10/3/25

Hi ya'll,

Here's a very rough combat playest for our actual 2.0 icon playtest coming out. I wanted to get it in people's hands just to try playing around with. I'm looking for feedback but mostly on feel and gameplay, not continuity, spelling, or obvious repeat or rule errors - please excuse the mess as I am one tired dad. If something is confusing, make a ruling at your table.

You can get me on discord or at ksbdabbadon@gmail.com

This is JUST the combat system, basic foes, and 3 enemy factions. There is a complete lack of context here as well as 0 narrative play. However, I guarantee it is perfectly playable. I'm looking to get the full playtest out early next year. Enjoy you sickos.

-TB

P.S. I've repeated the glossary, character creation, and basic tables at the back of the book for ease of use.

TACTICAL COMBAT

When you go into a situation in ICON where high-stakes violence is about to break out, it's probably time to go into **tactical combat.** Tactical combat is for answering the tensions or questions that words alone can't solve - when the tension of the story can't be resolved except through battle.

If there's a question about whether to go into combat or not, establish what each side wants out of the combat - the **stakes.** This can be as simple as survival. If you can't get a clear answer, or there's nothing at stake, then there's probably no reason to play out tactical combat.

Tactical combat in ICON is a game that is intentionally an abstraction. It's a **different mode of play** to narrative play, and has more tightly constrained rules. Players will control and determine the actions of their characters on the battlefield, and the GM will control all non-player characters, including foes.

Tactical combat in ICON uses a **grid** to represent a battlefield. A square grid is used, with each square representing 1 **space** on each side. It is also **turn** based, with allies and enemies alternately taking turns. On your turn, you can **free move** and have two **actions** to spend on **abilities**. There are other abilities that might not take an action to use, and they may sometimes even be used off your turn.

When all characters (allies and foes alike) have taken their turn, a **round** passes, and a new round begins.

Combat ends by default when all characters of one side have been **defeated.** There are many different victory scenarios for combat, however, such as holding zones, escorting objectives, escaping off a side of the map, fighting off a fleeing force, etc. When the **stakes** of the battle are resolved, combat can also be ended, or it can be called early any time by the GM.

Jobs

Characters in ICON are capable heroes with a plethora of extraordinary powers at their beck and call. Your characters combat abilities are represented through the **jobs** that they have taken throughout their career, representing the paths they have walked as a hero and their experiences and capabilities.

Though each job represents just one of the types of powerful warriors and heroes that wander Arden Eld, you are not limited to one of them, and can learn from multiple jobs. However, you can only have one active at a time, which is called their **main job**.

You will notice that ICON does not track equipment or armor, but instead these game statistics will change based on your primary job and the abilities they bring to the table. You're a hero, after all - it's the person that makes the legend and not their tools. The armor, weapons, and look of your character is up to you.

Important Statistics

Your **job** gives you your basic game **statistics** and **abilities** which you can use in combat.

- **Hit points (HP) and Vigor:** Track how healthy your character is. Your **HP** represents your bodily stamina, health, and condition. **Vigor** represents mundane or supernatural healing, luck, or stamina, and is like a shield that goes over your hp, though it cannot exceed 25% of your max hp. Characters reduced to 0 hp are **defeated** and out of the fight. Player characters that are defeated can be **rescued** and can get back up and keep fighting, though player characters that are defeated are **wounded** and risk permanent scarring or defeat. More on this on page XX.

- **Defense:** How hard it is to land an **attack** on you in combat. A hostile character must beat or match your defense with an **attack roll** to **hit** you with an attack (and you have to do the same to them). Anything else is a **graze.**
- **Free Move:** The number of spaces you can go with your **free move**
- **Size:** How many spaces square you take up on the battlefield. Player character are all size 1, and take up a 1x1 area.

- **Traits, Abilities and Talents:** The powers you can call on in combat, passive or active, based on the jobs you have taken.

- **Resolve**: Resolve is a resource you build up slowly over combat and you must spend to use your most powerful abilities, called **Limit Breaks**.
- **Limit Break:** Your most powerful ability, that uses resolve and can only be used once per combat.

Using this section

This section is split into three parts. Each part explains the tactical combat rules with increasing detail and complexity, in the order they appear. If you're a player that wants the quick summary, just skim through the **Quick Combat** section on pg. XX. If you're a player who is more tactically minded, or a GM, you may want to read through the **Combat, Step by Step** section that follows. If you want much tighter, marginal, or very specific explanations of specific rules language, you can check out **Advanced Combat** at the very end. Feel free to skip or skim sections and come back to them later if you need - you won't usually even need the Advanced Combat rulings unless they come up during a game, for example.

Each class and subclass has the combat rules, statuses, and effects most relevant to it explained at the start of its section for easy reference.

Concepts

Important concepts are usually **bolded** if they are a special effect, rule, or mechanic, or *italicized* if they are nested inside another effect.

QUICK COMBAT

Here is a truncated form of ICON's combat rules, in three pages. You can read through this quickly if you are a player and dig into the following sections if you need explanations.

Turn order

Players and NPCS are represented by *characters* on the battlefield. A character is anything that can independently take a turn and is controlled by a player or the GM. Each takes a turn, starting with players, then the GM with a foe, then alternating between an allied turn and a foe turn. Once all characters of one side have taken a turn, the remaining characters can take a turn in any order. Once *all* characters have taken a turn, a round passes, and a new round begins with the side that didn't take the last turn.

On turn

On your turn, you have a **free move** and two actions. You can spend these actions to use **abilities,** which might cost 1 actions, both actions, or no actions!
- **Quick:** Abilities that don't cost actions have the *quick* tag. You can use as many quick abilities as are available to you, but only on your turn.
- **Interrupts:** Some abilities can be used off your turn, called interrupts. You can only use one interrupt a turn (yours or anyone else's), but you can keep using interrupts as long as you have them. You refresh all your interrupts at the start of your turn.

All actions must **fully resolve** before you can take another action, including any movement or other effects from those actions.

Movement

All characters can move with a **free move**, moving a number of spaces equal to their free move value.
- You cannot move diagonally in ICON, and you cannot break up movement with abilities.
- You can freely enter most spaces, spending 1 space of your available movement when you do so, though difficult terrain, elevation, and some other effects may cause spaces to cost more

movement to enter or exit (so 2 spaces instead of 1 space, etc). If you don't have movement left to enter a space, the movement can't be made.
- You can't move into the spaces of obstructions, which are foes, terrain, and objects by default.
- You can move freely through allies, though cannot end your turn sharing their space.

Characters may be able to free move more than once on their turn, and are usually able to make other kinds of movement.
- **Dash X**: Move X spaces, usually as part of an ability.
- **Fly X**: Move X spaces, ignoring all obstruction and movement penalties from non-flying characters and terrain.
- **Teleport X:** Move to any space within X range. You count as moving 1 space.
- **Swap:** Swap places with a character in range. You both count as moving 1 space.

Forced Movement
Some effects will move other characters, typically with a **push**, **pull,** or **swap,** or **teleport**. You can see more on pushes and pulls on pg XX.

When a character moves themselves or is moved by an ally, it's voluntary movement. When a character is moved by a foe, it's **forced movement**, and doesn't trigger any effects that require voluntary movement to trigger.

The Battlefield
Combat takes place on a square grid. Each space of the grid is **terrain.** Each grid is 1 space on each side. Spaces on the grid may have different terrain types, which can overlap. The most common are:
- **Difficult terrain:** Costs +1 movement to exit
- **Dangerous terrain:** Starting your turn in dangerous terrain or voluntarily entering such a space deals 2 piercing damage to you (piercing damage can't be reduced).
- **Elevation:** Can be -3 to +3. Costs +1 movement to enter per elevation difference.
  - Being on higher elevation grants power [+] on attacks against lower foes, and weakness [-] on lower foe's attacks against you (see the ability section below)
  - You can use higher elevation spaces for **cover** (1/2 damage)
  - Elevation spaces that are 2+ spaces higher than you block **line of sight.**

There are additional rules for battlefield spaces on pg XX.

Abilities

You have all the common abilities, and abilities granted to you by your job.You can only use each ability **once a turn**, so no repeats.

Targeting

You must use abilities on targets in range and line of sight. Typically your abilities cannot target yourself unless specified.
- A character must have at least one space *within* range of an ability to be in range.
- Some abilities require an adjacent space, which is every space in range 1, and the space under you.
- You have line of sight if you can draw a straight line, corner to corner, without touching a line of sight blocker. The most common thing that blocks line of sight is terrain 2 spaces higher than a character.
- If a character is behind and touching an interposing object or terrain space that is at least 1 higher than the space they are in, they gain **cove**r and take 1/2 damage (see pg XX). Characters can't gain cover against adjacent characters.
- Some abilities have a minimum range. Abilities can't be used against targets inside a minimum range.

Common abilities
All characters have access to common abilities:
- **Sprint (1 action):** *Free move* again
- **Interact (1 action):** Interact with something on the battlefield, like a lever, picking up a heavy object, etc.
- **Recover (2 actions, end turn)**: Immediately remove all negative status tokens affecting you and gain 1d6 *vigor.*
- **Rescue (1 action)**: Help up an adjacent defeated ally. That ally recovers to 50% of their max hp and can act normally this round.

You can see quick notes on *vigor* and the *wounded* condition just below.

Modifiers

Many abilities grant bonuses to rolls. These come in two forms:

- **Flat bonuses**: Add to the total.
- **Power [+]:** Roll one more die than normal, then pick the highest result for power. For example, a 2d6 roll with power would roll 3d6 and pick the highest 2.
- **Weakness [-]:** Roll one more die than normal, then pick the lowest result. For example, a 1d10 attack roll with weakness would roll 2d10 and pick the lowest die.
- Power and weakness can be applied multiple times. For example, a roll can gain [-][-].
- Power and weakness cancel each other out, one to one. For example, a roll with [+][+] that gains [-] would only gain [+].

Damage, Defeat, and Healing

Many abilities deal **damage**. When you deal damage, reduce it from a character's HP.
- When a character's HP is reduced to 0, they are **defeated**. Defeated NPCs are out of the fight. Defeated player characters are **wounded** and can be returned to the fight with the **rescue** ability, returning them to the fight at 50% of their max hp.
- A wounded character stays wounded until the party **camps**. A wounded character that is defeated becomes **scarred.** A character that is scarred 3 times is fallen and must retire as an adventurer. (see pg XX).
- A character can heal a limited amount in combat by gaining **vigor** from abilities. Vigor is like a shield that goes over a character's HP. Damage goes to vigor before HP. A character cannot have more vigor than 25% of their maximum HP. All vigor disperses at the end of combat.

Modifying Damage

Damage has a flat value, and some random values, like +1d6.
- You might roll power [+] for damage, like anything else
- You might add flat damage. The most common way to add flat damage is to add flat damage to the base damage of attacks, or on hit to attacks.
- A character can reduce incoming damage with **armor** (reduces all damage by a flat amount, each time they take damage). Strong against many weak, small hits.
- A character can also **halve** damage. This can only apply once (so no 1/4 damage or 1/8

damage, etc). The most common way of gaining half damage is to take **cover.**
- Apply reductions or additions before halving damage.

Attacks

Abilities with the attack tag require an **attack roll.** You can only use one ability with the attack tag on your turn. They look like this:

Attack: 2 damage. *On hit:* +1d6

Anything that refers to an **attack** refers to this part of the ability. To make an attack, choose a foe in range and line of sight and roll 1d10 plus any bonuses. If you beat or match your foe's defense, you hit, deal the attacks' **base damage**, and may trigger any **on hit** effects, which typically just adds more damage. If you roll lower, you **graze**, deal the attacks' base damage, and don't trigger on hit effects.
- If you roll a '1' as a final result, your attack is a graze no matter what.
- You can **critical hit** if your final die result is a '10'. you score a critical hit. If you critical hit, your attack is a hit, no matter what, and add the attack's base damage again to its total.

Effects

All abilities apply effects. Effects simply happen, in the order listed. Some effects require an effect roll, which a d6 roll. They look like this:

Effect [X]: Dash 1, then (4+) dash 1.

Effects trigger if the effect die is that number of higher, cumulatively. You would roll the effect die when you use this ability. You dash 1, then dash 1 again if the effect die is 4 or higher. Effects can gain [+], like anything else.

Statuses

Many abilities will give positive (+) and negative (-) **status tokens**. Tokens are given to a character and automatically spent when their condition is triggered, one at a time. Tokens that counteract, such as strength (+2 damage on attacks) and daze (-2 damage on attacks) cancel each other out. You can see a list of tokens on pg. XX.

Triggered and Tagged effects

Many effects have tags or triggers that have additional rules or only activate under certain conditions. Each job only typically deals with one, sometimes two of these, with the rules being listed in each job entry.

