

Tavern Tales

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CHAPTER 1: GETTING STARTED

Tavern Tales is a fantasy-themed tabletop roleplaying game (RPG) that invites players to take on the roles of powerful heroes to fight dangerous monsters, explore exotic locations, and interact with amazing characters. RPGs are unique in the world of games in that there is no ultimate objective. Players don't win or lose—they simply make decisions and see where the adventure takes them. An RPG is like a collaborative story where every player gets to affect the outcome.

Tavern Tales is played across one or more sessions, which typically last 2 or more hours. Past that, it's entirely up to your gaming group to determine the scope of your game. Do you want to play a short and sweet one-shot that only lasts a few hours? Would you rather play an epic ongoing campaign that consists of dozens of sessions? The choice is yours!

Before You Start

You'll need a few basic supplies to play Tavern Tales:

- Pen and paper.
- A variety of dice (d4, d6, d8, d10, d12, d20).
- Access to the TavernTalesRPG.com website.
- 2–6 friends.
- Optional: A battlemap and minis for combat.

It's generally agreed that the sweet spot for a roleplaying game is 4–6 players, but individual tastes will vary between gaming groups. Once you've gathered your friends, you need to decide which of you will play as the Game Master (GM).

If You're the GM...

The GM has the most important job in Tavern Tales. Think of the GM as a director in a play where nobody knows the outcome, and the players are the actors. The GM gets to decide the setting, the conflict, and so forth. Most importantly, the GM acts as a judge who determines what does and doesn't happen. If two players say they want to take conflicting actions, the GM decides which of the players (if any) gets to act. As a GM, follow these basic principles:

1. Know the Rules

Since you're in charge, it's important that you familiarize yourself with the rules of Tavern Tales. If you don't, players could exploit the rules (wittingly or unwittingly) and disrupt gameplay. Fortunately for you, the GM gets to break as many rules as he wants. Think of the rules as a general guidebook. They tell you what to do in most situations, but every now and then you can bend the rules to make the game more exciting.

2. Make Decisions

If the players got to decide the outcomes of their actions, they'd succeed every time. That would lead to an awfully boring game. As the GM, you get to decide the consequences of the players' actions. You always get the final word!

3. Create an Exciting World

A story without conflict isn't much of a story. It's your job to fill the world with exciting creatures, locations, and events. This is your biggest opportunity to express yourself in Tavern Tales because your only limit is your imagination. You could pit the players against brain-munching undead, fire-breathing dragons, vindictive gods, or anything else you can imagine!

4. Give Players Opportunities

The GM is the most important person in Tavern Tales, but the real excitement comes from the players. Their actions provide that element of uncertainty that makes RPGs so fun to play. It's your job as the GM to create dramatic opportunities for the players: cliffs that need to be scaled, monsters that need to be slain, and political intrigue that needs to be unraveled.

If You're the Player...

The players are the main characters of the story. They have the opportunity to venture out into the GM's exciting world. As the player, you should follow these principles:

1. Create an Exciting Character

Your character is your vessel in Tavern Tales. You act through him (or her), so his triumphs are your triumphs; his failures are your failures. Pull out all the stops and build a character you'll

love to play. The more interesting your character, the more enjoyable the game will be for everyone involved.

2. Roleplay

There's a big difference between playing a character and playing *as* a character. It's your responsibility to act and talk in a manner that fits your character. Think the way your character would think. Act the way your character would act. Speak the way your character would speak.

3. Seek Adventure

If Tavern Tales were a movie, the camera would follow your character at all times. It wouldn't be a very exciting movie if you sat around all day twiddling your thumbs. It's your job to go find adventure so that all of the players in Tavern Tales have a good time.

CHAPTER 2: CHARACTER CREATION

Tavern Tales is a game that allows you to play as virtually anything. Do you want to be a feral barbarian who charges into battle? How about a crafty rogue who uses stealth and deception? Your only limit is your imagination! But before you draw your magical sword and start slaying monsters, you first have to create your character. Follow these steps to build your character, recording each decision on your character sheet:

Step 1: Come up with a Concept

The first step is also the most important, because it affects every other decision during character creation. You must come up with a core concept for your character, an underlying identity that defines who he is and what he does. Here are a few things to consider when you come up with your character concept:

- Where does your character come from?
- What is his race and nationality?
- How does he fight?
- What characteristics set him apart?

Tavern Tales accommodates virtually any character concept imaginable, so feel free to exercise your creative muscles and come up with something truly unique.

John, a new player to Tavern Tales, talks to his GM about the upcoming game. The GM explains that the game will focus heavily on exploration, so John decides that he wants to play as a ranger. A master woodsman would be the perfect character for charting the savage wilderness!

Step 2: Select 3 Traits from any Number of Themes

Themes are tools that bring your character to life by imbuing him with unique traits. You can read more about your options on the [Reading Themes](#) page.

Scan through the list of themes to find one or more that describe your character. Feel free to mix and match themes however you want—some of the most interesting characters come from unorthodox theme combinations.

Each theme has traits, which are divided into three categories: combat, exploration, and interaction. Select 1 trait from each category. The traits that you select don't have to all be from the same theme.

John glances over the list of themes and finds a few that catch his interest. He jots down a few notes about his favorites.

- **Tracking:** Perfect for bounty hunting!
- **Warfare:** Great if I want some extra power.
- **Savagery:** Maybe my ranger grew up in the savage wilderness?
- **Faith:** I could go with a "pursuit of justice" concept while bounty hunting.

Once he gets a general feel for his favorite themes, he selects traits that fit his character.

For combat, he selects **Hunter** from Tracking.

For exploration, he selects **Gut Instinct** from Savagery.

For interaction, he selects **Military Connections** from Warfare.

John opted to spread his traits out across 3 themes, but he could have selected fewer themes if he liked. He could have selected all 3 traits from one theme, or he could have selected 2 traits in one theme and his third trait from another theme.

The themes that you select at character creation don't "lock you in" to those options. As you advance, you will have the opportunity to take traits from other themes. If you like, you could have traits from every single theme!

Step 3: Gain the Signature Trait from your Primary Theme

No matter how many themes you have, one of your themes will always stick out as the most important one. Think of your primary theme as your defining characteristic.

Your primary theme is whichever theme is providing you with most of your traits. If there's a tie, you get to pick which theme is your primary theme. You always have the signature trait of your primary theme. Read more about primary themes in [Chapter 3: Leveling Up](#).

Currently, John has 1 trait from 3 different themes. Because there is a tie, he gets to choose which of those themes is his primary theme. He selects Tracking because it fits ranger concept. He gains the Tracking signature trait, **Tracker**.

Step 4: Select Stats

Every character has four stats: brawn, finesse, mind, and spirit. Assign the following values however you like among these stats: +3, +2, +1, -1. Whenever you make a 3d20 roll, you assign the corresponding bonus or penalty from that stat. For example, a fighter has +3 brawn, +2 finesse, +1 mind, and -1 spirit. He wants to climb a rock wall, which the GM decides is a brawn roll. The player rolls 3d20 and adds +3 to his primary die to determine the final result (see [Chapter 4: Rolling Dice](#) for more information).

Brawn

brawn is a measure of physical fitness, might, intimidation factor, athleticism, and strength. You typically roll brawn whenever you are:

- Brutish and strong.
- Straightforward and direct.
- Physically powerful.
- Intimidating.

Finesse

Finesse relates to agility, grace, subtlety, precision, and speed. You typically roll finesse whenever you are:

- Subtle and smooth.
- Agile and graceful.
- Deceptive and sneaky.
- Quick.

Mind

Mind involves logic, knowledge, memory, perception, and intuition. You typically roll mind whenever you are:

- Shrewd and intelligent.
- Observant and wise
- Knowledgeable.
- Witty and clever.
- Logical.

Spirit

Spirit involves willpower, force of personality, morale, determination, and fighting spirit. You typically roll spirit when you are:

- Willful and determined.
- Charming and inspirational.
- Passionate and emotional.
- Relying on pure luck.
- Tough and enduring.

The stats are meant to be fairly loose and abstract. The players and the GM will have to use their best judgment to determine which stat applies in a given situation.

It will often be fairly obvious which stat applies. For example, if a character is trying to balance on a narrow tightrope, then finesse obviously applies (he's being agile and graceful). If he runs several miles in order to catch up with a fleeing villain, spirit obviously applies (he's being tough and enduring).

Other times, multiple stats can apply. This is especially true in combat, because characters can attack and bolster with any of the four stats. It's less about the weapon you use and more about *how* you attack. For example, suppose that a player is using a sword in combat. Which stat would he use? Some players might automatically assume that he has to use brawn, but this isn't necessarily the case. It depends on how the player describes his action:

- "I clench the hilt of the sword, heft the weapon over my head, and heave the blade down into my enemy's skull!" — Roll brawn.
- "Holding the sword lightly in my hand, I slip into a duelist stance and lunge forward with a deadly thrust!" — Roll finesse.
- "I carefully parry the enemy's attacks, waiting for the right moment to strike. As soon as I spot an opening, I deftly exploit the opening in his defenses!" — Roll mind.
- "Wiping the blood from my mouth, I stand defiant against my enemy. 'You'll never defeat the forces of good!' I shout defiantly as I wade back into battle with renewed vigor." — Roll spirit.

It may be difficult to represent your character through stats alone. If that's the case, don't worry—you can easily round out your character with traits. For example, barbarians are classically portrayed as unintelligent, but their feral lifestyles make them excellent trackers and

hunters. Intelligence and tracking capabilities are both tied to the mind stat. So, should a player give his barbarian low mind to represent the fact that he is unintelligent, or high mind to represent his incredible tracking ability? An easy way to get the best of both worlds is to give the barbarian low mind, and then give him a trait that vastly enhances his tracking abilities (such as **To the Ends of the Earth** or **Big Game Hunter** from the Tracking theme).

After thinking about his character for a moment, John decides that his ranger needs high finesse to be an effective marksman. He also wants high mind since rangers need to be good at noticing things in the environment. Rangers have a reputation for being gruff loners, so he places the least value on spirit. He assigns his bonuses accordingly:

- +1 Brawn
- +3 Finesse
- +2 Mind
- -1 Spirit

Step 5: Determine Toughness and Starting Life

Your toughness value affects your physical resilience and your ability to recover from wounds. Your starting life is your toughness value multiplied by 4. Life determines how much damage you can take before you die.

Before your game starts, your gaming group should have a discussion about the overall feel of the game. Do you want players to feel like larger-than-life heroes who can shrug off blows, or do you want your game to feel more realistic, where a single sword blow can be lethal? The GM selects a toughness value from the list below. By default, the game assumes that players have a toughness of 10—this value makes players feel heroic without also making them feel invincible.

The list below gives a general description of how players will feel about their character based on their toughness. These aren't the only options—your gaming group can decide on any toughness value you like.

- **Toughness 1:** Weak
- **Toughness 5:** Vulnerable
- **Toughness 10:** Dramatic
- **Toughness 15:** Heroic
- **Toughness 20:** Unstoppable

Toughness also affects healing. When you heal, you typically heal an amount of life equal to your toughness. For example, a player with 10 toughness will heal 10 life when he heals.

After a group discussion, the GM decides that players will start with the base toughness of 10. John records that he has 10 toughness and 40 life.

Step 6: Buy Starting Gear

You start the game with 100 gold, which you can use to buy supplies. See the [Adventuring Gear](#) section for details on starting equipment.

John buys a two-handed bow for 10 gold, along with 5 bundles of arrows for 5 gold. He also springs for some light armor, setting him back 20 gold. He picks up an adventuring pack for 10 gold, leaving him with 55 gold remaining. John considers buying a healing potion but decides against it, choosing instead to start the game with 55 gold in his pocket.

Aesthetics

You are in complete control of all aesthetic choices with your character. You can play whatever you want: a human, a dragon, a mechanical golem, or whatever else you please. You can also change the aesthetics of your traits. If a trait lets you shoot fireballs, you can rename it to “Ice ball” and shoot explosive blasts of ice instead. These aesthetic choices are acceptable as long as they don’t affect your capabilities or statistics. For example, you can’t say that you have huge muscles and therefore deserve a +1 bonus to brawn. Similarly, saying that you’re a dragon doesn’t mean that you instantly gain the ability to fly. You might have wings, but you need a trait that gives you the ability to fly before you can use them.

John decides that he wants to put a twist on his bow-wielding ranger, so he asks the GM if it’s acceptable to play as a humanoid plant creature. The GM approves, so John describes his character’s bark skin and leafy hair to the other players.

John’s friend, Mike, is playing as a frost mage. Mike also rewrites some aspects of his character to match his frost wizard concept. For example, Mike took the trait **Barrier** from the [Arcane](#) theme. The default text for Barrier reads, “*Describe how you use defensive magic.*” Mike rewrites it to read, “*Describe how you create an impenetrable wall of ice.*” He also renames the trait **Ice Wall**.

Wait, where are the races?

In roleplaying games, players tend to think of their characters as a combination of race + class, such as a dwarven paladin, a human wizard, or an elven rogue. Tavern Tales doesn't use this race-class duality because it would violate one of the core principles of the game: *you* get to define your character.

Themes are tools that allow you to build both your race *and* your class. For example, elves are typically portrayed as nature lovers who wield bows. You could take a few traits from the [Tracking](#) theme to represent your elven heritage. But what if you are playing in a setting where elves hate nature and instead pursue the magical arts? In that case, you might want to take traits from the [Arcane](#) theme. It's up to you and your gaming group to decide if elves fit the traditional stereotype, or if they're something completely different.

Suppose a character has 10 traits in the [Faith](#) theme. Does that mean that Faith represents his class, race, or both? That's *entirely* up to the player. If he's playing as a winged angel with a burning halo of fire, then Faith probably represents his race. If he's playing as a human who devoted himself to his god, then Faith probably represents his class. If he's playing as a righteous paladin who is also a descendant of a demigod, then Faith probably represents both his race and his class.

CHAPTER 3: LEVELING UP

As you adventure in Tavern Tales, you will learn from your experiences and become stronger. The requirement for advancement is simple: do interesting things.

Of course, the definition of “interesting things” varies depending on the gaming group. One gaming group might prefer dungeon crawls and monster battles, while another gaming group might prefer political intrigue and sandbox-style gameplay. For that reason, Tavern Tales doesn’t rigidly define character advancement. It’s up to the gaming group to work together to determine a character advancement option that works best for them. Here are some of the most popular advancement options:

- **Combat:** Kill a dangerous monster.
- **Exploration:** Explore a perilous dungeon.
- **Interaction:** Resolve an important political problem.
- **Quest:** Complete an adventure.
- **Personal:** Explore a character’s backstory and develop his personality.
- **Roleplay:** Have engaging in-character conversations with other characters.
- **Sandbox:** Go out into the world and find adventure.
- **All of the above!**

Killing monsters isn’t the only way to level up. If your gaming group adores sandbox-style gameplay, then the players might level up by purchasing and outfitting a naval ship so that they can seek adventure across the high seas. If your gaming group emphasizes roleplaying, the players might level up by helping one of the player characters mend a broken relationship with his estranged father.

It’s important for the GM and the players to clearly communicate so that everybody knows the driving purpose of the game. Is it to kill monsters? The GM should reward players for running into battle. Is it political intrigue? The GM should reward players for attending a noble masquerade. Most gaming groups will use a combination of these factors, possibly even all of them.

Levels and Leveling Up

Your level is the number of traits that you have (not counting your signature trait). Since you start character creation with 3 traits, that means that you start the game at level 3. It’s important to note that the GM has the option of starting characters at a much higher or lower

number. If he likes, the GM could start the players at level 15 for a high-level game. Alternatively, he could start the players at level 0 (none of the players have any traits) so that the players can roleplay their first steps into the world of adventuring. It's generally recommended that players start at level 3 because then they will have 1 combat, 1 exploration, and 1 interaction trait.

When a GM feels that the players have fulfilled the purpose of the game, he announces that one or more players level up. Leveling up grants the following bonuses:

- Gain 1 trait from **any** theme. You can't select signature traits. This may change which theme is considered your primary theme.
- When you level up, you must gain traits as evenly as possible between combat, exploration, and interaction.

Level 3 (Character Creation): John's character begins the game with **Hunter** (Tracking combat), **Gut Instinct** (Savagery exploration), and **Military Connections** (Warfare interaction). In addition, he also has the signature trait **Tracker**.

Level 4: Since John has 1 trait from each category (combat, exploration, and tracking), he has the option of selecting his next trait from any category. He selects **Nomad**, a Savagery interaction trait. He now has more Savagery traits than Tracking traits, so Savagery immediately becomes his primary theme. He loses **Tracker** and gains **Rage**.

Level 5: John must now select either a combat or an exploration trait. He picks **You Dare!?**, a Dragon combat trait.

Level 6: John must now select an exploration trait. He picks **Lay of the Land** from the Tracking theme. He now has the same number of Tracking and Savagery traits. If he wanted to, he could immediately make Tracking his new primary theme. He chooses to stick with Savagery for now. After all, he can always retrain to Tracking later (see Retraining below).

How Leveling Up Affects Power

In many other games, leveling up dramatically increases a player character's overall power—a level 9 character is stronger in every way than a level 8 character. This is not necessarily the case in Tavern Tales. When players level up, they become more well-rounded with the addition of new traits. This gives them more options, but it doesn't necessarily allow them to hit harder, fight longer, and kill bigger monsters.

Some combat traits make players more powerful, but this isn't always the case. As the GM, you need to be careful about the monsters you use. Level 9 players might seem stronger than level 5 characters, but in truth they will probably have the same life and deal the same damage as their lower-level counterparts.

Why don't players get higher stats every time they level up? This is to prevent unnecessary power creep. Getting bigger numbers every time a player levels up simply leads to complicated math and balance issues. By keeping power relatively static, the GM will always have a good idea of players' strength and design appropriate challenges.

That leads to an obvious question: If a level 10 character is approximately as strong as a level 1 character, how is the level 10 character supposed to feel more powerful? That's where the increase/decrease system comes in. Read more in [Chapter 4: Rolling Dice](#).

Retraining

You can change some aspects of your character by retraining. To retrain, you simply need to take a week off from the adventuring life and rest. It's a good idea to retrain in between sessions so that it doesn't disrupt gameplay. You can retrain the following aspects of your character:

- **Traits:** The new trait must be the same theme and category as the old trait. For example, suppose that John gets tired of **Nomad**, which is an interaction trait from the Savagery theme. After resting for a week, he can remove **Nomad** from his character sheet and replace it with another Savagery interaction trait.
- **Primary Theme:** If there is a tie among your most used themes, you can switch which theme is considered your primary theme. This causes you to lose your old signature trait and gain the signature trait from your new primary theme.

CHAPTER 4: ROLLING DICE

The future is uncertain. When a player attacks a monster, nobody can be certain if he will hit or if his blade will swing harmlessly through the air. That's where dice come in. The dice and the numbers that you add to the roll determine how likely you are to succeed at an action.

Tavern Tales uses the following dice: d4, d6, d8, d10, d12, and d20. The number before the "d" represents how many of that particular die that you need to roll. The number after the "d" represents how many sides that die has. For example, 3d20 means that you roll three 20-sided dice.

Ultimately, it's up to the GM to decide when someone needs to roll the dice. When he calls for a roll, follow these steps:

Step 1: The GM Determines Which Stat to Use for the Roll

Actions are always modified by one of the four stats. It's usually fairly obvious which stat should apply to the roll. Sometimes, unique circumstances would allow a player to use an unorthodox stat for a roll. For example, spirit is the obvious choice if a player is trying to charm someone. But what if a scholar is trying to win the favors of his love interest by sending her beautifully crafted love poems? In that case, it might be more appropriate to use mind because the scholar is relying on his wits.

As a player, you should be creative when you suggest a certain stat to the GM. The right argument might allow you use your strongest stat instead of your weakest stat.

As a GM, try to walk a fine a line between lenience and adherence to the rules. The stat are intentionally left vague so that players can be creative in their use. If you are too strict, you strangle creativity and out-of-the-box thinking. If you are too lenient, the stats lose their meaning.

Step 2: Roll 3d20 and Take the Middle

The person taking the action rolls three 20-sided dice and takes the middle value. In the following 3d20 rolls, the player would use die result in bold:

- 1, **10**, 20
- 8, **9**, 15

- 8, 12, 12
- 11, 11, 11
- 6, 6, 18
- 2, 3, 4

The d20 that you use for your final result is known as your primary die. Ignore the results of the other two d20s.

Why roll 3d20 instead of 1d20? Rolling 3d20 has an averaging effect, which means that you will get 10 and 11 much more often than 1 and 20. This makes rolls less swifty and more reliable. [This graph](#) charts the likelihood of each result on a 3d20 roll.

Step 3: Add the Appropriate Modifier

Take the bonus or penalty from the appropriate stat and add it to your result. If you have brawn +3 and roll a 10, your final result is 13 (10 + 3). If you have spirit -1 and roll an 8, your final result is 7 (8 - 1).

Step 4: Check for Success

Compare your roll result against the following chart:

1-4	5-8	9-12	13-16	17-20
Very bad	Bad	Mixed	Good	Very good

The chart contains 5 tiers. In general, higher tiers are better than lower tiers. This means that the better you roll, the better you do. The worse you roll, the worse you do.

- **Very good:** Your situation tremendously improves. You achieve what you were trying to do, and then some.
- **Good:** Your situation improves. You achieve what you were trying to do.
- **Mixed:** You get a mix of good and bad results. Something good happens, but something bad happens as well.
- **Bad:** Your situation worsens. Your failure leads to bad consequences.
- **Very bad:** Your situation seriously worsens. You fail spectacularly and make things worse.

The following chart gives an example of the types of results you can expect from some of the most common rolls in Tavern Tales:

Roll		Combat		Exploration		Interaction	
Result	Tier	Attack	Bolster	Discover	Travel	Convince	Socialize
17-20	Very good	Deal damage, roll +1 damage die	Bolster allies	Find very good things	Arrive quickly and safely	Greatly please others	Make great friends
13-16	Good	Deal damage	Bolster an ally	Find good things	Arrive quickly and safely	Please others	Make friends
9-12	Mixed	Deal and take damage	Bolster an ally and foe	Find good and bad things	Arrive, but at a cost	Please and upset others	Make friends and enemies
5-8	Bad	Take damage	Bolster a foe	Find bad things	Don't arrive, with danger	Upset others	Make enemies
1-4	Very bad	Take damage, roll +1 damage die	Bolster foes	Find very bad things	Don't arrive, with great danger	Greatly upset others	Make great enemies

The above table is simply a suggestion of possible roll outcomes. Ultimately, it's up to the GM to decide the effects of a roll.

It's often a good idea for the GM to let players determine the results of their rolls, even when they roll badly. For example, suppose a player makes an attack and gets a **Mixed** result. The GM might tell that the player that he and the player exchange blows, and it's up to the player to describe how it happens.

Should the GM Roll Dice?

In the world of roleplaying games, there are two main styles of gameplay: Multi Roll and Single Roll. Tavern Tales accommodates both styles of gameplay equally well, so it's important for your gaming group to agree upon a style.

Multi Roll

This is the more conventional style of roleplaying games, and is often called "I go, you go." In this system, the players and the GM both roll dice (hence, "multiple roll"). The players each have turns, and they roll the dice for their characters. Similarly, the GM takes turns and rolls dice for non-player characters and the environment.

This style feels more realistic, tactical, and fair. Consider this game mode if you want players and non-player characters to feel like they're on the same playing field.

Single Roll

This is the newer style of roleplaying games. In this system, the GM never needs to touch the dice because the players do all of the rolling (hence “single roll”). Essentially, players roll for both themselves and their opponents all at once. When a player rolls well, his character triumphs and his opponents fail. When a player rolls badly, his character fails and his opponents triumph.

This style feels more abstract and story driven. Consider this game mode if you want a more cinematic and fluid gaming experience where the players are the most important.

Example of Multi Roll vs Single Roll Gameplay

Dabney (GM): The pirate leans back in his chair with a smug look on his face. He grins—what few teeth he has left are brown and rotten. He says, “I don’t care a whit that this map is yours. I ain’t just gonna give it to you. Wouldn’t be very pirate-like of me, would it?”

Wesley (Playing as a warrior): We don’t have time for this! I scowl at the pirate and say, “We bought that map from your boss. Hand it over or I’ll knock out the rest of your teeth.”

Dabney (GM): The pirate throws his head back and laughs. You can smell rum (bad rum, at that) on his breath. “You don’t scare me, boy. If you want this map, you gotta beat me at a game of darts. If you win, you get the map. If you lose, the map’s mine and you buy me another round of drinks.”

Parker (Playing as a rogue): Darts? I got this, guys. “Deal!”

Dabney (GM): The pirate’s grin widens, and he stands. It’s immediately obvious that he isn’t as drunk as he appeared to be. He leads you over to an old dart set hanging from the back wall of the tavern. “Let’s see what you got,” he says.

Parker (Rogue): Heh, well... here goes nothing. I take it that this is a Finesse roll?

Dabney (GM): Yep.

Parker (Rogue): Alright. I line up my shot and throw my dart at the bullseye. I roll and get a 16!

[At this point, the game’s mechanics diverge]

Multi Roll

Dabney (GM): Not bad! The dart lands pretty close to the bullseye—just an inch or two off. The pirate frowns and roughly shoves you out of the way. He says gruffly, “Alright, boy, let me show you how it’s done.” The pirate throws the dart and... not good. He got a 9. The dart hit the dartboard, but he wasn’t anywhere close to the bullseye.

Parker (Rogue): Ha!

Wesley (Warrior): I face down the pirate and say. “Alright, we won your stupid the game. Give us your map.

Single Roll

Dabney (GM): Not bad! The dart lands pretty close to the bullseye—just an inch or two off. The pirate frowns and roughly shoves you out of the way. He says gruffly, “Alright, boy, let me show you how it’s done.” Parker, your roll was pretty good—much better than average—so the pirate has some stiff competition. He throws the dart, which lands at the very edge of the board. You beat him by a longshot.

Parker (Rogue): Ha!

Wesley (Warrior): I face down the pirate and say. “Alright, we won your stupid the game. Give us your map.

In the Multi Roll example, the pirate and the rogue both rolled separately. Each actor has a fair chance to succeed, so gameplay feels more even-handed and realistic. In contrast, the GM did not roll any dice in the Single Roll example. The rogue’s dice roll told the gaming group everything they needed to know about the dart competition. Because the rogue performed well, the pirate automatically performed badly. This game mode makes the story feel very player-centric because everything hinges on the players’ choices and rolls.

There are a few other minor differences between these two game styles. The following chapters explain special rules when these two game styles diverge.

Increasing and Decreasing Rolls

Not all rolls are created equal. Throwing a rock and hitting a building is easy, but throwing a rock and hitting a fly is next to impossible.

Effortless actions that are bound to succeed (throwing a rock and hitting a building that you’re standing right next to) don’t require a roll because they automatically succeed. Impossible

actions that are bound to fail (throwing a rock across a continent) don't require a roll because they automatically fail.

Use the increase/decrease system for easy actions that still have a chance of failure, or for difficult actions that still have a chance of success. **Increased rolls use the highest d20 instead of the middle d20. Decreased rolls use the lowest d20 instead of the middle d20.** [This graph](#) charts the likelihood of increased/decreased 3d20 rolls.

A marksman is trying to impress his friends with his archery skills. On the first shot, he aims for the wall of a nearby building, which is an incredibly easy shot. The GM declares that this is an increased roll, so the player rolls 3d20 and uses the highest d20.

On his next shot, he aims for a distant bullseye. This shot is somewhat difficult, so it's just a normal roll. He rolls 3d20 and takes the middle d20.

On his final shot, he aims for an apple on his friend's head. This shot is extremely difficult but still possible, so the GM declares that this is a decreased roll. The player rolls 3d20 and takes the lowest d20.

Follow these guidelines when you use the increase/decrease system:

- **Multiple increases and decreases cancel each other out.** If your roll is both increased and decreased, then you ignore both effects and you take the middle d20. If a roll would be increased twice and decreased once, it is increased once.
- **The addition of the word "greatly" means that it's two steps instead of one.** For example, "greatly increase the roll" means that you increase the roll twice.
- **If a roll is increased twice, treat it as if it is automatically a result of 20.**
- **If a roll is decreased twice, treat it as if it is automatically a result of 1.**
- **Increased/decreases rolls don't affect damage.**
- **For balance reasons, increases/decreases generally shouldn't "jump" categories.** For example, a player who has the exploration trait "Increase all rolls you make to break objects" probably shouldn't get the bonus if he tries to attack a rampaging golem (combat). The GM decides when to make exceptions.

Advantage

Having advantage means that you have an edge. The GM might grant you advantage in certain situations, or you might gain advantage through traits. **When you have advantage, you can spend 1 advantage to increase 1 of your rolls. You can only spend 1 advantage per roll.**

Advantage falls into one of the three categories: combat advantage, exploration advantage, and interaction advantage. Advantage gained through combat can only be used on combat rolls, advantage gained through exploration can only be used on exploration rolls, and advantage gained through interaction can only be used on interaction rolls. Advantage eventually expires depending on the situation. For example, advantage gained during combat would probably expire after combat ends.

When the players do something that would logically give them an edge, the GM might award the players with advantage. Here are a few situations where the GM might grant advantage to players:

- **Combat**
- Before fighting a kung fu master, the players speak to every person the master has ever duelled in order to learn more about his fighting techniques.
- A player drinks a special potion, which enhances his combat prowess.
- **Exploration**
- Before venturing into a jungle, the players purchase a rare map of the region.
- A player listens to an old man tell dozens of stories about the nearby haunted woods.
- **Interaction**
- The players proudly wear the King's Insignia as they socialize with a lower-ranking noble.
- A player presents a merchant with an expensive and valuable gift, thereby earning the merchant's favor.

Sometimes, the GM will just grant the players advantage by virtue of the fact that they did something heroic. Other times, he might require the players to roll for it. A successful roll results in gaining advantage.

When should the GM grant Advantage, and when should he simply increase a roll?

Ultimately, that's up to the GM. This is the general rule of thumb:

- **Increase/decrease the roll when** the task itself is much easier or harder than normal.

- **Grant advantage when** the players prepare, practice, or use hard-earned resources. Players hold onto advantage because they have an ace up your sleeve, so to speak, which they can use whenever the situation calls for it.

For example, suppose that a thief is trying to pick locks to access the center of a castle. If he's picking a very easy lock, the GM might have the thief increase his roll. If the thief visits the local locksmith and spends several hours studying locking mechanisms, then the GM might give the thief 1 (or more) advantage to spend on picking locks.

A barbarian, wizard, rogue, and bard are preparing to explore a jungle.

The barbarian goes to an arena and watches gladiators fight with jungle beasts such as panthers and giant snakes. After studying the beasts fight, the GM allows the barbarian to make a mind roll to analyze the beasts' fighting styles. Barbarians aren't known for their brains, unfortunately, so the barbarian fails his roll and doesn't gain any advantage.

The wizard goes to a nearby library and spends several hours performing extensive research about the jungle's wildlife and terrain. At the end of the research, the GM tells the wizard to make a mind roll to remember all of the information he absorbed. The wizard succeeds and gets 1 exploration advantage that he can use while exploring the jungle.

The rogue goes to the local thieves' guild and cashes in a favor. Earlier, the rogue helped the thieves' guild get out of trouble with the local authorities. He asks for a detailed map of the jungle, which the guild gladly provides. The map has 3 exploration advantage—whoever has the map can spend it to increase a roll that relates to exploring the jungle.

Meanwhile, the bard visits a local tavern and chats up a tribal warrior who came from the jungle. The bard spends this time talking about the various types of people who live in the jungle. The GM has the bard make a spirit roll, which he succeeds. The GM says that the bard gains 1 social advantage that he can use while in the jungle.

During their travels, the group of adventurers comes upon an old rope bridge, which sways dangerously in the breeze. Crossing the bridge should be fairly easy, but there is still a chance that one of the players might slip through a hole in the swinging bridge and fall into the chasm below. The GM allows the players to increase their rolls to cross the bridge.

Later, they come upon whitewater rapids. Crossing the river could prove very dangerous. Swimming across the river would be an excellent opportunity for the better-prepared adventurers to spend their exploration advantage.

Group Advantage

Group advantage is the same as advantage, except that any of your allies who are present can use your group advantage as if it were their own.

If the wizard in the above example had taken the time to explain his research results to his allies, then the GM might allow the wizard to convert his advantage to group advantage. Any of the adventurers would be able to use the wizard's group advantage while exploring the jungle.

Enemies with Advantage

Advantage is an area where the Multi Roll and Single Roll systems diverge. In the Multi Roll game mode, non-player characters spend advantage to increase their rolls. In Single Roll game modes, non-player characters spend their advantage to decrease rolls that players make against them.

CHAPTER 5: ACTIONS AND TURNS

Tavern Tales is a collaborative storytelling game. In order to stay organized and prevent players from talking over one another, gameplay is divided into turns.

