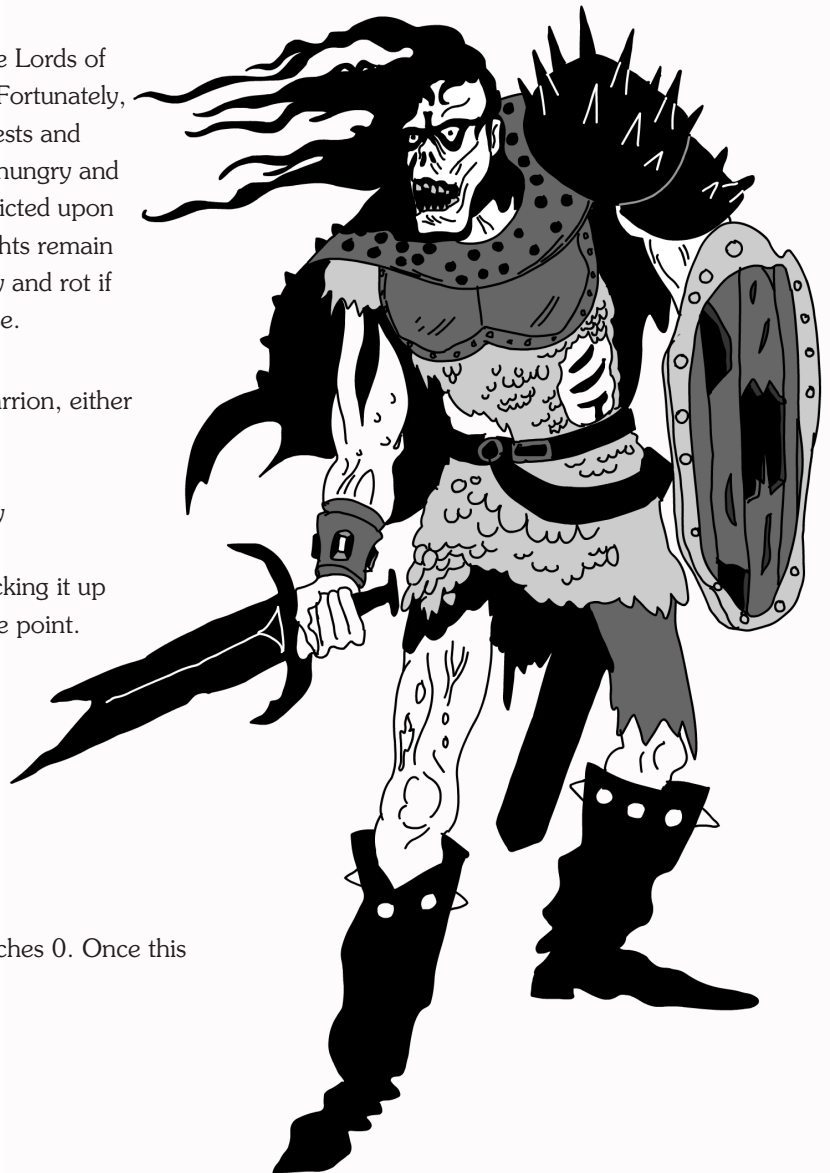
- They recover from hungry and thirsty by consuming carrion, either scavenged from a fresh grave or from a battlefield.
- They recover from angry and afraid as normal.
- Death knights do not sleep or suffer from fatigue. They recover from exhausted using elixirs or prayers.
- Death Knights must recover from injured or sick by sucking it up or sweating it out. This will reduce a skill or ability by one point.
- If killed by a failed test or conflict or from the Grind, reduce the Death Knight's Health by 1 and ignore the fatal blow...for now.

Advancing Health

Death knights can only advance their Health ability by taking the Relentless level benefit.

Ashes to Ashes...

Death Knights are reduced to ash when their Health reaches 0. Once this happens they cannot be raised from the dead.



Death Knight Nature Questions

Write Nature: Death Knight (Undead) on your character sheet. Your Nature descriptors are Avenging (your death), Scavenging and Shambling. You may use your Avenging Nature whenever opposing the forces that led to your demise. All death knight characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score, and possibly some traits.

Death Knight Nature Questions

Was your death brutal and dishonorable or were you killed swiftly, a warrior to the end?

- If you suffered pain, torture and degradation before death, increase Nature by 1 but reduce Fighter by 1.
- If death came swiftly, your Nature is unchanged.

Do you stalk the battlefields like a ghoul in search of bodies and gear to scavenge or does your sense of honor prevent you from such ignoble actions?

- If you take from the dead to preserve your unlife, increase Nature by 1 but reduce Will by 1.
- If you're clinging desperately to your lost humanity, you may replace your home trait with Stoic or Righteous.

Did you rise soon after your death or did you have to claw your way out of a mouldering grave?

- If you returned to life on the battlefield where you fell, increase your Nature by 1.
- If some time passed between your demise and your resurrection, increase your Cadaverous trait to x2.

New Trait: Relentless

Never give up, never back down, never show weakness, never surrender. You swear on all that is holy or unholy to fulfill your mission, whatever the cost to yourself or your allies.

Death Knight Level Benefits

Level 1

Death Knight: Death Knights are skilled with all weapons, armor and helmets. Any slain warrior or paladin may return as a Death Knight if the Lords of Vengeance take interest. As undead, they may be turned (but not destroyed) by prayers and holy relics.

At each new level, either take the listed level benefit or regain a lost point of Health and take the Relentless trait. You may not raise your Health higher than your Will.

Level 2

Vow to the Lords of Terror: The Death Knight is able to peer into the soul of evildoers. Make a Will test versus the target's Nature. If successful, the GM reveals the target's alignment and greatest fear. This ability takes a turn.

Level 3

Vow to the Lords of Famine: Once per session, when made hungry and thirsty, the Death Knight may recharge an expended use of the Cadaverous trait. If the Death Knight has not used their trait yet this session, you may increase your trait by 1 until the end of the session.

Level 4

Vow to the Lords of War: The Death Knight can use damaged armor and melee weapons. When using damaged chainmail or plate armor, roll 1d6: chainmail protects on a roll of 6. Plate protects on a roll of 5-6. The Death Knight may use damaged melee weapons during a conflict. After the conflict is over, the weapon is destroyed—remove it from inventory. It may not be repaired.

Level 5

Skeletal Mount: The Lords of Vengeance raise the decaying body of a dead horse to be used as their champion's mount. The undead steed is Nature 7 with the descriptor Relentless Pursuit. It also has Diseased Bite (+1s Attack) which can be equipped as a weapon in kill, capture and drive off conflicts. If the skeletal mount is destroyed, it may be resurrected using the Death Knight's lifeforce—reducing the Death Knight's Health ability by 1.

Undead Minion: Any servant (either hired by the party or acquired through a character's level benefit) killed during the session may be reanimated. Make a Will test using the duration factors below. Success means the minion is raised as an undead minion. This minion follows orders unquestioningly, does not require food nor sleep and can perform the duties it fulfilled in life (as a henchman, companion, cousin, porter, guard or guide). The minion will only follow your commands and remembers nothing of its former life. You may only possess one undead minion at a time and each minion may not be raised again once its time on earth expires.

Undead Minion factors

Duration: one phase, one session, one adventure, one season

Level 6

Vow to the Lords of Pestilence: By laying on hands, a Death Knight with the sick condition may infect the living. Make an opposed Will vs Health (or Nature) test. Success means the Death Knight's condition is removed and passed on to the living victim. Infecting a sick person causes that person to wither and die. If used during a fight conflict, the Death Knight must first hit the intended target.