Area Effects

Some abilities apply effects to all targets in a broad area. Area effects have a range or the close tag and an origin space. The origin space is used when checking for cover or other effects, such as push or pull.
- Effects with a range can be placed so at least one space of the effect is in range. The origin space is the **closest space** placed.
- Effects with the close tag must be placed so at least one space of the effect is adjacent, and cannot overlap their user. The origin space is the **user.**

Area effects have different patterns:
- **Arc X:** X contiguous spaces placed in sequence. Cannot be placed diagonally.
- **Line X**: A straight horizontal or vertical line of X spaces. Cannot be drawn diagonally, and must be drawn from the origin point so each space is further away than the last.
- **Blast X:** A square space of X on each side.
- **Burst X:** A target (usually a space or character) then every other space in range X, including the target space. Does not affect self.

Some area effects have attacks, in which case target one character in the area to attack, then apply the area effect to all other targets.

Resolve and Limit Break

All characters have access to a powerful ability called a **Limit Break**. Your limit break depends on on your primary job. You can only limit break once a combat.

- To use a limit break, you must spend **resolve.** Your party builds up **party resolve** in each round of combat using a party resolve die. At round 1, you gain the die at 1, then tick it up by 1 at the start of each subsequent round to a maximum of 6.

- The die gains a bonus to its minimum value based on the number of combats you have been through without camping. For example, if you had been through 2 combats, the die would start at 3, then tick up to 4 at the start of round 2.
- You build up 1 **personal resolve** after each combat, to a maximum of 6. You can use a die to track this if you like. Retain this resolve until spent.
- Reset the party resolve die and lose all personal resolve when you camp.

When someone limit breaks, they can spend any combination of party and personal resolve, but must always spend party resolve with consent. Resolve is spent immediately on taking a limit break.

Finishing Combat

Combat ends when one side is totally defeated, one side has accomplished their objective, or one side surrenders. End all effects, end all vigor, return all characters to full hp, and rescue all player characters.

COMBAT, STEP BY STEP

The Golden Rule(s)
There are two general rules that apply to tactical combat.

1. Specific beats general.
2. Round up to the nearest whole number.

Entering Combat
Do the following when entering combat:

1. Place all player characters on the map, then all NPCs. The GM might decide to switch this order based on the circumstances (for example, if the characters are ambushed). Characters also might only be able to deploy in certain zones of the map.
2. Point out any features of the map that have special rules (like levers, bridges, etc)
3. Establish the **stakes** of the battle. How will the battle end? With everyone defeated or fled? Will it end the characters can escape from one edge of the map? Will it end if the characters can rescue or defeat a specific NPC?

Characters

Any entity that's controlled by a player or GM and is able to independently take a turn is called a **character**. Hostile characters are called **foes**. Friendly characters other than yourself are called **allies**.

The Grid

Combat in ICON is fought on a square grid, with each square being 1 **space** on each side. The grid is an abstract of the battlefield, so it's not necessary to translate everything perfectly.

A character typically takes up a square space on the grid with sides equal to their **size**. For player characters, this is 1 (so 1 square). Other characters, such as foes, may take up 4 spaces (size 2) or larger.

A character occupies its own space and generally can't share this with other characters or obstructions.

Turns and Rounds

A player character always takes the first **turn** in any combat in ICON (players can decide who acts). Once their turn is finished, the game master will choose a foe to take their turn. Players then choose another player character or allied npc to go, then the game master chooses a foe, then so on and so forth, alternating. Characters typically take only one turn. Once there is only characters of one side left, they take their turns one after the other in any order. Once all characters have acted, a **round** passes.

A new round always starts with a character from the opposite side that ended the last round, so if the round ends with an allied turn, it will start with a foe's turn, etc.

On Turn

On their turn, all characters can make a **free move**, and have two **actions** to spend on **abilities**. They can use abilities and movement in any order they like - for example, a character could use an ability, then free move, then use another ability. However, all abilities and movement must resolve before a new ability or movement is started. Some abilities cost both actions to perform, or no actions, and some can be used off turn.

Some effects activate at the start of a character's turn, and some at the end of their turn. Once everything has activated and all actions and movement have been spent, a character **passes the turn.**

Restrictions

Characters can only use one **attack** during their turn, and can additionally only use each ability **once a turn** (no repeats!).

MOVEMENT

All characters can make a single **free move** on their turn at any point during their turn before or after an ability, moving spaces up to their **move** value. A free move is not an ability (unless granted by one) and as implied by the name doesn't cost any actions to take.

A free move is not the only movement characters are able to make. All movement in the game, including the free move, has the following restrictions:

No diagonals
• All movement in ICON, whether granted by an ability or effect, must be taken orthogonally, meaning in straight horizontal or vertical lines.

Movement can't be broken up
• Once movement is ended, any unspent movement is lost. That means, for example, you can't break up movement with abilities (move, then attack, then finish moving for example).

Obstructions:
• Characters can't enter the space of **obstructions** (like a wall), unless an ability allows them to do so. **Foes**, **impassable** terrain, and **objects** are obstructions by default. Allied characters don't provide obstruction, so you can freely move through their space, though not end your turn there.

Sharing Spaces
• Characters can never end a movement sharing space with an obstruction or with another character, even an allied one, unless specified. If this situation would ever occur as a result of a move, the movement can't be made.

Movement is optional
• By default all movement taken is optional, so if an ability says 'move 3', you may move 0, 1, 2, or 3 spaces. However if movement says you **must** take it, you must always move the maximum spaces possible.

Special Movement Rules

Here are some more specific rules about moving around in ICON:

Movement penalties
Generally each space in ICON costs 1 space of movement to exit or enter. However, some effects or spaces slow you down, causing your movement to cost more. The most common cause of this is terrain.
• **Difficult terrain**, like mud, snow, water, or swamp, increases the cost to exit a space by +1 space.
• Moving up **elevation** costs +1 space to enter per difference in elevation from the starting space to the ending space. Moving down elevation does not cost extra movement.
• Some **abilities** cause movement to cost extra spaces. For example, the *Rampart* or *Guard* power of certain characters makes exiting a space next to them cost +1 more space.

In general, when moving, take the **highest penalty only**. For example, if you're trying to move up 2 levels of elevation (+2 movement) out of difficult terrain (+1 movement), your movement costs +2 more spaces rather than +3. If you can't pay the movement cost to enter or exit a space, then the move can't be taken.

Dash, fly, teleport, and swap
There are some special types of movement in the game that your abilities might allow you to take. Here's a quick summary of them:

• **Dash:** Move a little bit further. You typically dash as part of an ability, and sometimes it will be specified as Dash X, like dash 1, dash 2, etc.

Everyone can dash. The others are a little more uncommon:
• **Fly:** You fly, jump, or leap over characters and terrain during your movement. When you fly, you ignore difficult and dangerous terrain, you ignore the movement cost for moving up elevation, and you also ignore all obstruction and movement penalties from characters and objects that aren't also flying.
• **Teleport:** You instantly move to a free space within range of the teleport. Teleporting always counts as moving 1 space and does not require line of sight.

- **Swapping:** You swap places with a character. This always counts as moving 1 space for both characters.

Removing or placing characters

Some abilities require removing or placing characters on the battlefield. This usually represents summoning a character, or a character launching themselves (or being launched) high in the air.

- Characters that are picked up or placed on the battlefield do not count as moving and don't trigger effects or abilities that trigger off movement.
- While a character is removed from the battlefield, they don't take turns until they return.

Forced movement
Most movement is **voluntary.** That includes when a character moves by themselves, or when they are moved by an ally.

Some abilities allow characters to move a foe. Whenever a character is moved by a foe, it is not voluntary, and counts as **forced** movement. Forced movement does not count as voluntary, and so does not trigger effects that require voluntary movement.

Push or pull
The most common way characters can move other characters is by **pushing** or **pulling** them around the battlefield.
- Pushed or pulled characters ignore movement penalties but otherwise obey all other rules of regular movement. For example, they can't be pushed or pulled diagonally.
- Push or pull can be voluntary (if used on an ally) or forced (if used on an enemy).
- Each space of a push must be further away from the origin point (usually the pushing or pulling character), and each space of a pull must be closer to the origin point.
- Characters must always be pushed or pulled the maximum spaces possible.
- Characters can be pushed or pulled down elevation, but treat higher elevation as an obstruction.

THE BATTLEFIELD

Combat in Icon takes place on a grid, with each square of the grid being 1 **space** on each side. A space is an abstract unit - don't worry about specifically how many feet or meters a space is. The term 'space' is also used to describe each square of the battlefield.

The battlefield is a representation of the terrain and environment that serves as the dramatic arena for the action.

Simplified Space

Icon does not track vertical movement other than moving up or down elevation. Rather than tracking a character precisely in 3d space, flying is a persistent effect, for example.

Free Space

Many abilities refer to 'free space'. This means any unobstructed space that is not occupied by a character or object.

Battlefield Size

Battlefields should be around 12x12 spaces. Smaller maps can be around 8x8. Larger maps should be 15x15 at absolute largest. The size of the map will control the pace of the game. Battlefields that are too large will slow the game down significantly.

Battlefields should have a good variety of terrain and objectives on them. For details on battlefield design, see pg. XX.

Terrain
Each space on the battlefield grid has a type of **terrain**. Different types of terrain can overlap. All terrain is **basic terrain** by default.

Basic Terrain
Basic Terrain has no special effects.

Elevation
Terrain spaces can be elevated or sunken. This can represent nearly anything - hills, buildings, walkways, pits, etc.
- **Elevation** goes from -3 to 3, with 0 being the baseline. Most spaces should be at 0, with -1 to -3 representing pits, chasms, trenches, etc, and +1 to +3 representing hills, walkways, buildings, etc.
- It costs +1 space per difference in elevation to move up elevation, but nothing to move down.
- Characters can be pushed or pulled down elevation, but not up elevation.
- Characters can take *cover* behind an elevated space that is 1 or more spaces higher than the space they're standing in. Terrain that's 2 or more spaces higher than their base space blocks line of sight instead.
- Elevation can sometimes be modified by player abilities.

Adverse Terrain
Adverse terrain is usually bad for characters that enter it. Anything that refers to adverse terrain (in abilities, etc) covers both these terrain types.

- **Difficult Terrain** - Costs +1 space of movement to exit. Could be mud, snow, water, etc.
- **Dangerous Terrain** - Characters that start their turn in a dangerous terrain space or voluntarily enter such a space take 2 *piercing* damage, (can't be reduced).

Objects and Obscured
- **Obscured** spaces provide cover from all directions for characters inside and can be used for cover by adjacent characters but do not block movement or line of sight. They could be something like a smoke cloud, darkness, tall grass, etc.
- **Objects** provide cover, obstruct movement, and block line of sight just like terrain. Objects can have a height, like terrain (from 0-3) and can be moved up or down in the same way. This could be something like a boulder, a cart, a section of high wall, etc. Unlike terrain, objects can often be created, removed, destroyed, and moved around by player abilities.

Other terrain
- **Impassable Terrain** - Provides obstruction and cover, and always blocks line of sight. Cannot be climbed on top of. Could be something like a pillar, cliff, or a solid wall that goes to the ceiling.
- **Slope** - Slopes count as the same height as their base space, but exiting a slope space allows you to ignore the movement cost of one level of elevation. Could also be something like a staircase or ramp.

Terrain advantage

Tactical minded characters can use the terrain to their advantage. There's more on this later, but to summarize:

- **Cover:** Characters take **half damage** from abilities they have cover against. Characters can take cover by standing in an adjacent space to any obscured space, or in any space that's 1 or more elevation higher than the space they are standing in. They only gain cover against characters on the other side of their cover (you can see this more clearly on pg. XX). In addition, a character can never gain cover against adjacent characters.
- **Line of Sight:** Impassable terrain and elevation that's +2 or higher blocks line of sight in addition to providing cover.
- **Height advantage**: **[+]** on **attack** rolls against a target on lower elevation than you. (see pg, xx)
- **Height disadvantage:** If you attack a character in higher elevation than you, gain **[-]** on **attack r**olls (see pg xx).

The Edge

Normally characters can't move or be moved off the **edge** of a battlefield unless they flee. This includes involuntary movement like shoves or teleports.

Sometimes the GM wants to put a cliff, bottomless pit, open portal to another dimension, or some other kind of massive hazard on the map. In that case, the GM can use the hazardous edge rule: A character that would be moved off the edge must pass a save or be removed from play for the rest of combat (up to the fiction what happened to them!). On a successful save, they stop at the edge.

ABILITIES

On their turn, every character in ICON has two **actions**. They can spend these actions to use **abilities** available to them.

Abilities have:
• **tags**, indicating range, targets, or special rules that apply to the ability
• **cost:** indicating how many actions the ability costs. Some don't cost actions!
• **effects** that the ability inflicts, often including things like and **attack roll**, **damage** or rolling an **effect die** to see what happens.

A player character has access to all the **common abilities**, plus all abilities from the jobs they have learned.

No repeats

You can only use any active ability **once** in the **same turn**, no repeats! This includes abilities that can be used on other characters' turns.