A turn is a period of time when one player gets to act. There's no strict limit on how long a turn can be. In game time, a turn might last anywhere from a few seconds to a few hours. The length of a turn depends largely on the context.

- **Combat:** A turn typically lasts several seconds.
- **Exploration:** A turn typically lasts anywhere from a few seconds to a few hours.
- **Interaction:** A turn usually lasts from a few seconds to a few minutes.

The turn order and the duration of turns are both entirely up to the GM. Turn order is generally fairly loose during exploration and interaction because there's no need to carefully organize gameplay. The GM can simply call on whomever he believes should act next, or he could allow the players to decide who acts.

Turn Order

Turn order is one of the few places where Multi Roll and Single Roll game modes diverge

Multi Roll

In Multi Roll games, players and non-players take turns acting. Each character should get to act once before anybody else can act. A period of time where every combatant acts is often called a "round." It's entirely up to the GM to decide who acts next in a round.

Single Roll

In Single Roll games, players are the only ones who take turns in a single roll system. As a result, there is no need to keep track of turn order. Whenever a player's turn ends, the GM can shift to whichever player seems fitting.

Multi Roll

Single Roll

Dabney (GM): The bandits circle around you, their silver blades gleaming under the pale moonlight. Wesley, you're closest to them if you want to act first.

Wesley (Warrior): I'm not about to let them surround us. I charge forward and slam into one with my shield. I make a brawn roll and get an 18!

Dabney (GM): Nice! What happens?

Wesley (Warrior): As I charge forward, the bandit makes a horizontal slash at me. I duck under the swing and rise into an undercut, except I crack his jaw with the edge of my shield instead of my fist. I deal... 11 damage.

Dabney (GM): The bandit staggers back from the blow, blood streaming from his mouth. He spits—you hear a bloody tooth clatter across the cobblestone pavements. Enraged, he lunges at you with his dagger and rolls a 3.

Wesley (Warrior): Haha! A roll that low means that I get to deal free damage to him, right?

Dabney (GM): Yep—and you get to roll 1 extra damage die.

Wesley (Warrior): I easily sidestep his clumsy swordstrike. As he stumbles past me, I heft my hammer over my head and bring it down with a solid crack onto his skull. 15 damage!

Dabney (GM): Ouch... he's barely hanging in there. Parker or Cory, you can

Dabney (GM): The bandits circle around you, their silver blades gleaming under the pale moonlight. Who's up?

Wesley (Warrior): I'm not about to let them surround us. I charge forward and slam into one with my shield. I make a brawn roll and get an 18!

Dabney (GM): Nice! What happens?

Wesley (Warrior): As I charge forward, the bandit makes a horizontal slash at me. I duck under the swing and rise into an undercut, except I crack his jaw with the edge of my shield instead of my fist. I deal... 11 damage.

Dabney (GM): The bandit staggers back from the blow, blood streaming from his mouth. He spits—you hear a bloody tooth clatter across the cobblestone pavements. Wesley, you rolled so well that the bandit can't retaliate. He struggles to regain his balance. Who's next?

Cory (Wizard): I'll try to finish him off! I lower my staff at the wounded bandit and speak a few arcane words to conjure a fireball. I roll... uh oh, an 8.

Dabney (GM): Too bad, Cory. Unfortunately that **Bad** roll result means that he gets a free attack against you. As soon as you start casting your spell, one of the nearby bandits lunges forward and interrupts you. He cuts at you with his dagger, drawing a fresh line of blood across your arm. You take 8 damage. Parker, you're the only one who hasn't gone yet. Cory's in trouble and Wesley is

go next.

Cory (Wizard): I'll try to finish him off! I lower my staff at the wounded bandit and speak a few arcane words to conjure a fireball. I roll... uh oh, an 8.

Dabney (GM): Too bad, Cory. As soon as you start casting your spell, one of the nearby bandits lunges forward and interrupts you. He cuts at you with his dagger, drawing a fresh line of blood across your arm. You take 8 damage. Unfortunately for you, he takes advantage of his momentum and it's his turn now. He strikes at your throat with his dagger and rolls a 12. That's a mixed result, so you two trade blows. Cory, do you want to describe what happens?

Cory (Wizard): Yeah, let me think. Hmm... Well, he may have disrupted my fireball spell, but I still have magical energy swirling around my hand. As he stabs me in my shoulder, I grab his arm with my hand and bring forth the remaining energy of my fireball spell. The smell of burnt flesh fills the air as I melt the skin off of his arm.

Dabney (GM): Wow, Cory. That's ruthless. Parker, I know you haven't acted yet, but there are four bandits and you guys are outnumbered. Another bandit is going to get to act before you.

Parker (Rogue): No problem.

Dabney (GM): One of the bandits glances between Wesley (who's covered in bandit blood) and Cory's (who's fighting for his

dishing out the pain. What do you want to do?

Parker (Rogue): It looks like Cory could use some help. I reach into my cloak and pull forth a poison-coated dagger [a reflavored version of the Thievery trait, Bleed Out]. I flick the dagger at the bandit who's attacking Cory and roll an 11. That's not a great roll...

Dabney (GM): Hmm, mixed result—looks like he's going to trade blows. Parker, your dagger hits your target, but the bandit doesn't seem to notice. Undaunted, he continues to strike at Cory. The bandit slashes across your chest, Cory, and deals another 6 damage to you.

Parker (Rogue): Gah! Sorry, Cory. My dagger throw dealt 8 damage to the bandit, and he's poisoned from my Bleed Out trait. He shouldn't be alive for much longer!

life). Easy decision. The bandit moves into a flanking position behind Cory and slashes at his back. Ouch... he rolls an 18. Cory, he gets to roll +1 damage die—he deals 14 damage to you.

Cory (Wizard): Ugh, I'm hurting here. Goodbye, cruel world!

Parker (Rogue): Don't sweat it, Cory. I'm up next.

Dabney (GM): Yeah. Go for it, Parker.

As you can see from the above example, Multi Roll combat is a bit longer than Single Roll combat because it includes the turns of the bandits. This is neither a good nor a bad thing—it's just something to consider as your gaming group considers which gaming style you prefer.

Duration-Based Effects

Some effects last for several turns. For example, an effect might read "The target can't move for 3 turns." In these cases, "turns" refers to the turns of the affected creature.

For example, the players are fighting orcs, and the group's wizard steps into a trap and can't move for 3 turns. That means that the wizard can't move for the duration of *3 of his turns*. The duration of the immobilize doesn't tick down when the other players or the orcs take their turns; the effect only expires after the wizard takes 3 turns.

Taking Actions

In general, you can perform 1 action on your turn. An action is an interesting thing that affects the story, so what constitutes an action varies tremendously based on context. For example, you could spend your action to attack in combat, climb a cliff during exploration, or have a conversation with a town guard during interaction.

You perform actions by describing them. If you want pick a lock, for example, you simply describe to the GM and the other players how you go about picking the lock—the more details, the better. The GM tells you the results of the action, and he might call for you to make a roll.

There are 3 types of actions: Actions, Slow Actions, and Simple Actions.

Actions

If a trait has “Action” in the upper-right corner, that means that you have to spend your action that turn to use it. When you finish, your turn usually ends and it’s someone else’s turn.

Slow Actions

Slow actions take a relatively long time to execute, usually anywhere between 30 seconds to several hours. The duration depends on context and the GM’s ruling. This means that you will probably need to devote multiple turns to completing a slow action.

Simple Actions

Simple actions are things that you can do that don’t have a major impact on the story. Think of simple actions as things that you do “on the way” to performing your main action. Examples include running across a room, opening a door, and drawing your sword. You can perform simple actions before, during, or after performing your action on your turn.

The limit for the number of simple actions you can perform each turn is whatever is logically appropriate. For example, suppose that you’re in combat and your turn only lasts a few seconds of game time. You open a door, draw your sword, and charge into an adjacent room (all simple actions) before attacking a goblin (main action). You can logically do all of those simple actions during a several-second turn. However, you can’t spend your several-second turn to open and close a door 100 times. Even though opening a door is a simple action, it is not logically possible to open and close a door 100 times in just a few seconds.

If you are patrolling your castle your turn represents an hour of game time, it’s perfectly reasonable to open a close 100 doors along your patrol route, because you can logically operate 100 doors over the course of an hour.

Moving is a simple action. For more information, see [Chapter 7: Spaces and Movement](#).

CHAPTER 6: COMBAT

Attacking

You can spend your action to attack. Since you only have 1 action each turn, that typically means that you will only get 1 attack each turn.

To attack, roll 3d20 and add the appropriate stat bonus or penalty. If the roll is successful, you hit and deal damage to your target. When you roll damage, you add whatever stat modifier you used to make the attack. For example, a creature with brawn +3 makes a brawn attack and rolls 3d20 +3 to see if it hits. If it does, it deals +3 extra damage. Weapons can also affect attacks (see the [Adventuring Gear](#) section).

You can attack with any stat.

Melee Attacks

Melee attacks involve attacks such as punching, biting, or swinging a sword. You can make a melee attack against any creature that is in your space or an adjacent space. **The base damage for melee attacks is 1d8.**

Ranged Attacks

Ranged attacks involve shooting bows, throwing daggers, and hurling rocks. You can make a ranged attack against any creature within a midrangedistance. It's possible to make ranged attacks against creatures farther away than that, but you must decrease the attack roll. The maximum range of all weapons is determined by the GM (usually whatever is logical). **The base damage for ranged attacks is 1d6.**

Life and Damage

All creatures have life, which represents how much damage they can take before they die. To calculate a creature's maximum life, multiply its toughness by 4.

A creature can never have more life than its maximum. It loses life when it takes damage, and it gains life when it heals. For example, suppose there is a creature that has 30 life. If it takes 10 damage, its life total falls to 20. If it then receives 15 healing, its life total rises to 30.

A creature that is reduced to 0 hit points is defeated. It falls unconscious and is considered dying. A dying creature rolls 1d20 at the start of each of its turns until it gets a 1 or a 20. It dies if it rolls a 1, or it stabilizes if it rolls a 20. A stabilized creature is still unconscious but is no longer considered dying. When the GM sees fit, a stabilized creature regains consciousness with 1 life.

A dying creature that receives any healing whatsoever instantly stabilizes and its life total becomes 1. It remains unconscious until the GM sees fit.

Special events might cause a creature to skip the dying process and immediately die, such as falling from the top of an enormous mountain or swimming in a pool of lava. Additionally, creatures can spend an action to kill a dying creature (slit its throat, bash its skull in, etc).

Defeat

Some effects in Tavern Tales specifically reference defeated creatures. Creatures are considered defeated if they lose a fight. It's up to the GM to decide when a creature is defeated and how long it remains defeated. In general, a creature is considered defeated if it:

- Loses its remaining life.
- Surrenders.
- Cannot possibly fight back (it's tied up, for example).

Rolling +1 damage die / Rolling -1 damage die

Some effects cause you to roll more or fewer damage die. Changes to damage die appear in one of the following two ways:

- Roll +X damage die.
- Roll -X damage die.

The "X" in the above examples can be any number. For example, an effect that reads "Roll +3 damage die" means that you would roll 3 extra damage die (in addition to all of the damage die you normally roll) on the attack.

These effects cancel out if you have multiple +X bonuses and -X penalties. For example, if one effect causes you to roll +3 damage die, and another effect causes you to roll -1 damage die, then you would roll +2 damage die (in addition to all of the damage die you normally roll).

Wesley is playing a savage barbarian. By default, he rolls 1 damage die on all of his attacks. This means that he rolls 1d8 on melee attacks and 1d6 on ranged attacks. He decides that his barbarian doesn't deal nearly enough damage, so he selects a trait that reads "You roll +1 damage die." Now, he rolls 2d8 on melee attacks and 2d6 on ranged attacks.

Unfortunately, a wizard casts a powerful hex on Wesley's barbarian, causing him to roll -2 damage die. For as long as the hex remains, Wesley doesn't roll any damage die when he attacks. He still gets to add his stat bonus to damage. So, if he attacks with a +3 brawn bonus and deals damage, he would roll 0d8+3, or 3 damage.

Block

Block represents armor or physical toughness. When you would take damage, subtract your block value from the damage. If you would take 10 damage and you have 2 block, you only take 8 damage. Block can reduce damage to 0. The GM may decide that block does not apply to special types of damage (standing in fire, falling from great heights, etc).

Resting and Healing

Healing restores lost life to your character. You can't heal more than your maximum life; any excess healing is wasted. In general, your healing is tied to your toughness—the higher your toughness, the more you will benefit from healing effects.

You heal an amount of life equal to your toughness when you get a full night's rest. The term "full night's rest" appears occasionally in Tavern Tales and should not be taken literally. You can rest during the day, at dusk, or whenever you please. You're considered to get a full night's rest as long as you sleep and/or rest for an extended period of time (8 hours or so) with accommodations such as food, a bed, and warmth.

Recuperate

All players can perform the recuperate action for free. Despite the fact that this is a generic ability that everyone has, players are encouraged to re flavor it. For example, a cleric might describe recuperate as calling down holy light, whereas an alchemist might flavor it as applying a healing salve to an open wound.

Recuperate  Slow Action

Describe how you tend to the wound of yourself or a creature you are touching → The target heals life equal to its toughness. Resisting. Rolling badly could complicate matters (you don't heal at all, you deal damage by mistake, you render one of the target's appendages temporarily unusable, etc).

Bolstering and Advantage

There are many things that you can do in combat besides attacking. You might shout encouragement to an ally, tip over a table to provide cover, or raise your shield to protect an ally. In Tavern Tales, these special attacks are considered Bolstering. Bolstering costs an action, just like attacking.

To bolster, you simply roll 3d20 and add a fitting stat bonus. If you succeed, you give yourself or an ally 1 advantage (see the Advantage section in [Chapter 4](#)).

You can bolster with any stat as long as it is logical to do so, but how you bolster might affect the range.

The **paladin** wants to bolster, so he **shouts battle orders to his nearest ally**. The GM decides that this is a **spirit** roll, and that the paladin can bolster anyone in earshot.

The **fighter** wants to bolster, so he **raises his shield to protect a nearby ally**. The GM decides that this is a **brawn** roll, and the close nature of the action means that the fighter can only bolster adjacent creatures.

The **rogue** wants to bolster, so he **flips up onto a nearby table for better positioning**. The GM decides that this is a **finesse** roll, and the rogue can only bolster himself.

Advantage

Having advantage means that you have an edge. Combat advantage is a bit different from exploration and interaction advantage. Combat advantage still increases your roll, but it has a few other uses as well.

- **Spend advantage when you attack:** Increase the attack roll, and roll +1 damage die.
- **Spend advantage to defend against an attack:** The attacker decreases his attack roll, and rolls -1 damage die.
- **Increase any 3d20 roll you make that's related to combat.**

If you use the second option, the decreased attack and damage roll only applies to the portion of the attack that affects you. For example, if a dragon breathes fire on your whole group and you spend advantage to decrease its attack and damage, then that only applies to the dragon breath that affects *you*. The dragon would use his lowest d20 against you and his middle d20 against your friends.

CHAPTER 7: SPACES AND MOVEMENT

Spaces and Size

Size is relative. What's big to a mouse is small to a dragon. Size in Tavern Tales is represented by spaces, which is how much physical space a creature occupies. **Every creature in Tavern Tales occupies 1 space, regardless of how big it is.** That means that the size of 1 space varies from creature to creature. For a human, 1 space might only be a 5-foot by 5-foot area. For a dragon, 1 space might be a 50-foot by 50-foot area.

These are the sizes in Tavern Tales and the corresponding space that they occupy:

- **Tiny:** A tiny creature is the size of a housecat or smaller. It occupies a 1-foot area or smaller.
- **Small:** A small creature is approximately the size of a human child. It occupies a 2-foot area.
- **Medium:** A medium creature is approximately the size of a human. It occupies a 5-foot area.
- **Large:** A large creature is about 2–3 times the size of a human. It occupies a 10-foot area.
- **Huge:** A huge creature is approximately the size of a house. It occupies a 20-foot area.
- **Gigantic:** A gigantic creature is larger than a two-story mansion. It occupies a 50-foot area or larger.

Many traits in Tavern Tales reference spaces. For example, consider the Martial Arts trait **Four Winds Strike**:

Four Winds Strike Melee

Describe how you attack with force → Push the target away from you until it is no longer close (assuming you can logically do so), and it becomes resistant to your Four Winds Strike. An additional effect occurs if it collides with each of the following:

- A creature: That creature is also affected by the attack.
- A solid object: Roll +1 damage die.
- A breakable object: The creature breaks through all breakable objects in its path.
- Nothing: The target is slow for 1 turn.

How far is a close distance? It depends on who's doing the attack! For a human, a close distance is about 25 feet. For a huge dragon, a close distance is closer to 250 feet!

Movement and Speed

Creatures can move up to a set distance. **By default, creatures can move a close distance unless otherwise stated.** These are the distance steps from shortest to longest:

- Near: A near distance extends several steps (relative to your size), or 3 spaces on a battlegrid.
- Close: A close distance extends to the size to a room (relative to your size), or 5 spaces on a battlegrid.
- Midrange: A midrange distance extends to the size of a building (relative to your size), or 10 spaces on a battlegrid.
- Far: A far distance extends to the size of several buildings (relative to your size), or 20 spaces on a battlegrid.

Moving is a normally a simple action. If you attempt an extremely complicated movement (climbing a rock wall while trying to be stealthy, swimming while keeping an unconscious ally afloat, etc), the GM might shorten the distance that you can travel or have the movement cost your action for that turn.

If you need to determine the exact distance that a creature moves, multiply the feet it occupies by the spaces it moves. For example, suppose a human moves 3 spaces. Humans are medium, which means that they occupy 5 feet. $5 \times 3 = 15$; the human moves 15 feet.

When you move 1 space, you don't have to move the entire space. For example, suppose that a 50-foot-long dragon wants to move 10 feet forward. It normally moves 50 feet when it moves 1 space. If the dragon wants to, it can move forward only a fraction of its 50-foot space.

Battlegrid vs Theater of the Mind

There are two types of play styles that involve movement: battlegrid and theater of the mind. Tavern Tales was designed to accommodate both of these options.

Battlegrid

The battle grid approach involves using game miniatures and a battle map to create an accurate representation of battles. If you prefer this method of gameplay, then handling movement and spaces is simply a matter of using the right minis. For medium creatures, use minis that occupy 1 square/hex on the battlegrid. For large creatures, use minis that occupy 2×2 squares/hexes. And so on...

Theater of the Mind

Gamers who use the theater of the mind (TOTM) approach avoid battlegrids, preferring instead to imagine the action. If your gaming group uses this approach, it is recommended that you stick with qualitative descriptions. Don't worry about exact numbers, measurements, and speed, because these values bog down TOTM gameplay. Instead, focus on the game's qualitative descriptions. A large creature is exactly that: large. A close distance is exactly that: close. Who moves farther: a medium creature that moves a midrange distance, or a huge creature that moves a close distance? You could do the calculation, but why bother? Just go with what *feels* right: TOTM gameplay is meant to be loose and intuitive, so don't let math slow you down.

Hurrying

When you start your turn, you can announce that you hurry. On that turn, you decrease all rolls you make and the distance you can move goes up 1 step, which doubles the distance you can travel. For example, the distance you can move might increase from close (5 spaces) to midrange (10 spaces). This doesn't stack with haste. This applies to all forms of movement: running, climbing, swimming, flying, etc. Hurrying is particularly exhausting, so the GM might require you to roll if you hurry for extended periods of time.

CHAPTER 8: GENERAL RULES

Stacking Effects

Everything in Tavern Tales stacks with itself unless the game text specifically states otherwise. There are three specific cases where values do not stack:

1. “Doubled” and “Halved” effects don’t stack with themselves, but they will cancel each other out. If your attack range is doubled by two different effects, only one of those effects applies. If your attack range is both doubled and halved, your attack range is normal.
2. Multiple keywords don’t stack unless the keyword specifically says that it does (such as damage over time). A creature can’t be doubleblinded; only one such effect can exist at a time.
3. Longer durations replace shorter durations. If a creature is stunned for 1 turn and you hit it with an effect that will cause it to be stunned for 5 turns, the longer stun overwrites the shorter stun. If that five–turn stun is somehow immediately removed, the creature is no longer stunned because the 1–turn stun was erased when the 5–turn stun went into effect.

The phrase “Doesn’t stack” means that the corresponding effect doesn’t stack with itself. The effect will stack with other effects, even effects that also read, “Doesn’t stack.”

Creative License

Every person playing the game (both the players and the GM) have the privilege of controlling certain aspects of the game world. The GM gets the most control: he can control the weather, how the monsters behave, what the rogue discovers when he opens up a treasure chest, and so forth. The players get much less control, but the things that they control are still very important: their characters’ appearances, personalities, actions, and so forth.

Special circumstances give players creative license, which blurs the line between player and GM. When a player gets creative license, he temporarily gains control over an aspect of the game world that’s usually controlled by the GM.

Getting creative license is exciting and empowering. When you get creative license, think of it as your opportunity to do something truly spectacular.

Creative license is always to do *one specific thing*. It might be creative license to attack in a special way, discover something in the environment, change how a non-player character behaves, etc. You gain complete control over that one specific thing, but it's your responsibility to describe it in a reasonable and logical way.

You have a trait that reads, "Gain creative license to make a creature leave the area."

You use it on an innkeeper, so you gain creative license to make that innkeeper leave the area however you want. You might say that you draw your weapon, so the innkeeper yelps in terror and quickly runs away. You might say that you grab the innkeeper by the arm and drag him outside. You might say that a delivery for the innkeeper arrives, so he steps outside to sign for it. It's entirely up to you!

There are limits to creative license, however. You can't use your license to do other things that aren't described. In the above example, you can't say that a fight breaks out on the street, so every single person in the bar (including the innkeeper) goes outside to watch. In order to do that, the ability would have to read, "You gain creative license to make *all* creatures leave the area."

You also can't use creative license to make totally unreasonable things happen. You can't have the innkeeper leave because he's wants to withdraw all of his money from the bank and give it to you. You also can't have a dragon rip off the roof of the inn, grab the innkeeper in its talons, and fly away (unless, of course, there happens to be a dragon terrorizing the village). If a player abuses his creative license, the GM can and should veto the player's choice to force him come up with something more reasonable.

Traits are a common source of creative license. The GM is also encouraged to give players creative license when it is thematically appropriate. For example, it's fitting to **give players creative license when they kill monsters**. After a hard-fought battle, it's very rewarding for players to describe in gruesome detail how they land the finishing blow on a monster, and how the monster reacts to its final moments.

Summed up, this is the short reference guide for creative license:

- You take over the game when you gain creative license.
- You control things that you normally can't control (weather, other characters, the environment, etc).
- Your choices must be logical and thematically appropriate.

- Creative license always gives you power to do one specific thing. You can't go beyond those bounds.
- The GM can veto your choice. If you ask, he must explain why your choice was overly exploitable, implausible, or why it didn't fit into the theme of the game. You get another chance to resolve your creative license.
- Be exciting and dramatic!

As the GM, you should step back and let players exercise their creative license however they want as long as they don't disrupt the game. This is their chance to do something fun, so try not to veto unless absolutely necessary.

Updates and the Opt-In Rule

Tavern Tales is a living game, which means that it is constantly updated with new content. Also, some portions of the game may undergo slight modifications in order to keep things balanced. Underpowered traits might become stronger and overpowered traits might become weaker.

Having your character get "nerfed" isn't a pleasant feeling. That's why Tavern Tales uses the Opt-In Rule. If you build a character and portions of the game rules change, you are allowed to keep your character under the old rules *or* update him to the new rules. It's entirely up to you. If your GM says that you need to update your character to the new rules, simply point to this part of the rules.

After the rules have been changed, players building new characters are encouraged to take the new rules. The Opt-In Rule only applies to players who would have their pre-existing character change because of an unasked-for rules change.

Also, Tavern Tales keeps PDFs of old versions of the rules on the [downloads](#) page. If your gaming group prefers, you can all play an outdated version of the game. Make sure that everybody in your gaming group agrees to use an earlier version of the rules.

6 Important Rules

Last but not least, these 6 rules of Tavern Tales exist to clarify any ambiguity. If there is ever a conflict or a strange interaction in the rules, these six rules apply.

1. Specific rules take precedence over general rules.

2. It's up to the gaming group and the GM to define the specifics of vague rules. Some rules are intentionally vague to allow for creative interpretation.
3. Infinite loops stop after 1 cycle of the loop. For example, if a player deals 1 damage every time he moves, and he moves every time he deals damage, then he can only go through that cycle once before the loop immediately ends. He can go through the loop again on his next turn.
4. When in doubt, go with the most logical and the most thematically appropriate interpretation of the rules.
5. The GM gets the final say on everything.
6. Have fun. If changing the rules would make your group have more fun, do so.

Now, it's time to get started!

- **If you're a player:** Visit the [Themes page](#) to start building your first character.
- **If you're the GM:** Learn how to [create monsters](#) and get inspiration from the list of [premade monsters](#).

KEYWORDS

Keywords are reoccurring rules in Tavern Tales. All keywords are underlined—simply hover your mouse over an underlined word to see the tooltip. You can refer to this page to find the detailed explanation of each keyword.

Accurate: The base damage of your ranged attacks is d8 instead of d6 (does not affect melee attacks).

Binding: Increase your rolls to maintain grapples.

Blast: A blast affects the targeted space and all adjacent spaces.

Bleed: A bleeding creature takes one-tenth damage on each of its turns, ignoring block (refer to the Keywords section for more information on one-tenth life). This effect ends when the subject receives any healing, or after someone spends an action tending to the wound. A creature can suffer from any number of bleed effects at once, but it can't have multiple instances of the same bleed effect. Bleed effects can have any aesthetic you like (the creature is poisoned, on fire, bleeding from an open wound, etc).

Blind: You can't see. While blind, decrease your attack rolls and all other rolls that are rely on sight.

Buff: A buff is any temporary boost to your combat capabilities. Advantage doesn't count as a buff.

Cleansing: When you spend advantage and bolster, remove 1 debuff from yourself or a visible ally.

Close: A close distance extends to the size to a room (relative to your size), or 5 spaces on a battlegrid.

Cone: A cone affects everything in a 90 degree arc in front of you out to a near distance (3 spaces on a battlegrid).

Creative License: You temporarily take control of the story while you exercise your creative license. Refer to Chapter 8: General Rules for a more detailed explanation.

Debuff: A debuff is any temporary penalty to your combat capabilities. Damage doesn't count as a debuff.

Defensive: You have +2 block.

Defy: If you would be affected by something that you defy, you instead gain 1 advantage. For example, suppose that you defy terror. If something would terrify you, you aren't terrified and you instead gain 1 advantage. If you have double immunity to something, you defy it. For example, if a trait makes you immune to slow and an item also makes you immune to slow, you now defy slow.

Disarm: You send an item that the target is holding clattering a close distance away. You or an ally along the item's path can catch the item.

Disarming: When you spend advantage and deal damage, disarm the target.

Disease: A disease is an illness. Diseases cannot be removed by things that remove debuffs unless the effect specifically states that it removes diseases.

Ethereal: Your body and equipment is insubstantial. You can't touch, attack, or bolster non-ethereal objects or creatures, and they can't touch, attack, or bolster you. You can phase through most materials like a ghost, but you may be unable to pass through some magical barriers or spiritual wards.

Far: A far distance extends to the size of several buildings (relative to your size), or 20 spaces on a battlegrid.

Fly: You can fly, maneuvering about as well as a bird in flight. You have to continue moving in order to stay aloft. Your movement distance is the same while flying, so things that increase or decrease your movement similarly affect your flying speed. You fall if you lose control or consciousness.

Gigantic: A gigantic creature is larger than a two-story mansion. It occupies a 50-foot area or larger.

Glide: You can glide through the air. You gradually lose altitude while gliding (generally 1 space per turn). You can't gain altitude from gliding unless there is a strong updraft. You have to continue moving in order to stay aloft. Your movement distance is the same while gliding, so

things that increase or decrease your movement similarly affect your gliding speed. You fall if you lose control or consciousness.

Grapple: You can decrease the damage of a successful melee attack to grapple the target. The two of you can't be physically separated until the grapple ends. If the two of you are about the same size, either of you can move at 1 distance step lower (half speed) and drag the other behind you. If one is significantly larger than the other, the larger creature can move normally and drag the smaller creature behind it. Unwilling participants in a grapple can make one attempt on each of their turns to break free (which doesn't cost an action) by winning an opposed roll.

Grasp: The number indicates how many extra spaces you can reach with your melee attacks. You can grab or manipulate objects with your extended reach (grabbing a creature with a long tentacle, for example).

Haste: The distance you can move goes up 1 step, which doubles the distance you can travel. For example, the distance you can move might increase from Close (5 spaces) to Midrange (10 spaces).

Heretic: A heretic is a creature that your god despises.

Hover: You can fly perfectly, maneuvering in whatever way you please (straight up, forward, hovering in place, etc). Your movement distance is the same while flying, so things that increase or decrease your movement similarly affect your flying speed. You fall if you lose control or consciousness.

Huge: A huge creature is approximately the size of a house. It occupies a 20-foot area.

Hurry: When you start your turn, you can announce that you hurry. On that turn, you decrease all rolls you make and the distance you can move goes up 1 step, which doubles the distance you can travel. For example, the distance you can move might increase from Close (5 spaces) to Midrange (10 spaces). Doesn't stack with Haste.

Impervious: An impervious creature has infinite life and can only be truly damaged under special circumstances (it regenerates all wounds, its hide is indestructible, weapons pass through it harmlessly, etc).

Lair: A lair is an area that serves as your dwelling. You can claim an uninhabited area as your lair after living in it for about a day, which causes you to give up your claim to the old lair. A lair can be as small as a single room or as large as a fortress or cavern complex.

Large: A large creature is about 2–3 times the size of a human. It occupies a 10-foot area.

Line: A line includes every square in a straight line out to a close distance. Lines are 5 spaces long and 1 space wide.

Lumbering: Lumbering creatures are much slower than normal for some reason (they're incredibly massive, they have awkward anatomy, their muscles are rotting, etc). They move a near distance (3 spaces) rather than the default close distance (5 spaces). They are immune to slow and they cannot hurry.

Maim: You inflict a debilitating wound (break bones, sever an arm, gouge out an eye, etc) that is permanent or semi-permanent. An effect can't heal a maimed wound unless it specifically states that it can. The GM decides the mechanical consequences, or he may allow the attacker to choose the consequences. Options are limitless, but the most common consequences are:

- Slowed
- Reduce a stat by 2.
- Can't use an appendage.
- Amputated body part.
- Decrease a certain type of roll.

Medium: A medium creature is approximately the size of a human. It occupies a 5-foot area.

Melee: When you make a melee attack with a weapon that doesn't have the melee keyword, decrease the attack's damage.

Midrange: A midrange distance extends to the size of a building (relative to your size), or 10 spaces on a battlegrid.

Minion: A minion is a non-player character who willingly obeys you. You can gain a minion through virtually any means (you hire a mercenary, you convince somebody to help you for several weeks, a soldier is required to obey your commands, etc). Anyone can gain minions; you don't need to have a special trait to gain minions.

Mount: A mount is a creature that can carry a rider. As long as a rider and his mount are within the vicinity of each other, they share the same turn and pool of actions. Usually, a rider will give

up his opportunity to move so that his mount can move. A rider can also give up his action to use one of his mount's actions. Anything that affects the rider also affects the mount—when one takes a buff, debuff, or damage, the other does as well.

Near: A near distance extends several steps (relative to your size), or 3 spaces on a battlegrid.

One-tenth: This is one-tenth of a creature's maximum life. To determine that value, remove the right-most number from the creature's maximum life. For example, one-tenth of 149 maximum life is 14, and one-tenth of 55 maximum life is 5.

Piercing: When you spend advantage to attack, the attack ignores block.

Ranged: When you make a ranged attack with a weapon that doesn't have the ranged keyword, decrease the attack's damage.

Reach: Your melee attacks can reach near targets. Your ranged attacks can reach targets out to a far distance.

Recharge: If you use something that has a recharge, you can't use it again until you meet one of the recharge conditions.

Regeneration: A regenerating creature gradually heals life at a rate of about 1 life every half hour (round up to an even 50 life per day). They also gradually regrow lost limbs and repair wounds caused by the maim effect.

Rending: When you spend advantage and deal damage, inflict bleed on the target.

Resisting: When a creature is affected by something with the resisting keyword, it resists that effect for the next day or so. It essentially becomes immune to the effect for a brief time. Creatures lose their resistances after they get a full night's sleep. Resistance applies to specific effects from specific creatures. For example, suppose the dragon Blackscale unleashes a terrifying roar to scare an adventurer. The adventurer runs away in fear and becomes resistant to Blackscale's roar. The adventurer can't be affected by Blackscale's roar for the next day or so, but he can still be affected by other terror-causing effects—even the roars of other dragons. Resistance doesn't affect pre-existing conditions.