Level 7

Grim Reaper: You're able to steal the lifeforce of the dying and use it to bolster your own. Whenever you slay a mortal foe in a kill conflict, recover from your least severe condition except dead.

Level 8

Vow to the Lords of Vengeance: Write down a vengeance-driven Goal. Increase your Might by +1 when facing an enemy mentioned in that Goal. Combine this bonus with other bonuses from spells and magic weapons. When you've had your bloody revenge, you may write down a new vow of vengeance at the start of the next session.

Level 9

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

Level 10

Bane of Existence: Your weapon becomes imbued with an unholy thirst for blood and vengeance. Name your weapon, and so long as you wield it, it grants +1 Might (in general) and +1s to Attack in kill, drive off and battle conflicts. The weapon possesses a malevolent Will of its own and will seek to turn you to Chaos and destruction. While wielding this weapon, you have the Bloodthirsty trait. If this would give you a fifth trait, you lose access to your newest trait.

Upon your demise, if the weapon is interred with your remains (and left for a suitable period), it retains its magic. It can be left with you until it's needed in the future, or stolen by the less scrupulous. It can only be wielded by other Death Knights or by those aligned with Chaos. If grasped by the forces of Law, the sword causes an injury and is dropped.

Level	Fate	Persona	Death Knight Level Benefits	
1	0	0	Death Knight	
2	3	3	Vow to the Lords of Terror	Relentless
3	7	6	Vow to the Lords of Famine	Relentless
4	14	9	Vow to the Lords of Destruction	Relentless
5	22	12	Skeletal Mount or Undead Minion	Relentless
6	31	16	Vow to the Lords of Pestilence	Relentless
7	41	20	Grim Reaper	Relentless
8	52	24	Vow to the Lords of Vengeance	Relentless
9	64	28	Heroic Ability	Relentless
10	77	32	Bane of Existence	Relentless

The Servitor

These magical constructs are forged from iron and imbued with spirits of Law that give them a sentience and a sense of duty. Created to serve as protectors and assistants, they usually outlive their human masters to be left wandering confused and alone as time and the elements slowly wear them down. But sometimes, one seeks out its own destiny...

Servitor Class Overview		Servitor Starting Options	
Class	Servitor	Forged of Iron & Flame	Clad in armored with a heart of burning crystal, you're a creature of alchemy and iron might. But sometimes your formidable size and strength become obstacles, especially for tasks requiring speed of thought or motion.
Raw Abilities	Will 2, Health 6	Wises	Choose one of the following: Wizard-wise or Metallurgy-wise; take a second wise of your choice following the guidelines in the main book.
Skills	Fighter 3, Alchemist 2, Arcanist 2, Armorer 2, Lore Master 2, Scholar 2, Steward 2	Alignment	Servitors must start aligned with Law; they may become Unaffiliated but may not serve Chaos unless they become Corrupted at level 10.

Servitor Conditions

- Servitors are immune to the Grind.
- Servitors cannot be made hungry or thirsty or sick.
- Servitors can become angry or exhausted as the result of failed tests.
- Injured servitors bleed iridescent ichor when injured.
- Dead servitors may be re-activated using magic or alchemy.

Artificial Intelligence

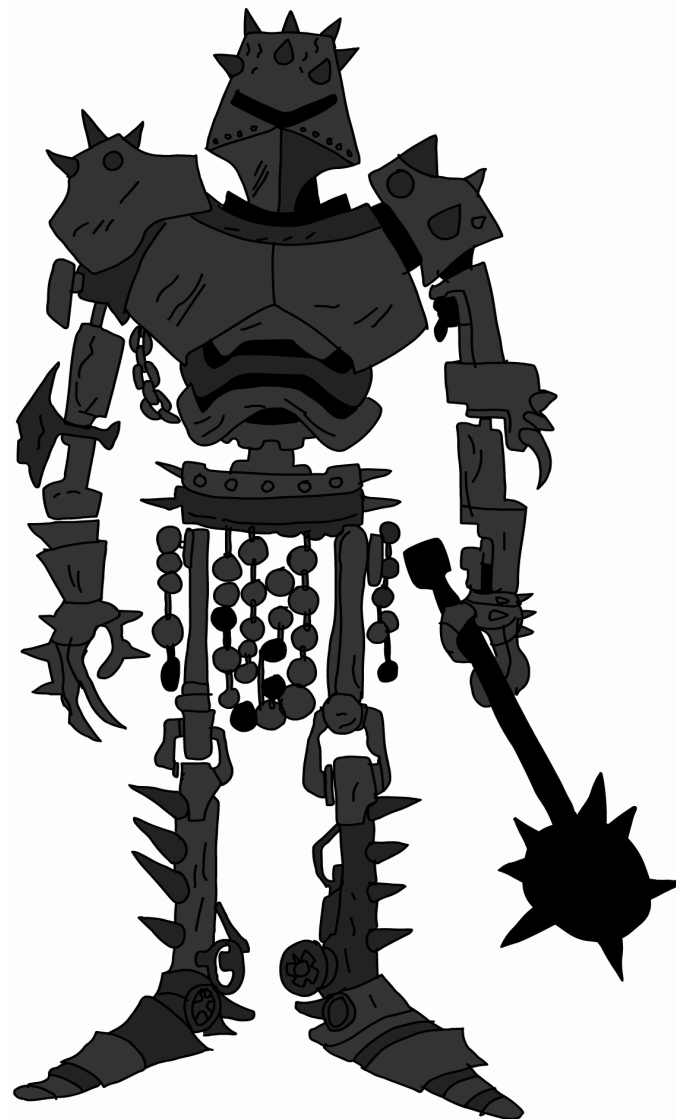
Servitors are limited in their ability to learn. They do not earn tests toward advancement like normal characters. Instead, they must spend checks while helping another character or must be taught by a character with the Mentor skill.

Armored Shells

Servitors are protected by armored shells equivalent to helmets and either chainmail or plate. This built-in armor takes up inventory slots. Damaged armor may be repaired using the Armorer skill. A servitor with damage to any of its armor cannot gain the fresh condition.

Recovery & Repairs

Servitors cannot recover from the injured condition on their own. An alchemical potion may be created to temporarily negate the injury for one turn (an ob 3 Alchemist test). An ob 4 test is required to remove the injured condition.



Servitor Nature

Write Nature: Servitor on your character sheet. Your descriptors are Computing, Guarding, Laboring. All servitor characters have a base Nature of 3. Answer the following three questions to determine your final starting Nature score, and possibly some traits.

Servitor Nature Questions

Did you spend all your time calculating arcane equations or did you secretly dream of exploring the world beyond?

- If you were confined to a laboratory and only recently became aware of the outside world, increase your Nature by 1.
- If your master encouraged your burgeoning consciousness, replace or increase your home trait with Curious.

When threatened by danger, do you put your duty above your own survival or do you have a sense of self-preservation?

- If you ignore threats to yourself in order to fulfill your duties, increase Nature by 1 but reduce your Fighter skill by 1.
- If your sense of survival overrides other directives, increase Will by 1. You become vulnerable to the afraid condition.

Are you a hulking brute capable of great feats of strength or were you created for delicate tasks requiring finesse?

- If you are a hulking brute, increase Nature by 1. Your heavy armor shell is equivalent to a built-in helmet and plate.
- If you are better suited to delicate tasks, replace or increase your home trait with Precise. You possess a medium shell, equivalent to a built-in helmet and chainmail.