COMMON ABILITIES

All characters have the following common abilities:

• **Sprint (1 action):** *Free move* again.
• **Interact (1 action):** Interact with something on the battlefield, like a lever, picking up a heavy object, etc.
• **Recover (2 actions, end turn)**: Immediately end all negative statuses affecting you and gain 1d6 *vigor.*
• **Rescue (1 action)**: Help up an adjacent defeated ally. That ally recovers to 50% of their max hp and becomes *wounded*.

Here's what a job ability looks like:

MIGHTY HEW
2 actions, Melee, Attack
Finish them.
Attack: 3 *damage. Hit: +2d6*
Effect [X]: Against *afflicted* foes deal a follow up blow, dealing 2 damage again (5+) and *stunning* your foe.

Let's go through each component and learn about them in turn.

TARGETING

By default, abilities can target **any other character** in **range** and **line of sight.** However, sometimes there are exceptions:
• **Self:** You! Abilities can't target yourself unless specified.
• **Ally:** An allied character.
• **Foe:** A hostile character.
• **Summon:** An entity created and controlled by another character. Summons don't count as characters and can only be targeted if specifically mentioned.
• **Space:** Any space in range, and any characters, objects, or summons occupying it.
• **Object:** Any object in range

Range

Range is a number that can be measured in any direction, including diagonally. To be **in range**, a target must have at least 1 space of its area *within* the listed range of the ability to be a valid target (this includes up and down elevation).

• Many abilities have a **minimum range**. Abilities can't be used against targets inside their minimum range.
• Some abilities are **melee -** that means they can only be used on **adjacent** characters or spaces.
• **Adjacent** means within 1 space in any direction, even diagonal, and even if that space is higher or lower. The space underneath a character is also considered adjacent to it.

Line of Sight

Line of sight means being able to both see and interact with a character or space. Line of sight is blocked by **impassable** terrain, terrain that is +2 spaces higher than a character's base elevation, and **effects** and **abilities** that explicitly block line of sight.

Line of sight operates by two general rules:
• Draw a straight line from any edge of your character's space to any edge of your target's space. If the line does not touch the edge of any space of any LoS blocker, then you have line of sight to that character.

- If there's any further ambiguity about line of sight, the GM can arbitrate according to their table.

Cover

Abilities deal less damage to characters in c**over.** These characters are hiding behind objects, walls, terrain, etc and are harder to hit. Cover follows the following rules:

- Characters in cover take **half damage.**
- Cover is always determined from the origin point of the incoming damage. For example a character might throw a bomb that bounces around a corner.
- Characters don't grant cover by default.
- A character can take cover by moving adjacent to an object, obscured space, or terrain space that is 1 or more elevation higher than the space they are currently standing on. If they do, they gain cover against all characters on or past the row of spaces on that battlefield that their cover is currently occupying. They must be adjacent to that object or terrain to gain the effects of cover.
- Characters cannot benefit from cover against adjacent characters.

Power and Weakness

Abilities in icon may gain **power,** also written as **[+].** When this happens, instead of just rolling one die, add an extra die per [+], then pick the *highest* result, based on the number of dice rolled. For example, a 2d6 roll with [+] would roll 3d6 and pick the highest two. Power can stack multiple times, in which case you'd roll multiple dice (like an ability with [+][+]. For example, if you got [+] on an attack roll (written often as attack [+]), you'd roll two d10s and pick the highest.

Weakness, or **[-]** is the opposite - instead add one dice per [-] to the dice pool and pick the *lowest*. It stacks multiple times.

Power and weakness cancel each other out, one to one, before the roll is made. For example, a roll that has [+][+] and [-] would just roll with [+].

Other Bonuses

Sometimes abilities add flat bonuses to attack, damage, or effects. These tend be rarer, but in this case, simply add the numbers together and add them to the total.

ATTACKS

Attacks are common abilities that allow you to strike out with your martial and magical might, dealing damage to your foes. They always target foes. Attacks are unique in that they require you to make an **attack roll** to see if you can hit your foe. They have a special tag indicating they are an attack, and a special effect that looks like this:

Attack: *X damage. On hit: +X damage*

Characters can only use one ability with the attack tag per turn in ICON, no matter what the action cost is.

To use any attack ability, choose a foe in **range** and **line of sight**. Roll **1d10**. This is called an **attack roll.** You might sometimes add bonuses to this roll, but you're usually just rolling the die by itself.

- If your roll equals or surpasses your target's **defense,** you **hit** and can add the **on hit damage** of your attack to the total, as well as triggering any effects that trigger **on hit**. If not, you **graze** and don't add or trigger anything.
- Attacks always do a certain amount of damage, hit or miss. That's because characters in ICON are larger than life - powerful monsters and heroes. Their blows usually find their mark.
- If you roll a **'1'** on the final die of your attack roll, the attack is **automatically a graze**, no matter what.
- If you roll a **'10'** on the final die of your attack roll (sometimes called a 'natural' 10), the attack always hits, no matter what, and is also **critical hit.** Add the attacks' base damage to the total. For example, an attack that does 3 base damage and 2d6 on hit, would do 2d6+3+3 on critical hit.

Attacks in icon usually cost either one or two actions to use. One action attacks deal less damage than two action attacks but are easier to use. Two action attacks do a little more damage, but do even more damage under certain

conditions. You can think of them as your heavy hitters.

Effects and attacks

Effects that refer to attacks refer to the attack component of the ability only. For example, if an ability gives you +2 damage on your next attack, it would increase the damage of the attack roll part of your ability, but not any extra effect damage such as an area effect or follow up damage.

EFFECTS

Nearly all abilities apply **effects**, including most attacks. Effects simply take place when specified, even out of turn.

Many effects make an **effect roll**. Effects with an effect roll as listed as **effect [X].** You only make **one roll for the entire ability**, even if it has multiple effects. This is a **d6** roll made when you use the ability. If it's an attack, you can roll it alongside your d10. The included effect triggers on the specified roll or higher, including all preceding effects. For example, an effect that has a 4+ and 6+ chance of triggering would trigger both effects on a roll of a 6. On a roll of 2, however, only the basic effects trigger.

> **Effect [X]:** Dash 2 (4+) then deal 2 damage, (6+) then dash 2 again.

In this case, you would:
• dash 2 on any roll
• dash 2, then deal damage on a 4 or higher
• dash 2, then deal damage, then dash 2 *again* on a 6.

If there are multiple effects listed, they all trigger in the **order listed** (including attacks). So for example:

> **Effect:** Dash 1
> **Attack:** *On hit:* [D]+fray. *Miss:* fray.
> **Effect:** Gain 2 vigor.

For the above ability, a character would dash, then attack, then gain vigor, in that order.

<center>**Effect shorthand**</center>

Sometimes an effect die roll is written as *1d3* or *1d6* (italicized) as a convenient shorthand. These otherwise benefit from all bonuses to effect rolls and follow all the normal rules.

Saves

Some effects require a **save** to avoid or reduce their effects. The most common is a status (see below). This is a simple roll to test your character's hardiness or ability to dodge or withstand something nasty. To make a save, roll **1d6**. The save is successful on a 4+, usually avoiding or reducing the effect.

Status Tokens

Ongoing temporary effects on a character are tracked through **status tokens.** Each provide temporary effects to a character and stack up to 3. You can spend **one token of each type per ability**. Tokens must be spent if possible.

There are positive statuses denoted with (+), and negative statuses, denoted with (-)

Positive Statuses (+)

• **Strength (+)**: When attacking, gain +2 base damage
• **Keen (+):** When attacking, gain gain attack [+]
• **Shield (+):** When attacked, gain +2 DF.
• **Haste (+):** When free moving, move +2 spaces
•
Negative Statuses (-)

• **Daze (-)**: When attacking, gain -2 base damage.
• **Blind (-):** When attacking, gains attack [-]
• **Brand (-):** When attacked, gain -2 DF.
• **Slow (-):** When free moving, move -2 spaces

Discard a token after triggering their '**when**' condition. For example, you discard a strength or a blind token after attacking.

Finally, there is the powerful stun status

• **Stun (-):** When taking a turn, deal half damage this turn.

Each token cancels each other out 1 to 1. For example, if you had *strength*, gaining *daze* would cancel it out. Instead of gaining daze, you would simply lose strength.

Unique Statuses

Many jobs grant status tokens that work the same way, but have unique rules. You can find the rules for each token in each job entry.

On hit effects

Many effects of attacks require you to actually hit the attack to trigger them. These have the text '**on hit***.* They don't occur at all if the attack is a graze.

Triggered Effects

Triggered effects are special named effects that occur only under special circumstances - for example, when you push a character into a wall, when you heal an ally, or even on only certain round numbers. Each job usually only deals with one triggered effect (if they have one at all).

Modifying the Battlefield

Many effects place things on the battlefield, such as *summons*, *zones*, or even o*bjects.* Typically when you place an effect, you place it in a free space.

Some effects can **modify elevation**. Terrain elevation can't be modified lower than -3 or higher than +3. It's possible by placing objects on high elevation (+3 for example) to get higher elevation than that, however.

Other effects

There are many other special effects, such as *stances, marks*, and more. There are also effects that are not statuses, but are temporary, like *immobile* and *unstoppable.* You can read about these effects in the Advanced Combat section and the combat glossary. In general, you **don't need to know every effect in the game**, as each job will only specialize in **one or two.**

DAMAGE

Many abilities in ICON deal damage. Damage directly reduces hit points (hp). When HP is reduced to 0, a character is **defeated** and out of the fight.

Damage in ICON has two types: **flat damage** and random damage represented by a **damage die o**f **1d6**

- Damage dice are **d6**s or **d3**s. When that shows up, roll the die to see how much damage you do (half the d6 in case of the d3). When this is written, like 2d6 or 3d6, roll that many dice, so dice 2 for for 2D6 and so on.
- **Flat damage** is a fixed value. When you deal flat damage, deal the damage listed, (you don't need to roll anything!).

Increasing Damage
Random damage can be increased by **power [+]**. In the case of abilities that deal more than one die of damage, pick the highest of that number of dice (so an ability that deals 2d6 would roll 3d6 and pick the highest two dice, for example).

You may also often **add flat damage**. The most common cause is a critical hit on an attack (add the attack's base damage to the total attack damage). When adding flat damage, simply add it to the total result.

Multihit
Some abilities deal damage in increments. When they deal this damage, it will either deal damage 'again', or a number of times.

> *Deal 3 damage, then deal 3 damage again.*
> *Deal 3 damage twice.*

This damage is usually higher, but weaker vs armor or other reductions. If you add or reduce damage on multi-hit abilities, add or reduce it **each time**.

Reducing Damage

Random damage can be reduced by **weakness [-].** All damage can also be reduced by **armor**, and can also commonly be **halved.**

- The most common flat damage reduction is **armor**. A character that has armor reduces all damage taken by the amount of armor they have.
- Reduce damage *each time* damage is applied. This makes flat damage reduction strong against small, weak hits. For example, a character that has 2 armor (reduces all damage by 2) and takes 3 damage, then 3 damage again would only take 1 damage, twice, reducing the 6 incoming damage to 2!
- Damage can only be halved once, no matter how many different effects would halve the damage (you'll never deal 1/4 damage, for example).

In general, the rule is to always apply reductions **before** halving damage. For example, if an attack would do 10 damage against an effect that reduces it by 2 and halves it, it would be reduced to 8 first, then halved to 4.

QUICK AND INTERRUPT ABILITIES

Most abilities cost actions to use, but as previously mentioned, some powerful abilities can skip this altogether!

Quick

Abilities with the *quick* tag don't have an action cost. These abilities still otherwise all other rules about abilities. They must be used on your turn, and they cannot repeat, though you can use as many quick abilities as you want during your turn as long as you have them.

Interrupts

Some abilities are called **interrupts** and can be used during *any* turn, including your own or even other character's turns, without costing actions. You can use each interrupt a number of times indicated by the tag (Interrupt 1, Interrupt 2, for example) between your turns and get them all back at the start of any of your turns. Imagine them like a card that you play and can draw again at the start of your turn.

Like they sound, interrupts have a **trigger** which *interrupts* any action currently being taken, and

then immediately apply **effects**. They can even trigger in the middle of another ability

However, interrupts have a special limitation. You can only use one interrupt per **turn** (including your own). If multiple of your interrupts would trigger at once, you must pick which one triggers.

AREA ABILITIES

Some abilities are able to affect multiple characters at once. These abilities apply an **area effect** to all specified characters in the area. For example, they might inflict a status to all foes, heal all allies, or deal some damage.

Targeting Area Abilities

Area abilities have a special pattern that determines their shape, size, and effects. Area abilities either have the **close** tag or a **range.**

If an area ability has a listed **range**, the pattern can be placed anywhere as long as it has at least one space inside that range. The origin point is the closest space in range. This can overlap and affect the user, so be careful, especially if the ability deals damage!

Abilities with the **close** tag must be placed so at least one space of the area is adjacent to the user and cannot overlap the user. The origin point is the user.