Safe Fall: By default, you can fall 5 spaces and not take damage when you land. For every space you fall after that, you take 5 damage (ignoring block) when you land. If you have Safe Fall, add that number to the number of spaces you can fall before you take damage when you land.

Multiple sources of Safe Fall stack with the default 5. For example, if you have Safe Fall 10 from one trait and Safe Fall 5 from another trait, you can fall 20 spaces and not take damage when you land. If you fall 21 spaces, you would take 5 damage when you land.

Safe House: Safe houses are buildings that look mundane (a legitimate business, a home to a simple farm family, a tavern, etc), but the owners are actually criminals in disguise. The true purposes of safe houses are carefully guarded by criminals. If a safe house is ever unveiled, it is quickly abandoned and the local criminals work to establish a replacement safe house. People who live near safe houses will never report the comings and goings of safe house inhabitants, and people in safe houses cannot be tracked or located by any means. Each civilized area has at least one safe house.

Shatter: When a creature is shattered, its block becomes 0. If a creature is shattered as part of an attack, this happens before dealing damage. Restoring shattered block is typically a slow action, and entails whatever is logical (repairing armor, recasting defensive wards, healing wounds so that protective scales reform, etc).

Staggering: When you spend advantage and deal damage, knock the target back a near distance (assuming you can logically do so).

Shrine: A shrine is structure that serves as a divine conduit. Each shrine is devoted to a specific god. Shrines generally range in size from a piece of furniture to a huge building, but they can be much larger or smaller. Shrines can be destroyed like any other feature of the environment, but doing so typically invokes the wrath of the god it represents and its followers. Anyone can touch a shrine to gain its bonus as long as he is not despised by that god. You don't need levels in the Faith theme to use a shrine.

Slow: The distance you can move goes down 1 step, which halves the distance you can travel. For example, the distance you can move might fall from Close (5 spaces) to Near (3 spaces). If you already move a Near distance and you are slowed, you can't move at all.

Small: A small creature is approximately the size of a human child. It occupies a 3-foot area.

Soak: Soak counts as life with a few exceptions: soak can't be healed, it wears off after about 1 minute, and you always lose soak before losing life. Soak can exceed your maximum life, but you can only have one source of soak at a time; if you gain soak from multiple sources, keep whichever one gives you the most soak.

Stun: Stunned creatures can't act. They remain standing and can still hold onto items while stunned, but they stop doing anything that's more complicated than that (climbing, casting a spell, holding aloft something heavy, etc).

Surprised: If you attack a creature that has no way of knowing that you are going to attack it (you strike from the shadows, you attack a sleeping creature, you attack a creature that completely trusts you, etc), that creature is considered surprised by you for 1 turn. Increase your attack rolls against creatures that you surprise.

Temporary Trait: A temporary trait is a trait that you have under special circumstances, or for a short period of time. Temporary traits do not affect your level and they do not affect which theme is considered your primary theme. You do not have to distribute temporary traits evenly between combat, exploration, and interaction; you can distribute them as unevenly as you want.

Terror: When a creature becomes terrified, it immediately moves in a safe path in order to get as far away as possible from the thing that it fears. While terrified, it can't willingly move closer to the thing that it fears or attack it.

Tiny: A tiny creature is the size of a housecat or smaller. It occupies a 1-foot area or less.

Wall: A wall is some sort of barrier. A wall can be any number of spaces long. By default, walls are 1 space high. Walls exist in the border between spaces. They don't have to form a straight line and they can't form a loop.

READING THEMES

Imagine that you are painting a picture of your character. What colors would you use?

Themes are like paint colors. Each theme brings a unique feel to a character, and different combinations of themes create interesting portraits. If you ask 10 different people to paint a paladin, they will probably use very different colors. Sure, some colors will be more popular than others, but no two people will use the exact same colors in the same proportions. One person might create a paladin using only yellow paint (Faith), whereas another might use grey and yellow paint (Warfare and Faith), and another might create a dragoon with red, grey, and yellow (Dragon, Warfare, and Faith). A particularly inventive player might take an unexpected route and create a fallen anti-paladin that's mostly black and yellow (Undeath and Faith).

When you design your characters, don't think that you *must* take a certain theme. Can you design a paladin without the Faith and Warfare themes? Of course! You are the ultimate authority when it comes to defining your character.

You can browse the themes by using the drop-down menu under "Themes" at the top of the page, or by accessing the page directly:

- [Arcane](#): Cast spells and bend the laws of physics.
- [Artifice](#): Build crazy gadgets.
- [Bardic Lore](#): Use wit and charm to become a legend.
- [Command](#): Lead your army to victory.
- [Dragon](#): Hoard gold, eat livestock, and burn down villages.
- [Faith](#): Channel the power of your god.
- [Nature](#): Harness primordial life and control plants.
- [Martial Arts](#): Achieve harmony between body, mind, and spirit.
- [Occultism](#): Serve your patron.
- [Psionics](#): Unlock your inner potential.
- [Savagery](#): Smash anything that gets in your way.
- [Thievery](#): Skulk through the shadows.
- [Tracking](#): Relentlessly hunt your prey.
- [Undeath](#): Eat brains.
- [Warfare](#): Become a true weaponmaster.
- More themes will regularly be added such as Alchemy, Beast, and Elements!

Reading Themes

Description

At the top of each theme is a short description that should help you get a better understanding of that theme. It includes several examples of characters that use that theme. Your gaming group is welcome to completely ignore this section and rewrite the description of a theme however you want. The description is there to give you inspiration for character creation.

The Archetypes

Beneath the description you will find a large box divided into three columns: combat, exploration, and interaction. The box includes short action phrases such as “slaughter your enemies” or “unleash magic,” followed by an icon. These archetypes have no impact on the game whatsoever; their only purpose is to offer players an at-a-glance impression of the theme. The icons make it easier to find corresponding traits. If you look at the [Arcane](#) theme and you like the “Manipulate raw magic” archetype, simply look for the corresponding hourglass icon to find traits that involve the manipulation of time. You are free to completely ignore the archetypes and build your character with as many or as few archetypes as you like.

The Signature Trait

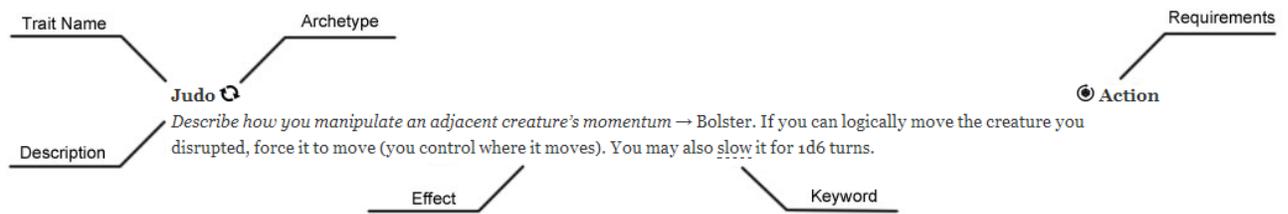
Beneath the archetypes is the signature trait, which is the defining aspect of that theme. You have the signature trait of whichever theme is your primary theme (see the [Leveling Up section](#) for more information on primary themes).

Combat, Exploration, and Interaction Traits

Beneath the signature trait are combat, exploration, and interaction traits. As you level up, you will select traits from these three categories.

Reading Traits

Traits change the rules of the game, either by modifying how something works or by giving players new options. Here’s a sample from the [Martial Arts](#) theme:



Trait Name

This is the name of the trait. You can rename any of your traits.

Archetype

This icon indicates the trait's archetype. These icons allow you to quickly understand a trait's general purpose. They have no impact on the game.

Description

The italicized text prompts you to describe your action. You can rewrite the description text as long as you do not change how the trait functions. Some traits don't have a built-in description; feel free to describe how you use the trait anyway.

Effect

This text explains what happens when you use the trait.

Keyword

Words with dashed underlines are keywords. To find out how keywords work, hover your mouse over this! Read more in the [Keywords](#) section.

Requirements

The text in the upper-right corner describes everything you have to do in order to use the trait. All traits with a word in the upper-right corner are either actions or slow actions (see [Chapter 5: Actions and Turns](#)). The word indicates the action that you have to take:

- **Action:** You must spend your action in order to use the trait.
- **Slow Action:** You must spend more than one of your turns in order to use the trait. Slow actions always take more than a single turn to resolve. Some traits specify how long you have to devote to the action. If no time is specified, it's up to the GM to decide. It's also up to the GM to decide if you can do simple actions such as moving while performing a slow action.

- : This icon means that you need to make a 3d20 roll to use this trait. In general, the results explain what happens if you get a **Good** result (13–16). Rolling lower than a **Good** result might probably entail unfortunate consequences, while rolling better than a **Good** result will mean that you perform the action particularly well.

Some traits don't have any text in the upper-right corner. You don't have to spend an action or roll to use those traits. They are either always active, or you can use them so quickly that they're considered simple actions.

ARCANE

There are some who seek to look beyond the veil to unravel the mysteries of the universe, unlocking ancient power that was never intended to fall into mortal hands. These masters of the arcane arts bend the universe to their will by breaking the laws of physics and inventing new laws at whim. They fling fireballs as easily as an archer might launch an arrow. They warp space and time to create portals that span across continents. They bind their enemies under powerful spells to leave them as helpless as newborn kittens. Do you dare to rip apart the fabric of spacetime to tinker with reality? Unfathomable power awaits those foolish or brave enough to try.

Examples of arcane characters include:

- An aged wizard spends his days poring over tomes to create a new spell.
- A war mage devastates his foes with orbs of raw energy and powerful hexes.
- A scientist researches bizarre magical anomalies hoping for the next big scientific breakthrough.

Combat

Cast protective wards 
Manipulate raw magic 

Exploration

Protect an area 
Use magical senses 
Warp light and space 

Interaction

Communicate via magic 
Control others with spells 
Share knowledge 
Summon a familiar 

Signature

Ritual Slow Action

Tell the GM an effect you want to achieve through ritual magic (eternally seal a creature in a tomb, open a portal to another plane, make a magical effect permanent, etc). The GM must explain everything you have to do in order to complete the ritual (sacrifice rare items, join with 10 other mages, perform the ritual at a certain location, etc). If you perform the ritual and satisfy the requirements, gain creative license to achieve the effect.

Combat

Barrier

 Action

Describe how you use defensive magic → Bolster. Within a far distance, create a solid wall that is up to a midrange length and near height for about 1 minute. It looks however you want (wall of fire, wall of thorny vines, invisible force field, etc). You can only have 1 at a time. Choose an extra effect for your wall:

- Deal melee damage to creatures that touch the wall.
- The wall is indestructible.
- Creatures can't go over or under the wall (they can still theoretically go around or through it).
- The wall reflects projectiles fired into it; shooters become the target of their own attacks.

Force Armor

If you aren't wearing armor, you have +5 block and you are immune to shatter.

Counterspell

Once each combat, at any point, describe how you counterspell → A combatant automatically treats a roll as if he got a **Very bad** result, no matter what. Then, stun the target for 1 turn.

Evoker

You can exclude creatures and/or spaces from your areas of effect. When you gain this trait, choose one:

- Your body counts as a weapon, and your weapons have the melee keyword for free. You can make your melee attacks cones.
- Your body counts as a weapon, and your weapons have the ranged keyword for free. You can make your ranged attacks blasts.

Magic Missile

Your weapons that have the ranged keyword have the accurate keyword for free.

Projectiles you fire can make turns midair to avoid obstacles.

When you make a ranged attack, you can forgo the attack roll to automatically get a **Mixed** result.

Spellbook

Slow Action

Write the description of 3 spells on your character sheet (you throw a fireball, you cast a defensive ward, you conjure a glowing sword, etc). When you make a combat roll that relates to one of those spells, cross off the spell to increase the roll.

Spell Swap

At the start of each of your turns, you can have the GM give you a very general description of

the buffs and debuffs of all creatures within a closedistance. If you like, you can move one of those buffs/debuffs from one creature within a close distance to another.

Exploration

Alarm

Slow Action

Describe how you cast magical protective wards → Designate reasonable conditions that will trigger the alarm (uninvited guests cross the threshold, someone says the wrong password, an elf enters the area, etc). When any of those conditions are met within the next day or so, the alarm goes off for several minutes. The alarm can be a loud noise, a mental notification that only you hear, or both (your choice).

Detect Magic

You can detect and experience magic with your normal senses.

Wizard Eye

Slow Action

Describe how you conjure a magical wizard eye → Conjure an eyeball-sized floating sphere, which lasts for about 1 hour. The eye will go wherever you telepathically command it to go (but never more than 1 space off the ground). You can see, hear, and sense through the Wizard Eye whenever you want.

Blink Action

Describe how you teleport → Teleport to any space within a midrange distance. You can do this every hour or so.

Cantrips

Slow Action

Gain creative license to do any of the following:

- Arcane Regalia: Change the appearance of your outfit to look like any other outfit.
- Arcane Rune: Inscribe permanent glowing symbols, words, or images on any surface you are touching, or erase existing Arcane Runes.
- Ghost Sound: Create any sound, which emanates from you.
- Light: Create an orb of light as bright as a torch for an hour or so. It hovers around you or it sticks to an object that you touch.
- Mage Hand: Levitate several handheld objects within a close distance for as long as you maintain concentration.
- Prestidigitation: Change the minor physical properties (cleanliness, color, odor, taste, texture, luster, etc) of an object you are touching.
- Spark: Create flame as intense as candlelight from your hand.

- Vanish: Make a handheld item that you are touching vanish for about 1 day, or until you recall it. It reappears in your hand.

Floating Disc

Slow Action

Describe how you conjure a magical floating disc → Conjure a flat or bowl-shaped magical disc that is about 1 space across. It lasts for about 1 day. The disc levitates a short distance above liquid and solid surfaces, it can easily be pushed or pulled, and it can bear an incredible amount of weight.

Invisibility

Slow Action

Describe how you render something invisible → End your previous invisibility spell, and then turn a creature that you are touching invisible for about 10 minutes. The effect wears off if the invisible creature spends its action to do anything (it can still move and take simple actions without disrupting the invisibility).

Teleport

Slow Action

Describe how you cast teleportation magic → Give up your previous teleportation node, and then designate your current location as your teleportation node. After channeling arcane magic for several minutes, you can teleport yourself, all willing creatures (including their belongings) within a close distance to your teleportation node.

Interaction

Magic Mouth

Slow Action

Describe how you magically enchant an object → Cast a spell on an object that has a mouth or face (a statue, a skull, a painted portrait, etc). For about 1 week, that object becomes intelligent with an exact copy of your knowledge, senses, and personality at the time that you cast the spell. It can talk, but it can't make any rolls or use any traits.

Sending

Slow Action

Describe how you cast communication magic → Select a creature that you have met before and speak a few sentences. Within a minute or so, the selected recipient hears your message. The recipient can then speak a few sentences in response, which will be relayed to you in a similar fashion.

Polymorph

When you defeat a creature, you can turn it into a small animal (a frog, cat, mouse, etc). It retains its knowledge, but the GM changes its stats to fit its new form and it cannot use any of

the traits that it had before. Using Polymorph on the creature again returns it to its original form. The creature can still talk while in its animal form.

Sleep ⊗

⊙ Slow Action

Describe how your magic lulls creatures that are performing relaxing or mundane activities to sleep → Creatures in a blast within a close distance fall asleep, assuming they are capable of sleeping.

Using this trait does not give off any obvious cues (unless you want it to).

Academic Debate 📖

Increase all rolls you make to engage in diplomacy and debate.

Intellectual Elite 📖

At any point, you can have the GM tell you which scholarly organizations and academic experts (libraries, universities, mage societies, etc) are in the area and a few general facts about each. These organizations will initially be friendly to you. Members of these organizations will meet with you peacefully.

Scientific Discovery 📖

When you uncover obscure information and share your findings with the world, mark on your character sheet that you are an authority on that subject. Increase all future rolls you make to understand or remember information about that topic. People who are interested in that subject will have heard of you and will be significantly more respectful and helpful to you.

Well Studied 📖

When you gain this trait, select 3 topics (history, nature, religion, etc). Increase all rolls you make to know facts about those topics.

Call Familiar 🐱

Slow Action

Describe how you summon a familiar → You acquire a very small familiar (imp, frog, raven, etc). Your familiar can either speak like a person or communicate with you telepathically out to a far distance (your choice). Work with the GM to give your familiar logically appropriate stats and an asset (it increases stealth rolls, it can fly, it can swim and hold its breath, etc). You always know where your familiar is and vice versa. It has life equal to your toughness, and if it dies you can revive or replace it by using this trait again. You can only have 1 familiar at a time. You can attack and use traits as if you are standing at your familiar's location. If your familiar dies, you take damage equal to your toughness.

ARTIFICE

Soldiers often say that the sword doesn't make the man, arguing that skill at arms is more important than strength of steel. Artificers roll their eyes at that statement—or at least, they would if they weren't too busy carving magic runes into an indestructible sword. Or setting enchanted rubies into a suit of armor that renders the wearer immune to fire. Or placing gears into a steam-powered bull large enough to level a fortress. Those who doubt the power of craftsmanship have clearly never experienced the beauty of creation. Truly, a single act of creation can change the world. How will you leave your mark? Will you build something that world has never before seen? Will you forge a sword capable of slaying dragons? Will you construct thick city walls to protect those you love? Fire up the forges, young artisan, and prove to the gods you, too, have mastered the art of creation!

Examples of artifice characters include:

- A legendary blacksmith carves ancient runes into weapons, imbuing them with powerful magic.
- After losing his arm to a dragon, a dwarven warrior build a clockwork arm for himself and sets out to even the score.
- A mad scientist experiments with bizarre gadgets and gizmos, pushing the limits of science and morality.

Combat

Cause malfunctions 
Empower items 
Use deadly gadgets 

Exploration

Create extradimensional spaces 
Tinker with items 
Upgrade 
Use specialized tools 

Interaction

Build companions 
Collaborate on projects 
Communicate via gadgets 
Share your mad genius 

Signature

Tinker

Slow Action

Describe how you create an item → Create a device that replicates the effects of an item from the list of magic items. Describe the device (an enchantment, a magic item, a mechanical gadget, etc). It lasts indefinitely and anyone can use it. You have 3 artifice resources (gear parts, power cores, lightning cells, etc), which you expend to make these devices. You can destroy your devices to recover and reuse your artifice resources. The cost to make a device is

below:

- Weak: 1 resource
- Powerful: 3 resources

Combat

Dismantle ☒

Your weapons have the disarming and piercing keywords for free. Once each combat, when you damage a creature, shatter it.

Arsenal ✂

You are immune to disarm and shatter.

Ignore the heavy armor penalty.

At any point, gain creative license to summon and equip, or dismiss your battle gear (armor, weapons, shield, etc).

Battle Armor ✂

Slow Action

Describe how you modify a suit of armor → Give the armor 2 of the bonuses below. You can only have 1 piece of armor modified at a time. The wearer has the bonuses. These bonuses vanish if the wearer is shattered.

- You are one size larger and lumbering.
- Your body counts as a weapon, and your weapons have the melee and ranged keywords for free.
- You have +2 block.
- The wearer has 2 advantage. Recharging the armor (a slow action) restores lost advantage.
- The armor grants you soak equal to your toughness; it lasts indefinitely. Repairing the armor (a slow action) restores lost soak.
- The armor provides fresh oxygen and temperature control.

Enchant ✂

⦿ Action

Describe how you enchant an item → Bolster. Choose one of the target's items. If it's a weapon, the wielder rolls +1 damage die for 1d6 turns. If it's armor, the wielder gets +3 block for 1d6 turns. Each effect doesn't stack with itself.

Grappling Hook ⚙

⦿ Action

Describe how you launch a grappling rope as part of a ranged attack at a creature or location → Deal damage and choose one of the options below.

- Pull yourself to the target.

- Disarm the target, pulling the disarmed items to you. Resisting.
- Pull the target to you, assuming you can logically pull it.
- Immobilize the target for 1d6 turns. Resisting.

Secret Weapon

Slow Action

Describe how you create a secret weapon → Whoever has the secret weapon can use it (as a simple action) to replicate any other combat trait once for 1 turn. Then, the device is useless. You can have 3 at a time.

Sticky Bomb

Slow Action

Describe how you attach an explosive device to something stable → Select a trigger condition (a creature touches it, time passes, you speak the trigger word, etc). When triggered, it explodes and deals damage in a blast. You can have 5 at a time.

Exploration

Extra Storage

You have a special storage space (a mechanized walking treasure chest, a bag that's bigger on the inside than the outside, a key to a pocket dimension, etc). The storage space is comparable to that of a closet (relative to your size). Only you can access its contents, and if it is ever lost or destroyed you can gain creative license to restore it and its contents. You can't keep living creatures in it. You can store and retrieve items from it as a simple action.

Pocket Plane

Slow Action

Describe how you create a pocket plane → You have your own pocket plane, which is effectively a miniature universe about the size of a two-story mansion (relative to your size). Work with your GM to describe it. It has basics necessary for survival (light, air, a pleasant temperature, etc). As a slow action, you can teleport to your pocket plane or back to where you were when you entered it. You can take willing travelers and some nearby items with you.

Catastrophic Malfunction

Once each quest, gain creative license to make an item within a midrange distance catastrophically break or fail.

Ingenuity

Increase all rolls you make to build, deconstruct, and fix items.

Identify

When you first see an item, you can ask the GM any question about it and he must answer honestly. If you acquire the item and have time to examine it, you can ask the GM any number of questions about it and he must answer all of them honestly.

Magnetize

Slow Action

Describe how you magnetically charge a metal item → The item is permanently magnetized. If you are within a close distance of the item, you can turn on or off its magnetism. If its magnetism is on, the item powerfully attracts all metal within a far distance. Everyone decreases rolls they make to resist the magnetism (such as by holding onto a metal item or pulling a metal item off of it).

Prosthesis

Slow Action

Describe how you modify or replace a body part → Once each quest, increase a non-combat roll that relates to using that body part. If the body part was lost and you replaced it, that body part regains full functionality. Each creature can only benefit from one such prosthesis at a time, but a very large prosthesis can cover multiple lost body parts (a pair of legs acts as a single prosthesis, for example).

Doorknocker

Slow Action

Describe how you build a demolition device → When activated, the device charges up very obviously for about 1 minute (it makes an ever-growing electrical sound, flashing red runes gradually light up along it, a floating number counts down, etc). Then, it unleashes an explosion of incredibly destructive kinetic energy out to a midrange distance. This is often enough to obliterate entire castle walls. Creatures caught in the blast are thrown away a midrange distance and might take considerable damage (the GM decides). These devices are highly unstable and may activate prematurely. One (and only one) attempt can be made to disarm it; decrease the roll to do so.

Tool for the Job

Action

Describe how you produce a tool → Gain creative license to produce a handheld non-weapon tool (nails, rope, crowbar, etc). If you extend this to a slow action, you can instead produce much larger items (wheelbarrow, ship crane, portcullis gate, etc). These items lose functionality after being out of your presence for about 1 hour.

Interaction

Spark ⚡

Slow Action

Describe how you imbue an item with intelligence → The item becomes a living, thinking entity. Work with the GM to determine logically appropriate attributes for the item (whether it can move, how it communicates, its stats, how it senses its surroundings, etc). Then, you and the GM each give the item 1 personality trait (cruel, skeptical, ambitious, etc).

Craftsman 🗨️

Increase all rolls you make to socialize with craftsmen, artists, and blacksmiths.

Communicators)))

Slow Action

Describe how you create communicators → You can have up to 6 communicators at a time. Communicators are very small and easily transported (they attach to your ear, they're part of a helmet, they're small handheld devices, etc). Communicators can be switched on or off. While on, a communicator broadcasts all sounds it picks up to the other communicators in the set, no matter how far away they are.

Universal Translator)))

Describe how you create a translation device → You have a universal translator. When you encounter a speaking creature that you can't understand, the GM secretly rolls a die. If the die result is even, your universal translator functions and you two can understand each other. If the die result is odd, the translator either doesn't work at all or it functions with errors (GM's choice).

Cold, Hard Facts ⚙️

Slow Action

Describe how you present irrefutable, rock-solid evidence supporting your position → You convince someone of your position.

Crazy Enough to Work ⚙️

Once each quest, come up with a crazy, improbable, dangerous plan and explain it to your allies. If you and your allies execute the plan, gain creative license to overcome an obstacle.

Eureka! ⚙️

Once each quest, you can have the GM tell you (and only you) an important clue or fact that everyone has missed → *Explain how you know this information.*

Serendipity ⚙️

Whenever something goes catastrophically wrong, gain creative license to find the silver lining.

The Ends Justify the Means

Once each quest, if you achieve something good or positive, you can completely avoid all negative social repercussions that stem from illegal, immoral, or despised actions that you took in pursuit of that end result.

BARDIC LORE

Truly, the pen is mightier than the sword. Just think of how many men have been sent to their deaths at the stroke of a pen, how many marriages have crumbled because of a romantic poem, and how many plans have been ruined due to a clever lie. Those who pursue the subtle arts of bardic lore understand the true value of people, wielding inspiration like a blade and intrigue like a shield. With a pen in your hand, a sword on your belt, and a song (or perhaps a maiden) on your lips, how will you write your own legend?

Examples of bardic lore characters include:

- A witty jester entertains the king with his jokes, all while subtly influencing the wealthy elite.
- A bright-eyed bard travels the land, learning new legends and singing songs of heroes who are gone but not forgotten.
- With his rapier and his feathered cap, a dashing swashbuckler is a danger to seedy criminals and lovelorn maidens... but for very different reasons.

Combat

Play music and perform 🎵
Swashbuckle 🗡️

Exploration

Become a living legend 📖
Seek out civilization 🏠
Travel to exciting locales 🗺️

Interaction

Charm and convince ❤️
Engage in intrigue 🕶️
Socialize with everyone 💬

Signature

Jack-of-All-Trades

Gain 1 temporary trait from any theme. Once each day, at any point, you can replace that trait with a different trait.

Combat

Performance 🎵

Action

Describe how you inspire others → For 1 turn, allies within a far distance roll +1 damage die.

Sound Wave

 Action

Describe how you unleash a wave of sound → Stun all creatures in a cone for 1d6 turns and deafen them for about 1 day. Resisting.

Tales of Courage and Triumph

Slow Action

Roleplay telling a story → For about 1 day, you and allies who heard the story defy terror and another debuff that was central to your story. Telling a new story overwrites the old one.

Mocking Strike

When you damage a creature, steal all of its advantage and group advantage.

Prepare to Die!

Action

Roleplay verbally sparring with a creature that can hear you, or deliver an impassioned speech to it → Increase your attack rolls against the target for the rest of this combat. Doesn't stack.

Riposte

You are immune to disarm.

When an enemy attacks you and doesn't damage you, make a free melee attack against it (assuming you can logically do so).

Steal the Spotlight

Once each combat, at any point, steal the turn of a creature within a far distance (it doesn't act and you do).

Swashbuckler

When you enter combat in a dramatic fashion, or when you cinematically move through or utilize a dramatic feature of the terrain, greatly increase all rolls you make to attack and bolster that turn. Do this only once for each such feature of the terrain each combat.

Exploration

In the Footsteps of Heroes

When you first visit a location where something truly great happened, write on your character sheet that you have experienced that legend firsthand. Cross that off to gain creative license to have history repeat itself somehow.

Living Legend

When you start a new quest, write 3 of the following phrases on your character sheet: loss of

innocence, noble sacrifice, fall from grace, man versus nature, plot twist, everlasting love, destiny, hubris, or the showdown. Cross off one of those phrases to increase or decrease a single roll that you are directly involved in as long as it relates to the phrase and the quest.

Loremaster 📖

At any point, you can ask the GM if there are any legends, fables, myths, or stories that relate to your current quest, and he must answer honestly. If there are, he must tell you (and only you) each one.

In Search of an Audience 🏠

Slow Action

Describe how you play a tune → Within the next 10 minutes or so, you will cross paths with a sentient native creature attracted by your music. It will initially be friendly and cooperative with you, especially if you continue to entertain it. You can only do this once for each location.

Urbanite 🏠

Once for each civilized area, you can ask the GM a question about that area and he must answer honestly.

Wandering Minstrel 🏠

You always know which direction to travel to find the nearest civilized area, and you have a general idea of what you will find once you arrive. For each such area, you know a person there who will initially be friendly to you.

All the World's a Stage 🦶

While you are at a location's most visible, important, and exciting spot (a castle's throne, the crow's nest of a ship, on the crest of a hill before an army, etc), gain creative license to make the situation more dramatic, dangerous, and potentially rewarding than it already is. You can only do this once for each location.

From Myth 🦶

Once for each region, invent a legend about an exciting nearby location (a hidden tomb, a sunken temple, a haunted house, etc) and recite it to the other players. The GM must make that legend true. He may make alterations to your legend to make it thematically appropriate. He doesn't have to notify you of these changes (all legends have a few inaccuracies, after all).

Interaction

Convincing Argument

Slow Action

Once each quest, gain creative license to convince somebody to do something that isn't completely against his character.

Entertainer

 Slow Action

Describe how you put on a public performance → A crowd of excited onlookers gathers. Your relations with the crowd significantly improve.

First Impression

When you meet somebody for the first time, you can ask the GM a question about that person's personality, and the GM must answer honestly.

Honeyed Words

Increase all rolls you make to charm or seduce.

Wingman

For as long as you actively help one of your allies socialize, that ally increases all rolls he makes to socialize.

Gossip

Slow Action

Roleplay interacting with locals to gather information from them → You hear 3 rumors. Two are accurate and one is false.

Propaganda

 Slow Action

Roleplay a persuasive conversation with locals → Public opinion about that topic significantly improves or deteriorates (your choice).

Multicultural

You can communicate on a very basic level with others even if you don't share a language.

Small World

Once in each area, when you first meet a creature, announce that you recognize each other. Then, roll 1d6 to determine your relationship:

- 1: Despised enemy
- 2: Friendly rival
- 3: Drinking buddy or gambling partner
- 4: Old flame / Childhood friend
- 5: Lifelong ally
- 6: Your choice

Widespread Reputation

When you gain this trait, write 5 rumors on your character sheet (it's up to you whether the rumors are true or utter lies). You can update the list after completing a quest. When you meet someone, you can select 1 rumor from the list. That person has heard that rumor and at least partially believes it.

COMMAND

Who is it the most powerful man alive? Is it the mighty swordsman who can defeat any other foe in single combat? Is it the clever wizard who has mastered thousands of spells? Is it the crafty rogue who can go anywhere unnoticed? No—the most powerful man alive is whoever has the biggest army. Commanders and kings understand that power doesn't lie in trivial things like swordplay or magic. It lies in people. It lies in loyalty. It lies in the ability to issue a single command and watch as your army of 100,000 troops burns your enemy's kingdom to the ground. You can wield such power. By mastering diplomacy and statecraft, you can amass an army like the world has never seen. Rally an army to your side, lord commander, and lead your people to war!

Examples of command characters include:

- A necromancer hides within a catacomb, biding his time while he amasses an unstoppable skeletal army.
- With a riotous crowd of peasants behind him, a fiery-eyed visionary leads a revolt against an oppressive regime.
- A decorated commander oversees the fortification and defense of an invaluable fortress.

Combat

Attack in unison ✖
Give battle orders)))
Wave banners 🚩

Exploration

Fortify the area 🏰
March onward 🚶
Seek allies ❤️

Interaction

Command troops 👑
Plan ahead 📖
Raise an army 🙌
Speak with authority 💬

Signature

Give Orders

At the start of each quest, mark on your character sheet that you can give 5 orders (losing leftover ones in the process). At any point, cross one off and roleplay giving orders to an ally within a far distance. That ally gets a free turn to immediately resolve. If he follows your orders, he increases all rolls he makes on that turn.

Combat

Coordinated Assault ✂

 Action

Describe how you make a coordinated melee or ranged attack → An ally of your choice within a close distance can make a free attack against the target.

Do Not Falter!)))

You and allies within a far distance automatically stabilize and are immune to stun.

At any point, when you see an ally within a far distance defeated, roleplay shouting encouragement to him → Instead of being defeated, he falls to 1 life and gains soak equal to his toughness. Resisting.

Inspire)))

When you make a 21+ attack or bolster, an ally within a far distance rolls +1 damage die for the rest of this combat (max +3 damage die per creature).

Master Tactician)))

You or the ally you select for this trait explain how you control the flow of combat → When an enemy within a far distance takes its turn, you can select yourself an ally. If the enemy attacks, it must include the selected ally in its attack (assuming it is logical and viable for it to do so).

Shout)))

Action

Roleplay shouting a command → You and allies within a far distance all gain one of the following bonuses of your choosing. You can choose each option once each combat.