New Trait: Precise

Precise adventurers are efficient and economical in their movements. They prefer to use finesse over force. However, they can be overly fussy, cautious or delicate.

Servitor Level Benefits

Level 1

Servitor: Servitors may use any weapon except for slings and bows. They possess a built-in helmet and an armored shells. They may not wear additional armor Servitors are immune to the Grind but cannot recover from injury through a test or by “sucking it up.” They can remove the injured condition using alchemical treatments prepared by themselves or others.

Level 2

Quick Study: You learn new skills quickly. Immediately gain a new skill at a rating of 1 after using a check to gain experience while helping or after being mentored in that skill.

Internal Storage: After some modifications, you’re now able to carry three slots worth of inventory within your torso.

Level 3

Beacon: Your skull can be filled with oil and used as a lantern, as long as your head armor isn’t damaged.

Bulwark: Your shell can be equipped like a shield. It gives you +2D to Defend in fight conflicts.

Level 4

War Machine: You may no longer use the Feint action during fight conflicts but you gain +1s to Attack and Defend in addition to the benefit of any weapon you use.

Quicksilver: Your movements are inhumanly fast and fluid. Gain +1D Feint and Maneuver during fight conflicts in addition to the benefit of any weapon you use.

Level 5

Enhanced Efficiency: Your help in camp provides an additional +1D.

Enhanced Memory: Gain an additional wise. Your maximum wises increases to five.

Level 6

Recharge: When you’re taken out of a fight, roll 1d6. You will return to the fight with that much disposition after the same number of actions.

Rampart: Any character you help in a fight may use your armor or helmet as if it were their own, even if they cannot wear armor or helmets.

Level 7

Triphammer: Your fists smash opponents with the force of warhammers, gaining +1s to Attack and damaging armor.

Bolt Thrower: You can fire bolts from your wrists, giving you +1s Attack, +1D Maneuver and +1D Attack against Defend.

Level 8

Forge-born: Your armored shell resists fire and flame as per the Cloak of the Lord of Forges prayer. This effect is permanent. It does not protect your allies except during conflicts where you use the Bulwark or Rampart level benefits.

Radiant: Your core generates heat, warding off the chill of a cold night or icy spell as if blessed by the prayer Breath of the Burning Lord. This effect is permanent. It does not protect your allies except during conflicts where you use the Bulwark or Rampart level benefits.

Level 9

Adeptus: Your Nature score ability cap is increased to 7.

Optimus: Choose a Fighter, Alchemist, Scholar or Steward. This skill becomes heroic and scores successes on rolls of 3-6 instead of 4-6.

Level 10

Visionary: You may now cast 1st and 2nd circle magician spells from scrolls. Scrolls stored inside your body may be cast without taking out the scroll—the scroll is consumed as normal.

Corrupted: The spirit bound to you is corrupted and changes your alignment to Chaos. Your Nature descriptors change to Plotting, Rampaging and Assembling (corrupted servitors). Your Might is increased by +1.

Level	Fate	Persona	Servitor Level Benefits	
1	0	0	Servitor	
2	3	3	Quick Study	Internal Storage
3	7	6	Lamplighter	Bulwark
4	14	9	War Machine	Quicksilver
5	22	12	Enhanced Efficiency	Enhanced Memory
6	31	16	Recharge	Rampart
7	41	20	Triphammer	Bolt Thrower
8	52	24	Forge-Born	Radiant
9	64	28	Adeptus	Optimus
10	77	32	Visionary	Corrupted

The Goblin Shaman

Small, filthy and incredibly ugly, most goblins live to lie, cheat, steal and murder. They prefer to victimize men, elves, humans and dwarves, but will happily turn their attentions upon each other if they have no other outlet. The shaman is often the most sickly and deranged of the tribe; the other goblins see these frailties as marks from their twisted and evil god. Sometimes, the derangement comes in the form of self-awareness ...these goblins are soon killed and eaten while they contemplate existence, a few flee into the night to live a solitary life.

<i>Goblin Shaman Class Overview</i>		<i>Goblin Shaman Starting Options</i>	
Stock Class	Goblin Shaman	Treacherous	Even these strange goblins have a black streak a mile wide. No matter their intentions, their words slip into deceit, their actions into treason. It's like they can't help themselves—the first thought in their heads is, "How do I get out of this?" The second being, "...and screw over this guy?"
Raw Abilities	Will 5, Health 3	Wises	Choose from Goblin-wise or Device-wise; take a second wise of your choice following the guidelines in the main book.
Skills	Ritualist 3, Alchemist 2, Cook 2, Dungeoneer 2, Fighter 2, Scavenger 2, Scout 2	Alignment	Chaos
		Starting Weapon	Dagger

Light Sensitivity

Goblins ignore the light factor when in dim light. They suffer -1s to all actions in sunlight.

New Hometown: Chaos Caves

You were raised deep underground in a network of twisty caves and corridors where your eyes never saw the light of day. Much of your early life was spent exploring the caves, setting traps for the unwary and avoiding dangerous predators that shared the caves with you.

Only characters with Light Sensitivity may hail from the Chaos Caves.

Skills: Scout, Scavenger, Dungeoneer

Traits: Lost, Cunning



Goblin Nature

Write Nature: Goblin on your character sheet. Your descriptors are Stealing, Lying and Wrecking. Goblin characters have a base Nature of 3. Answer the following questions to determine your final starting Nature score, and possibly some traits.

Goblin Nature Questions

When you see unattended belongings, is your first thought to take it all for yourself?

- If you take it all without thinking, increase Nature by 1 but reduce your Will by 1.
- If your first thought is to steal it but first to make sure nobody is watching, your Nature is unchanged.

When caught in a lie, how do you react?

- If you would respond with another, better lie, increase Nature by 1.
- If you try to worm your way out of it with empty apologies, pleas for forgiveness and ingratiating platitudes, you may replace your home trait with Snivelling.

While walking through a forest at night, you come across a beautiful faery circle of softly glowing mushrooms, bathing the woods in pale blue light, an utterly serene and magical sight.

- If you kick, stomp and smash the circle, increase Nature by 1.
- If you grab one of the mushrooms and eat it, you may replace your home trait with Touched by the Gods.

Malicious Devices

Instead of gaining prayer slots, the shaman may choose to learn how to craft a malicious device using the Alchemist skill.

Hobnail Bomb (ob 1): This device is packed with rusty nails. A successful Attack damages the target's leather armor.

Oil Slick (ob 2): This device makes the ground incredibly slippery. Opponents armed with melee weapons are automatically impeded on a successful Maneuver. Fire-based spells or dropped torches will ignite the oil, causing injury.

Rust Bomb (ob 2): This corrosive device sprays acidic goo that damage metal armor and weapons. On an Attack or Feint, roll 1d6 for each piece of armor or metal weapon equipped by the target. On 1-3, the item is damaged. On 4-6, the item resists the effect. Magical weapons and armor are damaged on a roll of 1.

Smoke Bomb (ob 2): This device billows forth clouds dark purple smoke. On a successful Maneuver, anyone not carrying a light source is in darkness until the smoke clears. Anyone carrying a candle, torch or lantern is in dim light.

Stink Bomb (ob 3): This device sprays stench. On a successful Attack or Feint, the victim can neither help nor be helped for the remainder of the conflict.

Glue Trap (ob 3): This device bursts into a glob of sticky tendrils. On a successful Maneuver, the target's bow or crossbow is damaged. Any other weapon they're using is disarmed.

Flash Bomb (ob 4): This device dazes onlookers, turning Defend against Feint and Attack against Feint into versus tests.