Elevation

AoE abilities can spread down elevation but not up elevation, based on their origin point. They can't be drawn through obstructions caused by terrain or objects (you couldn't shoot a line through a wall, for example).

Cover

AoE abilities are affected by cover normally. Check cover from the origin point.
- Close abilities have the origin point as the user
- Abilities with a listed ranged have the origin point as the closest space placed in range.

Area attacks

Some area of effect abilities are attacks. For attacks, choose **one characte**r in the area to attack and apply the **attack** part of your ability **instead** of the area effect. The rest of the characters just receive the area effect as normal.

Patterns

Most area abilities have a listed pattern, sometimes combining the two. The first space is the origin point if the ability has a listed range, or a space adjacent to the user if it's listed as close.

- **Line X:** A line of X spaces long. Lines must be drawn orthogonally (no diagonals). Each space of a line must be drawn further away from its origin point than the previous space.
- **Arc X:** X contiguous spaces, Spaces must be drawn sequentially, in orthogonal directions (no diagonals), and cannot overlap themselves, but otherwise can twist and turn and be placed in any pattern.
- **Blast X:** A square area of X spaces on each side.
- **Burst X (target or self):** If **target**, it's a central space in range, then every space in X spaces from that space. If **self**, it's the same as above but center on self and does not affect its user.
- **Cross X**: A cross with a center space and each arm of the cross X spaces long.

LIMIT BREAK

All player characters are able to push beyond their normal means, tapping into reserves of strength and willpower that makes them the icons they are. In combat, this is represented by **limit breaks.**

Limit Break

All characters have access to a powerful ability called a **Limit Break**. Your limit break depends on on your primary job. You can only limit break once a combat.

- To use a limit break, you must spend **resolve.** Your party builds up **party resolve** in each round of combat using a party resolve die. At round 1, you gain the die at 1, then tick it up by 1 at the start of each subsequent round to a maximum of 6.
- The die gains a bonus to its minimum value based on the number of combats you have

been through without camping. For example, if you had been through 2 combats, the die would start at 3, then tick up to 4 at the start of round 2.
- You build up 1 **personal resolve** after each combat, to a maximum of 6. You can use a die to track this if you like. Retain this resolve until spent.
- Reset the party resolve die and lose all personal resolve when you camp.

When someone limit breaks, they can spend any combination of party and personal resolve, but must always spend party resolve with consent. Resolve is spent immediately on taking a limit break.

INJURY AND DEFEAT

By default, a character is defeated when they run out of **hit points**. When they are reduced to 0 hp, they are **defeated**.

Defeated characters:
- Clear all effects on themselves.
- All ongoing or passive effects on them (such as those granted by traits, etc) become inactive, unless specified.
- Don't take turns
- Can't use or benefit from abilities
- Are immune to damage and effects
- Don't cause obstruction and their space can be shared.

Terrain effects, summons, and objects placed by a defeated character remain on the battlefield, but only retain their passive effects.

Rescue

Defeated NPCs typically can't be brought back into the fight.

Defeated player characters are **wounded** and can be **rescued** by an adjacent player character, bringing them back to their feet at 50% of their max hp. A character can't be rescued if their space is occupied by another character.

Wounded and Scarred

A player character stays wounded even after the fight is over and they return to full hp. A **wounded** character that is defeated again gains a **scar** and cannot be rescued, only coming to consciousness when the party camps.

A character can remove wounded by camping. A character that is scarred can never remove it. A character that has two scars and acquires a third or more is **fallen** and must either die or retire as a hero after the current expedition is over.

Defeated doesn't mean dead

By default, defeated in ICON means **defeated**, including for foes. Decide what this means for the tone of your game. Whether foes are subdued, get up and run away at the end of combat, or are slain outright depends on the tone of your table -

but by default, battles are never to the death in ICON. You can set the stakes.

Scars

Scars are permanent long term marks on your character, such as a badly healed wound, a missing eye, or even something more intangible like trauma or a negative quirk. They never have any involuntary negative effects on your character, but you are free to play them up.

For the purposes of this playtest, you can determine the nature of a scar on your character. In future releases, there will be a table or list of scars.

Fallen

If a character with two scars would ever take a third one, they become fallen. **Fallen** could be mean dead, but it could also mean gravely injured, corrupted, emotionally scarred, etc. Either way, a *fallen* character can choose:
- retire as a player character after this expedition is over. You are too wounded or altered to continue. While in this state, you can be rescued even if wounded, though you may still accumulate further scars.
- die at the end of the scene. Immediately rescue yourself, and remain at 1 hp. For the rest of the scene, you are immune to all damage unless all your comrades are defeated, roll 10 on any attack roll, and deal max damage.
- die right away.

A quest to recover a *fallen* character such as saving their soul from the underworld, finding a way to redeem their corruption or curse, bring them out of retirement, or find a successor to carry on their legacy, can be a powerful campaign moment.

Bloody, Crisis, and %hp

A **bloody** character is a character at 50% hit points or fewer. A character in crisis is at 25% hp or lower. Some abilities care about how injured a character is when triggering certain effects.

Characters sometimes have a shorthand for 25% of their hp, since many effects refer to it. You can check it on their character entry.

HEALING AND VIGOR

Between combats, characters **heal to full hp.** Characters do this at the end of any combat scene.

However, it is rare to heal in combat itself. Instead, characters that heal often gain **Vigor**, which is a temporary shield that goes over your hit points.

- Damage goes to vigor first when you take it
- Vigor stacks. However, you can never gain more vigor than 25% of your maximum hp
- Vigor counts as hp for all other purposes, so it benefits from cover, resistance, armor, and other reductions.
- You lose all vigor at the end of every combat.

CAMPING

Characters can camp when not in a dangerous area and they have a little time to spare, rest, and relax. Camping **clears all personal and party resolve,** but recovers **wounded** on everyone.

(Writer note: Obviously there are more rules for camping, but this is the only relevant bit for this playtest)

VICTORY

By default, when all characters of one side have been defeated or have fled, the battle is over and the side that remains standing has won.

Alternate victory conditions

Many scenarios in ICON offer alternate victory conditions, such as defending a location, surviving a number of rounds, escorting a person or objective, or escaping a side of the map.

Fleeing Combat

A character can flee combat by moving voluntarily off any edge of the battlefield, removing themselves from the battlefield for the rest of combat. A character can't flee if there are any foes adjacent.

Ending Combat

Combat ends when the **stakes** of the combat have been decided. That could mean every character of one side is defeated, dead, or has fled the battlefield, or simply the players or NPCs have accomplished their objective.

Calling combat early and Morale

The GM can also choose to call a combat early any time in favor of the players if it seems like they are going to overwhelm their foes.

A GM may optionally choose to leave this to fate and check morale for foes that would check it (usually when they have lost 50% or more of their forces) by rolling 2d6 at the end of any round. On a 6 or lower, they break and flee, ending the fight.

Conversely, players can surrender if they think there is no point in further resisting, putting them **at the mercy** of their foes. There's no reason to continue combat when the tension and stakes are gone.

Total defeat

If all player characters are defeated, they are **totally defeated** as a party, ending combat. The outcome of this will depend on your GM, the tone of your game, and the situation, but if you're totally defeated, you're **at the mercy** of your foes**.** It's up to the GM whether your foes use the opportunity to escape, accomplish a goal, capture you, leave you tied up, or try to finish you off.

Advanced Combat

AOE abilities, terrain, and obstacles

The following specific rules apply to AoEs:
- Area abilities spread down elevation but not up elevation by default. You can change this if this is too much of a headache.
- Area abilities do not spread around corners of obstructions caused by objects or terrain by default, and can't be drawn through those obstructions. To check, if you can't draw a straight line, corner to corner, to a space from the origin point without intersecting the obstruction, the blast or burst space doesn't spread there.

Destroying objects or terrain

The GM can make objects or terrain spaces destructible. Destructible objects are targetable by anything that targets characters, but don't count as a character and don't trigger effects. They have 10 hp, can be targeted as if they were a character, are automatically hit by attacks and effects, and fail all saves. Once an object is destroyed, remove it.

Effect Stacking

By default, no effects with the same name stack in ICON..

Interactables

You can rule that certain terrain objects or spaces can be interacted with from an adjacent space, like levers, switches, heavy doors, force fields, traps, etc. Interacting with them (by using the 1 action interact ability) changes some part of the map or has some effect, such as dealing damage in an area, creating cover, creating new terrain, or summoning foes or allies.

Resolution Priority

When checking for effect or trigger resolution (such as interrupts), the following rules apply:
- Any effects or triggers from hostile characters resolve first, then any effects from allies, then any own effects.

- Effects of the same type (ally/foe/self) can be resolved in an order chosen by the controlling entity.

Turn Resolution

Turns have the following phases in icon, in order:

1. **Turn Start**: Effects that resolve on turn start resolve immediately, before any actions or free movement are gained.
2. **Main:** A character gains their actions and free move and may spend them. Quick abilities may only be spent during this phase. This phase is over when they have either spent their actions and free move or decline to spend them
3. **Turn End:** Effects that resolve at turn end resolve immediately. This occurs after all actions have been spent and free move has been taken.
4. **Pass Turn**: After all effects at turn end have resolved, any effects that occur at turn pass resolve now. The turn is passed to another character.

Interrupts, as the name implies, can be spent at any point in this process and interrupt any normal process of turn resolution, taking priority.

Rules Glossary

The following is a list of every single concept in the game.

- **Ability:** Something you can do on your turn, usually costing 1 or 2 actions. You get abilities from your jobs. You have all the common abilities, plus your basic attack from your job and up to 6 other abilities.
- **Advanced Job:** A powerful job that inherits all the traits and basic attack of its apprentice job. When you gain a level at 1 or higher, you always gain an advanced job.
- **Adverse terrain**: Difficult or dangerous terrain.
- **Afflicted:** Suffering from at least one negative status.
- **Apprentice:** Level 0. Apprentice characters pick one of the four apprentice jobs, then two apprentice abilities.
- **Arc X:** An area effect of X contiguous spaces, Spaces must be drawn sequentially, in orthogonal directions (no diagonals), and cannot overlap themselves, but otherwise can twist and turn and be placed in any pattern.
- **Armor X**: Reduce all damage by X
- **Aura X:** An ongoing effect that applies to all characters within X range and line of sight of the character with the aura. Moves with its owner.
- **Blast (X)**: Square area effect of X spaces on each side.
- **Blind (-):** Status. When attacking, gain [-]
- **Burst (X)**: A space, and every space in range X and line of sight from that space.
- **Bloodied:** 50% hp or lower
- **Branded (-):** Status. When attacked, gain -2 DF
- **Camp:** A party can camp when they have time and safety to heal the wounded status, but lose all resolve.
- **Conserve:** Can only trigger if you have not attacked this turn, and cannot attack on any turn you trigger this effect.
- **Crisis:** 25% hp or lower
- **Cross X**: A cross area effect, including a center space and with each arm of the cross X spaces long.
- **Dangerous terrain:** Characters voluntarily entering this space or starting their turn there take 2 piercing damage.
- **Dazed (-):** Status. When attacking, deal -2 base damage.
- **Defeated:** A character is defeated when reduced to 0 hp. A defeated character doesn't

occupy space, take damage or effects, take turns, or use abilities. Summons, objects, and zones created by the character persist. Player characters become *wounded*.
- **Difficult terrain:** Costs +1 movement to exit
- **Dominant:** Gains extra effects depending on the elevation difference between you and your target.
- **Elevation:** -3 to +3. Characters gain attack [+] against characters on lower elevation and attack [-] against foes on higher elevation. May also block line of slight or provide cover.
- **Evasion[+]:** Status. Roll 1d6 before being attacked. Roll 1d6 before being attacked. On a 5+, the attack automatically misses.
- **Excel:** An effect that activates when you make a total attack roll of 8+. Reduced by any effect that reduces critical threshold.
- **Fallen:** A player character with 3 scars. Cannot continue as a player character.
- **Finishing Blow:** Gains additional effects if targeting a bloodied foe or a foe in crisis.
- **Fly:** Movement ignores adverse terrain and all movement penalties and obstruction.
- **Forced movement:** When a character is moved by a foe.
- **Gambit:** Roll the effect die and immediately gain the listed effect, usually with a negative effect on a lower die. Unlike other effects, gambits are optional, and effects are not cumulative.
- **Haste (+):** Positive status. When free moving, go +2 spaces
- **Heavy:** Use a heavier version of an ability. If you do, you are unable to attack or use a heavy ability until the end of your next turn..
- **HP:** Hit points. Reduced by damage. At 0, a character is defeated.
- **Immobile:** Can't voluntarily move. Not a status.
- **Impact**: Triggers on any foe that would move into an obstruction as part of this ability.
- **Isolate:** Gains increased effects if there are no characters other than you adjacent.
- **Job:** A character's experience, skills, and abilities, coalesced into a package. There are 48, that go from 1-4.
- **Level:** Roughly how skilled and powerful you are. When you level up, you can gain a new ability. Every even level, you gain a talent. Levels go from 0-12.
- **Limit Break:** A character's most powerful ability, that takes *resolve* to use.