- Charge! — For 1 turn, you're hastened, you increase attack rolls, and you roll +1 damage die.
- Hold! — For 1 turn, you have +20 block and others can't forcibly move you.
- Fire! — For 1 turn, you can make a free ranged attack on your turn.
- Rally! — For 1 turn, if you end your turn next to the person who used shout, gain 1 advantage and lose 1 debuff.
- Retreat! — For 1d4 turns, you're hastened and you decrease all attack rolls.

To Arms!)))

When you enter combat, distribute 4 advantage however you like among allies within a far distance. You can't give this advantage to yourself.

Banner

Slow Action

Describe how you create a banner (a flag, a head on a pike, a flaming holy symbol, etc) → You have a banner that is your size and has 10 life. You can only have 1 at a time. You and allies who can see the banner upgrade combat rolls by 1 step (from a result of **Good** to **Very good**, for example). Doesn't stack with other banners.

Exploration

Bulwark 🏰

At any point, you can have the GM tell you the location of all highly defensible locations in the area, and a few relevant facts about each.

Settlement 🏰

After you fully explore and claim a dungeon or similar defensible location, gain creative license to discover one of the following: Connections to a robust trade network, secret passageways and escape routes, plentiful natural resources, a hidden cache of valuables, friendly neighbors, or a mysterious magical anomaly.

Security 🏰

Slow Action

Describe how you fortify an area and tighten security → Gain creative license to enhance the defensive capabilities of the area.

Call Mount 🐉

Slow Action

Describe how you obtain a mount → Work with the GM to select a creature from the bestiary. It gains the mount keyword and becomes your loyal mount. You can only have 1 mount at a time. When the situation calls for it, the GM should allow you to gain especially powerful mounts (a dragon, saurex, frost worm, etc) for a short period of time.

The Art of War 🏰

At any point, you can ask the GM any question about troop movements in the area, and he must answer honestly → *Describe how you obtained this information.*

Recon 🏰

When you travel, assign yourself and each of your allies any one of the following descriptors to write on his respective character sheet: the scout, the watchman, the trailblazer, the diplomat, the bodyguard, and the quartermaster. Anybody can cross off his descriptor to increase a roll that relates to traveling and his descriptor.

Bonds of Loyalty ❤️

After you have bonded deeply with someone, you can write on your character sheet that you are bonded with that person. At any point, you can ask the GM if any of the people you are bonded with are in trouble, and he must answer honestly. If they are, he must give you a general idea of where you can find them.

Higher Calling

At any point, name a cause or ideal. The GM must tell you all the places where you can go to find people who care deeply about that cause or ideal, and their attitudes (strongly for or strongly against the cause).

Interaction

Chain of Command

Slow Action

Describe how you reach out to your minions → You learn all relevant information from your minions, no matter how far away they are.

Just as Planned

Slow Action

At the start of each quest, write down on a sealed document the description of an event that is out of your control. Give the document to the GM, who can't look at it. If that event ever comes to pass, announce that things went just as planned. The GM looks at the document. If he agrees that you predicted the event, gain creative license to significantly turn the odds in your favor.

Call in the Cavalry

Once each quest, gain creative license to make the cavalry arrive.

Companion

Slow Action

Describe how you recruit a companion → Gain an utterly loyal companion, who is always half of your current level (minimum 1, always round down). Work with the GM to create the statistics of your companion, and describe your companion to the other players (a grizzly bear, an enslaved death knight, a devoted squire, etc). You can only have one companion through this trait at a time.

Recruit

Increase all rolls you make to recruit minions.

Marshal Forces

When you gain this trait, work with your GM to create a specialized type of minion and write it on your character sheet. Include a unifying concept (zombies, golems, angels, etc), a special way to gather the minions (raise them from the dead, build them in your lab, pray for a miracle, etc) and a theme that represents them (Undeath, Arcane, Faith, etc). You are now able to gain minions of that type in the unique fashion described. These minions have the signature trait of the theme that represents them.

Council of Kings

Increase all rolls you make to socialize with military commanders, nobles, royalty, and leaders of organizations.

Dissension in the Ranks

 **Slow Action**

Describe how you sabotage an organization → Gain creative license to create disorder within the organization.

Escalation

 **Action**

Roleplay demanding a meeting with an underling's leader → The underling and his allies will attempt to set up a meeting between you and their leader (or a representative of their leader) unless you or your allies try to harm them.

DRAGON

There is no creature more legendary, more powerful, more feared, more awe-inspiring than the dragon. These engines of destruction carve paths of terror through the land, annihilating whole armies and burning the countryside. Mortals who dare oppose dragons are reduced to cinders, while those with the wisdom to offer dragons tribute can bask in their draconic patron's glory. Spread your wings and set the sky aflame, mighty dragon! Prove to the world that your power is unmatched!

Examples of dragon characters include:

- An ancient dragon jealously guards a massive pile of gold deep within his mountain home.
- After drinking the blood of a dragon, a young adventurer discovers he has gained the ability to breathe fire.
- A line of humans have glimmering green scales and supernatural strength. According to legend, their bloodline was sired by a dragon who took the form of a man.

Combat

Fight with draconic weapons 🗡️
Inspire fear and awe 💀

Exploration

Guard your lair 🏠
Seek riches 💰
Take to the skies 🦅
Use draconic senses 👁️

Interaction

Attract minions 👑
Collect tribute 💎
Inspire awe ❤️

Signature

Dragon's Breath

👁️ Action

Describe how you breathe a cone of elemental fury as a melee attack → Deal damage with +1 damage die to everything in a cone.

You can do this every minute or so.

Combat

Carnage 🗡️

When you spend advantage and deal damage, maim the target.

Living Weapon

You roll +1 damage die.

Your body counts as a weapon, and your weapons have the melee and ranged keywords for free.

Scales Like Tenfold Shields

You have +2 block and +4 toughness.

Wrath of the Great Wyrm

 Action

Describe how you embody draconic power with a melee attack → Deal damage and choose one:

- **Chomp:** The attack ignores block.
- **Slash:** Include a second creature in the attack.
- **Tail Whip:** Roll -1 damage die and stun the target for 1 turn. Resisting.
- **Wing Blast:** After dealing damage, immobilize creatures in a cone for 1 turn. Resisting.

Dragon's Roar

Action

Describe how you give a terrifying draconic roar → Terrify all enemies who hear you within a midrange distance for 1d6 turns. Resisting.

Glory and Gore

If you are at full life, others decrease their attack rolls against you.

When a creature brings you below full life, you can immediately take a free turn. During this turn, greatly increase rolls you make to harm the creature that damaged you.

Stoke the Furnace

 Action

Describe how you gather power → Bolster and choose one:

- Your Dragon's Breath recharges.
- When you use your Dragon's Breath this combat, roll +1 damage die.
- Your next Dragon's Breath this combat inflicts bleed.
- The next time you use Dragon's Breath this combat, it maims.

Their Last Mistake

Slow Action

Roleplay plotting revenge or expressing outrage over creatures that directly and intentionally offended you → Until you achieve bloody revenge, increase your attack rolls against those creatures, and roll +1 damage die against them.

You Dare!?

Whenever a creature moves to become adjacent to you, choose one of the options from the list

below. Resisting.

- Push it away from you until it is no longer close (assuming you can logically do so).
- Deal damage to it (no attack roll required).
- It decreases its attack rolls this turn.

Exploration

Custom Lair

At any point, announce that your lair undergoes a transformation over the next 10 days or so. Gain creative license to change the terrain and features of your lair (web-strewn paths, clinging ice, decaying roots, pools of magma, etc).

King of Your Domain

Increase all rolls you make while you are in your lair.

Smokescreen

Action

Describe how you create a cloud of thick smoke → Unleash a cloud of obscuring smoke that fills a close area for several minutes.

You can do this every 10 minutes or so.

Territorial

When you explore a creature's lair, the GM tells you an important, useful fact about its inhabitants. At any point, you can ask the GM if a creature worthy of your attention is trespassing in your lair, and the GM must answer honestly.

For the Hoard!

 **Action**

Describe how you survey your surroundings with a critical eye → The GM tells you the location of the most valuable nearby item that is not owned by you or your companions.

You always know which way to travel to find valuable items that you have touched before.

Dragon's Eye View

 **Action**

Describe how your unique vantage point gives you special insight → Pick something in very general terms that you're looking for. The GM tells you which place you can see (if any) is most likely to provide you with that.

Flight

You have safe fall 10.

When you gain this trait, work with your GM to establish a milestone at which point you become

a terror of the skies. Before reaching that point, you can glide. After reaching that point, you can fly. While gliding or flying via this trait, roll -2 damage die.

Draconic Eyes

If an area has any illumination whatsoever (starlight, torchlight, moonlight, etc), you can see it as if it were perfectly illuminated (under the noon sun on a cloudless day).

Interaction

Consequence of Failure

After you make an example of one of your minions by giving it a severe punishment, your other minions who saw the punishment will do everything within their power to follow your next command, and they each increase the next roll they make to do so.

Initiation Vows

When you gain this trait, select a vow from the list below. Your minions always follow that vow.

- Vow of Fanaticism: Your minions will successfully recruit other minions as long as they have the opportunity to do so.
- Vow of Order: Your minions work together harmoniously, despite how unintelligent, unorganized, or contentious they might normally be.
- Vow of Service: Your minions are fiercely loyal and are much more willing to undertake dangerous or suicidal missions.
- Vow of Silence: Your minions will never willingly reveal information about you or your group to enemies, and they are much sneakier than they might normally be.

To the Victor

When you defeat a creature (physically or socially), all of the defeated creature's minions defect and become your minions. They will initially not be very loyal until you do something to gain their trust or establish your authority over them.

Demand Tribute

After you perform an act of great good or great evil, select an organization that was affected. Your relationship with the organization seriously improves, and they freely offer you something (valuables, aid, shelter, useful information, etc).

Evaluate

Action

Describe how you examine someone with a critical eye → You get a general idea of all potentially valuable things that he could offer you (aid, connections, money, etc).

Audience with a Dragon ♥

🌀 **Slow Action**

Roleplay a captivating conversation → Your conversational partner won't want to leave the conversation for another hour or so, or until you end the conversation (whichever comes first).

Cynosure ♥

🌀 **Slow Action**

Describe how you showcase your majesty → Some of the non-hostile creatures around you instantly regard you as a celebrity, gaining the desire to bask in your glory and shower you with admiration.

Splendor of the Dragon ♥

Important figures (nobles, royalty, organization leaders, etc) will meet with you peacefully. You can attend all important social events as if you had an invitation, and during the event you will be treated as an honored guest.

FAITH

Some say that you can measure a man by the friends he keeps. If that's true, then what can you say of someone who has forged an alliance with the gods themselves? Such is the power of the faithful. These conduits of divine might spread their god's dogma throughout the land, sharing blessings with their brothers and smiting foul heathens with righteous fury. The gods are eager to share their power with devoted followers... but which god will you champion?

Examples of faith characters include:

- The orc shaman of a tribe communes with spirits to determine the best time to march to war.
- A cleric prays to a pantheon of gods, requesting that they aid him on his mission.
- A devout paladin leads an inquisition against heathens who would dare defy the will of his god.

Combat

Channel divine might ☀
Heal and protect ✚
Smite the wicked ⚡

Exploration

Complete a pilgrimage 🏰
Fulfill dogma ★
Seek divine guidance 📖

Interaction

Commune with believers ❤️
Lead an inquisition ⚖️
Perform miracles 🌀
Spread the faith 💬

Signature

Divine Blessing

When you gain this, work with your GM to describe your deity (find deity creation guidelines below). Whenever the GM agrees that you fulfilled your deity's dogma in a meaningful way, write on your character sheet that you are blessed. At any point, cross off one of those blessing to achieve one of the following:

- Gain creative license to powerfully control or manifest one of your god's domains (domain over thunder lets you summon a powerful storm, domain over hate lets you instill a deep hatred in someone, domain over secrets lets you learn a dark secret, etc).
- Put your fate in your god's hands (the GM gives you help in whatever way he thinks your god would help you).

Combat

Bless ☀

🕒 Action

Describe how you bless a creature within a close distance → Bolster. For about 1 minute, the target starts each of its turns with one-tenth soak.

Channel Divinity ☀

Action

Describe how you embody your god's immeasurable divine power → You are immune to damage and all debuffs for 1d6 turns (remove existing debuffs). Resisting.

Repentance ☀

🕒 Action

Describe how you hinder a creature → Bolster. For 1d6 turns, a creature within a close distance rolls -1 damage die. Doesn't stack.

Shield of Faith ☀

You have +2 block.

Ignore the heavy armor penalty.

You are immune to terror, disease, and temporary blindness.

Aura +

When you gain this, select one of your other combat traits. Your allies within a far distance have the selected trait as a temporary trait.

Healer +

You have +3 toughness.

You and allies within a far distance automatically stabilize.

Double and healing that you distribute and receive (doesn't stack if you heal yourself).

Lay on Hands +

Action

Describe how you heal an adjacent creature → Choose any of the following options. Resisting.

- The target heals an amount of life equal to its toughness.
- Remove all of the target's debuffs.
- Remove 1 disease from the target.

Turn ⚡

🕒 Action

Describe how you expose foes to the wrath of your god → Bolster. Choose 2 of the following things to happen to all heretics within a midrangedistance:

- Blind them for 1d6 turns.
- Terrify them for 1d6 turns.
- They bleed.

- Have the GM tell you which of those creatures have life less than or equal to their toughness. You may defeat them.

Exploration

Circle of Divinity

Slow Action

Describe your holy ritual → Walk in a circle around a symbol for your god, staying within sight of it at all times. When you finish, the area becomes a circle of divinity for the next day or so. Occupants increase all rolls they make to further your deity's dogma, and decrease all rolls they make that involves going against your deity's dogma.

Consecrate

Slow Action

Describe your holy ritual before a permanent symbol of your god → That symbol becomes a shrine to your god for about a week. If you do something that greatly pleases your god during that time, the symbol becomes a shrine permanently.

Invocation

 Action

Describe how you channel the power of your god through a divine symbol → That holy symbol becomes a shrine to your god for a minute or so. If the roll fails, you can't attempt this again for about 1 day.

Sanctuary

At any point, you can have the GM tell you the exact location of all holy sites in the area for your deity (temples, shrines, sacred lands, etc), and how best to reach them. You are always welcome at these holy sites. If there are no such holy sites, gain creative license to declare one such holy site exists in the area. Describe it.

Divine Favor

Whenever the GM agrees that you fulfilled your god's dogma, write on your character sheet that your god is pleased. Cross that off to gain creative license to have your god subtly change your environment or the current situation in order to present you with an opportunity. Gods change the environment in ways that fit their dogma (a warlike god causes a fight to break out, a friendly god causes a new ally to appear, a deceitful god helps you sneak away unnoticed, etc).

Pray for Guidance

 Slow Action

Roleplay a prayer to your god → You receive a vision of where you can go to fulfill your god's dogma, you discover how best to reach that location, and you receive a vague clue about how you can further your god's dogma once you get there.

Sphere of Influence ★

At the start of each quest, write 3 of your god's domains on your character sheet (losing leftover words from the previous use in the process). Cross out one of those words to increase a roll that relates to that word.

Divination 📖

At any point, select one of your god's holy symbols that you have touched. You can remotely view the area surrounding the symbol as if you are standing at it.

Path of the Righteous 📖

Once during each quest, announce that you walk a righteous path. All shadows, temptations, and tricks (metaphorical or literal) recede before you to reveal the one true path to fulfilling your quest.

Well Versed 📖

Increase all rolls you make to know facts about religion, your god, and things relating to your god's dogma.

Interaction

Bonds of Faith ♥

You can discern which creatures around you are fellow worshipers, and which are heretics.

Fellowship ♥

You can communicate with people who are at any of the holy sites for your god (temples, shrines, sacred lands, etc) that you have previously visited.

Group Prayers ♥

Slow Action

Roleplay a group prayer → Those who participate in the prayer gain your god's blessing for about 1 hour.

Confession ⚖️

⌚ Slow Action

Roleplay an interrogation → The person you are interrogating admits everything that it has done recently (in the last week or so) in defiance of your god's dogma.

Divine Authority ⚖️

⌚ Slow Action

Describe how you speak with divine authority while brandishing a symbol of your god → Others

temporarily regard you as a legal authority, and they regard your actions as legal as long as you act within your god's dogma and you don't commit extremely heinous crimes.

Resurrect

Slow Action

Roleplay praying to your god → Ask what must be done for you to resurrect a deceased creature. If your god approves of the deceased creature, it answers by granting you a vision of a quest. If that quest is completed, the deceased creature returns to life.

Avatar

Gain creative license to become the physical incarnation of your god or its domains. You can return to your normal appearance at will. This transformation only affects your appearance, not your statistics.

Proselytize

 Slow Action

Roleplay preaching dogma → Those who listen to your speech gain the overwhelming desire to fulfill your god's dogma for about 1 week.

Quote Scripture

Come up with 2 proverbs for your religion and write them on your character sheet. Whenever one of the proverbs applies to the current situation, you can say it to a specific person. That person increases the next non-combat roll he makes if he acts in accordance with the proverb, or he decreases it if he acts against the proverb.

Shepherd to the Flock

When you convert somebody to your religion, name a value you have that relates to your religion (help the poor, never tell a lie, spread the faith, etc). The person that you converted permanently gains that value. Also, that person treats you as a trusted ally for as long as both of you continue to worship the same god.

Deity Creation Guidelines

In Tavern Tales, you have complete control over your character — including which gods you worship. You can create a god for your character to worship by following these god creation guidelines. However, check with your GM first. Your GM may want to use a unique setting where the gods are already established. In that case, you may be able to work with your GM to modify the established gods to suit your tastes.

Step 1: Write a Description

First, write a basic description of who your god is and what he or she seeks. Is your god the paragon of justice? Did she create the moon and the stars? Is it a tentacled monstrosity that is the source of all nightmares? Be creative as you come up with the origin of your deity.

Step 2: Create Dogma

Dogma is a set beliefs that worshipers of your god should obey. They are simple commandments such as “Always treat guests with respect,” “Never reveal the truth when you can get away with a lie,” or “Do not show mercy, for it instills doubt in your soul.” You should create at least five different beliefs for your dogma, though you may create more.

Step 3: Create Domains

Domains are the aspects of the universe that your god influences. Each domain is iconic and broad. For example, suppose that your cruel god created sea monsters like krakens and sharks, and she delights in dragging sailors to a watery grave. You might select the following domains for her: The Ocean, Darkness, Hunger. Each god should have exactly three domains.

Step 4: Pick Symbols

Deities and religions have symbols as representations of faith. Come up with three to five visual symbols for your faith. For example, a lion-like god of the desert who embodies war might have the following symbols: A lion’s head, an hourglass full of sand, and a hand clutching a sword.

Step 5: Name Heretics

Because deities represent a specific ideal, there will always creatures whom your god despises, known as heretics. Name several heretics for your religion. For example, the goddess of light and justice might despise liars, criminals, and creatures of darkness.

Step 6: Describe your Deity’s Shrines

Shrines are structures that act as divine conduits to your deity. Worshipers can perform acts of faith before a shrine to receive the deity’s blessing (+1 to a specific stat for up to 1 week). For example, suppose you worship the god of knowledge. Your god’s shrines often take the form of a stone pillar pointing to the heavens, or a lectern that holds an enormous weathered tome. If a worshiper leaves a book at the foot of the shrine or reveals a newly discovered secret in its

presence, he will receive the god's blessing (+1 mind). The duration of the blessing depends on the act of faith. If a player leaves a book that he found during an adventure, the blessing might last a few minutes or several hours depending on the book's rarity. If the player reveals the lost name of a major historical figure, the blessing would likely last for days. You can only benefit from one shrine blessing at a time. Anyone can receive the blessing of any god; the only restriction is that you cannot receive a blessing if that god considers you to be aheretic.

You can find examples of gods and goddesses in the [Lore](#) section.

NATURE

Man against nature—it is a popular theme in countless legends and bardic songs. Sometimes the hero can brave the untamed wilderness, but other times the waves swallow his ship whole, or the unforgiving cold of the frigid north drains the warmth from the hero's veins. As civilizations struggle against the ever-encroaching wilderness, the druids and the mystics of the world ask, "Why fight it at all?" These naturalists empower themselves with the vibrant life that courses through massive trees. They master the endless cycle of life and death, ensuring prosperity for their allies and death for their foes. They commune with an ancient, primordial force that has thrived since the dawn of time. What choice will you make? Will you fight for survival against the wilderness? Or will you join with it and harness the power of nature itself?

Examples of nature characters include:

- A druid defends his forest against hunters and defilers.
- Found at the edge of a forest, a young half-fey possesses unearthly beauty and a deep connection to the wilderness.
- A sentient tree travels the forests of the world in search of others who are like him.

Combat

Channel natural energy ★
Command plants 🍄

Exploration

Nurture mystic groves 🌙
Shape plants 🌳
Walk among the trees 🍃

Interaction

Commune with nature 🗨️
Embody fey beauty ❤️

Signature

Keeper of the Grove

Slow Action

Describe how you attune yourself to a specific biome (a forest, a mountain range, an ocean, etc) → You lose your attunement to your previous grove, and this biome becomes your new grove. You embody your grove in the following ways:

- Greatly increase rolls you make to travel through your grove.
- While in your grove, you roll +1 damage die and have +2 block.
- Local wildlife in your grove won't attack you unless you threaten them.
- At any point, you can have the GM tell you about important events and creatures in your grove.
- You can survive extreme conditions in your grove (endure blizzards in the north, survive long treks across a desert, breathe underwater at an archipelago, etc).

Combat

Faerie Fire ★

Action

Describe how you inflict a creature within a close distance with faerie fire → For 1d6 turns, the target glows softly and others roll +1 damage die against it.

Barkskin 🌀

Action

Describe how you imbue a creature with barkskin → The target has +2 block, it regenerates, and it is immune to bleed. You can only have 1 creature affected by your Barkskin at a time.

Entangle 🌀

🌀 Action

Describe how you entangle a creature → Deal melee or ranged damage, and the target is tethered to the ground. It can't move more than a neardistance from its current space until the root is broken. The root has life equal to your toughness. Resisting.

Roots 🌀

You have +3 toughness.

You defy enemies' attempts to forcibly move you.

If you remain stationary while touching the earth, you regenerate.

Seed of Life 🌀

Slow Action

Describe how you grow seeds of life → You grow 5 magical seeds or berries (you can only have a maximum of 5 at a time). Anyone holding a seed can eat it (a simple action) to heal life equal to his toughness. Resisting.

Thorns 🌀

You have +3 toughness.

When a creature damages you, deal damage (ignoring block) to the attacker equal to one-tenth of your maximum life.

Undergrowth 🌀

🌀 Action

Describe how you create entangling terrain → Bolster. All terrain within a close distance becomes difficult to navigate for about 1 day. Creatures other than you are slow while moving through it.

Exploration

Druidic Stones

Slow Action

Describe how you enchant a large stone or plant with druidic magic → Select one of your Nature traits, or select a non-Nature trait with the GM's permission (you can't select signature traits). Whoever is within a midrange distance to the stone has that trait as a temporary trait.

Faerie Ring

Slow Action

Walk in a circle around a landmark, and describe how you create a faerie ring → You create a faerie ring along the circle that you walked. The faerie ring magically hides from outsiders everything that it contains, either by disguising it or warding off visitors. You determine how the faerie ring operates (distant will-o-wisps lead wanderers astray, an entire city looks like a placid lake, a maze-like forest confuses and disorients travelers, etc).

Fortress Seed

Slow Action

Describe how you imbue a seed with primal power → You create a fortress seed. You can only have 1 at a time. When someone plants a fortress seed, he can say the name of a very large structure (bridge, fortress, fortified wall, etc). The seed grows to create that structure out of wood, vines, and plant matter over the next minute or so. The structure lasts for about 1 day before it crumbles, but planting another fortress seed before then extends its duration by another day.

Verdant Growth

Action

Describe how you cause wild growth → Reshape 1 space of wood, or cause all plants within a midrange distance to grow as if they had 100 years of uninterrupted growth (this can produce fruit-bearing plants, if you like).

Nature's Lore

Increase all rolls you make to know things about nature.

Once each quest, you can ask the GM any question about nature and he must answer honestly.

Tree Meld

You can move through wood as if it has the consistency of sap. If you are fully encased in wood, you can breathe normally and sense your surroundings.

Rootwalk

Action

Touch a tree, and describe how you travel → You teleport to any other tree that is part of the same forest or jungle. You can't bring others with you.

Wild Step

Increase all rolls you make to navigate dangerous features of the terrain in nature.

Interaction

Astrology

Action

When you gain this, write on your character the descriptions of 6+ constellations and give each a concept split evenly between good (triumph, love, heroes, etc), neutral (the ocean, time, a stranger, etc), and bad (suffering, loss, war, etc). While looking at the night sky, name a person or thing and roll twice to determine which constellations are present. *Then, roleplay interpreting what those constellations mean for that person or thing* → The GM must make your interpretation at least partially accurate.

Augury

Slow Action

Describe how you perform a ritual → Ask the GM a question about the future, and he must answer honestly. The higher the roll, the more descriptive and precise he must be.

Awaken

Slow Action

Describe how you awaken a tree → You transform a tree into a treant (see the bestiary). If you haven't harmed the surrounding environment, it will initially be friendly toward you.

Commune

Slow Action

Describe how you commune with nature → You draw forth a powerful spirit of the land. These spirits typically represent an aspect of nature (a forest spirit is a silver stag, a mountain spirit is a rock elemental, the spirit of the instinct to hunt is a pack of spectral wolves, etc). They are intelligent and communicate by speech, conveying emotion, telepathy, visions, etc. These spirits have powerful control over their domains, so influencing them can have dramatic effects (an angry river spirit might try to drown all who swim in its waters; an appeased river spirit might calm its rapids to allow travelers to pass).

Gaze into the Wyrd

Once each quest, at any point, name two things. If they are connected or interrelated in any way, the GM tells you how. If they aren't, you don't spend your use of this trait → *Describe how you discern this information.*

Tree Speaker

You can communicate with trees and other large plants.

Allure of the Fey ♥

Increase all rolls you make to socialize with creatures that would normally be attracted to members of your species and gender.

Fey Courtship ♥

🌀 Slow Action

Describe how you charm a creature → The creature falls obsessively in love with you, and will do everything within its power to have you. Different creatures pursue this goal in very different ways (jealously lock you away, shower you with gifts, club you over the head and drag you away, etc). This love for you gradually fades after about 7 days of not seeing you. No intelligent creature is immune to this effect.

MARTIAL ARTS

Mind, body, and spirit: these are the three components of self. To find harmony between them is to achieve oneness with the universe. When that happens, all is possible: the body grows as tough as iron and as fluid as the wind; the mind discovers perfect clarity; the soul achieves supreme enlightenment. Meditate on your purpose, young disciple, and behold your infinite potential.

Examples of martial arts characters include:

- In a temple nestled high atop a mountain, a monk practices martial arts to achieve enlightenment.
- A nameless warrior wanders the countryside, dispensing ancient wisdom to all those willing to listen.
- A surly dwarf spends his evenings in the local tavern and wrestles anybody who looks at him the wrong way.

Combat

Attack with iron fists 
Harness spiritual energy 
Turn back weapons 

Exploration

Channel inner strength 
Move like a leaf on the wind 
See the world as it truly is 

Interaction

Give foes a second chance 
Peacefully resolve conflict 
Share your wisdom 

Signature

Balance

At the start of each day, write “Body,” “Mind,” and “Spirit” on your character sheet (losing leftover words from the previous day in the process). Cross off 1 of the words to increase a roll that relates to that word.

Draw a  symbol next to one of your stats. Treat that stat as if has +3 instead of its normal bonus.

Combat

Brawler

When you damage a creature that you’ve been grappling since the start of your turn, roll +2 damage die against it.

Your weapons have the binding keyword for free.

Treat yourself as one size step larger for determining who can move whom in a grapple.

Discipline

You roll +1 damage die.

Your attacks ignore block.

Your body counts as a weapon, and your weapons have the melee keyword for free.

Four Winds Strike

 Action

Describe how you make a forceful melee attack → Deal damage and push the target away from you until it is no longer close (assuming you can logically do so). Resisting. An additional effect occurs if it collides with each of the following:

- A creature: That creature is also affected by the attack.
- A solid object: Roll +1 damage die.
- A breakable object: The creature breaks through all breakable objects in its path.
- Nothing: The target is slow for 1 turn.

Pressure Point

Action

Describe how you strike pressure points → Stun the target for 1d6 turns or until it takes damage (whichever comes first). Resisting.

Suplex

 Action

Describe how you slam a creature that you're grappling with a melee attack → If you like, move the target from in front of you to behind you (assuming you can logically do so). Roll +1 damage die and stun the target for 1 turn. Resisting (stun component only).

Ki Blast

You roll +1 damage die.

Your body counts as a weapon, your weapons have the ranged keyword for free, and you can make your ranged attacks lines or blasts (choose each time you attack).

Judo

 Action

Describe how you manipulate an adjacent creature's momentum → Bolster. If you can logically move the creature you disrupted, force it to move (you control where it moves). You may also slow it for 1d6 turns.

Tai Chi

 Action

Describe how you turn an adjacent creature's strength back on itself → The target hits itself

with its strongest attack. If it is relevant, act as though its attack roll is the same result as your Tai Chi roll.

Exploration

Breaking Wave Strike

 Action

Describe how you strike an object → Gain creative license to destroy part or all of the object.

Centered Breath

You can hold your breath for about 1 hour, and you can ignore extreme weather conditions (blizzards, freezing water, having no water in the desert, etc) for about 1 day.

Leap of Faith

You can jump great distances (as far or as high as you could normally move in a turn) and wall jump.

Weight of the Wind

You have safe fall 20.

Whenever you like, all solid objects and liquids are capable of supporting your weight.

Winds of Change

Once each quest, you can have the wind offer you a useful clue about where you should go (the wind blows in a certain direction, a gust knocks over a book with a clue, a nearby bird takes flight and travels north, etc).

Inner Sight

You are perfectly aware of everything within a midrange distance around you. This allows you to ignore things that obscure vision (fog, murky water, darkness, etc), but not things that block vision entirely (a solid wall) or things that deceive vision (illusions, disguises).

This functions even if you are blind (temporarily or permanently). If you are temporarily blinded by a combat effect, you decrease your attack rolls for the duration as per the normal blind penalty.

The Path Ahead

 Action

Describe how you contemplate the path ahead → The GM describes your intended course as if it is a metaphorical path in order to reveal clues about what lies ahead (it has disorienting turns and branching paths, the ground is rocky and treacherous, many strangers walk along the path, etc).

Third Eye

You can sense the auras of living things and the spiritual traces that they leave behind.

Interaction

Bear the Burden

Action

Touch a willing creature to accept its burdens. All animosity that everyone feels towards that person is permanently transferred to you, as if you were the one who originally transgressed against them. You instantaneously learn everything the creature knows about these burdens.

Fist of the Eastern Star

When you defeat a creature in melee, you can strike its pressure points. The creature collapses in pain instead of dying. At any point within the next hour, gain creative license to make its internal organs catastrophically fail (its heart explodes, every bone breaks, its brain liquefies, etc). If you like, the creature immediately realizes you have this power over it.

Vow of Mercy

 Action

Roleplay showing mercy to a creature → That creature must choose a quest for itself: contemplate its life in solitude, discover why it was spared, seek a worthy punishment for itself, or pay it forward to even the scales. This quest becomes the creature's foremost goal in life.

Aura of Lotus Blossoms

 Action

Describe how you pursue peace → All attacks made by you and creatures in your presence have no effect whatsoever for several minutes. You can use this once every couple of hours.

The Pebble Casts Ripples

At any point, name a wrongful act that you have observed or seen the consequences of. You immediately know how to reach the most powerful enemy of the wrongdoer. That person will be willing to meet with you peacefully. You can do this once for each such act.

Meditate

Slow Action

Describe how you quietly contemplate information surrounding a problem → The GM must tell you what information is relevant, and he must give you a clue as to why. If you don't already know any relevant information, he must give you a cryptic clue as to where you can seek answers.

Perfect Insight

Describe how you carefully study a creature → You learn of the creature's current, most important quest.

Sage

Slow Action

Roleplay offering guidance to someone → That person can increase a roll that he makes within the next hour or so if it relates to your advice.

Words of Wisdom

Slow Action

When you roll to socialize, you can increase the roll if you tell a relevant fable (an entertaining story that leads to a profound moral truth).

OCCULTISM

Lurking in the shadowy corners of the universe are dark entities far beyond our understanding. They gaze upon mortals with equal parts disgust and hatred, patiently plotting ways to plunge the world into darkness and misery. Wise men turn their backs on these dark entities. But for some adventurers, ambition far outweighs wisdom. Power-hungry cultists and warlocks readily embrace these dark patrons, signing infernal contracts to sacrifice their souls in exchange for unnatural power. You could join them... all you need to do is sign a contract in blood. After all, when it comes to fulfilling one's darkest desires, everyone has a price. What is yours?