Mushroom Cloud (ob 5): This trippy device showers the victim with hallucinogenic mushroom spores. Only living creatures are affected. On a successful Attack or Feint, roll 1d6 at the beginning of the next round:

Mushroom Cloud Effects Table	
1	<i>Bad trip:</i> the target drops anything being carried and spends the remaining round screaming in terror. If assigned an action that round, they do not make a test—their opponent's test is unopposed. If the opponent was Feinting against them, there is no test and the next actions are declared.
2	<i>Confusion:</i> the victim sees friends as enemies and enemies as friends. If you damage your opponent, one point of their disposition loss affects a random character on your side.
3	<i>Double-vision</i> —the victim cannot see clearly. The next time they inflict damage, roll 1d6. On a 1-3, they hit an illusory target and do no damage. On a 4-6 they inflict damage as normal.
4	<i>Sleepytime:</i> a victim passes out for the remainder of the conflict. Any disposition they had left is not counted. Any character may spend 1 point from their successful Maneuver action to rouse the sleeping character. The woken character regains their disposition. If one or more characters are asleep when the players win the conflict, do not count that disposition loss against them.
5	<i>Bloodlust</i> —the victim is enraged and gains the Angry condition. Regardless of who acted previously, the victim takes the first action and must Attack.
6	<i>Clairvoyance</i> —you may exchange your first two actions after your opponent reveals their first.

Goblin Shaman Level Benefits

Level 1

Shaman: You may wield a dagger, sling, spear, or hand axe. You may not wear armor or helmets. Goblin shamans start with one prayer: Execration. As you do not pray to the Immortal Lords, you may memorize Chaos prayers without a test. You may not memorize Law or Unaffiliated prayers.

Levels 2-9

New prayers or plans for malicious devices, as per table.

Gaining New Prayers

As shamans level, they gain a new mental inventory slot for their prayers. See the Divine Power heading in the Magic & Miracles chapter for more on prayers!

Level 10

Heroic Ability: Choose Alchemist, Ritualist, Dungeoneer or Scavenger. The chosen skill becomes “heroic.” When rolling this skill, 3-6 indicates a success (rather than the standard 4-6).

Transformed: Change one Nature descriptor to cursing, bomb-making or instigating.

Level	Fate	Persona	Goblin Shaman Level Benefits	
1	0	0	Shaman	
2	3	3	One C1 Chaos prayer	Malicious Device
3	7	6	+1 C1 Chaos prayer	Malicious Device
4	14	9	+1 C2 Chaos prayer	Malicious Device
5	22	12	+1 C1 Chaos prayer	Malicious Device
6	31	16	+1 C2 Chaos prayer	Malicious Device
7	41	20	+1 C3 Chaos prayer	Malicious Device
8	52	24	+1 C3 Chaos prayer	Malicious Device
9	64	28	+1 C4 Chaos prayer	Malicious Device
10	77	32	Heroic Ability	Transformed

The Skin-changer

You belong to a tribe of primitive hunters that long ago mastered the secrets that divide man from animal, animal from man. Now you are grown and far from the mist-shrouded fens of your homeland. Over time, you will learn to channel abilities of beasts and to assume their forms. But as your power grows, so will the madness within!

<i>Skinchanger Class Overview</i>		<i>Skinchanger Starting Options</i>	
Class	Skinchanger	Special Skill	Choose one of these skills and give it a rating of 3: Apiarist, Carpenter, Peasant, Weaver
Raw Abilities	Distribute 8 points between Will and Health; Will may not be higher than Health.	Bestial	Your animal side betrays you. Your nails and teeth are sharp, you posture hunched, your arms and legs corded with ropy muscles. Your eyes flint with feral light and you lose your temper far, far too easily.
Skills	Hunter 3, Fighter 2, Laborer 2, Pathfinder 2, Scout 2, Survivalist 2	Starting Weapon	Choose: dagger, battle axe, hand axe, spear, shield, bow or sling.
Starting Trait	Bestial	Alignment	Non-lawful

New Skill: Apiarist

An apiarist raises bees and harvests their honey and wax. Honey may be used as supplies for Cook and Healer and may be made into mead (honey-wine). Wax may be used as supplies when making candles, salves, bows, rope, sealed documents, writing tablets and molds for jewelry making. Apiarists may also be used to safely handle or avoid hives found in the wild.

Suggested Help for Apiarist: Cook, Peasant

Beginner's Luck for Apiarist: Will

Apiarist Factors

Beekeeping: Dormant, peaceful, agitated, swarming

Gathering: Honey, wax

Feral Nature

Skin-changers answer the human Nature questions. When they reach current Nature of 0, they gain a trait like Hoofed, Horned, Furred, Tusked, Clawed, etc.

Taxing maximum Nature to 0 causes the skin-changer to go mad and flee into the deepest parts of the wild to live off the land as a hermit, keeping animals and bees as friends and eschewing further human contact.



Human Skin-changer Level Benefits

Level 1

Skin-changer: You may wield dagger, hand axe, battle axe, spear, shield, bow, sling. You may wear leather or hide armor (see Wanderers, Outcasts & Exiles for details on hide armor). Armor is damaged when transforming into large beasts. You may not wear helmets.

Level 2

Savage: You may use your Bestial and Feral Nature traits while angry.

Flintknapper: The skin-changer always has tools available for Survivalist or Armorer tests while in the wilderness.

Flintknapped weapons cannot be repaired if damaged. They can start fires without a test except in adverse conditions.

Level 3

Primal Fury: When angry, unarmed attacks gain +1s and attacks with weapons gain +1D.

Primal Instinct: Gain +1D to Instinct tests involving the Hunter, Scout and Survivalist skills.

Level 4

Berserk: You gain fearsome strength when enraged. If angry and facing an opponent of higher Might, increase your Might by +1 until that enemy is defeated.

Spirit Totem: You are able to see through the eyes of beasts. Test your Will against a non-magical beast's Nature. If successful, you wrest control of its body while your own falls unconscious. While in control of the beast, you have its Might, Nature, descriptors and weapons. The Grind affects your human form as normal. You gain no tests toward advancement while in this state. You may return to your body at any time but this severs the link.

Spirit Totem Factors

Duration: one turn or conflict, one phase, one session

Level 5

Shape of Rage: You may assume the form of a wild beast with Might 4 and Nature 5. Make an ob 4 Health test to transform. This takes a turn. If angry, you may immediately shapeshift without a test. Choose one type of creature:

- Wild Boar (charging, goring, rooting): *Tusks* +1s Attack, +1s Maneuver, *Thick hide* as leather armor
- Cave Bear (lumbering, smashing, devouring): *Bear Hug* -1D, +1s Attack, +1D Maneuver, *Bulk* as helmet
- Dire Wolf (hunting, howling, running): *Fangs* +1s Attack, +1d Feint, *Rangy Legs* +2D Maneuver
- Dire Cat (stalking, swimming, clawing): *Claws* +1D Attack, +1s Feint, *Pounce* as dagger vs two-handed weapons

Use the Nature, Might, descriptors and weapons of this form. You may return to human form at any time except if angry. Recover from angry by making a Will test in camp. Gear does not transform when you adopt your shape of rage. Armor worn during the transformation is damaged and clothing is destroyed.

Wild Shape: You may take the form of any non-magical beast of Might of 3 or less by making a Health test. This takes a turn. The obstacle is equal to the Might of the beast. Use the Nature, descriptors, Might and weapons of your new form. There is no limit to the amount of time you may spend in this form.