- **Line X:** A line area effect of X spaces long. Lines must be drawn orthogonally (no diagonals). Each space of a line must be drawn further away from its origin point than the previous space.
- **Main job:** Your primary job. Gives you your traits, basic attack, and limit break, which cannot be changed.
- **Mark:** A persistent effect attached to a character. You can only place a mark from an ability once (placing it on a new character will remove the old mark).
- **Overdrive:** Triggers at round 3 or later.
- **Phasing:** Can move through but not end your turn in obstructions.
- **Pierce:** Damage can't be reduced in any way.
- **Pull X:** Move a character X spaces towards you. Each space must be closer than the last.
- **Push X:** Move a character X spaces away from you. Each space must be further away than the last.
- **Power die:** A d6 die that is used to track benefits from an ability and can be spent, discarding it. Each die is tied to a specific ability and ticks up or down when called for.
- **Quick:** An ability that doesn't take an action to use.
- **Reckless:** Push yourself to the limit, gaining extra effects but inflicting yourself with the Reckless (-) unique status. You take +1 damage from all sources per stack of reckless. You may only discard reckless with effects that clear a negative status.
- **Rescue:** A player can rescue another defeated player character by spending 1 action adjacent to them and ending their turn. That character gets up at 50% hp. *Wounded* characters cannot be rescued.
- **Resolve:** A special resource used for limit breaks. Gain 1 per round (party), and 1 per combat (personal). Party resolve goes up by 1 per round, and resets after combat. You can keep personal resolve, but it dissipates if you camp.
- **Sacrifice X:** Spend X HP. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.
- **Shield (+):** Positive Status. When attacked, gain +2 DF.
- **Slow (-):** Status. When free moving, go -2 spaces.
- **Soul:** 3 jobs, linked by theme

- **Stance:** A powerful ongoing effect. You can only maintain one stance at a time. You may exit a stance for free at the start of your turn.
- **Status**: An ongoing effect, represented with a token. Discard after fulfilling its 'when' condition.
- **Strength (+)**: Positive Status. When attacking, gain +2 base damage
- **Sturdy (+)**: Positive status. When you would be forcibly moved, ignore it.
- **Stun (-)**: Negative Status. When taking a turn, deal 1/2 damage this turn.
- **Summon:** Summons are entities with an effect or ability attached to them. They don't occupy space or obstruct and can share space with characters. They are not characters and don't typically take damage or trigger effects unless abilities specifically mentioned. Summons have a maximum number active in (parentheses) and may have a summon action, which can be activated as a quick ability, or a passive summon effect. When they are dismissed, remove them from the battlefield.
- **Stealth (+):** Positive status. As long as you have one stealth token, cannot be directly targeted by foes except from adjacent spaces. After using any ability, or when ending any turn adjacent to a foe, discard one.
- **Talent:** Passive ability, gained every second level. You can't have more talents from a job than you have levels in that job, but they apply to all jobs.
- **Teleport X:** Instantly move to a space in X range, counting as moving 1 space.
- **Unstoppable**: Can't be involuntarily moved. Doesn't trigger any negative statuses. Movement cannot be reduced or stopped for any reason.
- **Vigor:** Temporary hit points. Damage goes to vigor first, and it benefits from all damage reductions and effects. Lose all vigor at the end of combat. A character can't have more than 25% of their max hp in vigor.
- **Weave:** When you use a weave effect, you gain the effect immediately, and then may repeat a copy of it as part of the very next ability you use. If multiple weave effects trigger, you can choose the order. Copies of a weave effect cannot weave further.
- **Wounded**: A character becomes wounded when they are defeated. A wounded character that is defeated is fallen.
- **Zone:** Changes or affects an area of the battlefield, causing persistent effects. Unless

specified, placing a new zone replaces the last one placed. Zones from self or allies cannot overlap each other. You can dismiss a zone as a quick ability.

Character Creation

Your character starts at **level 0**, with an **apprentice job**. Pick one of the four. You get its **traits** and **attack**. Pick **two** of its starting abilities.

Apprentice Jobs
- **Stalwart:** A tough, vigorous martial warrior, focusing on battlefield defense and control.
- **Vagabond:** An agile, midrange fighter focusing on damage and movement.
- **Mendicant:** A supportive all rounder focusing on boosting the capabilities of allies and suppressing foes.
- **Wright:** A versatile mage able to blast large numbers of foes at long range and punch through tough defenses.

After you play **one tactical combat** at level 0, win or lose, you may improve your apprentice job to an **advanced job** of the same color as your apprentice job. You switch to that advanced job as your primary job, giving you its *trait* and *limit break.* You can then pick one of its **tier 1** abilities. You keep your starting abilities, trait, and talent from your apprentice job. If you like, you can also switch your apprentice job before improving.

Advanced Jobs and Souls

Advanced jobs represent the powerful array of warriors, adventurers, healers, and travelers across Arden Eld. Since you are an Icon, you are not limited to just one of these jobs, but may learn from any of them. Each has its own unique *trait* and *limit break*, which cannot change.

Each advanced job is part of a **soul**. These souls offer no restriction, but are rather a theme that unites three jobs together. If you want to play a character that exemplifies the knight archetype for example, you could take levels in all three of the knight jobs.

Improving Jobs

You may improve jobs up to level 4. When you improve a job, you gain a level in it and pick one of its abilities. Abilities are split into three tiers.
- **Basic (I)** abilities can be taken with the first level or more in a job.
- **Advanced (II)** abilities can only be taken with the second level or more in a job.
- **Master (IV)** abilities can only be taken with the fourth level in a job, when that job is considered **mastered.**

You may also gain a new job when you improve, from any color. If you do, gain it at level 1 and you can improve it with further levels.

You can always choose **apprentice abilities** from that job when taking a level in a job, as they are basic (I).

Talents

Talents are special passive abilities that apply to **all** of the jobs you have unlocked. You gain a **new talent every even level** (2/4/6, etc), chosen from any job you have at least one level in. However **you can't have more talents from a job than you have levels in that job (** so if you wanted 2 talents from a particular job, you'd have to be at least level 2 in it).

Main Job

You can have any number of jobs, but only one job is considered your **main job.** You must use that job's **traits** (its advanced and apprentice trait)**, statistics, limit break** and **basic attack**, but you may have up to **six** active abilities and up to **six** talents from **any** other jobs you have learned. You can switch jobs and which abilities are active during an interlude or at camp.'

Your active job's basic attack **does not count** against these 6 abilities.

Improving

Each time you:
• **fight in a tactical combat**
• **defeat a powerful or noteworthy foe**
• **are defeated** b**y a powerful or noteworthy foe**, **accomplish a major objectiv**e
mark 1 xp in your job, for each category

Every 3 xp marked, clear your track and you may gain a new **level in any job.**
• You can **pick the same or a new job**. If you pick a new job, you level that job up to level 1.
• When you level up, pick **one ability from any of the jobs you have unlocked.** You can only pick a job's advanced ability (II) if this is your second level or more in a job, and you can only pick the master ability (IV) if it's your fourth level.
• If it's an even level (2, 4, etc) you gain a new talent slot and can pick **one talent** from any of the jobs you have unlocked. You can't have more talents from a job than levels you have in that job.
• You can always choose from a new job's apprentice abilities if you so choose when picking new abilities or talents.
• You can **swap one ability or talent out** for another one you qualify for, if you so choose.

Each time you level up, increase the amount of xp required for the next level by +1. As a shorthand, each level costs that level+2 in xp (so level 12, for example, costs 14 xp).

Level Cap

Your total level cannot exceed 12. Level 12 icons are considered world changing heroes of myth. They are not to be trifled with.

Refocus

If you feel like your current job isn't for you, you can reallocate all your ability, job, and talent choices during an interlude. Doing so erases any xp you have gained.

Quick improvement reference

Level	# of available abilities (+basic attack), 6 active max	# of talents	xp required
0	2 (apprentice)	0	0
1	3	0	3
2	4	1	4
3	5	1	5
4	6	2	6
5	7	2	7
6	8	3	8
7	9	3	9
8	10	4	10
9	12	4	11
10	13	5	12
11	14	5	13
12	15	6	14

Quick Job Reference

Stalwart

HP: 40 (25% hp: 10)
Defense: 3
Free Move: 4

RAMPART
You are an imposing sight on the battlefield. Whether through gear, training, or simple toughness, you gain the following benefits:
• You have 1 armor
• Once a round, before you or an adjacent ally is targeted by a foe's ability, you may grant that character +1d3 *armor* against the entire ability.
• Foes must spend +1 movement to exit a space adjacent to you

FUROR
1 action, Attack, Melee
Strike with your heart.
Attack: 2 damage. Hit: +1d6
On hit*:* Gain 2 vigor. If you or your target is in *crisis*, deals damage [+] and double vigor gain.

Vagabond

HP: 32 (25% HP: 8)
Defense: 6
Free Move: 4

SKIRMISHER
You are an agile fighter, able to dodge and weave around the battlefield with skill and precision. You gain the following benefits:
• You can move diagonally
• Once a round, when you make a single move, dash, fly, or teleport, you may extend it by +3
• You reduce all damage from missed attacks and successful saves to 1

WIND'S KISS
1 action, Attack, Range 1-2
A flash of blades.
Effect: Dash 1
Attack: 2 damage. Hit: +1d6
On hit: Gain *haste.*
Effect*:* Dash 1.

Mendicant

HP: 48 (VIT 12)
Defense: 4
Free Move: 4

BLESS
You are a pillar of strength and stability on the battlefield, granting the following benefits.
• Once a round, before an ally in range 1-4 makes any effect roll or save, you can cause them to roll it with [+]. A roll can only benefit from this effect once at a time.
• You may use Rescue to bring up allies in range 1-4 instead of adjacent.
• The first time you use rescue in a combat, it's a *quick* ability.

GLIA
1 action, attack, range 1-5, Pierce
A spark of light.
Attack: 1 piercing damage. *Hit:* +1 piercing damage
On hit [X]: Gain *1d3 strength,* then distribute it in any order to allies in range.

Wright

HP: 32 (25% HP: 8)
Defense: 4
Free Move: 4

MASTER OF AETHER
You are the master of manipulating ethereal currents, granting the following benefits.
• **Aether Surge**: At round 3+, you increase all area damage you deal by +2.
• **Aether Wall:** You have automatic *cover* against abilities used by any character 3 or more spaces away.

MAGI
1 actions, Attack, Range 2-8, Cross 1
Elementary magic, drawing on fundamental chaos, but no less potent.
Attack: 2 damage. Hit: +1d6
Area effect: 2 damage
Effect: Create a difficult and (5+) dangerous terrain space in the center space, even if it's occupied.

BOOK OF JOBS

STALWART
Weapon master and unparalleled soldier

Strengths: Tough, good at punishing foes, protecting allies, and controlling the battlefield.
Weaknesses: Lower mobility and weak to ranged attackers
Complexity: Low

Stalwarts are consummate warriors and masters of martial prowess. Tough, vigorous, and equally skilled at punishing foes as they are protecting allies, they act as an anchor for their teams, protecting areas of the battlefield, preventing foes from approaching or harming allies, and pushing foes around with their immense strength.

Job Trait

RAMPART
You are an imposing sight on the battlefield. Whether through gear, training, or simple toughness, you gain the following benefits:
- You have 1 armor
- Once a round, before you or an adjacent ally is targeted by a foe's ability, you may grant that character +1d3 *armor* against the entire ability.
- Foes must spend +1 movement to exit a space adjacent to you

Basic Attack

FUROR
1 action, Attack, Melee
Strike with your heart.
Attack: 2 damage. Hit: +1d6
On hit: Gain 2 vigor. If you or your target is in *crisis*, deals damage [+] and double vigor gain.

Job Statistics

HP: 40 (25% hp: 10)
Defense: 3
Free Move: 4

Keywords

Daze (-): When attacking, gain -2 base damage.
Immobile: Can't voluntarily move.
Push X: Move a character X spaces away from you.
Shield (+): When attacked, gain +2 DF
Stance: A powerful ongoing effect. You can only maintain one stance at a time. You may exit any stance voluntarily at the start of your turn.
Sturdy (+): When you would be forcibly moved, ignore it.
Stun (-): When taking a turn, deal half damage this turn.
Unstoppable: Can't be forcibly moved. Immune to the effects of all negative statuses. Movement cannot be reduced or stopped for any reason.

APPRENTICE ABILITIES

Gain the stalwart basic trait, attack, and statistics, then pick **two other abilities:**

INTERPOSE
Interrupt 1, Range 1-3, Ally
You are able to step quickly and rapidly in the midst of combat.
Trigger: An ally ends their turn in range.
Effect: Dash 2. If you end this move adjacent to that ally, they gain *shield*.