Examples of occultism characters include:

- A warlock signs a contract with a demon to gain infernal power in exchange for servitude.
- An astronomer gazes into the stars and discovers a dark, primordial entity that grants her forbidden knowledge.
- After getting lost in the woods, a young girl meets a twisted spirit of the forest that allows her to join in the eternal hunt.

Combat

Draw upon your patron's power 
Sacrifice for power 
Spread pain and suffering 

Exploration

Connect with your patron's realm 
Use summoning rituals 

Interaction

Corrupt and horrify 
Make deals 
Torture others 

Signature

Patron

Select a deadly creature from the monster list and write it on your character sheet as your patron. Work with the GM to determine its aesthetics, personality, and how it is immortal. You and your patron can communicate with each other whenever you like. At any point, you can call upon its favor to gain a boon in exchange for a bane. If you are in good standing with your patron, you get to select the bane; otherwise, the GM does. Additionally, you can summon forth your patron as a slow action; it does as it pleases for the next day or so before returning whence it came.

Boon

- Select a stat; increase all rolls that use that stat for about 1 hour
- Gain one of your patron's traits (indicated by a 🧠) for about 1 hour
- Your patron sends a threatening servant who obeys you for about 1 day

Bane

- Provide a sacrifice or attract a new follower for your patron
- Fulfill a favor
- You permanently change physically or mentally to better resemble your patron. Write it on your character sheet and roleplay it

Combat

Harbinger 🌀

🌀 Action

Describe how your patron speaks through you → Deal ranged damage to all creatures that can hear you within a far distance (including you and your allies).

Soul Barter 🌀

When a worthy creature dies within a far distance, you can send the departing soul to your patron. After several minutes, the soul arrives at your patron and you choose one:

- Bartering: Your patron will temporarily hold the soul and will soon contact you to negotiate its release. If you meet agreeable terms, the deceased will return to life within the next day or so (GM chooses when) with a boon; otherwise, your patron keeps the soul. If you die, you can similarly negotiate for your own life.
- Sacrifice: Write the creature's name on your character sheet. At any point, cross it off to have your patron give you a fraction of the deceased's power (a boost to a stat, a temporary trait, a physical feature, etc). You can only have 1 such soul ready for sacrifice at a time.

Summon Servant 🌀

🌀 Action

Describe how you summon a minion → Select and summon a threatening creature from the bestiary for the next hour so. It randomly gains 1 of your patron's instincts (indicated by a 🧠). It will do whatever it pleases, but it will obey you if your orders coincide with its instincts. You can only have one such summoned servant at a time.

Blood Sacrifice 🩸

You have +4 toughness.

At any point, you can take one-tenth damage (absolutely nothing can prevent this damage) and choose 1 of the following:

- Gain 1 advantage.
- Roll +1 damage die on an attack (you can do this any number of times).

Blood Shard

 Action

Describe how you infuse your life essence into an object → Take damage equal to twice your toughness (ignoring things like block and soak) and create an object that holds your life essence (an infernal contract, a crystallized fragment of your soul, a vial of your blood, etc). Max 5. The possessor can expend it as a simple action to gain life equal to your toughness.

Pound of Flesh

At any point, write on your character sheet all of the effects of a single attack made against you. Within the the next 5 minutes or so, cross that off to inflict identical effects against a creature within a midrange distance. Recharge: Sacrifice 1 advantage or combat ends.

Hex

 Action

Describe how you hex a creature within a close distance → Bolster. The hexed creature has bad luck for 1d6 turns. Whenever it attempts a combat action, something bad occurs in addition to its normal action regardless of how well it rolls (the GM decides what).

Unspeakable Horror

 Action

Describe how you horrify a creature within a close distance → Terrify the target for the next 5 minutes or so. You can only have 1 such creature terrified at a time. If you attack the target or directly take action against it, the terror ends.

Exploration

Defile

Slow Action

Describe how you imbue a feature of the terrain that you are touching with your patron's power → So long as that feature of the terrain remains intact, corruption will gradually spread outward at a rate of about a far distance each day (this rate slows down over time). Your patron changes the surrounding area to better suit its tastes (a demon makes it rain ash and destroys all plantlife, a fey queen makes an area dangerously overgrown and enchanted, an undead spirit fills the area with rot and shadow). Creatures in the area increase rolls they make to take advantage of the modified terrain.

Place of Power

Action

Describe how you infuse the surrounding area with your patron's power → Whoever is in the

area can contact your patron and make deals with it as per the Occultism signature trait. However, deals struck this way give twice as many banes.

Portal

 Action

Describe how you construct a portal → You create a portal to your patron's home, allowing travelers to freely pass between realms.

Trial by Fire

 Slow Action

Describe how you travel along the border between your realm and the realm of your patron → You enter the border between realms, taking willing travelers with you. Doing this allows you to travel very long distances in a short amount of time (approximately 100 miles per hour); however, you may expose yourself to the dangers of planar travel (something starts hunting you, you emerge in the wrong realm, you lose a companion along the way, etc).

Circle of Binding

 Action

Describe how you create a binding circle → Walk in a circle that is no more than a far distance across. When you are finished, you create an impervious barrier that no creature can pass or circumvent. Work with your GM to determine what will cause the prison to end (time passes, a certain item is brought before the prison, an event occurs, etc).

Conjuration

 Action

Describe how you complete a conjuring ritual → You separate part of your soul into an object (an infernal contract, a crystallized fragment of your soul, a vial of your blood, etc). The possessor can expend it as a simple action to summon you to their location.

Interaction

Corrupt

 Action

Describe how you corrupt someone within a close distance → Select one of the target's personality traits and reverse it for several hours (a selfless person becomes selfish, a cruel person becomes benevolent, an untrusting person becomes trusting). The stronger the original personality trait was, the stronger the new trait becomes ("personality trait" does not refer to traits from themes).

Dark Desires

 Action

Describe how you gaze into the soul of a creature within a close distance → The GM must tell you the target's darkest, most twisted desire. If you like, you can have the target gain the urge to immediately fulfill that desire.

Dream/Nightmare

 Action

Describe how you manipulate dreams → Select someone you've met before. The next time they sleep (or right now if they are currently asleep), they experience whatever dream or nightmare you wish. Also, you may choose one:

- The target must roll to wake up from the dream, getting another chance every hour or so.
- Select an emotion associated with the dream. After waking, the target experiences that emotion intensely for the rest of the day.

Insanity

 Slow Action

Describe how you expose a creature within a close distance to unspeakable horrors → The target becomes partially insane, permanently. You or the GM decides how, depending on the roll.

Binding Contract

If you like, contracts and agreements that you sign, notarize, or mediate are fully binding. That is, the terms are magically enforced (If someone signs a contract saying they will never speak of an event, then they forever lose the ability to speak of it. If the contract states that their hands turn to stone if they try to write about the event, then that will happen, etc). This trait only functions if you make it clear that the terms are fully binding (hiding the mention in barely comprehensible fine text is acceptable).

Deal with the Devil

Increase all rolls you make to negotiate, exploit the law, and convince others to indulge their dark desires.

Knowledge from Beyond

You have a consultant (a mischievous imp, a tome bound in human skin, your patron whispers to you, etc). At any point, you can ask the consultant any question and the GM must answer honestly. However, this exposure to forbidden knowledge drives you partially insane for several hours, as per the GM's choice (you have a crippling fear of something, you have hallucinations, you black out during a brief period and do something that you can't remember doing, etc). The GM can and should lie to you during gameplay to simulate your insanity. If the consultant is lost, you can instantly replace it.

Blissful Agony

 Action

Describe how you inflict physical sensations on a creature you are touching → You force the target to experience whatever physical sensation you want. This doesn't deal damage.

Simulacrum Slow Action

Describe how you create a simulacrum (a small doll or physical representation of that person) of a creature → You can only do this if you expend an item that is important to that creature (a vial of blood, a locket of hair, their favorite item, etc). Whatever the simulacrum experiences on a physical and metaphorical level, the target experiences as well. This doesn't deal damage. Using the simulacrum gradually drains its power (the GM decides when).

PSIONICS

A mind is a terrible thing to waste. This is especially true when you can use your mind to read thoughts, levitate objects, and force choke all who dare oppose you. Such is the power of psions, who turn their energy inward to unlock the infinite potential of their own minds. They sharpen their wit the same way warriors sharpen their blades, transforming their raw intellects into deadly weapons capable of crushing skulls with a simple thought. They fortify their willpower the same way a blacksmith tempers steel armor, building an impenetrable defense that transcending physical limitations. Look inside yourself, psion, and behold the awesome power that lies dormant within you. What fragments of your power will you awaken first?

Examples of psionic characters include:

- A seemingly humble maid reads the minds of her royal employers, selling their darkest secrets to the highest bidder.
- Born small and frail, a young psion learns how to levitate swords and becomes the most feared duelist in the land.
- A powerful psychic travels from plane to plane hoping to unlock the secret of the universe.

Combat

Control others 
Emit waves of force 
Use raw willpower 

Exploration

Explore the astral realm 
Move objects with your mind 
Use extrasensory perception 

Interaction

Communicate telepathically 
Invade thoughts 

Signature

Mind Control

Action

Once each quest, describe how you control the mind of an unimportant creature within a close distance → Take complete control of that creature for about 1 hour.

Combat

Confusion

 Action

Describe how you confuse a creature within a midrange distance → For 1d6 turns, the target

must roll at the start of its turns to determine how it behaves. Resisting.

1: Attack one of its allies.

2: Attack the nearest creature.

3: Does whatever it wants, but it can't attack.

4: Act normally.

Disable 🗝️

🕒 Action

Describe how you disable a creature → Deal melee or ranged damage and name a specific combat action (fire a bow, bolster, use healing spells, etc). The target can't perform that action for 1d6 turns. Resisting.

Overpower 🗝️

🕒 Action

Describe how you temporarily take control of a creature within a close distance → The target gains a turn to immediately resolve. You control that turn. Resisting.

Dancing Weapon 🌀))

You roll +1 damage die.

You can make combat actions as if you are standing in any space within a close distance.

Force Push 🌀))

🕒 Action

Describe how you unleash a wave of force → Push all creatures in a cone away from you until they are no longer within a midrange distance of you, assuming you can logically move them. Resisting. An additional effect occurs if the target collides with each of the following:

- A creature: That creature is also pushed
- A solid object: Deal ranged damage to the target; roll -1 damage die.
- A breakable object: The creature breaks through all breakable objects in its path.
- Nothing: The target is slow for 1 turn.

Reverse Trajectory 🌀))

You have +3 toughness.

Once each combat, at any point, reverse a ranged attack traveling in your general direction back to the attacker.

Enough! 🌀))

Once each combat, any point, describe how you overcome physical restraints → Push all creatures within a close distance away from you until they are no longer close, assuming you can logically push them.

If you have less life than your toughness, extend this trait's area of effect to midrange.

Archon ⚡

At any point, describe how you transcend physical limits to embody psychic power → Until you leave this state (which you can do at any point), you have the qualities listed below. Resisting.

- Roll +1 damage die.
- You are immune to all damage and debuffs, except for instant death damage (falling off a cliff, swimming in lava, crushed by a cave in, etc).
- You bleed. Absolutely nothing can prevent this damage except leaving this state.
- When this state ends, you fall unconscious until the GM lets you wake up at some point within the next day or so.

Prescience ⚡

🕒 Action

Describe how you gaze into the future → Bolster. Select a visible creature. The GM gives you 2–3 distinct options for what that creature will do on its next turn. Choose 1 option; the GM must have that creature attempt to fulfill that option.

Exploration

Astral Projection ★

🕒 Slow Action

Describe how you transcend the physical realm → You enter a nonphysical realm (astral plane, dreamscape, shadow realm, etc), or return to your physical realm. You may bring creatures within a close distance with you. Work with your GM to determine the qualities and contents of this nonphysical realm.

Levitate ✚

You have safe fall 10.

You can fly with no restrictions on your maneuverability (you can hover in place, for example). However, you can't levitate more than a closedistance off of a stable surface. While levitating with this trait, roll –1 damage die.

Telekinesis ✚

You can exert force and manipulate objects out to a far distance. You can manipulate any combination of objects as long as they collectively don't exceed your approximate size. Extenuating factors (concentrating for several minutes, tapping into a power source, collaborating with other telekineticists, etc) may allow you to ignore that limitation. You can't use this to attack or fly.

Etheric Sight 👁

Increase all rolls you make to see things.

You can see extremely small and extremely distant things. You perfectly remember everything that you see.

Foresight

 Action

Once each quest, describe how you gaze into the future → The GM tells you 2–3 events that are likely to happen (a deadly trap will spring, a change of heart turns the tide of battle, a powerful spell will backfire, etc). Choose one and write it on your character sheet. At any point, you can cross it off to have the event come to pass.

Psychic Resonance

When you touch an object, you can ask any question about the item's previous owner, which the GM must answer honestly. You can only do this once for each object each day.

Sensory Link

Action

Describe how you create a sensory link with a creature that you touch → For the next day or so, you can experience the world through the target's senses whenever you want.

Interaction

Empathic Link

At any point, tell the GM that you have an empathic link with a visible creature. The GM must describe one of the creature's memories while matching your criteria from below. Choose one of the following:

- The memory teaches you how to do something. Until you use this again, increase a certain type of non-combat roll related to the memory (rolls to sail, gamble, dance, etc).
- The memory is of a formative event, giving insight into the creature's motivations and character.
- The memory is of the creature's most important recent act.

Resisting for each creature you affect.

Telepathy

You can telepathically communicate with creatures within a far distance. Also, write the name of your closest companion on your character sheet. You can telepathically communicate with that companion over any distance, physical or otherwise.

Psychic Parasite

 Action

Describe how you infect the thoughts of a creature within a close distance → Select a

personality trait. Over the next day or so, that creature gradually gains that personality trait permanently.

Psychic Impression

At any point, select a characteristic (intelligence, strength, attractiveness, etc). Others perceive you as having that characteristic for the next several hours. During this time, increase a single roll you make to use the characteristic. You can't select another characteristic until the effect wears off.

Read Mind

 **Action**

Describe how you invade the thoughts of a visible creature → The GM must reveal information about the target's thoughts and feelings.

Rewrite Memories

 **Slow Action**

Describe how you change the memories of a creature within a close distance → Add a new memory, or remove as many memories as you like from the creature. You can remove memories of specific events (what it ate for breakfast, who it saw sneak into an alley, its name, etc), but not general knowledge of how to do things (how to speak, how to cast a certain spell, how to walk, etc).

Suggestion

 **Slow Action**

Describe manipulating someone → You give that person an idea. He believes that it is an excellent idea as long as it doesn't seriously risk his health and happiness.

SAVAGERY

Might makes right! Don't agree? Try arguing that point after someone stronger than you mounts your head on a pike. Savage warriors embrace the primordial rule of survival of the fittest, relying on instinct and brute strength to destroy their enemies. Some weak-willed people think that civilization leads to safety, but the truth is that laws make men docile. Real power comes from raw, unbridled rage—that roiling fury that makes you want to flip over a table and gouge someone's eyes out. What makes your blood boil, mighty warrior? Are you enraged by the injustices of corrupt societies? Do you sneer defiantly at the sight of a hulking, bloodthirsty monster? Then lift your weapon and show your enemies the true meaning of power!

Examples of savagery characters include:

- A muscled barbarian wanders the frozen tundra, slaying monsters in search of fame and fortune.
- A young boy is found in the wilderness, apparently raised by wolves. He fights with a primal savagery that no civilized man can match.
- After getting hit with the green energy of an arcane spell gone awry, a mild-mannered wizard gains godlike strength when he gets angry.

Combat

Crush your enemies 
Power through 
Unleash battle cries 

Exploration

Complete tribal rituals 
Forsake civilization 
Travel the wastelands 

Interaction

Embrace instinct 
Meet with wild races 
Prove your worth 
Threaten and intimidate 

Signature

Rage

At any point, begin raging for several minutes if you aren't already raging and gain soak equal to your toughness. While raging, you roll +1 damage die and others roll +1 damage die against you. You can also greatly increase 1 attack against an eligible target.

Combat

Clobber

Describe a brutal melee attack → Roll 1d4 to determine an additional effect:

- 1: Roll -2 damage die.
- 2: Roll -1 damage die.
- 3: Roll +1 damage die.
- 4: Roll +2 damage die and stun the target for 1 turn.

Destroyer

You roll +1 damage die.

When you spend advantage to attack, shatter the target before dealing damage.

Devastation

When you spend advantage and deal damage, gain creative license to utterly demolish an unimportant feature of the terrain. The GM decides the mechanical consequences (creatures stuck under debris, slowing rubble, massive crushing damage, etc).

Recklessness

You roll +2 damage die.

Others roll +1 damage die against you.

Sticks and Stones

Everything you can lift counts as a weapon.

These weapons gain the melee or ranged weapon keyword (your choice) for free.

If any of your d20s show the same result when you attack with one of these weapons, the weapon breaks (or otherwise becomes unusable), and you choose one of the following for each matching d20:

- Roll +1 damage die
- The target bleeds
- The target falls unconscious if it is an unimportant creature
- Push the target up to a near distance away, assuming you can logically do so
- Stun the target for 1 turn. Resisting.

Bloodlust

You have +3 toughness.

Greatly increase your attack rolls if your life is less than or equal to your toughness.

Unstoppable 🗡️

Once each combat, at any point, defy all of your current debuffs. You are immune to those debuffs for the rest of this combat.

You're Next! 🗨️

When you personally defeat a worthy opponent, describe the event in gruesome detail and roleplay intimidating a creature that watched you → Choose two effects for the creature you intimidated:

- Terrify the creature for 1d6 turns.
- On your next successful attack against that creature, roll +2 damage die.
- For the rest of the fight, it rolls -1 damage die. Doesn't stack.

Exploration

Superstition 🕯️

When you gain this trait, describe 2 superstitions that are difficult or inconvenient to fulfill (eat stag heart once a week, never wash off the blood of your enemy, kill wizards on sight, etc).

When you go out of your way to fulfill one of your superstitions, pick 1 of the following: you will soon receive good luck, or bad luck befalls those who ignored the superstition.

Vision Quest 🗨️

Slow Action

When you sleep at night in the wilderness, you can have the GM describe a dream of a nearby exciting location of the GM's choosing. Write the description of that place on your character sheet and add 3 tally marks next to it. Cross off one of those tally marks to increase a roll that relates to reaching or exploring that area. You can't use Vision Quest again until your previous Vision Quest is completed or until it has been abandoned for a day or so.

Burn and Pillage 🍂

When you are directly involved in the destruction or desecration of an important feature of civilization, write on your character sheet that you are a terror of the wilds. Cross that off to gain creative license to escape the trappings or obligations of civilization.

King Slayer 🍂

Slow Action

You discover an organization's greatest weakness (multiple enemies, crippling debts, corrupt guards, etc), and the best way to exploit that weakness → *Describe how you learned this information.*

Siege Breaker

Increase all rolls you make to destroy objects and features of the environment.

Gut Instinct

 Action

The GM describes your gut reaction to the environment or the situation (an uncomfortable chill crawls up your spine, something lurks in the shadows, you feel perfectly calm and safe here, etc). Your gut is never wrong.

Outdoorsman

You can survive indefinitely in the wilderness by living off of the land.
Increase all rolls you make that relate to survivalism.

Tundra Runner

You can run for about 6 hours without needing to rest.
Increase all rolls you make to endure strenuous activity.

What is Good in Life

When you gain this trait, the GM asks you “What is good in life?” and you must answer (crushing enemies, warm food and warmer women, glory, etc). Whenever you want, you know which direction to travel to find the closest place where you will likely be able to indulge in that pleasure.

Interaction

Carouse

 Slow Action

Roleplay partaking in drunken revelry with strangers → Roll 1d6 and gain the following:

- 1: A stranger’s debt.
- 2: Accurate rumors about relevant events.
- 3: A notorious local reputation.
- 4: An invitation to an important event.
- 5: Valuables.
- 6: Your choice.

Drunken Revelry

 Slow Action

Describe how you down beverage after beverage → Gain creative license to wake up hours later in an exciting location or strange predicament.

Instigator 🗨️

🕒 Slow Action

Roleplay starting trouble → Select a person or a group. Then, the GM selects another person or another group. Gain creative license to make a fight or heated confrontation break out between the selected individuals.

Noble Savage 🗨️

Once during or immediately after each great deed that you perform, select someone who can see you. If that person is normally attracted to your race and gender, he or she immediately becomes infatuated with you.

Nomad 🗨️

You know the approximate location of all uncivilized tribes (pirate gangs, barbarian hordes, nomadic travelers, etc) in the area. The occupants of tribes will be willing to meet with you peacefully. You know that tribe's most important custom for visitors (present the chief with an animal skull, participate in a fireside war dance, show respect to ancient burial mounds, etc). If you complete a tribe's custom, your relations with that tribe improve significantly.

Blood Debt ★

Action

Roleplay declaring a blood debt after someone is indebted to you → Write on your character sheet the name of the person or organization that you helped. Cross that off to gain creative license to cross paths with your debtor or his allies. They will do everything within their power to pay off the debt.

Challenge! ★

🕒 Action

Roleplay publicly challenging someone → If that person backs down or accepts the challenge and fails, all respect that onlookers had for that person is instantly transferred to you. You can select the challenge if you have the upper hand socially or if the roll is critical success. Otherwise, the target selects the challenge.

Skald ★

Slow Action

Roleplay regaling someone with tales of your accomplishments → If he listens all the way through, then for the next day or so you increase all rolls you make to socialize with him.

Large and in Charge ⚡

Increase all rolls you make to intimidate, scare, and coerce.

Not Getting Paid Enough ⚡

Action

Once during each quest, gain creative license to make an unimportant creature surrender or flee.

THIEVERY

Some fight for honor. Others fight for a cause. But thieves? They're motivated by one thing: precious, precious gold. The world is filled with powerful magic items and glittering gemstones. Why should they be left to gather dust in some ancient tomb? All you have to do is pick a few locks, sneak past a group of oblivious guards, disarm a trap or two, and untold riches could be yours! What marvelous treasures could await you in your adventures?

Examples of thievery characters include:

- An elite assassin sneaks through the shadows, studying his marks from afar before striking.
- A vicious pirate uses dirty tricks and the element of surprise to catch opponents and merchant ships unaware.
- A street urchin nimbly darts through a crowd, relieving people of their heavy coins.

Combat

Attack from the shadows 
Fight dirty 
Move with agility 

Exploration

Infiltrate 
Skulk through the shadows 
Steal and smuggle 

Interaction

Contact criminals 
Deceive 
Manipulate and conspire 

Signature Trait: Sneaky

Once each quest, you can automatically succeed an attempt to hide (no roll required), even if you're in plain sight.

If nobody has seen you for the past several minutes and you are free to move about (you aren't tied up or locked away), announce that you vanish. Nobody knows where you are (including the GM), so you skip your turns while vanished. At any point, you can emerge from any shadowy area that's within sight of one of your companions as long as you logically could have reached that area in the amount of time that has passed.

Combat

Sneak Attack

When you successfully attack a surprised creature, choose one:

- Roll +2 damage die.
- Instead of the attack's normal effects, knock the target unconscious for about 1 hour,

assuming it can fall unconscious.

- You grapple the target. It can't speak and it becomes the target of all attacks made by others against you (creatures you're grappling can still attack you normally).

Assassin

When you enter combat, select a creature. Increase your attack rolls against it this combat.

When it is defeated, gain 3 advantage.

Bleed Out

 **Action**

Describe how you inflict a lingering wound with a melee or ranged attack → Deal melee or ranged damage and the target bleeds.

Murder

You roll +1 damage die.

When you make a 21+ attack, roll +2 damage die.

Duck

Once each combat, when an attack that only targets you misses, you can have the attacker retry that attack against another eligible target of your choice (but not itself). Regain the use of your Duck when you make a 21+ bolster.

Escape Artist

You defy slow and immobilize.

Increase rolls to escape grapples.

Tumble

Once each combat, at any point, make a free movement. If this movement makes you an ineligible target for an incoming attack, that attack misses you.

Exploration

Another Way In

You have safe fall 5.

Increase all rolls you make to climb, jump, balance, and to move along rooftops.

Case the Joint

 **Slow Action**

Describe how you case the joint → You learn detailed information that could be useful while

infiltrating the area (which places are probably trapped, patrol routes, which guard has a drinking problem, etc).

Escape Route

Once each quest, gain creative license to discover an escape route.

Keen Eye

You can ask the GM if there are any hidden things nearby in the environment (traps, hidden panels, secret doors, etc). He must answer honestly and give you a clue about each hidden thing.

Lurker

Increase all rolls you make to sneak and hide.

Master of Stealth

When you roll to sneak, your allies within a close distance can benefit as though they just made the exact same roll to sneak.

Mischief

Action

Describe how you disrupt a light source within a close distance → The light source smoothly and noiselessly extinguishes.

You can throw your voice out to a midrange distance.

Cat Burglar

When you steal a genuinely valuable item from someone, you learn a useful fact about that person. Also, increase the next roll you make that directly involves or relates to that person.

Deft Fingers

Increase all rolls you make to pick locks, disarm traps, pick pockets, and perform sleight of hand.

Safe House

You know the location of all safe houses. As long as you and your companions respect your hosts, you can stay at safe houses and store items there indefinitely.

Interaction

Connections

At any point, you can have the GM tell you which criminal organizations (thieves' guilds, fences, smugglers, etc) are in the area and a few general facts about each. Members of these organizations will meet with you peacefully.

Friends in Low Places

 **Slow Action**

Roleplay pulling strings with shady individuals → Select one of the following: a lookout, a thug, a forger, a spy, or a thief. You come in contact with someone whose skills match the description. He will freely help you commit a crime.

Honor Among Thieves

Increase all rolls you make to socialize with vagabonds, scoundrels, and criminals.

Rumor Mill

 **Slow Action**

Roleplay digging up dirt on someone → You learn a dirty secret about that local (he has a gambling problem, he cheats on his wife, he secretly hates the king, etc), and you know where to find the evidence to prove it.

Master of Disguise

Slow Action

Given enough time, you can perfectly replicate the appearance of anything (forge a signature, fake a magic item, disguise one human as another human, etc).

Second Identity

When you gain this trait, work with the GM to develop a complete second identity (name, friends, contacts, paperwork, a home, a job, etc). If you like, the contacts of your second identity fully believe that identity and have no idea that you have another established identity.

Silver Tongue

Increase all rolls you make to lie, trick, and deceive.

Tangled Web of Lies

Slow Action

Come up with 3 lies that could plausibly be true, and spread them throughout a populated area. The GM secretly selects one of those lies and makes it true.

Conspiracy

 **Slow Action**

Describe how you tamper with evidence → All blame and animosity for an act that was committed by you and your allies is eliminated. If you have an important personal item that belongs to somebody else, then instead of eliminating the ill will you can shift the blame and animosity to the item's owner.

Sudden but Inevitable Betrayal 

Action

Describe how you give an unimportant enemy the secret signal → That enemy has secretly been working for you all along!

You can only do this once per quest.

TRACKING

Some men look out into the horizon and see only uncertainty and danger. They turn their backs on the unknown and opt for the safety of a simple life. But not trackers. These courageous trailblazers gaze into the wilderness and see a world filled with adventure, opportunities, and wonder. They have climbed the tallest mountain and looked down upon the world like gods. They have plumbed the deepest caves to unearth secrets never intended to see the light of day. They have crossed the widest oceans to discover unknown lands. Trackers' motives are as diverse as the regions they explore. Some hunt elusive game animals. Some seek the bounty of a wanted criminal. A chosen few are simply in it for the thrill of discovery. So, strap on those well-worn boots and grab your traveling pack! What will you discover as you explore the great unknown?

Examples of tracking characters include:

- A relentless bounty hunter tracks wanted fugitives.
- An explorer travels the world in search of ancient artifacts and mysterious treasure.
- From deep behind enemy lines, a scout tracks enemy troop movements and relays the critical information back to his allies.

Combat

Attack from afar 
Hunt your prey 
Strike with multiple
weapons 

Exploration

Explore the wilderness 
Scout ahead 
Track 

Interaction

Avoid others 
Gather information 
Hunt bounties 

Signature

Tracker

Increase all rolls you make to track.

You have a perfect sense of direction.

Once each quest, name something that you seek and the GM must tell you where to find it.

Combat

Called Shot

 Action

Describe how you strike a specific body part with a ranged attack → Deal damage and add an effect based on the body part you selected.

- Arm: Disarm the creature. The item flies away from you. Resisting.
- Head: Blind the creature for 1 d6 turns. Resisting.
- Leg: Slow the creature for 1 d6 turns. Resisting.

Eagle Eye

You roll +1 damage die on your ranged attacks.

Your weapons that have the ranged keyword have the accurate keyword for free.

When you enter combat, you can immediately make a free ranged attack.

Take Aim

 Action

Describe how you carefully take aim → Bolster yourself. Roll +2 damage die on the next ranged attack you make within 1 turn.

Volley

 Action

Describe how you unleash a volley as a ranged attack → Deal damage to 2 creatures.

Hunter

When you gain this, work with the GM to select a specific creature type (dragons, cavalry, elves, etc). Increase your attack rolls against those creatures, and roll +1 damage die against them.

At any point, you can have the GM give you clues about a creature's hidden traits (indicated by a  icon).

Set Trap

Slow Action

Describe how you set a trap in an adjacent space → When a creature enters the space, the trap triggers and you deal damage to it (no attack roll required). Others decrease rolls to spot the trap. Select an additional effect for the trap when you create it:

- Immobilize the target for 1 d6 turns.
- Roll +1 damage die for the trap's damage, and the trap ignores block.
- The target is slow for about 1 hour. Others increase rolls to track it.

Double Strike

You roll +1 damage die.

When you attack with multiple weapons, you can reroll any number of damage die once; use the new results.

Exploration

Big Game Hunter

At any point, you can have the GM tell you about all big, dangerous, or noteworthy monsters in the area. He must tell you a relevant fact about each and reveal their general locations.

Camouflage

Increase all rolls you make to hide in areas of the wilderness that obscure vision (tall grass, tall boulders, a dense jungle, etc). If you remain perfectly motionless while doing this, you are effectively invisible.

Favored Terrain

When you gain this trait, work with the GM to select a favored type of terrain (desert, forest, aquatic, etc). Greatly increase all rolls you make to interact with the environment of the chosen type.

Lay of the Land

Once for each area, even if the area is totally unexplored by you, you can have the GM create a rough sketch of the region. The GM must reveal information that is new to you on the map.

Wild at Heart

Once for each region of the wilderness, you can ask the GM a question about the area, and he must answer honestly.

Ear to the Ground

 Action

Describe how you put your ear to the ground and listen intently → You can hear loud noises as if you were standing at any location within an hour's travel. The sounds that you hear are dulled and muffled, as if heard through a wall.

Vigil

Once each quest, you can ask the GM if you are likely to be ambushed in the next hour or so. If so, he must give you useful information about the impending ambush.

You are considered to be watchful and alert even while asleep. You only need half as much rest as normal to get a full night's rest.

Cover Your Tracks

Others can't track you or your traveling companions by any means unless they have the Tracking signature trait. In that case, your pursuer must decrease all rolls he makes to track

you.

At any point, you can ask the GM if you are being hunted or pursued, and he must answer honestly.

To the Ends of the Earth 📍

At any point, abandon your current boundless prey and designate a creature that you can see as your new boundless prey. You know the exact location and the general status of your boundless prey, no matter what.

Interaction

Lone Wolf 🚫

🎯 Action

Describe how you discourage social interaction → Others will completely ignore you as long as you look like you belong and you don't do anything alarming. Afterward, those who ignored you will forget everything that you did during that time and all of your features, vaguely remembering you as "just some person."

Detective 🗨️

Increase all rolls you make to interrogate, detect lies, and gather information.

Long Arm of the Law 🗨️

Increase all rolls you make to socialize with guards, politicians, and representatives of authoritative organizations.

Mental Menagerie 🗨️

When you encounter a new species, you can have the GM tell you all relevant information about that species.

Bounty Hunter 🏆

At any point, you can ask the GM if any creatures that you can see have a bounty on their heads. If there are, the GM must tell you who placed the bounty, where you can find him, and the reward.

Negotiate Terms 🏆

Action

Roleplay negotiating the terms of a contract → The quest giver will give you a significant portion of the reward in advance, or he will offer you additional free aid in order to help you with your quest.

Perks of the Job 🎲

When you complete a quest, roll 1d6 and one of the following occurs:

- 1: One of the region's most prominent figures is impressed by you and invites you to a friendly gathering.
- 2: Locals celebrate in your honor.
- 3: Someone offers you something valuable.
- 4: Someone who is at least half your level (minimum 1) offers to help you on your next quest.
- 5: Word of your accomplishment travels far and wide.
- 6: Your choice.

The Easy Way or the Hard Way 🎲

Action

Roleplay offering a defeated creature a choice between the easy way and the hard way → The defeated creature must choose between the two ways. Not answering counts as choosing the hard way.