Special Shapeshifting Rules

You cannot use wises to assist others while beast form. You cannot use your skills or abilities. You can make tests that are within your beast Nature using your beast Nature ability. Conditions persist between forms; an exhausted skin-changer will transform into an exhausted wolf. You do not gain tests for advancement while in beast form. If you are in your beast form when current Nature is taxed to 0, remain in this form until your companions establish a safe wilderness camp or until you are returned to town.

Level 6

Lunacy: A full moon allows you to shapeshift without a test but recovery from angry is at +1 ob. During a waxing moon, gain +1D to shapeshifting. During a waning moon, you suffer -1D to shapeshifting.

Regeneration: Your body heals quickly. Recover from injury for free during camp. This benefit does not heal injuries caused by silver weapons or spells. You are +1 ob to recover from injuries inflicted by silver weapons.

Level 7

Altered: All worn or carried items transform with you when you shapeshift. Your armor is not damaged but is not usable during your transformation.

Lifeweb: If you have the wild shape benefit, you may summon native creatures to aid you in a fight. Make an obstacle 3 Will test. Success summons a creature to fight by your side. Additional successes summon additional creatures of the same type, maximum of 4. The creature or group of creatures adds +1D to Fighter, Hunter and Health tests. Each creature also adds +1 to disposition. Each creature must be assigned 1 point of disposition. They are the first to get knocked out and cannot be regained. Bonus disposition from lifeweb does not count as part of the team's disposition for the purpose of determining a compromise.

Level 8

Feral Mind: Roll your level rather than Will when recovering from afraid or sick or when resisting mental domination, fear- or illusion-based magic.

Feral Heart: Roll your level rather than Health when recovering from injury, exhaustion or when resisting poisons.

Level 9

Heroic Ability: Choose Hunter, Scout, Survivalist or your special skill; that skill now succeeds on a roll of 3-6.

Transformed: When using shape of rage, you may assume a hybrid form: half-man, half-beast. While in this form, you may use your human Nature descriptors and ability or your class skills but not beginner's luck. You do not gain tests for advancement and may not advance your skills while in werebeast form.

Level 10

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

Protean: You may change your shape at any time without a test, even between actions during a conflict.

Level	Fate	Persona	Human Skinchanger Level Benefits	
1	0	0	Skinchanger	
2	3	3	Savage	Flintknapper
3	7	6	Primal Fury	Primal Instinct
4	14	9	Berserk	Spirit Totem
5	22	12	Shape of Rage	Wild Shape
6	31	16	Lunacy	Regeneration
7	41	20	Altered	Lifeweb
8	52	24	Feral Mind	Feral Heart
9	64	28	Heroic Ability	Transformed
10	77	32	Rage	Protean

The Dopplegänger Spy

A faceless and amorphous creature, you started your existence as a changeling; left in the crib of a mewling babe by forces either mysterious or nefarious. It was a simple matter to take the child's place, your natural talents saw to that. As you grew to adolescence, you kept your true self secret and maintained this ruse for years but your alien heritage soon called out to you and you left for a life of danger and adventure. Now you flit from town to town, disguising yourself as anyone from the lowliest beggar to the highest-ranking member of court.

<i>Dopplegänger Spy Class Overview</i>		<i>Dopplegänger Spy Starting Options</i>	
Stock Class	Dopplegänger Spy	Alien	Being able to adapt to any environment gives you many advantages over those with but a single identity. But your lack of physical stability and your shallow sense of self mark you as something stark and alien. Who are you, really?
Raw Abilities	Will 4, Health 4	Wises	Choose one of the following: Dopplegänger-wise or Disguise-wise; take a second wise of your choice following the guidelines in the main book.
Skills	Manipulator 3, Persuader 3, Scout 3, Criminal 2, Dungeoneer 2, Fighter 2	Starting Weapon and Armor	None

Disguise

You possess the natural ability to assume the appearance of others by testing your Nature against the target's Nature. Dopplegängers cannot disguise themselves as creatures higher on the Order of Might. Gain +1D to this test while holding an item that belongs to the subject or after using the Detect Thoughts benefit to glean personal information from your subject. Disguises persist while the changeling sleeps or is unconscious. Killing the spy will reveal its true form: a gray-bodied, smooth-skinned humanoid.



Dopplegänger Nature

Write Nature: Dopplegänger on your character sheet. Your descriptors are Mimicking, Observing and Escaping.

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

Dopplegänger Nature Questions

Do you constantly change faces to suit your needs or do you maintain one cover identity over a long period of time?

- If you never wear the same face twice, increase Nature by 1 but reduce starting Circles by 1.
- If you have a preferred disguise, your Nature is unchanged.

Do you spend long periods of time in public places—taverns, inns and markets—studying how people act, move and speak or do you spend long periods of time in isolation?

- If you like to people watch, increase Nature by 1.
- If you prefer to live a solitary life, replace your home trait with Loner or increase Loner by 1.

If your cover identity was compromised, would you kill to protect your secrets or would you flee the situation?

- If you would flee the situation, increase Nature by 1 but reduce Fighter by 1.
- If you would kill anyone who threatened to expose you, change your alignment to Chaos. Nature remains unchanged.

Dopplegänger Spy Level Benefits

Level 1

Spy: You may not use weapons or armor unless using lesser duplication. You have the disguise ability and may adopt one specific disguise without making a test: this is your alter-ego. At each new level you may memorize a new disguise and mimic that appearance without making a test.

Level 2

Detect Thoughts: Make a Nature test (observing) versus the target's Nature. If successful, the GM reveals one of the following: alignment, a level benefit, a Belief, and Instinct or a Goal. This takes one turn. You may use this knowledge as supplies when making tests to persuade or manipulate the target, or when disguising yourself as the target.

Strangler: Your unarmed Attacks and Feints are +1s against humanoid targets; ignore any non-magical armor.

Level 3

Lesser Duplication: You can duplicate a character's level 1-3 benefits by testing Nature (mimicking) against the character's level. Success means you gain one of their level 1-3 benefit's for the duration of the session. Mimicking a character's level 1 benefit enables you to use the weapons and armor from their class.

For example: the spy can duplicate a halfling's level 1-3 benefits (Burglar, Stone Thrower, Abstemious, Stubborn or Skirmisher) but nothing higher than that.

You may not duplicate spell or prayer slots or benefits that rely on gear, contacts or NPC retainers.

Level 4

Imposter: When using a duplication benefit, you may make a free test to disguise yourself as that person.

Rubbery Flesh: Your rubbery flesh repels damage from maces, warhammers and other blunt weapons on a roll of 4-6 of 1d6. Spells, slashing or stabbing weapons ignore this armor.

Level 5

Authority: When impersonating a noble-born figure, commander, high priest or any other person of status, your words carry extra weight. Break ties in your favor then persuading or manipulating those of lesser rank. Add +2 to the Haggling Events table.

Face in the Crowd: When impersonating a low-born person, like a beggar, henchman or peasant, you escape scrutiny. You break ties in your favor when picking pockets or evading pursuers in crowded environments like banquets, marketplaces or battlefields.

Level 6

Greater Duplication: You may duplicate any one level 1-6 benefits of any character class you encounter. See lesser duplication for more details.

Level 7

Taskmaster: When characters make skill tests, you may study them to learn that skill. Make a Nature test with an obstacle equal to the skill rating observed. If successful, temporarily gain that skill at the observed level until a new skill is observed. You do not advance this skill. You may not study skills you already possess. This benefit takes a turn to use.

Darkvision: Ignore the light factors for operating in dim light or darkness.