IMPEL
1 action, Melee, Foe
Hurl headlong into battle.
Effect [X]: Dash 1*,* then an adjacent foe is *dazed,* and pushed 1 (4+) two or (6+) four spaces.

HOOK
Quick, Range 2-3, Ally
You grab an ally and pull them from the teeth of the enemy.
Effect: Pull target 1. They are *unstoppable* and *immune* to all damage while moving this way.

MIGHTY HEW
2 actions, Attack, Melee
Finish them.
Attack: 3 damage. *On hit*: +2d6
On hit [X]: Deal a follow up blow against *afflicted* foes, dealing 2 damage again (5+) and *stunning* them.

> *(Afflicted: Suffering from at least one negative status.)*

SECOND WIND
1 action, end turn, self
You brace and ready yourself for the fray.
Effect [X]: Gain 2 vigor and end a negative status token. If you're in *crisis*, increase vigor by +1d6.
Effect: Gain *sturdy* or grant it to an adjacent ally. Then **end your turn.**

SHATTER
2 actions, Close Blast 3
Slam your weapon into the ground, sending up shockwaves.
Area effect: 1d6+2 damage, push 1

Effect: If you catch three or more characters in the area, increase area damage by +2
Effect: One character in the area is *dazed.*

KNIGHT SOUL

The soul of one affected by strife and embanded with steel..
An unbending, iron will, and the power to lead from the front.

1. TACTICIAN

Knight Soul

Veterans, advisors, and upstart geniuses, tacticians wield their understanding of battle like a well balanced blade. The hammering of metal on metal and the cries of men and horses beat like a drum for them, an instrument that they have learned to play deftly and with keen precision. The few that become known by this moniker generally go on to become generals of incredible repute, and are well sought after by the city guilds.

They are a relatively new sight in Arden Eld, which has seen little need for warfare until the current era.

PRESS THE FIGHT

Once a round, after you push, pull, or swap any character, you may allow an ally in range 1-3 to dash spaces equal to the round number + 1. If your ally was in *crisis*, they may also gain *vigor* equal to the distance dashed.

Keyword

Crisis: At 25% hp or lower.

Abilities

I. PINCER ATTACK

1 action, attack, melee
Your weapon finds every weakness, driving your foe straight into your waiting ally.
Attack: 1 damage. *Hit:* +1d3 damage
On hit*:* Push 1. If your foe would be pushed into an ally's space, that ally deals 2 *piercing* damage to that foe and gains *shield*. Double these effects if your ally or your target is in *crisis*.

I. BAIT AND SWITCH

1 action, range 1-2, ally
You lay a trap for your foe, striking when they overextend themselves.
Effect: Swap places with an ally in range.
Effect: If your ally was adjacent to at least one foe, you may then deal 2 damage to one of those foes after swapping and *daze* them.
Effect: Increase damage by to 1d3+1 if your ally was *bloodied*, or 1d6+1 if your ally was in *crisis.*

II. HOLD THE CENTER

Interrupt 1, Ally, Adjacent
You brace with shield or armor, strengthening your formation against incoming blows.
Trigger: An adjacent ally is damaged
Effect [X]: Reduce that damage by the number of adjacent allies to you, then push all adjacent foes 1, (4+) two, or (6+) four spaces.
Effect: If that ally was in *crisis*, double damage reduction and push.

Master:

IV. MIGHTY STANDARD

1 action, Zone, range 1-3, end turn
You place your banner, striking fear into the hearts of your foes.
Zone: End your turn and designate a blast 3 zone with at least one space in range, which could overlap characters. Allies that end their turn inside the zone gain *shield*. If they are in *crisis*, they also gain +1 armor while inside the zone.
Effect [X]: While inside the zone, you can pick up the banner as a **quick** ability and swing it, pushing all other character inside *1d3,* but removing the zone. Foes pushed are *dazed.*

> *(Zone: Changes or affects an area of the battlefield, causing persistent effects. Unless specified, placing a new zone replaces the last one placed. Zones from self or allies cannot overlap each other. You can dismiss a zone as a quick ability.)*

MIGHTY COMMAND

1 action, 2 resolve
Ally, Foe
You issue an earth shattering command, breaking enemy morale and driving your allies on.

Effect: Every other character on the battlefield, regardless of range of line of sight is pushed or pulled 1 space in any direction of your choice. You may move them in any order, and may choose different directions for each character.
Effect: Bloodied characters are pushed +2 spaces.
Effect: Foes in *crisis* are additionally *stunned*.

Talents:

MASTERMIND

Increase all pushes and pulls against bloodied characters by 1, or +2 if they are in *crisis*.

SPUR

Once a round, when an ally starts their turn in range 1-3, you may push or pull them 2 spaces, or 4 if they're are in crisis.

FIELDWORK

Once a round, when you swap places with a character, either deal 2 damage to them or grant them 2 vigor. Double these effects if they're in crisis.

2. BASTION

Knight Soul

The Bastions are the shield lords of Arden Eld, wandering knights and larger than life figures that tread the ancient imperial roads with their heads held high and armor gleaming. From town to town they act as errant knights and mercenaries, protecting the weak and vulnerable, and driving back the Blights with hammer-like blows from their weapons and great-shields.The imperious and mighty presence of a Bastion in town is a stabilizing force and can become an event for a whole village. All Bastions follow an ancient and long-forgotten hero's code, an old oath to stand against chaos in all its forms. The names of the Bastions are recorded in the White Peak Citadel on the Eastern frontier, and they are interred there in their armor when they pass from this life.

Keyword

Overdrive: Triggers automatically at round 3 or later.

Trait

ENDLESS BATTLEMENT
Once a round, you may dash 3 at the start or end of *any* allied turn. You are *unstoppable* and immune to all damage while moving this way.
Overdrive: Twice a round

Abilities:

I. HERACULE
1 action, Attack, Range 1-3
Hurl your shield or weapon as a discus with irrepressible force.
Attack: 2 damage. *Hit*: +1d6
On hit [X]*:* Your attack target and one other (4+) two other, (6+) all foes in range are pushed 1.
Overdrive: Increase max range and push by +2 and gains damage [+].

I. CATAPULT
Interrupt 1, Push, Ally
Use your body as a springboard to set up ally maneuvers.
Trigger: An ally ends a movement in an adjacent space

Effect [X]: Push that ally 2 or (5+) 3 spaces. If they would end this push adjacent to a foe, that foe is *dazed*.
Overdrive: Gains interrupt +2

II. IMPLACABLE SHIELD
1 Action, end turn, aura, self
You stand tall and proud, sheltering your allies from fierce blows.
Effect: Gain *shield,* aura 1, and the following interrupt until the start of your next turn:

Shield Block
Interrupt 1
Trigger: An ally in the aura is targeted by a foe's ability that deals damage.
Effect [X]: You take the damage and effects your ally would have took in your ally's place. You take only those effects and don't otherwise re-target or affect other parts of the ability. Then, you regain this interrupt on a (5+).
Overdrive: Effect chance becomes 3+

Master

IV. ENTRENCH
1 action, Stance, Aura, Self
You become an immovable object, stern and powerful, like a towering citadel.
Stance: While in this stance:
- during your turn, you are *immobile*
- you are immune to involuntary movement
- you can be used as a *cover* object by adjacent allies.
- gain aura 1. Any foe that voluntarily enters the aura from the outside takes 1d6 damage and is pushed 1, interrupting but not ending their movement. A foe can't trigger this effect more than once a turn.
Effect: If you are in *crisis,* also gain +1 armor in this stance and increase aura size by +1.

> *(Aura X: A persistent effect that moves with a character, affecting all other characters in range X and line of sight.)*

PERFECT PARRY

Interrupt, 3 resolve
Self, Ally
Even the strongest of blows glances off a bastion in their full glory.

Trigger: You or an adjacent ally takes damage form a foe's ability.
Effect[X]: Roll *1d6*.
• Reduce the damage by half.
• If you roll equal to or under the round number, the damage additionally cannot reduce its target below 1 hp. The triggering foe then gains *1d3 dazed* and is pushed *1d3* spaces.
• If you roll *exactly* the round number, deal half the amount of damage as the triggering ability to your foe.
Overdrive: If you roll exactly the round number, deal the full damage.

Talents:

PERSEUS
You are immune to damage from allied area effects. Allied area effects that include you as a target deal +1 area damage.

SUPERNOVA
Count the current round number as 1 higher for the rest of combat after any ally is defeated.

PRESENCE
Your abilities with the aura tag gain **Overdrive:** increase aura size by +1

3. BREAKER

Knight Soul

The first in the fight, breakers are a mercenary siege order of mythical strength and reputation. To even join the order, one must perform the Iron Vigil, a ten day training where a recruit is bound into heavy armor and ordered to wear it during all activities - even while sleeping. Wearing this armor, they are pushed to the point of exhaustion, taught to fight, sprint, run, climb, and even swim with it in order to transform the body into a living weapon of war. Once further training is accomplished, breakers don the heavy breaker gauntlet and can blow away all opposition with ease. Even the sturdy gates of castle walls are nothing to them.

Keyword:
Impact: Triggers on any character moved into an obstruction as part of this ability.

Trait:

SHATTER ON THE RAMPARTS
Once a round, when you push or pull a foe into an obstruction, you may deal damage to them equal to the round number +1.

Abilities:

I. BRAZEN BLOW
1 action, Attack, Melee
Leave your enemies reeling.
Attack: 1 damage. Hit: +1d6
On hit [X]*:* Push your target one, (4+) two, or (6+) four spaces.
Impact*:* Deal damage to your foe equal to the number of spaces they were pushed before impact (max +6).

I. LAND WASTER
2 actions, Close Blast 3
Crash your weapon into the earth, sending up devastating shockwaves.
Area effect [X]: 1d6+2 damage, then push 1 or (4+) 2 spaces
Effect: *Afflicted* characters take +2 damage and are pushed +2 more spaces
Impact: Foes are *dazed.*

II. VALIANT
1 Action
Stride forth, battering aside foes.
Effect [X]: Dash 1*,* then dash 1, (4+) then dash 1 (6+) then dash 1*.*
Effect: Before each dash, push all adjacent characters 1.
Impact: Refund the action cost of this ability.

Master

IV. BATTERING RAM
1 action, stance
You let your momentum carry you onwards from foe to foe in an unstoppable charge.
Stance: Once a round, after you push a character, you may dash the same number of spaces as you pushed them as long as each space of the dash ends closer to them than you started. You are *unstoppable*, immune to all damage, and gain *phasing* while dashing this way. When you phase through a character, you can push them 1. When you phase through an object, you can destroy that object, removing it.
Overdrive: May trigger twice a round.

> *(Overdrive: Triggers automatically at round 3 or later.)*
> *(Phasing: May pass through obstructions, but may not end any movement sharing space with them.)*

GATEBREAKER

2 actions, 3 resolve
Close Line 5
You sprint into a mighty charge, blowing away all opposing forces.
Effect: Move along the line with *unstoppable* until you would enter the space of a character, then stop moving.
- You may enter the spaces of objects during this movement without stopping, and destroy and remove them if you do.
- If you would enter the space of a character, that character must save. They take 2d6 damage on a failed save, half damage on a successful save, and are pushed the number of spaces you moved before entering their space.

Impact: Character takes damage equal to twice the spaces you moved and is *stunned.*

Talents

IMPLACABLE
Each time you you dash 1 space, you are *immune* to all damage and *unstoppable* during that movement. This also applies to any dash you grant to an ally.

SEEKER
If you start your turn with no foes adjacent, you may dash 3, as long as each space of the dash takes you closer to a foe.

TOPPLE
Once a round, when you you cause a character or object to impact with another character, you can push the second character 2 spaces and deal 2 damage to them.

WARRIOR SOUL

The soul of one who seeks power at all ends.
The will to cut down all before you with impossible strength, and the hand to carry it out.

4. SLAYER

Warrior Soul

Warriors of impossible strength and insane bravado, slayers are warriors that specialize in fighting the largest and most dangerous monsters to crawl out of the pits that riddle the land. They relish in fighting against impossible odds, training themselves in forbidden techniques, arcane arts, and oversized weaponry that normal Kin would quake at wielding. They organize themselves into loose orders and train and hunt together, sharing tales and trophies of the colossal horrors they have slain. Some say in order to fight their quarries, the slayers must ingest monster blood to gain their strength, giving them dark and forbidden power that makes other Kin fear and respect them in equal measure.

Keyword

Heavy: Use a heavier version of an ability. If you do, you are then unable to attack or use a heavy ability until the end of your next turn.

Trait

HOT BLOODED
If you don't attack during your turn, gain 3 vigor, or 3d3 if you're in *crisis*. While at maximum vigor, you are *unstoppable,* and effects cannot prevent you from attacking.