- The Easy Way: For about 1 week, the creature will generally be cooperative and it will not attempt to flee or betray you.
- The Hard Way: You knock the creature unconscious. It remains comatose for about 1 week.

Trophy 🎲

After overcoming a challenge, you can collect a trophy from the ordeal (an animal pelt, the skull of your enemy, an old trinket found in the ruins, etc). While displaying the trophy, locals instantly recognize what you accomplished and treat you significantly more respectfully or fearfully, depending on that challenge.

UNDEATH

For some, death is only the beginning. These undead push aside the dirt and slowly climb from their dark graves as flesh peels from their bones. Their tortured souls materialize and hover in the air, as if a cold, blue flame suddenly ignited. They awake on the tables of cruel necromancers and feel an unnatural hunger twist their stomachs. Undead wander the land with a single-minded purpose, incessantly searching to fulfill some dark desire. What is it that ripped you back from the blissful rest of afterlife? Was it unfinished business? Dark magic? An eternal hunger for human flesh? Whatever drives you, the living shall have no respite. Death has come for them.

Examples of undeath characters include:

- A necromancer reanimates the corpses of his enemies to do his bidding.
- A death knight serves his dark god with a blade that drains the energy from his foes.
- Awakened as if from a long dream, an undead gains sentience and sets out on a journey to discover what killed him.

Combat

Channel necrotic energy 
Embrace unlife 
Spread foul diseases 

Exploration

Hunt the living 
See through death's eyes 
Spread rot and corruption 

Interaction

Corrupt souls 
Embody fear and death 
Haunt the living 
Speak with the dead 

Signature

Reanimate

When you gain this trait, work with the GM to create an iconic death condition (decapitated, your phylactery is destroyed, staked in the heart, etc). Unless you die under those conditions, gain creative license to reanimate within about 1 day to 1 week (the GM decides when) with full life.

Combat

Death Curse

Once each quest, at any point, gain creative license to make an unimportant creature within a far distance die.

Drain

 Action

Describe how you drain essence with a melee or ranged attack → Heal life equal to however much damage this attack deals (after factoring in things like block). Steal 2 points from the target's highest stat for about 1 minute (when you lose this buff, the target regains the lost stat points). Resisting for both you and the target.

Fear of Death

 Action

Describe how you embody fear with a melee or ranged attack → Terrify the target for 1 d6 turns. Resisting.

Necromancy

When a worthy creature within a close distance dies, choose one:

- Heal one-tenth of your life.
- The corpse explodes, dealing one-tenth of its max life as damage to everything in a blast (no attack roll required).
- The creature reanimates as an undead creature for about 1 minute. Its attributes are the same except that it has life equal to your toughness and it mindlessly obeys you. You can only have 1 risen corpse at a time and you can't raise the same corpse more than once. The corpse joins your faction and takes its own turns.

Dead Nerves

You have +4 toughness

You are immune to disease and terror.

Pestilence

When you gain this, write on your character sheet the symptoms of a disease (boils, tears of blood, vomit and nausea, etc) and the stat it affects. When you damage a creature, it gains that disease and its stat falls by 2. The stat falls by 1 every day or so until the stat reaches -5, at which point the creature dies.

Exploration

Bloodseeker

You know the exact location of all living creatures within a far distance.

Foul Appetite

When you gain this trait, work with the GM to create a foul appetite that is at least somewhat inconvenient to satisfy (eat living flesh, drink blood, absorb nightmares, etc). You no longer need to eat, drink, sleep, or breathe, and you can withstand extremely hot and extremely cold weather. However, you must occasionally satisfy your foul appetite or be in danger of becoming weak.

Restless Seeker

You can only take this trait if you were a living creature that died and came back to life. When you gain this trait, work with the GM to specify what originally caused you to die (water if you died of thirst, people of a certain religion if you were burned alive by a church, rogues if you were assassinated in your sleep, etc). You always know which direction to travel to find the closest things that are similar to what killed you.

Smell Fear

You can smell fear. You can identify and track creatures in this way.

Pierce the Veil

You can see the spirit world.

Unlife and Unlimb

You can attach and reattach your body parts. You can control your detached body parts and sense the world through them (feel things with a detached finger, see things through a detached eyeball, crawl with a detached hand, etc). If you ever lose a body part, you can reattach a similar body part from another creature and it becomes part of your body (this never affects your attributes).

Wraith Essence

Slow Action

Describe how your body changes → You and your equipment become ethereal, or you return to your normal form.

Despoiler

 **Action**

Describe how you spread necrotic energy → You cause everything within a midrange distance to wither, rot, or age 100 years (food rots, iron bars rust, wooden doors mold and crack, etc). This doesn't affect creatures.

Haunt

Slow Action

Describe how you haunt an area → The area carries a fragment of your undead essence. Work

with the GM to determine how your essence affects the area (a haunted house won't let guests leave, a haunted forest attracts undead spirits, a ship gains an undying ghostly crew, etc). You can only haunt one area at a time.

Shallow Grave

Slow Action

Describe how you bury yourself or a willing creature alive → The gravesite looks the same as it did before you took this action, so others generally can't detect that someone is buried in the area. The target can breathe, see, hear, and sense its surroundings as if it is above ground, and it can escape from its grave on its turn as a simple action.

Interaction

Soul Gem

Slow Action

Describe how you perform a dark ritual over a dying or recently deceased creature → Its soul leaves its body and coalesces into a small gem, where it remains trapped. The GM randomly selects a trait that the creature had in life. Whoever holds the gem has that trait as a temporary trait. The drained creature can't return to life while the gem remains intact. The gem gradually absorbs the soul over the course of about 1 week, at which point the gem crumbles and the soul is destroyed for all eternity. The gem can be destroyed to release the soul. You can't create a new soul gem while the old one remains intact.

The Curse

When you gain this trait, work with the GM to create a suitable way to spread your curse (drink a creature's blood, leave an infected bite, corrupt a gravesite, etc). When you spread your curse to a suitable target, that creature replaces its traits with traits from the Undeath theme until Undeath is its primary theme (it chooses which traits to replace). It then comes back to life as per the Reanimate signature trait, and its disposition towards you greatly improves.

Aura of Death

Action

You emit an invisible aura of death out to a midrange distance for about 1 minute. Living creatures feel the aura as an unsettling, sinking feeling that disturbs them greatly. They become quiet, nervous, and gain the overwhelming desire to leave the aura as quickly as possible unless they have an extremely good reason to stay. Affected creatures won't know what's making them feel this way unless they have some means of detecting your Aura of Death.

Gentle Repose

Action

Describe how you infuse a body with necrotic energy → You change the appearance of a living

or dead creature that you are touching to make it appear rotten and decayed, perfectly healthy, or anywhere in between.

Possess

Slow Action

Describe how you possess a corpse or helpless creature → Your body vanishes and you take control of the target's body. During the possession, you and the possessed can hear each other's thoughts, you use the possessed creature's attributes instead of your own (you retain access to this trait), and you take the same damage that the possessed body takes. When the possession ends, your body reappears as you are shunted into an adjacent space. The possession ends when you allow it to, after about 1 week, or when the GM feels that the possession should logically end (you enter hallowed ground, someone performs an exorcism, the possessed creature finally breaks free of your hold, etc).

Impending Doom

At any point, you can ask the GM how, when, and where a creature that you can see is most likely to die, and he must answer honestly.

Medium

You can communicate with dead spirits. You can draw forth a specific spirit if you are near a person, place, or thing that was important to it in life.

WARFARE

Warriors make history. They're the ones who slay dragons, who dethrone kings, who stand tall among the brutal carnage of a blood-soaked battlefield and raise their swords in triumph. Some of these men-at-arms have humble origins, taking up weapons in defense of home and family. Others pursue bloodshed as if they are born for it, traveling the land to train under exotic blademasters and master tacticians. Regardless of their past, all warriors follow the one universal truth of combat: kill your opponent before he kills you. And they're damned good at it. Every veteran warrior carries remnants of his past triumphs—each scar a reminder of a wound that could have been his last, each notch in his sword a lesson learned in the importance of precise swordplay. Even now, countless warriors are training for the day when they meet you in battle. Will you be strong enough to vanquish them? Take up arms, warrior, and prove to the world that today is not your day to die!

Examples of warfare characters include:

- The captain of the town guard leads his troops in the defense of an isolated community.
- A master swordsman travels the land in search of a worthy opponent.
- Having won his freedom after countless battles in a gladiatorial slave arena, a fierce warrior begins his life as a mercenary.

Combat

Absorb blows 
Control the battlefield 
Destroy your foes 
Spit in death's face 

Exploration

Exploit the terrain 
Learn from experience 
Look for trouble 
Power through 

Interaction

Find mercenary work 
Meet brothers-in-arms 
Shove your weight around 

Signature

Master of Arms

You can't be disarmed.

Ignore the heavy armor penalty.

When you enter combat, gain 1 advantage.

Your weapons have 2 additional weapon keywords for free (see the Items section).

Combat

Combat Mastery

Once each combat, at any point, defy an attack against you.

Guardian

You have +3 toughness.

You can intercept attacks to become the new target if you are in a position where you could logically do so. When you do this, creatures you protect each gain 1 advantage.

Shield Wall

If you are wielding a shield, you have +2 block, an extra +5 block against ranged attacks, and you are immune to cones, blasts, and lines.

Cleave

 Action

Describe how you make a sweeping melee attack → Deal damage to as many adjacent creatures as you want.

Do or Die

Action

Once each combat describe how you cinematically engage an enemy in single combat → You roll to attack the target. If you get a **Very good** result or better, deal damage with a +25 damage bonus to the target. Otherwise, it deals damage with a +25 damage bonus to you.

Indomitable

You have +6 toughness.

Second Wind

 Action

Describe how you withstand hardship → Bolster yourself. Gain soak equal to your toughness.

Technique

 Action

Describe how you use a special melee technique → Deal melee damage and choose one of the options below.

- Disarm the target. Resisting.
- Stun the target for 1 turn. Resisting.
- If it is logical for you to do so, push the target away from you up to your movement distance, moving into the spaces it vacates.

Exploration

High Ground

Once per location, while you are at a tactically advantageous position, gain creative license to spot something strategically useful (a trap door, an alchemical potion, a switch that drops the portcullis, etc).

Tactical Reposition

 Action

Gain creative license to remember a strategically useful site (a holy shrine, an abandoned fortress, an old stockpile of weapons, etc) in the region.

A Hundred Scars, a Hundred Lessons

After a worthy ordeal in which you are injured, write on your character sheet the description of a new scar and the life lessons that you learned from it (don't forget to duck, never trust an elf, always keep a spare dagger, etc). If one of your lessons ever applies to a non-combat roll, cross off that lesson to increase that roll.

Know Thy Foe

If you know extensive details about a creature's personality, write on your character sheet that you know that foe, including 3 tally marks. At any point, cross off one of the tally marks to increase a roll that directly relates to that creature.

Student of the Battlefield

When you see anything that relates to warfare (creatures fighting, a glowing weapon, a fortress, etc), you can ask the GM a single question about it, and he must answer honestly.

Blood on the Wind

 Action

At any point, you can have the GM tell you the approximate location of all recent or current nearby fights. The GM must tell you a relevant fact about each such battle.

Cold Read

Describe how you examine someone with a critical eye → You discover how strong that creature is in relation to you. You also discover a useful fact about its fighting capabilities (it is very resilient, it uses magic, it deals massive damage, etc).

Ready for Anything

Once during each quest, announce that you are ready for anything. The GM must then warn you of an imminent threat or obstacle that you are very likely to encounter, and he must provide you with a clue about how to best prepare for that threat.

Athlete

Increase all rolls you make to jump, climb, swim, and lift heavy objects.

Sheer Determination

You can ignore the need to sleep, eat, and rest for 3 days.

Increase all rolls you make to endure long-lasting hardship (long marches, hold breath, carry a wounded ally, etc).

Interaction

Call for Aid

Slow Action

At the start of each quest, select one of the following: outfitter, mercenary, guide, diplomat, or spy. You will soon learn of someone matching the description who wants to see you succeed in your quest and will freely offer you aid.

Motley Crew

Once during each quest, give yourself and each of your allies any one of the following descriptors to write on his respective character sheet: the muscle, the face, the fixer, the brain, the lookout, the inside man, and the healer. Anybody can cross off his descriptor to increase a roll as long as it relates to the quest and the descriptor.

Two Dragons, One Arrow

Slow Action

Roleplay spreading the word that you are going on a quest → Someone will offer another smaller quest that can be completed along the way for an extra reward (a wizard wants you to locate a certain tome when you plunder a tomb, an alchemist wants a vial of blood from the dragon you're hired to kill, a priest wants you to give a proper burial to the zombies you slay, etc).

Battle Brother

When you go above and beyond to help an ally (rescue him from captivity, carry a half-dead ally several miles to find a healer, confess to a terrible crime that your ally committed, etc), write on your character sheet that you are bonded to that person. Cross off the bond to gain creative license to manifest that ally's power within yourself. Your allies can also bond with you when they go above and beyond to help you, crossing off the bond to do the same.

Iron Sharpens Iron

Slow Action

Roleplay training with a companion → Select one of your non-signature traits that your companion could logically have and he gains that as a temporary trait for about 1 day. Then,

your companion selects one of his traits that you could logically have and you gain that as a temporary trait for about 1 day. Creatures can only have one trait gained this way at a time.

Military Connections

Non-enemy military organizations (town guards, military outposts, watch towers, etc) are friendly towards you. Each of these organizations will freely give you aid (reinforcements, supplies, shelter, etc) the first time you ask.

War Stories

Slow Action

Roleplay telling a war story from your past → People around you take notice and listen intently. Afterward, people who listened to the whole story will be much more respectful and helpful toward you. If listeners have a deep personal connection to your story and they aren't your adversaries (they fought in the same war, they were terrorized by the same monster, they've been to the same battle site), they henceforth regard you as a lifelong ally.

Warrior to Warrior

Increase all rolls you make to socialize with warriors, mercenaries, and soldiers.

Enough Talk

 **Action**

Roleplay provoking or taunting someone → If that person desires you harm, he immediately takes action against you (directly or indirectly).

ADVENTURING GEAR

Weapons

In Tavern Tales, you are in complete control of your character's aesthetics. That rule also extends to your character's weapons. It's entirely up to you to define what weapons your character uses, and how he uses those weapons in combat. Because of this, Tavern Tales allows you to choose your weapons' mechanics and their aesthetics separately.

A weapon's aesthetics is what it looks like (your weapon is a simple longsword, a serrated axe, a glowing mace, etc). Weapon aesthetics are limitless and completely within your control.

Weapon mechanics work a bit differently. To understand weapon mechanics in Tavern Tales, consider the following question: What does a staff do in a fantasy world?

- To a barbarian, a staff is a blunt weapon suitable for bashing skulls.
- To a monk, a staff is a precise weapon that requires speed and finesse.
- To a wizard, a staff shoots fireballs and bolts of lightning.

Clearly, weapons mean different things to different people. For that reason, it's up to you to decide the mechanics of your weapons. When you pick up or use a weapon for the first time, you must decide on the weapon keywords for those weapons. You get 2 weapon keywords from the list below. This applies regardless of how many items you are holding. A person wielding a sword and shield, a person wielding a pair of daggers, a person wielding a single rapier, and a person wielding a two-handed great axe each get 2 weapon keywords.

This flexibility allows players to create truly unique fighting styles. For example, a player might decide that holding a shield and no weapon grants ranged and piercing. In this case, it's a good idea for the player to describe why holding a shield grants that fighting style. Perhaps he emits beams of holy light from his shield, or perhaps he throws his shield before having it bounce back to his hand.

It's a good idea to record your decision on the character sheet. For example, suppose you decide that holding a sword grants you melee and disarming. You sheathe your sword, and a few days later you draw it again. At that point, the sword should still grant you melee and disarming. Recording weapon keywords on your character sheets ensures that you are consistent from combat to combat.

The most common traits are melee and ranged, but players are not obligated to select those options. A player might instead opt for leadership-based keywords (defensive and cleansing, perhaps). Also, if a trait grants a player the melee keyword with all of his weapons, then the player might opt for a more offensive combination (disarming and reach, perhaps).

Weapon Keywords

Melee: When you make a melee attack with a weapon that doesn't have the melee keyword, decrease the attack's damage.

Ranged: When you make a ranged attack with a weapon that doesn't have the ranged keyword, decrease the attack's damage.

Accurate: The base damage of your ranged attacks is d8 instead of d6 (does not affect melee attacks).

Binding: Increase your rolls to maintain grapples.

Cleansing: When you spend advantage and bolster, remove 1 debuff from yourself or a visible ally.

Defensive: You have +2 block.

Disarming: When you spend advantage and deal damage, disarm the target.

Reach: Your melee attacks can reach near targets. Your ranged attacks can reach targets out to a far distance.

Rending: When you spend advantage and deal damage, inflict damage over time on the target.

Piercing: When you spend advantage to attack, the attack ignores block.

Staggering: When you spend advantage and deal damage, knock the target back a near distance (assuming you can logically do so).

Here are a few examples of keyword combinations:

- **Sword and shield:** Melee and defensive

- **Pair of axes:** Melee and rending
- **Magic wand:** Ranged and accurate
- **Sword and Pistol:** Melee and ranged

Retraining

You can retrain your weapon keywords in much the same way that you retrain theme traits. If you practice weapon drills for a few hours, you can change the weapon keywords that the weapons grant you.

Unarmed Attacks

By default, your body doesn't count as a weapon and therefore can't gain weapon keywords. Consequently, you must decrease the roll when you make an unarmed attack because you don't have the melee or ranged weapon keywords. However, players can get around this restriction. Some traits, items, and effects read:

- Your body counts as a weapon, and your weapons have the melee keyword for free.
- Your body counts as a weapon, and your weapons have the ranged keyword for free.
- Your body counts as a weapon, and your weapons have the melee and ranged keywords for free.

If you have one of these effects, then you are able to add the default 2 weapon keywords to your body (which now counts as a weapon). For example, suppose a martial artist has "Your body counts as a weapon and gains the melee keyword for free." He might choose to gain the binding and defensive keywords in addition to his free melee keyword to represent his wrestling fighting style.

To sum up, the weapon rules are as follows:

- If you make a melee attack without the melee keyword, or a ranged attack without the ranged keyword, you decrease the roll.
- You can apply 2 keywords to your weapons. It doesn't matter how many weapons you hold—you always get 2 keywords.
- You can't apply weapon keywords to your fists (or other natural attacks) because your body isn't a weapon. Some traits count your body as a weapon, which allows you to overcome this restriction.
- Many effects give you weapon keywords for free. You gain these keywords *in addition to* the 2 default keywords.

What constitutes a weapon?

Often, it is easy to decide what constitutes a weapon. Swords and bows are obviously weapons, but what about an enchanted holy symbol? Or what about a bar stool? Or a shield? Ultimately, it's up to your gaming group to decide what counts as a weapon.

The GM should be flexible when it comes to magical items such as wands, holy symbols, totems, and spellbooks. It's usually a good idea to define which of these items count as weapons in your campaign. For example, you might want to clarify that a book has to have magical spells written in it before it can count as a weapon. Otherwise, a wizard who gets disarmed might pick up the nearest book—a pamphlet or a diary, perhaps—and try to use it as a weapon.

There needs to be a distinction between weapons and non-weapons. If everything counts as a weapon, then players never have to worry about being disarmed or going into battle unarmed.

Keep in mind that if you count an item as a weapon, that doesn't necessarily mean that it has to be compatible with every weapon keyword. For example, the GM might conclude that a dagger can't have reach because daggers are so short.

Melee Weapon – 25 gold

Holding any combination of weapons grants you 2 weapon keywords.

Ranged Weapon – 25 gold

Holding any combination of weapons grants you 2 weapon keywords.

Ammunition Bundle – 1 gold

This bundle provides 10 pieces of ammunition (arrows, bullets, magic dust, etc).

Armor

Much like weapons, the type of armor that a creature wears is largely an aesthetic choice.

Armor in Tavern Tales falls into one of two categories:

Light Armor – 20 gold

You have +1 block while wearing this armor.

Heavy Armor – 50 gold

You have +2 block while wearing this armor, and you decrease all rolls that relate to mobility such as climbing, swimming, sneaking, and enduring long marches.

It's up to your gaming group to decide where to draw the line between light and heavy armor. Light armor typically includes leather armor, hide, and chainmail. Heavy armor typically includes scale armor and fullplate. Everyday clothing doesn't count as armor.

Equipment

Adventurer's Pack – 10 gold

An adventurer's pack includes the following: a backpack, a bedroll, a mirror, 5 candles, flint and tinder, 50 feet of rope, a piece of chalk, and a waterskin.

Ammunition Bundle – 1 gold

This includes 10 pieces of ammunition for a specific weapon (arrows for a bow, bolts for a crossbow, crystal fragments for a wand, etc).

Infinite Bundle / Returning Weapon – 50 gold

An infinite bundle is an endless source of ammunition—a quiver that never runs out of ammunition, for example. A returning weapon is ranged weapon that returns to the user after it's been thrown—a boomerang or a chakram, for example.

Healing Potion – 50 gold

Drink this potion (doing so is a simple action) to instantly heal an amount of life equal to your toughness. Then, you become resistant to healing potions.

Lockpicks – 10 gold

These tiny tools are necessary to pick complicated locks.

MAGIC ITEMS

Magic items in Tavern Tales are divided into three categories. These categories have no impact on the game—they exist to give players a quick estimation of how useful an item is. It is important to note that these describe an item's usefulness, not its importance. An item may have been created by the gods themselves and contain all the magic in the universe, but it will still have a low ranking if all it does is glow like a torch.

- **Weak:** Weak items have a minor impact on the game. Typically, their effects make the life of an adventurer more convenient or pleasant.
- **Powerful:** Powerful items have a significant impact on the game. These items are powerful enough that they can noticeably affect a player's capabilities by making him more specialized or powerful.
- **Legendary:** They have an overwhelming impact on the game. In fact, these items are often so dramatic that entire campaigns can revolve around their incredible power.

These categories are very flexible and loose. As such, different items that are in the same category may not have exactly the same power. For example, you might find one weak item that's stronger than another weak item. Both items are weak in the big picture, but small variations allow some weak items to be more useful than others.

Magic items don't have a price because it's up to the GM to determine how useful and valuable a magic item is in the setting.

Item Themes

Magic items are organized by theme. This organization system has no mechanical bearing on the game whatsoever. Anybody can use any item, regardless of theme. The items are organized by theme to make it easier for players and GMs to find appropriate items. For example, if the players explore a wizard's tower and find magic items, the GM can very easily look at the Arcane section for a list of logically appropriate magic items.

Alchemy

Potion of Unlocked Potential

Weak • Potion

This potion represents a certain theme. Drink this potion to gain 1 temporary trait of your

choice from that theme for about 1 hour. Doesn't stack.

Lore

👁️ This potion's appearance matches its theme. A savagery potion might be mud brown and taste like blood, while a faith potion might look like purified water and taste slightly sweet.

📖 The origins of these potions are as diverse as the themes they represent. Gods reward their faithful with divine gifts; tribal witchdoctors mix these brews to fuel their warriors; bards imbue fine wines with the power of music. It's up to the GM to determine the origin and history of each Potion of Unlocked Potential.

Arcane

Talia's Eternal Blade

Weak • Sword

The material is surprisingly light and it floats on water. This sword is utterly and completely indestructible, no matter what—not even the GM can destroy this weapon.

Lore

👁️ This weapon appears to be crafted entirely out of a purple-blue, slightly translucent material. The material is cool to the touch and as hard as steel, but it weighs only a fraction as much.

📖 Talia the Chronomancer was a vain, beautiful, and talented wizard obsessed with unlocking the secret to eternal life. She had long ago ruled out necromancy—after all, who wants to be a stinky lich for all eternity? She devoted herself to the art of chronomancy, believing that time magic would preserve her beauty infinitely. Early in her experiments, she managed to create a sword out of a bizarre substance that exists outside of the space-time continuum. The material proved to be a dead end, so Talia had one of her apprentices sell it for more research money. Talia never found the secret to eternal life, but she did give the world an eternal weapon. When the universe ends, Talia's sword will remain.

Eon Sand

Powerful • Hourglass

The owner can flip the hourglass to go back in time one day. The hourglass doesn't travel with the owner. It stays where (and when) it was, or goes into the future, or perhaps back to the creation of the universe. Who can be certain?

Lore

👁️ This item is a tiny hourglass, which is fashioned from tempered glass and is barely the size of a single finger joint. Inside the hourglass is a single grain of sand.

📖 According to legend, the impossibly massive Hourglass of Eternity was turned over when the universe began, with each grain of sand representing a single day. Somehow, one grain of sand was removed from the hourglass by an enterprising individual, who used it to create a tiny

hourglass. The universe is now one day shorter, but whoever holds this hourglass is the master of time... for 24 hours.

Key to Nowhere

Powerful • Key

Any door unlocked by this key becomes a portal to and from Nowhere. Anyone passing through the door goes to Nowhere, a small plane of existence that is about the size of a two-story mansion. It is featureless, its walls are indestructible, and it always has fresh air. If the key relocks the door, the door returns to normal and it opens up to its normal destination. Nowhere can't be locked from the inside, and the Key to Nowhere can only have one portal to Nowhere unlocked at a time.

Lore

 This silver, slightly tarnished key has a slender spine and a perfectly circular handle. The teeth of the key bear the infinity symbol.

 This key has baffled historians ever since it was first discovered. Perhaps it was invented so long ago that its origins were lost in time. Perhaps its creator was locked away in some parallel world, never to be found. Other scholars have speculated that the key simply sprang into being to fit the room, but that leaves an even bigger question: Who made the room?

Fabric of Reality

Legendary • Cloak

Once every week or so, the cloak can act as a one-way portal between two locations. For about 1 minute, creatures that walk through the cloak reappear at any place and time that the GM pleases. If the wielder of the cloak goes through, he may bring the cloak through the portal with him.

Lore

 This silken cloak perfectly resembles the night sky, with thousands of blinking stars dotting an inky void.

 Wizards have a bad habit of tinkering with powers far beyond their control. One such wizard botched a particularly powerful teleportation spell and accidentally ripped out part of the fabric of reality. The mage fell through the hole in reality, disappearing into who-knows-where. The universe quickly mended the hole, leaving this patch of reality behind. Some bold outfitter converted the fabric into a wearable cloak.

Artifice

Bottomless Bag

Weak • Bag

This container holds much more than would normally be possible—just how much is up to the

GM. If this container is ever turned inside out, its magic is forever lost and it becomes a normal item.

Lore

👁️ Because of their popularity, bags of holding vary tremendously in appearance. They can be simple leather pouches, treasure chests, pants pockets, or any other container.

📖 Bags of holding have been around for so long that nobody is exactly sure who came up with the first one. Was it a clever smuggler? A rich merchant? A bored archmage? Whoever it was, he invented a magic item that is commonly used the world over.

Electric Fly

Weak • Automoton

Electric flies have flawless flight, allowing them to hover in place. They can follow simple commands such as “Go here,” “Find this person,” or “Hold this candle.” Each Electric Fly has a tiny hook on its bottom, allowing it to carry a payload of about 5 pounds.

Lore

👁️ Electric flies are minuscule, spherical metal constructs. They earned their name due to their erratic flight patterns and their tendency to annoy people with their ceaseless buzzing.

📖 Sensible people just use toolbelts to carry around their tools. Gadgeteers and magic item enchanters are rarely quite so traditional. Many magical craftsmen create Electric Flies, which busily buzz around workshops, performing minor tasks for their creators. It’s not uncommon to see an enchanter hunched over a workbench with a half dozen electric flies hovering around him, an obscure arcane tool hanging from each of their tiny hooks.

Mirror Shield

Weak • Shield

If the wielder is the only target of a ranged attack, he can spend 1 advantage to reflect the attack back to the attacker.

Lore

👁️ This round, silver shield has been polished to a mirror-like sheen.

📖 In some cultures, honor duels are a very serious matter. So when a young blacksmith insulted a powerful archmage by bumping into him on the street, everybody knew that the blacksmith had written his own death sentence. The blacksmith knew he had no chance of defeating the archmage in single combat, so he crafted a shield that would turn the archmage’s own spells against him. His plan utterly failed. The archmage took one look at the shield and immediately deduced that it had some sort of reflective power, so he simply conjured a cloud of poisonous gas that choked the blacksmith to death. The archmage kept the shield as a trophy and as a reminder to keep secret weapons secret.

Abyss's Heart

Powerful • Bow

The following is all that is currently known about the enchantments that Tree-Oyster imbued on the bow. With the first enchantment he allowed the bow to be shrunk down to any size in order for it to be easier for Hewl to restring. Information on the second enchantment has been lost, save that it was performed and Hewl would later claim it had saved his life. The third and final enchantment allowed Hewl to transform the bow into a seaworthy ship large enough to transport two giants.

Lore

 This is an oversized bow made of wood that slightly resembles driftwood.

 The Abyss's Heart is the gargantuan long bow favored by the Deep Giant Hewl Three-eye, slayer of Eld the Falseheart. Eld was a terrible deep giant king who was infamous for his totalitarian, isolationist reign. Born paranoid, Eld was convinced that nearly all his subjects were assassins waiting to happen, so he cruelly removed anybody that he deemed an eminent threat. Shortly into his reign, he closed the Gates of Darkness for the first time in six hundred years, cutting off the only entrance to the once bustling Deep Giant city of Ocean's Hollow. Feeling the sadness and confusion of his people, Hewl escaped the city when the ocean was calm and swam the old currents. He did not stop for four days, as was the custom of his people were questing, and on that allotted rest day he was woken by a tickling feeling on his stomach and the faint sound of sobbing. Tree-Oyster, a gnomish artificer who had survived a shipwreck, had mistaken Hewl for a small barren island and climbed on him for safety. Hewl agreed to deliver Tree-Oyster to his workshop. In return, Tree-Oyster vowed to help Hewl free his people. Having safely returned to his home, Tree-Oyster began work immediately on a weapon that could defeat the cruel king Eld. After hearing of the scores of guards defending Eld, Tree-Oyster decided that a bow would be the best tool for the job and used the trunk of a petrified tree to form the limbs of the bow. Then for twelve days without rest, as is custom among gnomes who are inventing, he and Hewl wove the bowstring from blades of irongrass found in the forest. With Hewl's help, Tree Oyster then strung the bow and they marveled at the ten-foot-tall masterpiece. After a light dinner, Tree-Oyster then performed three important enchantments on the bow. With these enchantments woven, Hewl bid farewell to his new friend and returned to Ocean's Hollow to complete his quest.

Fusion Fingers

Legendary • Gloves

When worn, the touch of the left glove will reduce any non-living substance to its base matter (typically reducing the object to a lump of clay-like sludge.) The right glove can turn base materials into anything, so long as you can mold the object with only one hand.

Lore

 This pair of metal gloves seems to be made of blazing, molten gold.

 Once upon a time, there were ten suns. They all rose at once, so no one among them need be lonely. A brave heroine shot down nine before they could burn the earth, and from then on the lonely sun sits in the sky, by itself, forevermore.

Once upon a time, nine suns fell from the sky and crashed to earth, cracking their shells like eggs. Molten golden blood streamed from their corpses, blinding all who would look upon it. The blood streamed across the world, forming a great river-belt that spanned its circumference. None could live near it. The earth and stone spirits made the great scaly hide of the world rise and fall, until the sun eggs and its still-streaming blood were hidden beneath the surface, becoming the planet's core. And it is because the blood mixed with the mud of the earth that you do not go blind when you look upon gold.

Once upon a time, there was a smith unlike any you have ever seen or ever will. And she could not see you either, for the smith was born blind. But the smith knew gold and orichalcum to her soul; touching and smelling and tasting and hearing these metals was enough for her to make wonders. The smith found one of the sun-eggs, and made from them a wondrous set of gloves with the power to make anything from everything. The smith made eyes for herself, to her regret. And so it was that the smith spent the last years of her life in madness and sickness, as she put young eyes into an old body.

Once upon a time, there were two miraculous gloves. Men killed each other for them. Kingdoms were lost to own the set. Empires crumbled under their influence.

Once upon a time, an adventurer found the gloves. The rest of this story? Well, those parts are up to you.

Bardic Lore

Apparel Gem

Weak • Gemstone

The gem can hold an entire suit of clothing—from a full suit of plate armor to a single sock. The wielder simply needs to hold the gem and say a command word (typically “fill” or “empty”) to either compress an article of clothing into the gem or to eject the article of clothing out of it.

Lore

 Apparel Gems resemble various fake precious stones.

 Long ago, a merchant was delighted by a troupe of traveling entertainers. The merchant marveled over their acrobatic performances, their sleight of hand tricks, and their bawdy jokes. He was particularly tickled by the bards' plays and would spend hours watching the talented group perform. Eventually, the merchant commissioned an enchanter to create the world's first Apparel Gems, which allowed the performers to quickly change costumes between play scenes. It wasn't long before Apparel Gem knockoffs began popping up throughout the city. The gems'

practical magic proved popular for people from all walks of life: soldiers stored their heavy armor in them during long marches, spies hid disguises in the gems, and noblewomen stored a variety of fashionable accessories in the gems so that they could change their appearance at whim.