Level 8

Alien Mind: You are immune to all magical effects that cause the afraid or exhausted conditions. You cannot be charmed or put to sleep using spells, prayers or special abilities.

Amorphous: Your flesh flows and runs like candle wax. You cannot be bound by conventional restraints and are able to slip through narrow spaces with ease. Use your Nature when recovering from the injured condition.

Level 9

Heroic Ability: Choose any skill you've studied using Taskmaster. You now score successes on rolls of 3-6 with that skill.

Transformed: When mimicking someone, you may replace your escaping with any of their Nature descriptors.

Level 10

True Duplication: When you duplicate a character, gain all of their level benefits. See lesser duplication for more details.

Level	Fate	Persona	Changeling Spy Level Benefits	
1	0	0	Spy	
2	3	3	Detect Thoughts	Strangler
3	7	6	Lesser Duplication	
4	14	9	Imposter	Rubbery Flesh
5	22	12	Authority	Face in the Crowd
6	31	16	Greater Duplication	
7	41	20	Taskmaster	Darkvision
8	52	24	Alien Mind	Amorphous
9	64	28	Heroic Ability	Transformed
10	77	32	True Duplication	

The Dhampir Vampire Hunter

You were sired by a male vampire that dominated or seduced your mother. As a dhampir, a half-vampire, you carry his foul blood in your veins, born strangled in the womb and neither alive nor dead. You shun the light of day and stalk the shadows of night for your immortal prey, all the while trying to resist your unquenchable bloodthirst.

<i>Vampire Hunter Class Overview</i>		<i>Vampire Hunter Starting Options</i>	
Stock Class	Dhampir (half-vampire) Vampire Hunter	Born of the Grave	Born of an unholy union between a woman and a vampire, you inherited the bloodthirst of your monstrous father. But rather than give in to the hunger, you fight it just as you fight all undead. In this struggle, your curse can be a blessing, for you possess the preternatural strength and swiftness of the Damned.
Raw Abilities	Distribute 8 points between Will and Health; Health may not be higher than Will.	Wises	You possess Vampire-wise and a second wise of your choice following the guidelines in the main book.
Skills	Fighter 3, Hunter 3, Scholar 3, Lore Master 2, Scout 2, Theologian 2	Starting Weapon and Armor	Crossbow and leather armor

Vampire Heritage

You possess two weaknesses as a result of your vampiric blood: a sensitivity to light and an eternal hunger for blood.

Light Sensitivity

The light of day burns and blinds you. Sunlight is a factor when operating by day but your night vision allows you to ignore the factor for dim light.

Bloodthirst

You only recover from the hungry and thirsty condition by drinking fresh blood. Water, wine, rations and the blood of vampires or dhampirs will make you sick. Fresh blood also gives you +1D to recover from injured or exhausted. You may store blood in containers but it spoils like fresh rations upon returning to town.

Feeding

Feeding on other characters will make them exhausted. If already exhausted, they will become sick. Sick or injured characters will not survive additional blood loss.



Dhampir Nature

Write Nature: Dhampir on your character sheet. Your descriptors are Tracking, Seducing and Feeding.

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

Dhampir Nature Questions

Do you track your prey only after the sun has set or do you brave the burning rays of the daystar to gain an advantage?

- If you shun the light and embrace the darkness, increase Nature by 1.
- If you suffer the pain of daylight, replace your home trait with Early Riser or Scarred.

Do you view love and mercy as signs of weakness or can you open your heart to the joy and sadness of human emotions?

- If your heart is cold, increase Nature by 1 but your starting social grace and Circles are reduced by 1.
- If you would dare to feel something once more, your Nature, social grace and Circles remain unchanged.

Do you prefer to feed exclusively on animals and evil-doers or will any mortal's blood slake your thirst?

- If you view all living creatures as prey, increase Nature by 1.
- If your personal code forbids you from feeding on the just, you may replace your home trait with Righteous. Change your alignment to lawful.

Dhampirs that reach Nature 7 lose touch with their humanity and become full-blooded vampires.

Dhampir Vampire Hunter Level Benefits

Level 1

Vampire Hunter: You may use any weapon except for shields. You may wear leather armor or chainmail but not helmets. You suffer from the penalties of your vampire lineage: light sensitivity and bloodthirst. You do not count as a true undead and are immune to spells, prayers and relics that affect the undead.

Level 2

Sharp Teeth, Pretty Teeth: Your teeth and nails are supernaturally long and sharp. When unarmed, you may use your claws and teeth as weapons, ignoring leather armor. You cannot damage chainmail or plate armor.

Blood Feast: You may gorge when feeding, consuming twice as much blood to insulate yourself from the hungry and thirsty condition. After feasting, ignore the first hungry and thirsty condition you receive. The second time you gain hungry and thirsty, it affects you as normal. When feeding twice from a human victim, this gives them the sick or dead conditions.

Level 3

Stubborn: You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice. If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

Penitent: When made hungry and thirsty, the vampire hunter may choose to instead take the afraid condition. If already afraid, then the vampire hunter is made hungry and thirsty.

Level 4

Daywalker: You may use your cloak to brave the light of the sun, ignoring the penalty for operating in full sunlight.

Scent of Blood: While hungry and thirsty, gain +1s to Nature, Hunter and Scout tests when stalking or sensing the living.

Level 5

Arbalist: Your supernatural strength and speed enables you to load and fire crossbows faster than any mortal. Your crossbow Attack against Attack counts as a versus test, not independent.

Bloodlust: Draining a victim while feeding gives you the fresh condition if you've recovered from all of your conditions.

Level 6

Undying: You are tough to kill. Once per session, if you're taken out of a kill conflict, roll 1d6: on a 5-6 regain 1 disposition and rejoin the fight.

Blood Donor: A mortal who consumes your blood recovers from exhausted but taxes their Nature by 1. You gain a condition according to the Grind.

Level 7

Strength of the Damned: Your Health ability maximum is raised by 1, to a maximum of a 7.

Tenacious Will: Your Will ability maximum is raised by 1, to a maximum of a 7.

Level 8

Vampire Slayer: Increase might by 1 when fighting vampires, zombies or other undead.

True Undead: Your Nature becomes Nature: Dhampir (Undead). You are immune to magic that targets your Will. As undead, you may be turned (but not destroyed) by prayers and holy relics.

Level 9

Heroic Ability: Choose Fighter, Hunter, Nature or Will; that skill now succeeds on a roll of 3-6.

Transformed: You may replace a Nature descriptor with any human or vampire Nature descriptor.

Level 10

Servant of the Light: Once per session, you may surround yourself with a nimbus of pure white light. The intensity of the light is chosen when the effect is activated: sunlight for one turn, torchlight for two turns, lantern light for three turns or candlelight for four turns. You cannot choose to be in dim light or darkness while this using this benefit. Sunlight may be equipped as a weapon against vampires and will affect any creature sensitive to light (including the dhampir—Daywalkers are not exempt). You may not take this benefit if you have the True Undead benefit.

Creature of the Night: Once per phase, you may transform into a Dire Wolf or Giant Vampiric Bat for the duration of a test or conflict. While transformed, the dhampir's Nature, Might, descriptors and weapons are replaced by that of the chosen creature. Gear and clothing magically transforms with the dhampir. Conditions persist between forms; a hungry and thirsty dhampir will transform into a hungry and thirsty wolf or bat. The dhampir understands human speech and any other languages known to the character. A dhampir who is taken out of the conflict reverts to normal.