Abilities:

I. DEMON SPLITTER
2 actions, Attack, Close line 3
Swing your weapon with enough force to cut even the most tenebrous of foes.
Effect: Dash 1
Attack: 2 damage. Hit: +2d6
Area effect: 2 damage
Heavy: [-] on attack, Line +3, +3 base and area damage

I. BARGE
1 action, self
Even when winding up a massive attack, you are a menacing force.
Effect: Gain *sturdy* and the following interrupt until the start of your next turn:

Shoulder check
Interrupt 1
Trigger: A foe in range 1-2 damages you or an ally.
Effect: The foe must save. They are *dazed* and pushed 1 after the triggering ability resolves. On a failed save the triggering damage is also reduced by 1/2.
Heavy: You may dash up to 3 spaces with *unstoppable* before triggering this ability. On a failed save, your foe also doubles *daze* and push.

II. BRAVADO
1 action, self
You throw your arms wide and let your enemies know how little you care.
Effect: Gain *shield.*
Effect: At the start of your next turn, you gain 4d3 vigor. The first time each turn an enemy damages you with an ability before then, you must save or lose this effect and immediately gain 2 vigor instead.
Heavy: You are *unstoppable* until this effect expires.

Master

IV. JOTUNN CRUSHER
2 actions, Close blast 2, end turn
Your blows are strong enough to topple even titanic foes. Normal opponents stand no chance.
Effect: End your turn, target a close blast 2 area, gain *sturdy*, and gain the following interrupt until the start of your next turn. If you move, the targeted area moves with you, mirroring your movement.
Heavy: Interrupt deals +4 more damage.

CRUSHER RELEASE
Interrupt 1
Trigger: A foe starts or ends their turn in the area
Area Effect: At the end of the triggering turn, you release your blow. Move the area six spaces in a line straight away from you. Foes caught in the area must save. They take 1d6+4 damage, or half as much on a failed save, and are pushed 1. The targeted foe takes triple damage and is *stunned* if they are caught in the area.

GOD WASTER

2 actions, 4 resolve
Attack, Close line 6

Sever Divinity and cut through the threads of possibility. Pour all your rage into one blow and topple the Gods.
Attack: [Vigor] damage. *Hit:* +2d6
Area effect: [Vigor] damage.
Heavy: Gain 4d3 vigor before the attack and pushes 4 on hit.
Effect: Then burn out and lose all your vigor. You cannot gain vigor for the rest of combat.

If you miss this attack, ignore its last effect and refund 2 resolve. You can limit break again this combat.

BULK
While at maximum vigor, you are immune to involuntary movement.

HALE
The first time in combat you enter *crisis*, after the triggering damage is applied, you gain 1d6+2 *vigor.*

DEFLECT
When you or an adjacent ally is damaged by an ability, you may spend the *sturdy, unstoppable,* or *shield* effect on yourself to grant them 1d3 armor against the damage. If you do, you can't gain or benefit from any of these effects until the start of your next turn.

5. WORKSHOP KNIGHT
Warrior Soul

Warriors of the great guild workshops lodged in the high city spires. They are known as much for their genius as their bravery, and wield arkentech, clockwork, and black powder as easily as they wield a blade. They work fervently on new contraptions meant not only to better warfare but the lives of kin - automated farm equipment, message delivery systems, combustion powered gondolas and the like, often under the skeptical gaze of the citizenry. Many of them find employ with the great airship companies as engineers and carpenters. The orders are especially open to those that have suffered accidents of birth or battlefield and are well known for their well crafted arkentech prosthetics.

Keyword

Conserve: Can only trigger if you have not attacked this turn, and cannot attack on any turn you trigger this effect.

Trait
INGENUITY
If you don't attack during your turn, at the end of your turn, you can perform one of the following effects:
• Fly 3 spaces
• Pull a character in range 1-3 two spaces. Then you may *daze* them or grant them *shield*.
• Deal 2 damage to all adjacent foes and push them 1

Abilities:

I. ROCKET PUNCH
1 action, burst 1 (self)
The basic move of workshop martial arts, flashy and effective.
Area Effect [X]: Push all adjacent foes 1 or (5+) two spaces, then deal 2 damage to one of those foes. If you are adjacent to 3 or more foes, increase damage and push by +2.
Conserve: Damaged foe must save or be *stunned.* Foe is *dazed* on a successful save.

I. RIPPER CLAW
1 action, Range 3-4

Using a grappling system, reel in a target with explosive force.
Effect: Pull a character in range 3 spaces. Foes are *dazed*. Allies gain *shield.*
Conserve: Increase max range and pull by +2

II. WEAPON VAULT
1 action, Melee
Use your weapon or hilt like a vaulting pole.
Effect [X]: Fly 1, then swap places with an adjacent character. Then you may push your swapped target *1d3* spaces.
Effect: If you use this after attacking, it becomes *quick.*
Conserve: Increase fly and push by +2, and swapped foes take 2 piercing damage.

Master
IV. ARSENAL
1 action, attack, Range 1-3
Your bandoliers contain more than just weaponry.
Attack: 2 damage. Hit: +1d6
On hit: Push or pull target 1 space.
Conserve: You may use the following version of this ability instead.

> **Arsenal flash bomb**
> 1 action, range 1-2, zone
> **Zone**: Create a cross 1 space zone in range. Foes caught inside take 2 piercing damage The center space of the zone is an *obscured* space.

Excel: You may also trigger the flash bomb effect.

(Excel: Triggers on a total final attack roll of 8+. This threshold is reduced by anything that reduces critical hit threshold.)

MASTERSTROKE

1 action, 4 resolve
Ally, power die
Your mind constantly works like a well oiled gear assembly, finding the perfect spot to tip the fight in your favor.

Effect: At the end of any of your turns you don't attack while you have this limit break, gain a d6 *power die*, or tick the die up by 1 (max 6).
Effect: Fly 1, then swap places with an adjacent ally. That ally gains 2 vigor, and an adjacent foe must save or take 1d6 damage and become *stunned*, or half damage and *dazed* on a successful save.
Effect: Increase fly by +1, vigor gain by +2, and damage deal by +1d6 for tick on the die. If the die is at 3 or higher, all damage deal becomes *piercing.*

> *(Power die: A d6 die that is used to track benefits from an ability and can be spent, discarding it. Each die is tied to a specific ability and ticks up or down when called for.)*

ALLOY
You improve the effect of *shield* to +3 defense for you and adjacent allies. You gain *shield* when you are first bloodied in a combat.

ENDURE
If you don't attack during your turn, gain *shield*. At round 3+, also gain 2 *vigor.*

BOLSTER
Once a round, when you swap places with an ally, they may clear a negative status. If they have no negative statuses, they gain *shield.*

6. HAWK KNIGHT
Warrior Soul

Ferocious knights from the infamous Talon Company. The company has long since disbanded, but the knights persist as dangerous wandering mercenaries. Their philosophy is 'soaring above all', training relentlessly to become the pinnacle of armed combat, and fighting any and all they can, regardless of allegiance. As a result, they are are spectacular and vicious duelists, tempered only by the fact that they duel to the blood rather than duel to the death. Hawk knights are much maligned by the generally pacifistic villages of the green, but they know that their era will come. Until then, they bide their time sharpening their blades and doing odd jobs for soft-bellied fools, awaiting the time of carrion.

Keyword
Excel: Triggers on any attack where the total attack roll was 8 or higher. Reduced by any effect that reduces critical hit threshold.

Trait

ONE HIT KILL
If you don't attack during your turn, you can deliver a killing blow. Your next attack gains attack [+], an additional +1 damage on *excel*, and an additional +2 damage on *critical hit.* You may keep this effect even if you miss or are defeated.

Abilities:

I. RAZOR FEATHER
2 actions, Attack, Range 1-3, Cross 1
Your sword stroke are so fast you can slash the air multiple times in a blink, sending out cutting shockwaves.
Attack: 4 damage. Hit: +1d6
Area effect: 2 damage.
Effect [X]: You may target one, (4+) two, (6) or three additional cross 1 in range, extending the area effect. The areas cannot overlap.
Excel: All targets are slashed with an aftershock, taking 2 damage again
Critical Hit: Repeat the excel effect.

I. HAWK'S DISDAIN
1 action

With a clap, you deflect a blow with your bare hand or the flat edge of your blade.
Effect: Gain *shield,* and gain the following interrupt until the start of your next turn.

> ### Turn Blades/Cut Bullets
> Interrupt 1
> *Trigger*: A foe's ability would deal damage to an adjacent ally.
> *Effect:* Your ally halves incoming damage. You also take half the incoming damage. This damage is calculated before reductions.

Effect: If you scored a critical hit or excelled this turn, this ability becomes *quick.*

II. WICKED SHEATH
1 action, end turn
You sheath your blade, in preparation for a blindingly fast strike.
Effect: End your turn. Your next attack gains:
- A*ttack [+]*
- *On hit:* Foe is pushed 1 and push yourself away from your foe 1.
- *Excel:* +2 damage
- *Critical hit:* Increase pushes by +2 and foe is *stunned*

Master

IV. PERFECT STRIKE
Interrupt 1
Nothing less than perfect will do for those that soar above. Tear your foes with your talons and shriek victory.
Trigger: You *excel* or score a critical hit
Effect: You may re-roll the same attack roll, including all modifiers, then check the below. This counts as an effect and not an attack, and only applies the below effects - no damage or effects of the original attack. Hit, excel, and critical hit effects are cumulative.
- *Miss*: You are *dazed* and end your turn
- *Hit:* Deal 2 damage to your target again and gain 2 vigor.
- Excel: Increase damage and vigor by +1d3
- Critical hit: Increase damage and vigor by a further +1d6 instead.

Effect: Double vigor and damage if you're in crisis.

BLOODY TALONS

1 action, 4 resolve
Close line 4, attack, Melee
The more the blood floes, the stench of carrion fills the air, invigorating you for the final strike.

Effect: Gains attack [+] for each bloodied ally anywhere, and [+] if you are also bloodied.
Effect: Grazes if you don't *excel* or greater.
Attack: 2 damage. *Excel:* +3d6
Area effect: 2 damage. *Excel*: 2 damage again.
Critical hit: 2 damage again.
Critical hit: Your target gains *stunned, dazed,* and is pushed 6.

If you miss this attack, refund 2 resolve. You can limit break again this combat.

Talents:

FEROCITY
If you're bloodied, lower your threshold to critical hit by 1. If you're in crisis, lower it by 2.

SINEW
If you don't attack during your turn, you may increase all lines and crosses you create by +2 on your next turn.

DISSECT
You may add damage to critical hits equal to half the round number, rounded up.

BERSERKER SOUL

The soul of one fueled by a heart of rage.
The terrifying power to fight on even when the body is broken and the blood is boiled away.

7. CLEAVER

Berserker Soul

Arden Eld is home to wild and dangerous frontiers, some of which border on inhospitable climes, undersea monster dens, or even Blightlands. The rough and tumble warriors that make their homes there in the wilds are built of a different sort, eschewing armor and even traditional weaponry. Instead, they build their own weapons and armament from the most durable materials around - monster parts. Using anything from Wyrm jawbones the size of a man, to blast beetle shell casings, to sawshark teeth, they construct anything from massive longblade to trick spears, serrated daggers, bone great swords, or even buzzsaws. The Cleavers, as they are known, are proud of their craftsmanship. They wield their monstrous and oversized weaponry with a reckless abandon, unbelievable strength, and a ferocious bloodlust, a terrifying sight to witness in battle.

Keyword

Reckless: Push yourself to the limit gaining extra effects but inflicting yourself with the Reckless (-) unique status, stacking up to 3. You take +1 damage from all sources per stack of reckless. You can only clear reckless by effects that clear a negative status.

Trait

BERSERKERGANG
At the start of your turn, if you are bloodied, you may gain 2 vigor and clear one negative status. Increase this by +1d6 and additionally become *unstoppable* until the start of your next turn if you're in *crisis.*

Abilities:

I. THIRSTING EDGE
1 Action, attack, melee
You swing is so fierce that your weapon strikes multiple times in one hit.
Attack: 2 damage. On hit: +1d6
Reckless[X]: Deal 1 or (4+) 4 damage again *on hit.*

Effect: You may trigger the reckless effect again if you're bloodied, or twice if you're in crisis. Gain *reckless* each time.

I. POUND
1 action, foe, melee
Sometimes problems can be solved by just hitting them really, really hard.
Effect [X]: You smash an adjacent foe, *dazing* them and lowering terrain by 1 or (5+) two levels under them.
Reckless: Your foe also takes takes 2d3 damage

II. SEISMIC SMASHER
2 Actions, Close line 3
You pound the earth, creating a traveling shockwave that knocks foes off their feet and tears up the earth.
Area Effect: 1d6 damage
Effect [X]: Every 3rd space in the line, create a height 1 boulder object (odd) or lower terrain by 1 (even). This effect could be created under characters.
Reckless: Line +3, +2 damage. You may repeat this effect up to three times, gaining *reckless* each time.