Echo

Weak • Bottle

The bottle records sound at all times. The owner can uncork the bottle to have it play back any sound that it has recorded.

Lore

 This simple glass bottle appears to be empty. At first touch, however, it is immediately clear that this bottle is not as it seems. The surface vibrates slightly, as if resonating from a loud noise.

 A skilled bard hoped to unlock the secrets of song by studying the music of sea sirens. The only problem was that he couldn't listen to their captivating music without falling under their spell. So, he did the next best thing: he convinced an air elemental to take up residence in a small glass bottle. With the bottle in tow, the bard plugged his ears and recorded the sirens' song so that he could later study their haunting melody in safety.

Gourd of Morning Dew

Weak • Gourd

Each day, when the first light of the morning touches this gourd, the gourd magically replenishes whatever liquid was in the gourd last.

Lore

 This pale gourd has been marked in several places with red paint. It does not feel magical in any real way, except for a brief period when the sun first rises.

 Long ago, a bard was obsessed with wine. He traveled the world in search of the world's most delicious bottle of wine... and surprisingly, he found it. It was a bottle of 412 Greyvine that had been tucked away in some long-forgotten corner of the Andressi Keep. The wine was hearty, flavorful, complex—truly unlike anything he had ever tasted before. And alas, a few glasses later, the wine was gone. The bard was instantly seized by a gripping fear. Had he just swallowed the world's greatest work of art? So, he decided to devote the remainder of his fortune to preserving the 412 Greyvine. He poured a few drops into a gourd, sealed it, and hired an enchanter to replenish the liquid. Truly, it was the worst mistake the bard ever made. With no money remaining and an ever-replenishing bottle of wine at his side, the bard quickly became a raging alcoholic and drank himself into an early grave.

Spellsight Cowl

Weak • Cowl

Whenever the wearer sees a spell or magic item, the GM must tell him an interesting, relevant fact about it.

Lore

👁️ This is a simple leather cowl made of supple brown leather. It is connected in the front with a silver clasp fashioned to look like an open eye with the phrase “See, and Know” inscribed in draconic runes in the eye’s pupil.

📖 With solemn care and tremendous sadness, the faculty and students of the Alatzén Arcane Academy buried Savris the Sage. Savris was beloved by students and revered by his peers for his insight into Arcane magic. Unbeknownst to all of them, the archwizard they had buried wasn’t Savris at all, but a bard by the name of Vissar. Decades before, the young gambler had cheated at a game of cards and ended up with an enchanter indebted to him. Vissar had the enchanter create this cowl thinking that he could use it to pickpocket magic items from unwary mages. He was spotted by the first mage he attempted to rob, so he quickly told a lie. Vissar explained that he recognized the magic item (he had used the cowl’s magic to identify the item) and simply wanted a closer look. The mage was impressed that a commoner knew so much about magic, so they started talking. Vissar (who quickly came up with the alias “Savris”) stunned the mage with his insight of magic items and spells. In reality, Vissar was simply describing the magic that the cowl allowed him to see. The mage invited Vissar to make a presentation at the nearby academy. A few dozen clever lies later, Vissar had secured tenure at the wizardry school. He didn’t know a single spell (and he never bothered to learn), but his ability to read magic made him appear like a genius to his colleagues. Vissar, otherwise known as Savris the Sage, taught at the academy for 46 years until he passed away. A statue dedicated to the Sage can still be found on the grounds of the Alatzén Arcane Academy.

Well-Wishing Whiskey

Weak • Alcohol

When a group of people propose a toast and drink a round of this whiskey, the drinkers become imbued with good luck. Each drinker can increase a single roll that relates to the toast within the next day or so.

Lore

👁️ This whiskey has a smooth finish and a warm, golden scent.

📖 This whiskey is distilled from an ancient wishing well that grants people luck when drunk. It is especially popular among students at the Wizard Academy during exam time.

Beast

Bird Figurine: Crow Pinions

Weak • Figurine

You have safe fall 10. The wooden bird animates in the presence of fresh meat, and will attempt to feed. When it eats enough (GM's discretion), it transforms into the magic item Magpie Feathers.

Lore

👁️ The Crow Pinion is a small dirty wooden figurine, that of a crudely-shaped blackbird. Its eyes are glass gems, pupilless; gazing into them feels like falling into an ocean's black depths. In its tail is a hole, through which one may string a lanyard or band. When you hold it to your ear, you can hear the faint beating of a heart.

📖 Nobody knows where the Crow Pinion came from; you hear it may have drifted down from the far North. It has some magic in it, but without its enchantment the figurine is worthless.

Bird Figurine: Magpie Feathers

Weak • Figurine

You have safe fall 15. When you speak the word "Up", you can glide. The bird's head sings to you when you move in the direction of the Temple of Simurgh. If you reach the temple and overcome its challenges, the figurine transforms into the magic item Rook Talons.

Lore

👁️ The Magpie Feathers take the shape of two leather wrist-bands, both set with plumes of black feathers. At your command, they transform into a long pair of silky shining black wings, twice as long as a man's arm. In your pocket is a crudely-carved blackbird's head, which resembles a raven.

📖 The former wooden figurine swooped down at your moment of need, gripped its little talons onto your back, and grew into its new shape.

Mark of the Spider

Weak • Figurine

When placed on a person and left undisturbed for several seconds, the figurine will animate and bite the person. For about a day, the recipient of the bite will have a tattoo of a spider appear somewhere on their body. Their skin will feel tingly, and may choose to have whatever touches their skin adhere to it until they choose to release it. Increase rolls to maintain grapples. The user may climb walls in this way.

Lore

👁️ This metallic figurine of a spider is roughly 3 inches in diameter. Its body has red streaks, and the legs are thin and black.

📖 This strange item was unearthed in the ruins of what historians believe was a cult's temple. The exact origin of the figurine have been lost to history, but the vivid hieroglyphs etched into the ruins might shed light on the mystery. The hieroglyphs tell the vivid story of a hero who was

blessed by a spider goddess. The hero eventually violated the most sacred dogma of the spider goddess, so the goddess physically ripped her blessing from the hero's body.

Bird Figurine: Rook Talons

Powerful • Figurine

You have safe fall 20. After you sing the 34th Hymn of the Blackbird (work with the GM to determine what that is), you can fly and hold items with the talons on your feet. The bird's head now speaks in monosyllables, and finds many inane things funny. Sometimes, when it falls silent, tears swell in its eyes. When you sleep, you dream of reaching a mountain at the roof of the world—taller than anything else—and leaping from its summit. If you do so, the item transforms into the magic item Jackdaw's Beak.

Lore

👁️ The Rook Talons take the shape of a pair of moccasin-styled shoes, patterned with stylized clutched talons. At your wish, a set of black-feathered wings materialize under your arms, and an articulated pair of steel-toed boots over your feet. Mounted on the big and small toes are two very long and articulated curved claws, and curved spurs on your heels. In your pocket is a crudely-carved blackbird's head. Set in its wooden head are two dark grey eyes, with black irises.

📖 The Magpie Feathers led you to a temple dedicated to the Simurgh. After braving some of its dangers, you were rewarded with clawed shoes, which allowed the Magpie Feathers to evolve into its third form. You don't know what the bird's plans are, or what will happen when the journey is complete.

Bird Figurine: Jackdaw's Beak

Powerful • Figurine

The armor that appears at your command acts as light armor. You have safe fall 25. When you feel the laughing wind deep in your heart and speak its name, you can fly with no limits to your maneuverability and hold items with the talons attached to your feet. Increase all rolls you make to snatch items with your feet. Corax is an intelligent, erudite, and witty companion, and may be at times somewhat coarse and childish. If you complete seven impossible things before your day's first meal (the GM decides what that means), the item transforms into the magic item The Raven.

Lore

👁️ The Jackdaw's Beak takes the shape of a ebon fabric belt, with an oversized brass buckle. Worked into the metal is a stylized bird's head. At your will, a soft suit of feathery scales envelops your body. Over your head is a helmet shaped like a beak. Two arm's length in span are your black wings, and you may retract them whenever you wish. The raven head at the belt buckle speaks with a soft, silvery voice, and asks that you call it "Corax."

📖 Jumping off the Mountain of Neverwas and flying to safety caused Corax to rediscover its

voice and its intelligence. It is now a boon companion of yours. It promises you the power of a very specific god, found in an impossible place, attained only after accomplishing seven impossible things before the day's first meal.

Many-Sided Coin

Powerful • Coin

The coin shows an animal on each side. Whenever the user flips the coin, they become infused with the power of whatever animal landed face-up for several hours. It's up to the GM to decide how that power manifests (extra finesse from a cat, the ability to breathe water from a fish, the ability to roar like a lion, etc). Then, both faces on the coin change to show a different pair of animals. These bonuses don't stack. The coin contains hundreds, possibly even thousands of natural and supernatural creatures, so it's rare for a user to see the same animal more than once.

Lore

 This golden coin shows an animal on each side.

 A king under the attack of a much greater force requested advice from the wisest men and women of his kingdom. The combined efforts of his blacksmith and the village sensai resulted in a unique coin that could fill its wielder with the power of a great beast. The king ordered that his mages and blacksmiths forge hundreds of these coins and distribute them to his soldiers, each coin bearing a different animal. Despite the help of this unique tool, the invaders overwhelmed the army and slayed the king.

And to the victor go the spoils. The leader of the invading force gathered all of the coins from the dead soldiers and melted them down to form a single, all-powerful coin.

Bird Figurine: The Raven

Legendary • Figurine

Becoming the Raven, you instantly succeed with grand style any roll that involves snatching away something from someone. You will never take falling damage, no matter how high you fall. You can out-speed, out-maneuver, and out-fly anything that travels through the sky, with absolutely no effort at all. You can survive any environment.

Lore

 The Raven returns to its form of a small, crudely-shaped wooden figurine of a blackbird, with a hole around its tail to hold its leather cord. When you raise it to your ear, you can hear the strong and steady heartbeat of someone who has found itself.

When you clutch the Raven in your hand, muster your intent, and speak the word "Fly," you become one with the Raven, its feathers merging with your flesh in a glorious and mystical transformation. Your plumage is soft like black velvet. Your wing feathers are a bright and glossy obsidian. Your full wingspan touches the edges of creation. Your black eyes can lead you wherever you want to go. You are the trickster-god reborn, but also yourself.

📖 Finally reunited with itself, the Raven makes it known that it was once a divine trickster with plumage of pure white, who fooled the gods. But What-Would-Be-Raven tricked the Titans into investing their power into the stars, the moon, and the stars. When the titans realized they had been weakened, the angry giants cut What-Would-Be-Raven into five pieces and threw the remains at the sun, scorching its feathers pitch-black.

Now that you have all five pieces, the figurine sighs, and tells you that it is tired of life as a fragment. It wishes to be whole again, and asks that you serve as its avatar, its binding agent, its vessel.

If you would accept, you gain this legendary magical item, and some long-forgotten divine authority. If you refuse, What-Is-Now-Jackdaw deems that suicide is better than living in splinters, and flies into the sun to burn one last time.

Command

Wrath of the Fallen Conqueror: Hateful Helmet

Weak • Helmet

At the start of each combat, the wearer can select a creature. The GM must reveal one of the creature's qualities (indicated by a 🧠, 🗡️, or 💀 icon). The wearer can choose which of the icons to be revealed.

Lore

👁️ This bronze helmet shows the visage of grotesquely detailed face (multitudes of scars, bulging eyes, crooked teeth, etc).

📖 Long ago, an army stood as the last line of defense against a warlord bent on conquering the world. The army succeeded, but the wrath of the conqueror was too great to vanish into the afterlife. Fragments of his spirit spilled into tools of war that littered the bloody battlefield.

This helmet contains the conqueror's spirit—his ability to size up an enemy.

Legend has it that if a single person wields all 3 items, the conqueror will be reborn.

Radiant Dawn / Twilight Crown

Powerful • Helmet

When touched by the light of a dawning sun, the helmet becomes Radiant Dawn. It glows softly. All those who see it know its owner to be good and true and the forces of good will be attracted to its benevolent power. It causes yourself and allies within a far distance to be immune to terror. When touched by starlight, the helmet becomes the Twilight Crown. All who see it know its owner to be cruel and wicked and the forces of evil will be attracted to its malevolent power. When the wielder critically hits with an attack, he terrifies the target for 1d6 turns.

Lore

👁️ This mutable helmet's only constant feature is a silver crown, cut to resemble suns rising and setting over mountains. When touched by the first light of dawn, the helmet becomes

platinum and shines with a soft light. When the dark of night sweeps over it, the crown becomes cold, polished obsidian.

📖 Hedbarog, a fierce and mighty queen, ruled the Grey Keep, the first bastion between civilisation and the demon caverns of Bolboroth. Each day, she led her troops against the forces of evil that boiled from the cold heart of the earth. Each night, she kept vigilant watch against their insurgence. Her devotion inspired an ancient spirit, who granted her immortality so long as she held her keep against the terrors of the night. His gift came in the form of a platinum helmet whose mere presence uplifted the soul and strengthened the arm. Hedbarog's immortality allowed her to amass great power and her watch against the demon hordes soon became an extermination. As the Grey Keep's need for protection lessened, Hedbarog began to age again, her work almost done. Terrified of the ravages of time, she devised a plan to introduce new terrors for the wardens of the Grey Keep to battle. By night, she raised the forces of evil up again to crash against the keep's walls, and by day she stood atop its walls and rained death on her nocturnal allies. But the spirit's gift was soon corrupted and Hedbarog's power left her, consumed by the greed that had gripped her heart. All that remained was the helmet, sustained by the pure magic of the spirit and the fearful will of Hedbarog.

Wrath of the Fallen Conqueror: Bloody Bastion

Powerful • Shield

When the wielder defeats a creature, the shield animates and devours the defeated creature's body. The defeated is dead forever, period.

Lore

👁️ The Bloody Bastion is a heavy shield, pointed at the base with a crown of spikes at the top. The shield is several feet tall and has a frame of wrought iron. The back of the shield is a smooth piece of metal marred only by the handles. When it is active, the shield's front warps and splinters into wooden arms. Between the arms is an ominous black hole that boils with raw hatred.

📖 Long ago, an army stood as the last line of defense against a warlord bent on conquering the world. The army succeeded, but the wrath of the conqueror was too great to vanish into the afterlife. Fragments of his spirit spilled into tools of war that littered the bloody battlefield.

This shield contains the conqueror's mind—his insatiable bloodlust

Legend has it that if a single person wields all 3 items, the conqueror will be reborn.

Wrath of the Fallen Conqueror: Avenging Axe

Legendary • Axe

When the Avenging Axe rings with the shouts of a thousand dying men, the blows of a roaring army, or the full force of nature's fury, it will grant its bearer the ability to perform one feat of strength on par with cleaving a mountain in twain.

Lore

 This gnarled battle axe has a notched, blood-stained edge.

 Long ago, an army stood as the last line of defense against a warlord bent on conquering the world. The army succeeded, but the wrath of the conqueror was too great to vanish into the afterlife. Fragments of his spirit spilled into tools of war that littered the bloody battlefield. This axe contains the conqueror's body—his godlike strength. Legend has it that if a single person wields all 3 items, the conqueror will be reborn.

Dragon

The Arbiter

Powerful • Sword

The wielder can do all of the following:

- Detect and be detected by dragons within 10 miles.
- Telepathically communicate with dragons within this range.
- Roll +3 damage die against dragons.
- Terrify dragons damaged by this blade. Resisting.

Lore

 This long iron blade that has been tempered in dragon's breath, giving it a crimson sheen. The hilt and handle are crafted out of dragon bone. Red shimmering scales cover the sheath of the blade.

 Even the mightiest dragons have to start their treasure hoard somewhere. One young red dragon made the fatal mistake of targeting a small kingdom to the north—he challenged the kingdom's greatest champion to a deathmatch, and was promptly cut down. The champion forged this sword from the dragon's corpse to let all other dragons know: this land is protected.

Elements

Blast Stones

Weak • Stones

When blast stones experience a sharp impact, it explodes and deals damage to everything in a blast centered on its space. The damage dealt depends on the size of a blast stone. A handheld stone about the size of an apple deals 1d12 damage. An entire barrel full of blast stone ore could potentially be enough to destroy an entire castle wall.

Lore

 These are rough, grey stones with slightly glowing red hairline cracks.

 Blast stone ore was first discovered in the Dwarven Ordukr Mines. The miners initially thought the strange glowing veins were a new type of gemstone and eagerly began mining it. When the miners struck the vein with their pickaxes, however, the ore exploded and caused a

disastrous cave-in. Since then, miners take considerable care when extracting blast stones. Mining blast stones is incredibly dangerous, but the popularity of blast stones among militarily forces and adventurers ensures that there will always be a high demand for this highly unstable stone.

Lightning Bolt

Weak • Crossbow Bolt

When the bolt hits something, it unleashes a loud thunderclap that sounds identical to real thunder. The sound can be heard for miles in all directions if it's used in the open air. All creatures in a blast centered on the point of impact are deafened for about 1 day.

Lore

👁️ This humble crossbow bolt is made of weathered metal. The head of the bolt is jagged, like a lightning bolt.

📖 Amused by his own clever pun, a storm mage enchanted this crossbow bolt with the fury of a thunderstorm.

Splashdown

Weak • Arrow

When fired underwater, the arrow flies like a normal arrow would over land. When fired in open air, it spurts out water and changes directions erratically.

Lore

👁️ These arrows have shafts made of hard coral and sharp seashells for heads.

📖 These arrows were created by the merfolk specifically for underwater use. Over the years, the merfolk have perfected their design with liquid propulsion magic.

Seabringer

Legendary • Trident

Plunging the Seabringer into the earth causes a catastrophic hurricane centered on that spot. The storm will continue for several days and cause extreme flooding. The storm actually summons water from elsewhere in the universe, so every use of this trident permanently increases the planet's sea level by a few inches.

Lore

👁️ This trident is roughly 6 feet in length with a handle of dark wood and three prongs of red iron.

📖 In the beginning, the planet was a barren wasteland full of hot ash and lakes of lava. Some primordial entity (scholars still debate whether it was a god, a titan, or some other cosmic force) struck the earth with the Seabringer. Instantly, the haze of ash that blanketed the planet transformed into rain clouds, thus beginning a years-long storm that filled the planet with endless oceans.

Faith

Eye See

Weak • Bow

When someone fires one of Eye See's arrows (with the bow), he immediately goes temporarily blind. Within a split second, his vision is replaced by that of the glyph in the arrow as it speeds to its location. When the arrow stops, the shooter's vision returns to normal instantaneously. The bow comes with 2d6 arrows, which can be recovered after they've been fired.

Lore

👁️ Eye See is made of human bone; that fact alone tends to unsettle people. Then there are the smiling and winking faces inscribed in rings on the grip. Bowyers look at Eye See with disbelief; human bone has nowhere near the tensile strength or flexibility to bend the way a bow needs. And yet, it does. Eye See's arrow-heads are concavo-convexes, within each carved a glyph of a heavily-lidded eye in the midst of blinking.

📖 Once, there was a seer known as Seimoor. Seimoor was an asshole; she drank, chased skirt, kicked people for no good reason before running away, and she generally only used her foresight for trivial things like betting on horseraces and making lewd jokes. When blight and extinction came to the land by way of the Second Sun, Seimoor went to the Lady Knights and told them to kill her and make bows and arrows of her bones. She had foreseen their coming quest, and knew that her powers would be a great boon to them. When asked why Seimoor couldn't just come with them, she professed a childhood dream of becoming a bow. Not an archer or a fletcher; just a bow. Many profess that when she laid her head on the chopping block, Seimoor grinned. The asshole.

Lighbringer

Weak • Longsword

The wielder can have the blade emit light as bright as a torch. The light counts as sunlight.

Lore

👁️ The pommel of this sword resembles a golden sun, with the rays of light extending left and right to create the hilt. A longer sun ray stretches downward to form the grip, and the longest ray streaks outward to form the cruel edge of this golden longsword.

📖 The Temple of Dawn strove relentlessly to banish the world of evil creatures that lurk in the shadows. The members of the church performed their duties exceedingly well, so much so that they attracted the ire of a powerful group of vampires. Late one night, the vampires infiltrated the temple and slaughtered the sleeping inhabitants. They then set the temple ablaze in one final cruel act before retreating into the darkness. The priests' golden holy symbols melted in the heat of the flames and gathered into a mass of molten gold as bright and hot as the sun itself. When the sun crested the next morning, the Lighbringer was born among the ashes of the fallen temple.

Unbroken Flail

Powerful • Flail

The chain of this flail is unbreakable. When you make a **Very good** attack against a creature with this weapon, it can't move for 1d6 turns.

Lore

👁️ The haft and the spiked head of this flail are wrought of black iron. The chain is made of some sort of silvery, unidentifiable metal.

📖 Long ago, a powerful angel passed judgment on an ancient evil, condemning it to 1000 years of imprisonment for a heinous crime. The angel constructed an unbreakable chain to bind the foul creature, and for a full millennium the chain fulfilled its purpose. The angel valued justice above all else, so he was forced to release the ancient evil after it had served its term. The legend doesn't state what happened to the angel or the ancient evil, but for unknown reasons that unbreakable chain somehow found its way into mortal hands. It now serves a similar purpose, helping adventurers lock away powerful evil entities.

Nature

Rainkeeper's Staff

Weak • Staff

This staff will purify any water into which it is placed. Impure water is drawn up through one end and will flow from the other, free of any toxins, magical or otherwise.

Lore

👁️ This wooden staff is nearly identical to a length of driftwood. Its dark color and cracked surface suggests that it is several hundred years old, at least. Druidic runes cover its surface, with the rune for "Purity" etched near the bottom. When the staff is near water, the runes begin to glow a pale yellow.

📖 One of the most popular druidic legends is the tale of Purity, a beautiful maiden of the forest and one of the first true druids. As a young girl, she saw the unparalleled beauty of nature and felt within herself a need to protect it. As she grew older, she found that plants would react to her presence, and that she could calm the rage of any beast. It is said that she pulled the staff from a knot in a great tree and traveled the world teaching people to revere nature and its gifts.

To this day, druids teach that Purity ascended after death to become a spirit of nature. Her name now represents one of the fundamental tenants of druidism: man is guest in the house of nature, and to sully it is an ultimate disrespect.

Martial Arts

There are not currently any magic items for this theme.

Occultism

Eye of Night

Weak • Gemstone

This is an obsidian stone that is about the size of a human eye. The possessor of the gem has the colors of his eyes inverted (black to white and white to black). He sees light and dark in reverse—he sees dark areas as if they were well lit and illuminated areas if they were dark and shadowy.

Lore

 The Eye of Night is an oval-shaped stone made from the darkest obsidian. The color is the purest black, and the glossy surface reflects light like a mirror. The reflections are strangely distorted, as it seems to reflect shadows rather than light.

 In the same way that a person can fall sick from a dark plague, so too can a ray of light become infected by shadow. This is what happened with the Eye of Night—a sunbeam was corrupted by shadow when it struck a dark obsidian rock. The stone absorbed the light and twisted its warm, golden rays into cold shadow.

Blooddrinker

Legendary • Sword

Creatures with blood that are damaged by this weapon bleed, which doesn't stop until the affected creature loses all of its life. The blade is sentient and endlessly bloodthirsty. If the wielder does not satisfy the blade's thirst for blood, it will cause the wielder to bleed.

Lore

 This curved blade has a slight red tint to it. The blade is serrated with cruel barbs. The black-red iron seems to pulse with an unnatural hunger.

 Living things have trace amounts of iron in their blood. When a cruel demon lord discovered this fact, he immediately set about collecting enough bloodiron to craft a blade. He had to drain countless bodies—thousands, possibly even millions. Forged in a sea of boiling blood, Blooddrinker exists only to consume the blood of the living.

Psionics

Adorinel, the Legacy Circlet

Weak • Circlet

Anyone who wears this circlet immediately has his mind copied and uploaded into the circlet. This doesn't affect the wearer in any way. Each day, the circlet randomly selects one of the minds stored in the circlet. The wearer of the circlet can telepathically communicate with that

mind. There are hundreds of minds currently stored in the circlet, each one with a distinct personality and knowledge specialty.

Lore

👁️ This silver circlet is made out of hundreds, possibly thousands of interwoven strands of hair-thin silver. The strands gather at the front of the circlet to create a symmetrical, organized, yet incredibly complicated knot.

📖 An elven community was struck by a terrible plague that gradually turned the infected insane. It was an affliction of the mind, so young psion Casrae Starheart was the only one who wasn't affected. She watched in horror as her friends and family became sicker and sicker before eventually descending into madness. With no cure available, Casrae resolved to preserve the minds of her kin: she took a masterfully crafted elven circlet and infused it with her psionic energy to create a holding device for conscious minds. She then placed the circlet on each villager. Even though they would soon devolve into madness, the collective knowledge of Casrae's people would be forever stored in Adorinel, which means "legacy" in elvish.

Savagery

Bleeding Cloak

Weak • Cloak

The wearer has 5 soak. Submerging the cloak in blood overnight regenerates lost soak.

Lore

👁️ The creases of this gruesome leather cloak occasionally ooze blood.

📖 A great soldier returned home and found that his family had been mutilated by savages while he was away. In a state of blinding rage, he found those responsible and tore the flesh from their bones. The rest can only be assumed.

Blade of Cursed Rituals

Powerful • Dagger

This sentient blade is cruel, vain, and bloodthirsty. It communicates to its wielder through emotional impulses and drum-like beating, often increasing the sound of drum beats to a feverish intensity when it is about to spill blood. The dagger has the rending keyword for free. When the blade takes the life of a worthy creature, attacks made with it roll +1 damage die, stacking. However, each stack makes the wielder increasingly bloodthirsty. Washing the blood from the blade ends both effects.

Lore

👁️ This weapon is a carefully carved stone knife, stained permanently with blood. A dull, far-off drumming is heard whenever it is held.

📖 The drums have started again. From my hiding place, I can hear everything—the crackle of the bonfire, the chanting, and the cries of those soon to be killed. I tremble as the words come

into focus. *They're calling my name.* A scaled hand pulls away the cloth that hides me and yanks me out, the Shaman offering me up for the crowd's inspection.

The din of the Saurek rises to a crescendo as they lay their slitted eyes on me, and I am certain that my time has come. There are a hundred Saurek in the crowd, but I care not for them. Atop an altar before me, squirming in vain against his bindings, is their sacrifice.

The Shaman lifts me high above the altar, and I can feel a hundred and one pairs of eyes upon me. He plunges me down. The sacrifice is made.

I thirst for more.

Thievery

Pickpocket's Glove

Weak • Glove

When the wearer firmly presses their fingers into the coin, the gloved arm becomes invisible. An illusory copy of the arm takes its place.

Lore

 This elbow-length glove is made of coarse leather and appears to have been stitched together by an amateur. Set into the palm of the glove is a small golden coin bearing the seal of some unknown kingdom.

 Dellehan was a down-on-his-luck thief. He lacked the grace and subtlety essential to his trade, and as a result he spent most of his time in jail. When the constable told him his next slip-up would earn him an appointment with the headsman, Dellehan swore to himself that he'd never get caught again. For a time, Dellehan did indeed manage to get away with a few handfuls of coin. Everything changed when he slipped his hand into a wizard's pockets. He pulled out a single coin that was unlike anything he'd ever seen—it bore strange symbols, almost more like magic runes than a kingdom's official seal.

Unfortunately, the constable spotted Dellehan's crime. Dellehan fled, gripping the coin tightly in his hand. Dellehan was shocked when the constable stopped, looked past him, swore under his breath, and ran into another alley.

After some experimenting back at his den, Dellehan found out that the coin was some sort of invisibility charm. He realized he could use it to his advantage and become a master thief, scourge of merchants and nobles alike. Keeping track of such a small object would limit his ability to practice his craft, so he opted to sew it into a glove. Dellehan set about stitching the coin into the palm of an old leather glove he liked to wear. But without any knowledge of magic, Dellehan had no way of knowing that his actions would forever change the coin's magic. The coin's newly limited magic would now only apply to his arm.

Of course, old habits die hard. Even with a magical glove aiding his craft, Dellehan was eventually caught and executed. His glove has been changing hands (so to speak) ever since.

Whisper

Weak • Hood

When the wearer hears someone's voice, they can perfectly replicate that voice for the next day or so. This effect ends prematurely if anybody sees the wearer's face.

Lore

👁️ This plain leather hood has subtle etchings around the brim. The hood hangs over the wearer's face, obscuring it in shadow.

📖 For a magic item so deeply rooted in deception, can anybody be truly certain of its origins?

Tracking

Cuervo, the Hunter's Companion

Weak • Bow

The bow has 1d6 feathers attached near the handle. The wielder can pluck one of the feathers to summon Cuervo, a spirit raven. The bird is extremely intelligent and can perform tasks given to it by the bow's owner. Cuervo turns back into a feather after about 1 hour abroad. When the last feather is destroyed, the wielder of the bow gets a last glimpse of the raven landing on the shoulder of an ethereal figure before they both wander off into the mists.

Lore

👁️ This is a simple oaken hunting bow adorned with raven's feathers as decoration.

📖 This bow was named for the raven that followed around a hunter throughout his time in the wilderness. The bird would scout ahead and return to alert the hunter to danger or assist in tracking prey. Eventually, the bird died and the hunter kept some of his feathers as an adornment on the bow. Despite the loss of his companion, until the end of his days the hunter could always rely on his friend's spirit to help guide the way.

Forager's Hand

Weak • Glove

When the glove comes in contact with fruit, the fruit shrinks and becomes dehydrated. Fruit dehydrated by the glove will stay fresh indefinitely, and any contact with water (saliva doesn't count) will cause them to rehydrate and return to their original forms.

Lore

👁️ This thick leather glove is of exceptional quality. A leather strap along the back of the wrist ensures that it stays on securely. The back of the glove bears the outline of an apple in thread.

📖 This glove was likely used by a forest-dwelling tribe to make long voyages possible without concern for food. Hundreds of pounds of fresh fruit could be dehydrated and stored away without the worry of it rotting over the following months. Any source of running water meant a veritable feast for the tribesmen, as contact with water would cause the dehydrated snacks to inflate and become plump and juicy once again.

Wayfinder's Brooch

Weak • Brooch

If the wearer likes, he leaves behind himself a trail of magical feathers. If moved, the feathers will magically return to their original position, carried on mystic winds. The feathers last for a week or so.

Lore

👁️ Nothing about this brooch appearance suggests a deeper power, except for perhaps the odd coloration of the feathers used in its creation. Several iridescent feathers are affixed to a ring of entwined fibers, each one perfectly pristine.

📖 Druids often tell the story of Ahnsal and Carwen, two deities that fell in love but could never be together. Ahnsal was a handsome winged god of the skies, often depicted with avian features and a crown of iridescent feathers as wild and untamed as the skies. Carwen was a beautiful (but wingless) goddess of the forest who captured Ahnsal's heart.

Whenever the two lovers met, they created violent storms that brought untold destruction. Floods crashed through the forests, winds ripped ancient trees from the ground, and lightning tore the skies asunder. Seeing that their union could only bring destruction to Carwen's beloved forest, they agreed to part ways. It is said that Ahnsal created a pendant that would rain down feathers wherever he flew, so that Carwen would always know if she stood where he once flew.

Transformation

Three-Faced Mirror

Powerful • Mirror

After turning the object three times, a mirror appears on the side facing the bearer. The bearer takes on the physical appearance of whomever they think about while gazing into the mirror.

This does not change stats or traits—only the user's appearance.

Lore

👁️ This silver hand mirror is ornately engraved on both sides; one side bears a frowning mask, while the opposite bears a smiling one. There doesn't appear to be an actual mirrored surface, despite its shape.

📖 Among the noble houses of Everstone, no ghost story is known by more or talked about by fewer than that of Rosetta Walsh. The Walsh family was one of the most influential of the noble caste of Everstone, and their estate on the edge of town was as much a home as a tourist attraction.

That was, of course, until it caught fire in the dead of night. In the ensuing blaze, every member of the Walsh family passed—except for one: Rosetta Walsh. Rosetta was scarcely over twenty years old, and until now, had only been a footnote in the Walsh legacy. She was betrothed to a young man of House Everstone, Rorick. In the aftermath of this tragedy, it was expected that

the marriage would fall through.

Rosetta seemed to take things... rather well, however, and she insisted the marriage continue as planned. As heir to the Walsh fortune, she would pay for the arrangements herself. Over time, Rorick would sense that something had changed in Rosetta. She spoke less and less of her dreams, and more of her desires. Immediate, calculable gains rather than long-term happiness. This wasn't the Rosetta he knew.