Level	Fate	Persona	Dhampir Vampire Hunter Level Benefits	
1	0	0	Vampire Hunter	
2	3	3	Sharp Teeth, Pretty Teeth	Blood Feast
3	7	6	Stubborn	Pentitent
4	14	9	Daywalker	Scent of Blood
5	22	12	Arbalist	Bloodlust
6	31	16	Undying	Blood Donor
7	41	20	Strength of the Damned	Tenacious Will
8	52	24	Vampire Slayer	True Undead
9	64	28	Heroic Ability	Transformed
10	77	32	Creature of the Night	Servant of the Light

The Witch

Wise women and keepers of secrets, witches skirt the edges of society where they make their way as midwives, healers, soothsayers and purveyors of darker arts. Those that leave their remote forest homes may embark on adventures to gain hidden knowledge or artifacts. Most that join the adventuring life do so out of of desperation after being exiled from their communities for real or imagined crimes. Note: Although most witches are women, male witches do exist.

<i>Witch Class Overview</i>		<i>Witch Starting Options</i>	
Stock Class	Human Witch	Special Skill	Choose one of these skills and give it a rating of 3: Cook, Healer, Peasant, Weaver
Raw Abilities	Distribute 8 points between Will and Health.	Moonchild	You were born under strange circumstances, when the moon shone blood red or turned black as pitch. Beasts howled, streams ran backwards and wine turned to vinegar. Your very essence hums with eldritch power and you are viewed with both awe and suspicion by everyone around you.
Skills	Alchemist 3, Enchanter 2, Healer 2, Lore Master 2, Mentor 2, Scholar 2	Starting Weapon	Dagger or wand
Starting Trait	Moonchild	Alignment	Non-lawful

Enchantment

Enchanting stores a spell within an item. Enchanted items are powered by charges which are expended upon use. An item depleted of charges loses its enchantment but may be re-charged in town or in camp with a successful Enchanter test. Enchantments may be used by anyone who knows the command word.

Wands, Rods and Staffs

Wands are made from hardwood and exotic/magical reagents and may be enchanted with 1st or 2nd circle spells. Rods are larger, scepter-like devices made from precious metals. They sometimes incorporate bone, horn, gems or crystals and may be enchanted with 3rd, 4th or 5th circle spells. Staffs are carved from wood and may feature a large gem or crystal. They may be enchanted with one or more spells of any circle. A rod or staff may be used as an improvised weapon in fights.

Crafting: Armorers, Carpenters and Survivalists may craft wands or staffs. Armorers or Artificers may craft rods. The obstacle is equal to the highest spell circle the item may contain. Magical, rare or valuable components may be used as supplies.

Inventory slots: Wands take up a belt slot or are hand/carried 1 or pack 1. Rods are hand/carried 1 or pack 2. Staves may be carried in one hand but require both hands to be used as a weapon. They may not be packed.



Spell slots: Wands can hold one spell and up to 3 charges. Rods can hold two spells and up to 3 charges (total). Staves can hold three spells and up to 6 charges (total).

Enchantment

Enchanting requires an Enchanter test. The spell must be known by the character enchanting the item. The obstacle to enchant an item is identical to that of scribing a scroll with that spell. Characters with the Enchanter skill are assumed to carry the tools required to enchant items but not the items themselves. This skill may be used in town as personal business (+1 to lifestyle cost) or to re-charge items in camp (at the cost of a check). Enchanters may enchant wands, rods or staffs and use magical, rare or valuable reagents as supplies. They may also enchant clothing, jewelry, gems, mirrors, candles and other mundane gear. These items' enchantments are limited to one charge of a single spell of any circle.

Witchcraft

Witches are able to use the Enchanter skill to hex or charm objects, anything from food or drink to clothing or gear. Hexes are cursed objects while charms are blessings placed upon an object. The witch curses or blessed the item with a prayer using the Enchanter skill. Anyone using that item will trigger its effects which persist according to the prayer's description. Using the item expends a charge, just like an enchanted wand, rod or staff.

New Skill: Enchanter

This skill is used to store spells within objects or to bless/curse items with charms or hexes.

Precious metals, gems or rare ingredients may be used as supplies when enchanting.

Suggested Help for Enchanter: Arcanist or Ritualist

Beginner's Luck for Enchanter: Will

Enchanter Factors

Enchanting (start counting at 4): 1st circle prayer, 2nd circle prayer, 3rd circle prayer, 4th circle prayer.

Extra charges: Add +1 ob per extra charge.

Re-charging a wand or rod is obstacle 3. Re-charging a staff is obstacle 6.

Familiars

Each witch's soul is linked to a familiar, a magical creature assuming the form of a mundane animal. Roll 2d6 to determine your familiar based on your alignment (the familiar will be similarly aligned):

2d6	Unaffiliated	Might	Nature	Chaos	Might	Nature
2	Mouse	1	1 (hiding, foraging, climbing)	Spider	1	1 (hiding, spinning webs, climbing)
3-4	Rabbit	1	1 (hiding, listening, escaping)	Toad	1	1 (hiding, hopping, croaking)
5-6	Ferret	1	2 (stealing, climbing, tunneling)	Rat	1	2 (hiding, scavenging, climbing)
7	Cat	1	2 (stalking, climbing, pouncing)	Cat	1	2 (stalking, climbing, pouncing)
8-9	Owl	1	2 (swooping, spotting, listening)	Raven	1	2 (speaking, flying, stealing)
10-11	Dog	2	3 (guarding, barking, running)	Serpent	1	2 (slithering, hiding, striking*)
12	Riding Horse	3	4 (running, grazing, herding)	Wolf	2	3 (hunting, playing, stalking)

You share an empathic bond with your familiar and can see through its eyes. Likewise, the familiar can sense your desires, allowing you to give it simple commands. If your familiar is killed, gain the sick condition until you find a replacement. A Hunter or Peasant test may be required to tame or capture a proper vessel for your familiar's spirit to re-inhabit.

* Serpent familiars are poisonous! Someone bitten by the witch's familiar must make a Health test with an obstacle equal to the serpent's Margin of Success. Recommended failure result: condition (sick) or twist (incapacitated by hallucinations for the remainder of this turn and the next).

Human Witch Level Benefits

Level 1

Witch: You may wield daggers but may not wear armor. You have a magical familiar and a 1st circle spell of your choice. Witches are not required to memorize spells or prayers but may only use them to enchant while in town.

At each new level, gain a spell/prayer of the listed circle or grant a level benefit to your familiar.

Level 2

Familiar Speech: Your familiar gains the ability to speak any languages you speak. It may communicate with others.

Level 3

Familiar Insight: Your familiar's insight into the dark arts gives you +1D to Enchanter and Alchemist tests.

Level 4

Invisibility: Your familiar can disappear from sight. Its presence may be detected using Supernal Vision.

Level 5

Dire Size: Your familiar may grow to dire size (+1 Might, +2 Nature) for one phase per session.

Level 6

Reincarnation: If slain, your familiar will dissipate and reform in 2d6 turns. As an extra-planar creature, it may be banished by clerics and magicians. Its true nature is easily discerned using Supernal Vision.

Level 7

Transformation: Your familiar may assume a human appearance for one phase once per session. It retains its animal-like traits and behaviors and its true nature may be discerned using Supernal Vision.

Level 8

Translocation: This benefit allows the witch and familiar to trade places after making a successful Health test against the familiar's Nature. This ability takes a turn.

Level 9

Spirit Anchor: Even if mortally wounded, you cling to life so long as your familiar still breathes. When dead, your spirit remains on the material plane and you may be restored to life through magical prayers or healing. If your familiar is killed while you have the dead condition, you perish as well.