On the day of the wedding, when the two were exchanging their vows, Rorick took Rosetta's hand and asked, "Are you the real Rosetta Walsh?" Rosetta's face paled, and he knew in an instant that it was an impostor. In a flash, he drew a small blade from his pocket and ran the woman through. In front of a shocked audience, Rosetta's young face melted into that of an old crone, and she died on the church steps.

Titan Amulet

Powerful • Necklace

The wearer is twice as large as normal.

Lore

 This ring-shaped amulet is made of a milky blue gemstone. A thin gold chain loops through the hole in the center. The chain emerging from the front of the amulet is twice as thick as the chain entering the hole in the back of it.

 There have been many star-crossed lovers through history. When a giant and a human fell in love with each other, it seemed like their love story was destined to end in tragedy. Rather than bemoaning their fate, the giant beseeched his kin to forge a magic item that would unite him with his love. Moved by his passionate plea, an enchanter forged this amulet, which would increase the woman's size to that of a giant. With this amulet, the giant and the human woman were able to live a happy life together. The amulet has since been passed down through the ages and has lost a considerable portion of its magic.

Undeath

Eye of the Reaper

Weak • Monocle

When the possessor views an undead creature through this monocle, they learn all of the creature's qualities (indicated by a , , or  icon). They may also ask any question about the undead creature, which the GM must answer honestly.

Lore

 This monocle has a dull gold rim. There's a single hairline crack that begins at the edge of the lens, and snakes its way inward just before the center of the glass.

 Necromancers rarely work together, but once in a blue moon a group of like-minded necromancers will unite towards a common goal. Keeping track of everyone's undead minions

is a logistical nightmare — after all, it’s practically impossible to distinguish one animated skeleton from another. Fed up with constant mix-ups, one necromancer created this eyepiece.

Book of Captured Shadows

Powerful • Book

If the wielder uses the book and quill to draw the aftermath of a death, the souls of the unavenged will spill into the page. They will grant the possessor a fraction of their power (a boost to stats, temporary trait, knowledge of the enemy, etc. The GM decides what they grant, and how long the bonuses last.

Lore

 This is a large, spiral bound tome with blank, ash-grey pages. A bone-feather quill is attached to it.

 After discovering the bloody aftermath of a battle between his people and dragon-kin, a soldier stumbled upon a corpse of a little girl with a sketch book and quill in her hands. The man was overcome with grief and drew a sketch of the carnage, hoping to forever capture the tragedy so that future generations would never forget what happened here. Unfortunately, he didn’t notice the young girl’s blood on the quill. Ash settled onto the pages as he drew, infusing his macabre drawing with the rage and anguish of his slaughtered brethren. The soldier drew as if possessed, eventually filling the entire book in an endless tableau of carnage. The last page showed nothing but tortured faces—some he knew and some unknown. To his horror, a dark and twisted shadow began to emerge from the pages. A cold, distant voice rang in his head, “Thank you. Now, we shall seek our vengeance on those who wronged us.” With that, the shadow collapsed into the soldier’s shadow, infusing him with their power. The newly born shadebeast set off to seek terrible vengeance against those who had wronged it.

Warfare

Amputator

Weak • Rapier

When you make a **Good** attack or better with this weapon, disarm the target.

Lore

 The long, thin blade of this rapier is criss-crossed with dozens of knicks and scrapes. The hand guard is simple in its design—a smooth metal dome protects the wielder’s hands from incoming strikes.

 The half-elf Sasha Orellum had something of a dilemma: she was short. That normally wouldn’t be much of a problem, but Sasha had dreams of mastering the art of fencing. She was a skilled fighter and was incredibly agile, but her short arms put her at a severe disadvantage against her much taller adversaries. What good is speed and precision when your opponents

can strike you long before your rapier even reaches their bodies? So, Sasha rethought her strategy. If she couldn't reach her opponent's chest before getting hit, she'd aim for the next best thing: their hands. She invented a fighting style that focused entirely on disarming her foes. She became so good at it that the other fencing students jokingly called her sword "Amputator" for its ability to disarm other fencers. Sasha went on to become a grandmaster fencer at her academy, and her famous sword remained on display for years after her death. The sword was eventually awarded to an adventurer as part of a job well done. Now, it goes from swordsman to swordsman, bestowing wielders with a fragment of Sasha's talent.

Bulwark

Weak • Shield

Whenever the wielder spends advantage to decrease an attack, the attack is also decreased against all other targets of the attack.

Lore

 This tower shield is made mostly from stone and greatly resembles a castle wall. It seems bigger from behind than it appears from the front.

 The Bulwark was created from the wall of a fortress after a young prince claimed he'd never leave the walls of the keep. The prince, a pacifist, was never particularly effective on front-line assaults. He did become quite fond of his fellow squad members however and always did his best to prevent any of them from coming to harm. After he retired at the end of a long career he passed on the shield, which was said to carry on some of his will.

Gladius

Weak • Shortsword

The wielder gains as a temporary trait 1 random combat trait that the previous owner had. Once the wielder loses the Gladius (it's given away, lost, stolen, etc), he can no longer benefit from its magic effect again.

Lore

 This sword is about as average as it gets. The leather grip is slightly worn but comfortable, the metal of the blade is neither dull nor shining, and the edge is adequately sharp. This weapon would look perfectly at home at the side of any rank and file soldier.

 Originally, nothing about the Gladius was special. It was just a simple sword crafted by a simple blacksmith. A soldier took the Gladius to war and used it to kill his enemies. That soldier died, so the Gladius found itself in the hands of another warrior. That soldier also used the Gladius to slay enemies before dying in battle. And so it went, battle after battle after battle. Ten battles became a hundred, and a hundred battles became a thousand. This blade has taken countless lives and has been wielded by a near endless line of warriors. Simple though it may be, the Gladius is one of the most successful and reliable blades in history.

Summer Cloak

Weak • Cloak

The interior of the cloak maintains a pleasantly warm temperature.

Lore

👁️ This cloak is a thick oilskin smock, with a button-on hood and fleece lining. The front of the smock has a covered pocket sewn into it and while it feels normal from the outside, the pocket is always pleasantly warm within. The pocket has an opening about a foot across and is as deep.

📖 Summer Cloaks are one of the few magic items that are mass produced. Military organizations (especially those stationed near the frigid north) order Summer Cloaks en masse from local pyromancers. Commander Darian Blackspire, the lord commander of the Northsworn Army, once went on record saying that Summer Cloaks are twice as valuable as a sword. "I'd sooner have my men fight barehanded and warm," he said, "than watch them freeze to death clutching to a hunk of metal."

Thud's Skullcap

Powerful • Helmet

The wearer has +5 toughness and -3 mind. After the helmet is removed, the effects gradually wear off over the course of about 1 day.

Lore

👁️ This ancient iron helm is dented, scratched, and rusted. It is dome-shaped and has two iron bands bolted across it in an X-shaped pattern. There are two holes in the helm, each about as wide as a thumb. One hole is at the top of the helmet and the other is above where the wearer's right ear would be.

📖 Nobody knows the history of Thud. All anybody knows about the ill-fated warrior is that he showed up in a small village one day wearing a full suit of armor, bleeding from a head wound. He was completely incoherent, but the locals managed to get the man to a healer. It was there that they discovered that a shard of some strange, unidentifiable metal had pierced all the way through the helmet and the man's skull. The healers tried to remove the shard, but they almost lost their lives—the man would scream in agony whenever anybody tried to touch it and he would lash out violently. Since they were unable to remove the shard, they simply left it in and waited for a moment when the man would let them operate. That day never came. Somehow, the wound healed around the metal shard still embedded in his head. The man, whom the locals named Thud for his tendency to bump into objects, had obviously lost part of his mind from the injury. He had no memory of his former life, he was a complete idiot, and he could barely speak more than one word at a time. Fortunately, he was still a capable warrior. He relentlessly protected the people of that small village against invaders and he was instrumental in fighting back a goblin invasion... all with a metal shard sticking out of his brain. Thud eventually died of old age. The entire village attended the simple-minded warrior's funeral.

Nobody ever learned his real name or where the bizarre metal shard came from, but everybody from that small village was thankful that they had known Thud.

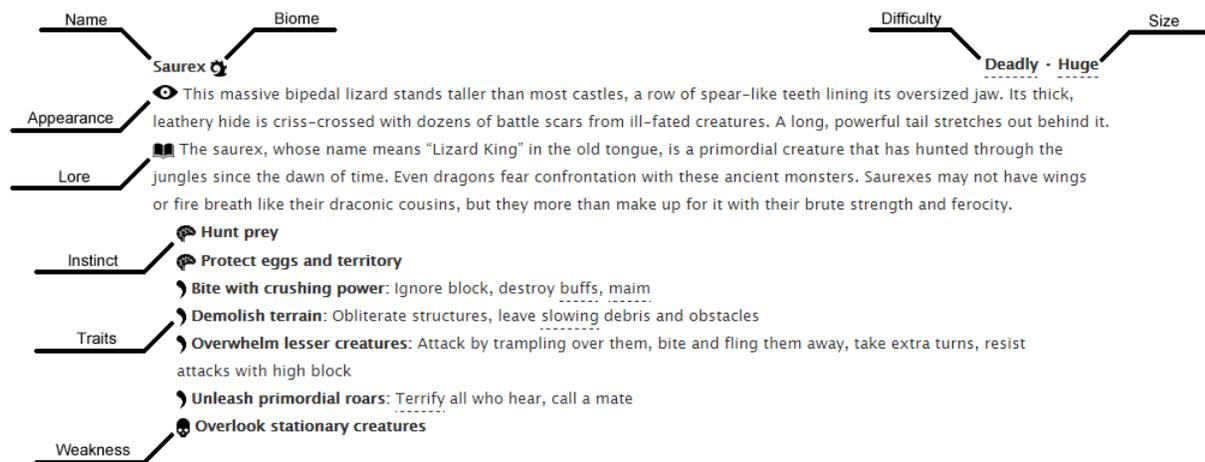
MONSTERS

Note: I am in the very long process of converting monsters into the new, updated template. Unfortunately, it's going to take me a while to fill out the bestiary with a long list of monsters. In the meantime, you can find the old list [here](#).

Every adventurer needs an adversary. This bestiary contains a wide array of monsters, from mischievous imps to ship-destroying krakens.

Reading Monsters

The picture below details the various components of a monster.



Name and Biome

This is the creature's name, and the icon indicates where it lives. Biome icons are only a suggestion. Ultimately, it's up to the GM to decide where monsters belong in the game world.

Difficulty and Size

These attributes give the GM a general sense of how powerful the monster is in comparison to the players. You can hover your mouse over the word to read additional details.

Appearance and Lore

These fields provide a general description of the monster, both physically and historically.

Monster Qualities: Instincts, Attacks, and Weaknesses

These three attributes describe how the monster behaves:

- An **instinct** 🧠 represents the monster's objectives. Instinct answers the question, "What does the monster want to do?"
- A **trait** 🗨️ represents what the monster is capable of doing. Traits answer the question, "How does the monster do it?"
- A **weaknesses** 💀 represents the monster's vulnerabilities. Weaknesses answer the question, "How can the players overcome it?"

Collectively, these 3 things are known as monster qualities.

Putting your own spin on monsters

Monsters in Tavern Tales are somewhat vague and abstract. For example, a monster's trait 🗨️ might read "**Defend with magic**: create walls of force, teleport to safety." If you're a GM who likes to think of monsters in an abstract way, then you can interpret "Defend with magic" however you like. If you're a GM who prefers clear guidelines for your monsters, use "create walls of force, teleport to safety" as a starting point for the monster's capabilities.

Don't worry too much about balance. The difficulty keywords should give you a general idea of how to design monster traits on the fly. For example, suppose that a monster normally rolls 3 damage dice. If you decide that it should breathe cone in a fire, then you might drop it down to 2 damage dice to balance it out. Alternatively, you might want to up it to 4 or 5 damage dice to really put your players on the ropes. Keep in mind that it's generally safer to make monsters too weak rather than too strong. This strategy will give you a chance to better understand your players' capabilities. From there, you can gradually increase your monsters' power to provide fitting challenges.

How to use Weaknesses: Make your monsters explode in a rain of gore

Monster weaknesses give you a fun, exciting way to spice up combat. Remind your players that many monsters have weaknesses, and exploiting those weaknesses can have huge rewards. As the GM, it's up to you decide how much weaknesses hurt monsters. If a player triggers a monster's weakness, does the player kill the monster outright? Deal extra damage? Cripple it in some way? Whatever the case, don't be afraid to go big. For example, if a player discovers and

exploits the weakness,  **Vulnerable belly,** feel free to tell the player, “Describe how you disembowel it,” or “You defeat the monster. Describe how.”

Monster damage

A monster might read as having “2d–4d” damage. That means that it rolls 2 to 4 dice when it deals damage (the GM decides how many). The type of die depends on the situation. Melee attacks are d8 and ranged attacks are d6.

Biomes

- Arctic 
 - Beyond 
 - Cave 
 - Civilization 
 - Desert 
 - Dungeon 
 - Forest 
 - Jungle 
 - Ocean 
 - Mountain 
 - Plains 
 - Swamp 
-

Monsters

Adventurer: Arcanist 

Threatening • Medium

 An arcanist’s appearance often reflects his studious background. They are frequently well dressed, have a somewhat tidy appearance, and carry an array of arcane implements—tomes, staves, wands, and the like.

 Arcanists are seekers of arcane knowledge, exploring the world to understand its mysteries. Due to the intellectual nature of the arcane arts, wizards are among the most intellectual of all mercenaries. They often prefer logic and well-thought plans rather than rash action.

 Listen to reason

 Seek arcane mysteries

 Think first, act later

 **Defend with magic:** Buff self and allies with soak, create walls of force, teleport to safety

 **Use explosive magic:** Cause explosions in a blast, cast spells that pierce armor

Adventurer: Artificer 

Threatening • Medium

 Artificers often display a myriad of wild gadgets such as goggles, a toolbelt, or steam-

powered gauntlets. It's common to see an artificer accompanied by some manner of automaton. They are often so wrapped up in their latest invention that they take little care of their physical appearance. Wild hair, grease stains, and wildly mismatched clothing are all common markers of an artificer.

📖 Artificers live to create. Some do it to make the world a better place, while others do it simply for the thrill of invention. One of their most striking qualities is how they seem self-contradictory. On the one hand, they tend to be extremely logical and methodical. On the other hand, they often embrace chaos and random chance with a "let's turn it on and see what happens" care-free attitude about life.

- 🧠 Acquire crafting materials
- 🧠 Create bizarre inventions
- 🧠 Take risks
- 👉 Destroy equipment: Ignore armor, shatter, disarm, disable magic items
- 👉 Use gadgets: Create random effects, drop turrets, send forth golems

Adventurer: Bard 🏠

Threatening • Medium

👁️ When it comes to fashion, bards always prefer form over function. They favor ostentatious clothing, bright colors, and expensive items from the latest fashion trends. Popular accessories include a feathered cap, a silver flask of liquor tucked away in a pocket, and ruffled shirts.

📖 Bards are the much-adored storytellers of the world. Most people welcome bards with open arms—y hose who don't have probably been burned one way or another. Bards have an uncanny knack for separating their new "friends" from their coin... and their women.

- 🧠 Eat, drink, and be merry
- 🧠 Find companionship
- 🧠 Seek thrills
- 👉 Sing and shout tales of valor: Bolster, inspire allies to deal more damage, make allies overcome wounds and debuffs
- 👉 Swashbuckle: Nimbly dance across difficult terrain, interrupt opponents with something lucky and dramatic

Adventurer: Commander 🏠

Threatening • Medium

👁️ Commanders typically wear symbols that reflect their cause—perhaps a banner that waves in the wind or a shield with a city crest. Unlike soldiers, who often wear mud-caked leather and battle-worn armor, commanders often wear formal equipment. For these leaders, appearing

confident and charismatic can be more important than appearing tough and dangerous.

📖 Commanders are the idealists of the adventuring world, gathering like-minded individuals in pursuit of a cause. It's easy to underestimate the power of commanders—they may not have impressive magic or strength of arms, but a charismatic leader can turn the tides of battle with but an inspiring word.

🧠 **Gather followers**

🧠 **Lead others**

🧠 **Pursue a cause**

👉 **Lead by example:** Start a charge, rally troops to you, make an attack that lets an ally attack as well

👉 **Shout orders:** Bolster, give allies soak and free turns, heal fallen allies with inspiring words

Astral Watcher 🌀

Threatening • Medium

👁️ These otherworldly creatures resemble large, hairless wolves. At least, that's what scholars *think* they look like. It's difficult to tell because their hides resembles the inky void of the night sky. Astral Watchers do not technically exist with a physical form—rather, they are wolf-shaped voids in the universe. Strangely, these beasts make no sound whatsoever; swords and spells fall noiselessly against their otherworldly hides.

📖 The universe has laws, and those laws must be obeyed. Most mortals have no choice but to obey them, but in rare cases a person of considerable arcane talent can bend—or even break—the laws of creation. In these cases, packs of astral watchers emerge from non-dimensionality to hunt down the offender and mend the damaged portion of the universe. No one knows if the watchers are dispatched by some cosmic overseer, or if the watchers are simply a natural manifestation of the universe attempting to protect itself.

🧠 **Destroy violators of universal laws**

🧠 **Mend rips in the universe with a healing astral glow**

🧠 **Track magic through scent**

👉 **Bite and rake:** Roll extra damage die, bleed, maim

👉 **Enter the void:** Make projectiles vanish into their void-like bodies, vanish from existence to reappear elsewhere, ignore gravity and barriers

💀 **Collapse in on itself after absorbing too much matter (especially liquids)**

Bogleech

Threatening • Large

 This bloated, disgusting worm can barely move under the weight of its own body. It drags itself across the muddy ground like a slug. As it moves, the front of the worm opens up to reveal a round, tooth-lined maw with a barbed tongue.

 The bogleech is a carrion eater that dwells in murky swamps. They use their cavernous maws to suck up nutrients from the fetid water. When fresher prey wanders by, a bogleech will latch on and drain the creature of its life essence.

-  **Feast on rot and decay**
-  **Hide beneath a thin layer of mud**
-  **Bite with a life-draining maw:** Inflict a Disease that accelerates the process of decay, steal life, wrap a tongue around a creature and swallow it whole
-  **Move slowly with its bloated weight**
-  **Take extra damage from creatures it swallows whole**
-  **Spill guts across the ground from a well-placed blow to its flanks**
-  **Waste a turn feasting on spilled guts (possibly its own)**

Golem

Threatening • Size varies

 Golems are constructs that run on steam, magic, or some otherworldly power source. Past that, the appearance of golems reflects the intentions of their creator. Some golems are hulking metal constructs meant for war, while others are statuesque art pieces built for entertainment or for beauty's own sake.

 These mindless automatons obey their masters' commands to a fault. They act with unthinking intensity, executing commands like "Fetch me that book" and "Decapitate that interloper" with equal degrees of dispassion and focus.

-  **Obey the master**
-  **Activate a secret weapon:** Immobilize with nets or cables, unleash heated steam in a cone, disarm with magnets
-  **Attack with crushing force:** Push away, shatter, destroy features of terrain
-  **Resist damage:** Ignore attacks with massive block, defy areas of effect, lose a panel and expose hardware rather than take damage
-  **Follow orders to a fault**
-  **Lose armor plating from powerful attacks**
-  **Malfunction when internal hardware is damaged**

Living Item

Threatening • Tiny

 A living item looks like any other normal weapon or piece of armor. The only real difference is that the living item can float and move about, as if wielded by an invisible warrior.

 “Now that I’ve imbued this magical weapon with the ability to think for itself, nobody will be my equal on the battlefield!” –An artificer’s last words.

-  **Destroy with cutting edges or blunt force**
-  **Defend with impenetrable armor**
-  **Kill opponents to find a worth wielder**
-  **Pretend to be a normal item before springing to life**
-  **Move with speed and grace:** Hover (Fly) around the battlefield with no limits on maneuverability, move swiftly
-  **Use innate properties:** Disarm, ignore armor, shatter, bleed, push away
-  **Become weakened when its magic is suppressed or dispelled**
-  **Forfeit to dazzling displays of martial prowess**

Parasite

Easy prey • Tiny

 These grotesque centipede-like worms have pointed heads that enable them to burrow into the bodies of living creatures. Their larval young resemble yellow-grey maggots.

 Parasites lay their eggs in living creatures, transforming their hosts into tortured incubators. Within days, larval young begin ripping their way out of the diseased hosts. When living hosts are unavailable, some parasites will lay dormant as eggs within a corpse for weeks, possibly even months until vibrations and heat notify them that it’s time to hatch and feed.

-  **Burrow into living hosts**
-  **Lay eggs in living creatures**
-  **Remain dormant in corpses until hosts arrive**
-  **Burrow into skin:** Inflict damage and remain half-submerged for a brief moment
-  **Spread:** Inflict the host with a disease causing it to spew larva-filled vomit, prevent healing, control the host’s behavior with hormones
-  **Attempt to the escape if the host receives medicine**
-  **Die if the host is poisoned**
-  **Remain briefly visible and vulnerable after the host is cut open**

Satyr

Threatening • Medium

 Satyrs look like humans, except that they have the bottom half of a goat and goat-like

horns. Some satyrs wear brightly-colored garb to take advantage of warm forest summers, while others prefer to go natural, so to speak. A female satyr is known as a fauness.

📖 With their fey heritage, satyrs are true hedonists. Their only desire in life is to indulge their senses through fine food, good music, and carnal pleasures.

🎵 **Play music to attract companions**

🎵 **Seek entertainment and pleasure**

🔪 **Attack with horns:** Charge and deal extra damage

🔪 **Charm would-be suitors:** Make them want to defend the satyr, make suitors fall temporarily in love

🔪 **Play enchanting music:** Control others' actions, put others to sleep, drive others into a frenzy

💀 **Fall for a pretty face**

💀 **Give into temptation**

Saurex 🐉

Deadly • Huge

👁️ This massive bipedal lizard stands taller than most castles, a row of spear-like teeth lining its oversized jaw. Its thick, leathery hide is criss-crossed with dozens of battle scars from ill-fated creatures. A long, powerful tail stretches out behind it.

📖 The saurex, whose name means "Lizard King" in the old tongue, is a primordial creature that has hunted through the jungles since the dawn of time. Even dragons fear confrontation with these ancient monsters. Saurexes may not have wings or fire breath like their draconic cousins, but they more than make up for it with their brute strength and ferocity.

🐉 **Hunt prey**

🐉 **Protect eggs and territory**

🔪 **Bite with crushing power:** Ignore block, destroy buffs, maim

🔪 **Demolish terrain:** Obliterate structures, leave slowing debris and obstacles

🔪 **Overwhelm lesser creatures:** Take extra turns, ignore lesser attacks

🔪 **Ravage:** Attack by trampling over creatures, bite and fling creatures a close distance away (that's 20 spaces for a medium creature)

🔪 **Unleash primordial roars:** Terrify all who hear, call a mate

💀 **Overlook stationary creatures**

Spellshard 🌀 🏠 🏠

Easy prey • Small

👁️ Spellshards are floating crystals that glow with an inner light. They typically exhibit qualities

of the magic that brought them into existence. For example, a spellshard that spawned from a fireball spell might be composed of fiery red crystals, whereas a spellshard that contains a death spell might look like jagged obsidian.

📖 Wizards devote decades of practice to avoid accidentally blowing themselves up. One minor slip-up in a spell could rip open a hole in reality and bring forth magics that no mortal was ever meant to withstand. Such is the origin of spellshards, a sentient fragment of magic given physical form due to a misfired spell. When magic goes awry, these beings crystallize out of the very and begin wreaking havoc on nearby magic users.

- 🧠 **Feed on magic**
- 🧠 **Fuse with other spellshards to grow in size and power**
- 🧠 **Seek places of magic**
- 🧠 **Spread the magic that created it**
- 🌀 **Drain energy:** Destroy buffs, disrupt attacks with counterspells, destroy or disable magic items, neutralize magic in an aura
- 🌀 **Project force:** Hover (fly) with arcane magic, push others away
- 💀 **Shatter from blunt force**
- 💀 **Suffer from magic-draining effects**

GODS AND GODDESSES

The gods and goddesses listed below are example deities that were created by following the deity creation guidelines found on the Faith page. Players, use these as inspiration as you create a new religion for your character. GMs, feel free to use these deities in your game world.

The Darkweaver

Worshiped by thieves, liars, and politicians, the Darkweaver seeks to manipulate others by controlling information. The Darkweaver's temples can be difficult to locate, as they are often disguised within other architecture or hidden behind secret walls. The faithful hide these fundamental secrets from the uninitiated:

- Knowledge is power. Covetously hoard knowledge to increase your own power.
- Create a tangled web of lies where only you know the truth. Thus do you become a spider among helpless prey.
- Learn the darkest secrets of others so that you can blackmail, extort, and manipulate.
- Operate in the shadows, for the cloak of darkness protects the faithful.
- Trick others into doing your dirty work.

Domains: Treachery, deception, shadows.

Symbols: A lock, a closed eye, a hooded cloak.

Shrine: They are often hidden away so that only worshipers can find them. Plot conspiracy, destroy knowledge, or perform an act of secrecy in its presence to gain +1 finesse for up to 1 week.

Heretics: Scholars, truth seekers, and those who share understanding with the world.

The Enlightened One

Existence is full of suffering. We come into this world in screams of pain and terror, we live in pain, and we die in pain. Then, we are reborn and do it all over again. Many have sought to end suffering, but only one entity, the Enlightened One, has found a solution. "Being is suffering enough," The Enlightened One says. "I am of the world, but apart from it. I have escaped rebirth forevermore. Come and find a way to me." Adherents respect the Enlightened One but do not worship him; they don't even consider them a deity. To those who follow the Awakened Way, the Enlightened One is an honored teacher, the first of their kind, the promise of all they can be. Awakeners respect this creed:

- Be mindful that with every moral action, there is a moral reaction.
- Understand that nothing is permanent; all things shall perish.

- Being is suffering enough; limit pain wherever you go.
- If you must inflict suffering to end suffering, then do so, but do it quickly.
- Do not traffic in the flesh of your fellow man or permit slavery.
- All things are suffering with us; do not kill others unless to end an even greater suffering.
- Desire is the root of all suffering; do not covet, and be content with what you have.

Domains: Life, freedom, suffering.

Symbols: An open hand covering a closed fist, the thunderbolt, a tree.

Shrine: They typically resemble a statue of the Enlightened One sitting serenely, as if welcoming others to contemplate existence with him. Meditate peacefully, share wisdom, or sacrifice a valuable physical item in its presence to gain +1 spirit for up to 1 week.

Heretics: False prophets, torturers, and greedy materialists.

The Iron Fist

The universe is inherently lawful. Physics has laws that cannot be broken; logic and math have remained constant throughout the eons; people gather in civilizations to create strict laws. Presiding over the rigid laws of the universe is the Iron Fist, a divine entity that is the embodiment of structure and order. Worshipers of the Iron Fist obey these immutable laws:

- Obey the laws of the land.
- Uphold a rigorous standard of honor.
- Value justice over mercy.
- Create order and harmony out of chaotic situations.
- Keep promises and ensure that others stay true.

Domains: Law, honor, justice.

Symbols: A scale, a metal gauntlet, a gavel.

Shrine: Often found in judicial buildings, shrines to the Iron Fist portray symbolic icons such as a scale or chains. Make a pact, swear an oath, or mete out justice in its presence to gain +1 brawn for up to 1 week.

Heretics: Anarchists, savages, criminals, and those who repeatedly violate the law.

The Lightbringer

With each sunrise, the Lightbringer shares its warmth and understanding with the people of the world. The Lightbringer shares enlightenment without prejudice, illuminating both the faithful and the sinful alike. Temples of the Lightbringer are often easy to spot, as they are typically situated at the highest point of a city and bathed in divine light. The Lightbringer's commandments are clear:

- Speak the truth, for it is noble and good.
- Share information with the world to create a brighter future.
- Fear and the unknown are your dual enemies. Dispel them both.
- Search for lost lore and buried secrets to illuminate the past as well as the present.
- Take action in the light, for the Lightbringer smiles on those who are open and fearless.

Domains: Truth, education, the sun.

Symbols: The sun, a glowing eye, a sunrise.

Shrine: These shrines are often found out in the open before the clear sky, where they can bathe in the glorious rays of the lightbringer. Share knowledge, confess a secret, or destroy an icon of darkness in its presence to gain +1 mind for up to 1 week.

Heretics: Liars, hypocrites, thieves, manipulators, and those who keep information hidden from the world.

The Lizard King

Nature follows one simple rule: hunt or be hunted. And in all the universe, there is no greater hunter than the Lizard King. This terrifying force of nature is said to be the progenitor of all savage beasts. Many primitive cultures believe (perhaps correctly) that the Lizard King spawned saurexes in his image, so that all may know the terror the great devourer. Some cultures even offer live sacrifices as tributes to these saurex demigods. Worshipers of the Lizard King follow these base instincts:

- Survival of the fittest is the only law that matters, so you must become strong.
- Never use trickery where strength will suffice.
- Live with pride, work with tenacity, and grovel for no one—but always pay your debts.
- Do not nurture the weak, for it only weakens the herd.
- Those who flee are prey, and therefore deserve to be hunted.
- The spoils of victory are absolute—the winner has ultimate authority over the loser.

Domains: Blood, pride, the hunt.

Symbols: A spear, a claw, a slitted eye.

Shrine: Shrines to the Lizard King are often crude and bloody, with animal skulls or stone-cut weapons left as a sacrifice to the Great Toothed One. Feast, perform an act of strength, or leave a bloody sacrifice in its presence to gain +1 brawn for up to 1 week.

Heretics: Diplomats, cowards, and representatives of civilization,

The Revered Ancestors

Honor your ancestors—it's a simple command, and one that is respected by communities the

world over. Your ancestors may not be gods, but they nonetheless deserve profound respect. After all, if you look back far enough, it is plain to see that everyone has descended from greatness. Some are the descendants of kings and mighty warlords. Others trace their bloodlines back to villainous rogues and legendary bards. Whatever the case, it is both noble and wise to contemplate the legacy left by your forefathers. To respect the past it to respect the present. Your ancestors have passed down these tenets:

- Honor your ancestors.
- Observe the traditions that your ancestors honored.
- Foreign cultures reflect centuries of history, and therefore deserve respect.
- Everyone deserves death rites or final respects.
- Respect the sanctity of family.
- Do not tolerate those who violate tradition and honor.

Domains: Death, culture, family.

Symbols: A tombstone, a hearth, a white lily, a family coat of arms.

Shrine: These shrines vary tremendously in appearance depending on the family history of the creator. They are often found near ancient homes or on the outskirts of graveyards. Honor your ancestors, reveal a family heirloom, or perform death rites in its presence to gain +1 spirit for up to 1 week.

Heretics: Tomb robbers, defilers, undead, and those who dishonor the past.

The Wanderer

The universe is inherently chaotic. The future is impossible to predict; entropy transforms organized systems to create random discord, people revolt against the oppressive will of society in search of freedom and personal expression. The Wanderer is the ultimate free spirit, an unrestrained force that embraces chaos and freedom. Admirers of The Wanderer adore this uninhibited philosophy:

- Embrace or ignore whatever laws you please; you are the ultimate authority in your own life.
- Carve your own path.
- Accept the inevitability of chaos and roll the dice!
- Discover your true self.
- Express yourself through art and acts of creation.
- Oppose tyranny and oppressive rules.

Domains: Chaos, freedom, creativity.

Symbols: Dice, cards, a broken chain.

Shrine: Shrines to the Wanderer can often be found at crossroads and in the nooks and crannies of creation. Abandon an obligation, leave your fate to chance, or create something new in its presence to gain +1 finesse for up to 1 week.

Heretics: Tyrants, slavers, lawmakers, and those who force their wills on others.

Rahk, God of Sand and Decay

It is said, "Rahk sees the destruction of all things." To worship Rahk is to surrender to the inevitable fate of the universe: ultimate destruction. Rahk is prominently worshiped in deserts, where the endless sand dunes perfectly represent the unavoidable destruction of all things. Some worshipers of Rahk practice peace, tranquility, and asceticism. Others see themselves as destructive sandstorms who carry out the will of their cruel god. This divide between passive and active philosophies has led to many internal conflicts. Followers of Rahk understand the inescapability of these truths:

- Cremate the dead.
- Speak like the whispering sands — never raise your voice.
- Keep patience in all things.
- Embrace destruction.
- Avoid acts of creation, for they defy the will of Rahk.

Domains: Sand, decay, time.

Symbols: A desert dune, a broken shield, a great sun with a central eye.

Shrine: Followers of Rahk never create permanent shrines. Instead, they create temporary shrines out of blood-packed sand, decaying wood, or paper. Destroy something of value, end a life, or exhibit profound patience in its presence to gain +1 mind for up to 1 week.

Heretics: Masons, artists, rulers, and those who attempt to escape their fates.