Level 10

Heroic Ability: Choose Alchemist, Will, Healer or Enchanter. You now score successes on a 3-6 when testing that skill.

Transformed: Change a Nature descriptor to blessing, cursing or midwifing -or- change one of your familiar's Nature descriptors to either guarding or spying.

Level	Fate	Persona	Witch Level Benefits	
1	0	0	Witch	
2	3	3	+1 C1 spell or prayer	Speech
3	7	6	+1 C1 spell or prayer	Insight
4	14	9	+1 C2 spell or prayer	Invisibility
5	22	12	+1 C2 spell or prayer	Dire Size
6	31	16	+1 C2 spell or prayer	Reincarnation
7	41	20	+1 C3 spell or prayer	Transformation
8	52	24	+1 C3 spell or prayer	Translocation
9	64	28	+1 C4 spell or prayer	Spirit Anchor
10	77	32	Heroic Ability	Transformed

Vampire Lord

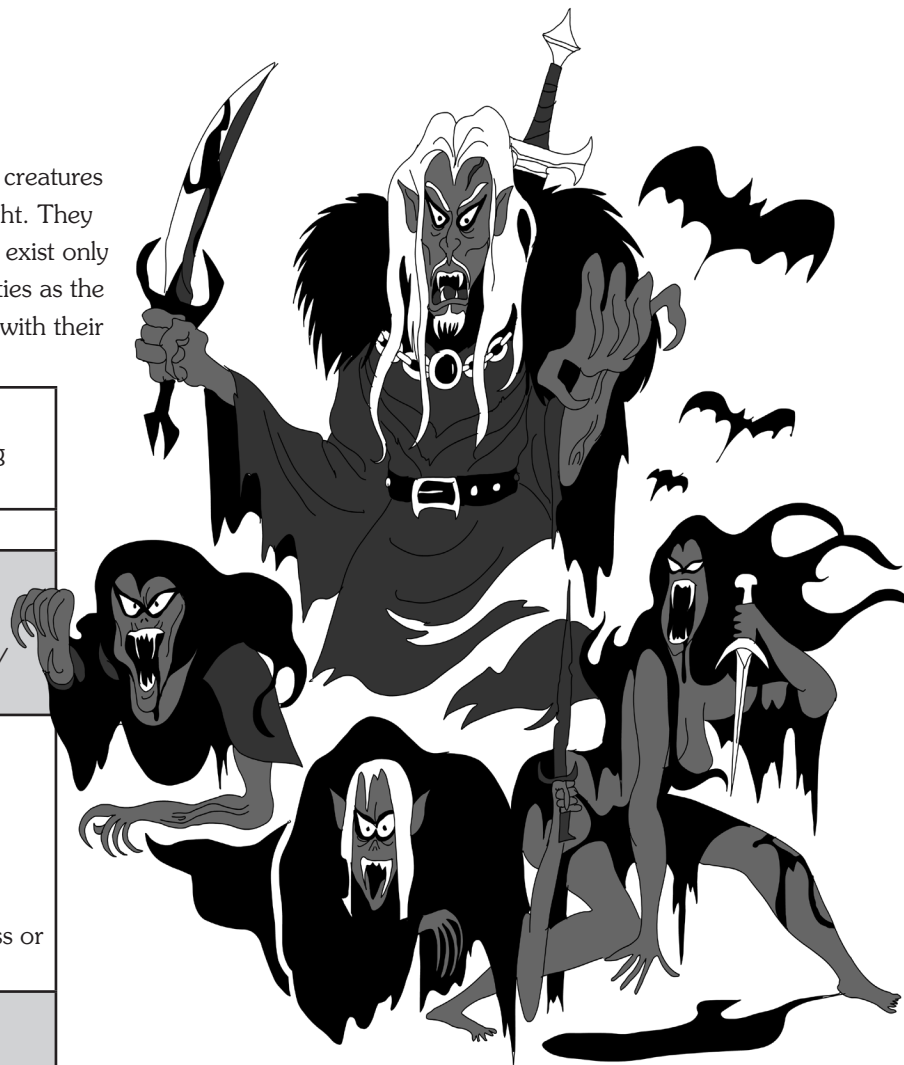
Vampire Lords are hideous, immortal fiends that feed on the blood of the living. Whether they were cursed by the Old Gods, infected by an alien plague or were transformed by dark rituals, who can say? All that is known is that Vampire Lords are creatures of Chaos who drain the living of their vital essence and seek to subjugate the mortal masses. Though monsters, they adopt an air of nobility and prefer to reside in ruined castles or mouldering manors where they surround themselves with mortal thralls and undead minions. Vampire Lords retain the abilities and benefits of their former selves.

Might: 5	Nature (Undead): 7 (Infecting, Scheming, Subjugating)
Conflict Dispositions	Conflict Weapons
Kill: 14	Kill Weapons Weapon: as weapon (most Vampire Lords are proficient with all weapons) Wicked Fangs: +1s Attack/Feint, ignores armor
Flee: 11	Flee Weapons Alacrity: +2D Attack, +1D Maneuver Predatory Senses: +2D Feint, +1s Defend, ignores concealment from darkness or magic
Drive Off: 7	Drive Off Weapons Inhuman Fortitude: +2D Defend
Convince: 4	Convince Weapons Air of Nobility: +2D Maneuver, +1D Defend Terrifying Visage: +1D Attack, +1s Feint
Armor: Most Vampire Lords are able to wear armor and helmets.	
Instinct: Always drink the blood of my prey.	
Special Abilities: Immune to mind-affecting spells, can transform into mist, dire wolves or a giant vampire bats. Darkvision allows it to ignore factors from dim light and darkness. Some vampire lords are able to use magic.	
Vampirism: Any character who receives an injury as a result of a kill or drive off conflict compromise with a vampire that used its fangs also gains a special sick condition. This condition may only be removed by a cleric capable of breaking curses. If the condition is not recovered by the end of the next town phase, the character becomes a vampire and thus a GM-controlled character.	
Weaknesses: Must sleep during the day. Sunlight reduces their Might to 2. Garlic and holy symbols may be equipped like a shield. Fire inflicts +1s damage. Sleeping vampires may be destroyed by staking them through the heart.	

Minor Vampires

Monstrous spawn of the Vampire Lords, these bestial creatures were once human but now live as creatures of the night. They possess a feral intellect but no will of their own—they exist only to serve their dark Masters. They possess similar abilities as the Vampire Lords and can spawn other minor vampires with their infectious bites.

Might: 4	Nature (Undead): 4
Descriptors: Hunting, Serving the Master, Shunning the Light	
Conflict Dispositions	Conflict Weapons
Kill: 8	Kill Weapons Weapon: as weapon Wicked Fangs: +1s Attack/ Feint, ignores armor
Flee: 6	Flee Weapons Alacrity: +1D Attack, +1D Maneuver Predatory Senses: +1D Feint, +1s Defend, ignores concealment from darkness or magic
Drive Off: 4	Drive Off Weapons Inhuman Fortitude: +1D Defend
Trick: 2	Trick Weapons Fear of Punishment: +1D Attack, Feint and Maneuver Lack of Free Will: -1D Defend
Armor: Vampires can wear armor and helmets.	
Instinct: Always obey the Master.	
Special Abilities: Immune to mind-affecting spells. Darkvision. Vampirism.	
Weaknesses: Must sleep during the day. Sunlight destroys minor vampires. Garlic and holy symbols may be equipped like a shield. Fire inflicts +1s damage. Sleeping vampires may be destroyed by staking them through the heart.	



TORCHBEARER

Sagas

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