Master

IV. WILD SWING
1 action, melee
Your strike is instinctual and without thought.
Reckless: Gains effect [+]
Sacrifice 4: Gains effect [+]
Effect [X]: Deal 1 damage or (6+) 2d6 damage to an adjacent foe, (6+) *stun* them, (6+) and push them 3.

> *(Sacrifice: Push your limits and spend HP as part of the ability to increase its power. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.)*

LAST STAND

1 action, 2 resolve,
Self, Aura
Nothing can take you down.

Effect: Until the start of your next turn, gain aura 1. Yourself and allies in the aura take 1/2 damage while the aura is active. However, at the start of your next turn, end this aura and reduce yourself to 1 hp.
Effect: Increase aura size by +1 if you're bloodied, or a further +1 if you're in crisis.

(Aura X: A persistent effect that moves with a character, affecting all other characters in range X and line of sight.)

Talents:

MASSIVE
Your attacks with a range of melee gain range 1-2.

SHRED
If you're in crisis, all damage from your abilities with the attack tag gains *pierce.*

RAGE
Your attacks deal damage [+] if you have a stack of reckless. They additionally gain +2 base damage if you have 3 or more *reckless.*

8. PARTIZAN

Berserker Soul

Riding along the Leggio caravans, Partizans are warriors of extreme daring and incredible skill. They are the elite of the caravan watch guard, who use the hafts of their long spears as vaulting poles to leap from roof to roof, even when the caravan is in motion. They are prodigious monster hunters, using the motions of their poles to leap to breathtaking heights in order to plunge their blades every deeper. Once the path of the Paritzan is taken up, a warrior does not expect to live a long life, and will throw themselves at all threats to the caravan with the poise and bravado of those closest to the sun and closest to death.

Keyword

Dominant: Gains extra effects depending on the elevation difference between you and your target.

Trait

Vault

You may sacrifice your free move as part of any ability to do a spear vault.
- That ability counts you as being +1 spaces of elevation higher than your current elevation.
- If you're bloodied, you may also fly 2 before using the ability, or 4 if you're in *crisis.*

Abilities:

I. VALKYRION
1 action, attack, melee
Soaring through the air like a vengeful spirit, you crash into your enemy.
Effect: *Fly 1.*
Attack: 2 damage. On hit: +1d6
Dominant: If you were 1 or more spaces higher than your target, push all characters adjacent to your target 1. If you were 3 or more, deal +2 damage on hit and lower terrain under your target by 1 space.

I. SPIRAL IMPALER
1 action, range 1-3
You heft a long spear with tremendous force, pinning your foe to the ground.

Dominant: Increase max range by +3 against targets on lower elevation.
Effect [X]: You deal 2 piercing damage to a foe in range. That foe must save or be *immobilized* until the end of their next turn. A foe can end this immobilize early by taking 1d6 *piercing* damage any time during their turn.

II. METEON
2 actions, Attack, Melee
You deliver a spiraling strike that becomes especially effective from high elevation.
Effect: Fly 2
Dominant: For every level of elevation you descend during this flight, your foe takes +2 damage *on hit* (max +6). If you descend 3 or more levels, first destroy all *shield* status effects and all *vigor* on your target.
Attack: 4 damage. *On hit*: +1d6
On hit: Lower elevation under your target by 1.

Master

IV. VAULTING POLE
1 action, zone, range 1-3.
You skillfully impale a javelin in the ground that can be used to spring into a powerful leap.
Zone [X]: Create one or (5+) two javelin zones in a free space in range. You can have any number of these zones without replacing them.
- While sharing its space, you or an ally can balance on the javelin and count as +1 elevation higher than your current space.
- You or allies that enter or exit its space can use it to fling yourself, flying 1d3+1 spaces but removing the javelin. You must fly the maximum spaces possible in a straight line.

> *(Zone: Changes or affects an area of the battlefield, causing persistent effects. Unless specified, placing a new zone replaces the last one placed. Zones from self or allies cannot overlap each other. You can dismiss a zone as a quick ability.)*

DRILL DIVE

1 action, 3 resolve,
Range 2-5, End turn

The master art of the partizans, a powerful leap that uses skillful strikes from the pole to drive the attacker ever higher, coming to earth like a vengeful god.

Effect: End your turn and choose a foe in range, then gain the following interrupt:

> ### Drill Descent
> **Trigger:** Foe turn start
> **Effect [X]:** You soar into the air. Remove yourself from the battlefield. At the end of that foe's turn, you perform a spiraling dive. Place yourself in a free adjacent space. You deal 4 damage once (2+) twice (3+) three times, (6+) six times, and *daze* your foe. Then lower elevation under your target by 1 space.
> **Effect:** If you're bloodied, lower elevation by 1d3 spaces instead. If you're in crisis, lower elevation by -3

Talents:

EAGLE
While bloodied, increase all flight gained or granted by +1, or +2 if you're in crisis.

SOAR
Your free move can fly 3 instead. If you end this move on higher elevation than you started, gain *shield*.

VANTAGE
You can choose to push or pull up elevation. Your abilities gain **dominant:** Increase all push and pull by +1.

9. COLOSSUS

Berserker Soul

Ferocious followers of Arenheir, the Wolf Titan, the Colossi are a martial order of grapplers and pankrationists that reaches across all of Arden Eld. They largely forgo the use of all weaponry in return for training their bodies to perfection, forging their very hands and feat into killing implements, and using grappling techniques that can liquify rock. Colossi travel throughout the land seeking powerful foes, and taking trophies to return to their great lodges to offer in tribute to Arenheir in fierce hope of resurrecting their god. At their lodges they feast and drink to their deeds, companions, and boasts. They seek glory and challenge through battle, and will often go for only the absolute strongest warriors and monsters, heedless of their own safety.

Keyword

Sacrifice: Push your limits and spend HP as part of the ability to increase its power. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.

Trait

Blood of the Wolf Soul
The first time in a combat you would be reduced to 0 hp, stay at 1 hp instead and become immune to all damage until the end of the current turn, then lose this effect. At the start of your turn when you lack this effect, roll the effect die. On a 4+, regain this effect.

Abilities:

I. MEGALO BUSTER
2 actions, attack, melee
You deliver a mighty blow with wild abandon, so strong that you yourself are left reeling.
Attack: 4 damage. Hit: +1d6
On hit [X]: Both you and your foe are *stunned* and pushed 2 or (5+) 4 spaces away from each other.
Sacrifice 3: Avoid the stun and push.

I. MEGATON SUPLEX
1 actions, Melee
Wrapping your arms around your foe, you fling the two of you backwards with tremendous force.
Sacrifice 3: An adjacent foe takes 3 damage and is *dazed*. They must then save, or be picked up and removed from the battlefield. Fly 3, then place your foe in a free adjacent space.

II. GRENDEL
1 action, stance
With bulging muscles, you hold your foe in a vice grip.
Stance: When you enter this stance, or at the end of your turn, you may grab an adjacent foe. A grabbed foe has attack [-] except against you, and you and they are *immobile*. A foe ends the grab after using an ability that damages you, or by passing a save at the end of their turn. You can only grab one foe at once and it also ends if either of you are involuntarily moved. You end a grab voluntarily any time during your turn.
Sacrifice 3d3: Maintain the grab if it would end. Prevent any forced movement that would end the grab.

Master

WAR GOD'S STEP
1 action, burst X (self)
You crack the earth with your step, sending out rippling shockwaves.
Area Effect [X]: Smash every character in burst 1 (self) or (4+) burst 2 (self)
Area effect: Create *difficult terrain* under every character in range, then those characters are *dazed*.
Sacrifice 3 or gain **Reckless:** Burst +1, and deals 2 damage, once, to all characters in the area. You may repeat this effect up to 3 times.

> *(Reckless: Push yourself to the limit gaining extra effects but inflicting yourself with the Reckless (-) unique status, stacking up to 3. You take +1 damage from all sources per stack of reckless. You can only clear reckless by effects that clear a negative status.)*

GIGANTAS CRUSHER

2 actions, 4 resolve
Melee, Foe
Wrestle with the gods themselves.

Effect: You grab an adjacent foe. That character must save. Even if that character saves successfully, you grab them, and you both soar into the air. Remove both of you from the battlefield. At the start of that character's next turn, you come spinning back to earth, slamming your foe into the battlefield in unoccupied space in range 3 of your original location. You *sacrifice* 25% of your max hp. Your foe sacrifices 50% of their max hp, or 25% on a successful save. Then:
• place yourself adjacent to your foe
• lower the terrain under your foe by 1
• push all adjacent characters to both of you 1

This ability can be used against Legends, but it costs +2 resolve and they may always save, sacrificing 4 hp and refunding this ability's resolve cost on a successful save, and only sacrificing 25% of their max hp on a failed save.

Talents:

GRIT
The first time in a round you sacrifice, gain 2 vigor. Increase this to 4 if you're in crisis.

ADRENALINE
At 1 hp, all your attacks deal +3 base and area damage.

SURGE
If you start your turn in crisis, you may clear up to two negative status tokens. If you are at 1 hp, you may clear all statuses instead.

MERCENARY SOUL

The soul of one tempered by suffering and avarice.
The strength to fight on your own terms, to grasp your own fate through the thorns that pierce you.

10. KNAVE
Mercenary Soul

The advent of the Churning Age has coincided with the rise of a certain class of person with heavy pockets and a long list of 'problems' to solve. The Knaves are the solution. Hedge knights, rogue warriors, duelists, deserters, and veterans, they roam the land offering their services to whoever has the dust to spare. Though some of them are altruistically minded, they tend to go where the work, food, and fighting is thickest, and never stay for long in one location.

Knaves operate under a loose moral code and an even looser no-holds-barred fighting style, using hilts, head butts, and gauntleted fists to inflict pain, punishment, and humiliation on their opponents in equal measure. These braggadocios warriors spare no effort in flexing their incredible strength - if the price is right. For a freshly roasted chicken, a pocket full of dust, and a polish of their boots, they'll do just about anything.

Keyword

Afflicted: Gains bonuses if your foe is suffering from a status.

Trait

HATRED
Once a round, when you damage a target, you may inflict them with *hatred (-)*. Hatred is a unique negative status. A character suffering from hatred deals 1/2 damage to all characters other than you as long as you are not immune to damage, and in line of sight and range 1-3 from them. A character removes one hatred after using any ability that damages you.

Abilities:

I. LOW BLOW
1 action, Attack, True Strike
Hit them right in the gronch.
Effect: Dash 1
Attack: 2 damage. *On hit*: +1d3 damage
Afflicted: Deal 2 damage again. If your target has 3 or more negative status tokens of any kind, deal 4 damage again instead.

I. TAUNT
1 action, range 1-4
With well placed words, you rile up your foe into moving out of position.
Effect [X]: Gain *shield*. A foe in range is pulled 1, then must save or be pulled +*1d3* spaces, become *immobile,* and become unable to take interrupts. These effect last until the start of their next turn.
Afflicted: Foe takes 2 piercing damage, or 2d3 if they are afflicted by 3 or more statuses.

II. SUCKER PUNCH
Interrupt 1, Range 1-2
There's nothing that can't be solved with the liberal application of fists to faces.
Trigger: An enemy in range rolls a save and you see the result
Effect: The enemy must re-roll the save keeping the second result. If they fail the save, you may gain 2 vigor or clear a negative status.
Afflicted: Gain one more use of this interrupt this round.

Master

IV. MISERICORDE
2 actions, attack, melee
Put them out of their misery.
Attack: 2 damage. Hit: +2d6
On hit: Deal +1 damage for each separate type of negative status token your foe is suffering from (max +6).
Effect: If your foe is in *crisis*, also destroys 2d6 vigor on the target before dealing damage.

MOCK

1 action, 3 resolve,
Range 1-5
There are innumerable words in innumerable tongues for what I am about to say to you. Fortunately, I have picked the very best.

Effect: Target foe takes 1d3 piercing damage, then gains 3 *dazed,* 3 *stun*, and becomes *immobile* and unable to take interrupts until the start of its next turn.
Effect: If you defeat a legend or elite foe with this ability, immediately gain 1 personal resolve or grant 1 to an ally.

Talents:

BRAWL
Improve the effect of *dazed* to -3 damage on attacks against you and adjacent allies. When you critical hit, you may inflicted *dazed.*

SUFFER
Once a round, when a foe in range 1-3 is defeated, you may transfer all stacks of one of its negative statuses to any other foe in range 1-3.

OPPRESS
When you hit an attack against a foe, you may increase one of its negative statuses by +1 after the attack resolves, or +2 if that foe was in crisis.

11. BLEAK KNIGHT

Mercenary Soul

Also known as dark knights - a black-clad mercenary order with a dread reputation, taught and tempered to embrace any kind of suffering and pain. They fly a banner with no sigil, and many will flee the battlefield when they see it coming.

The Bleak Knights are known to be one of the stalwart orders practicing limited aether manipulation, usually to channel their suffering into strength. They follow an iron doctrine of total, incorruptible warfare and while they take captives and follow the rules of law (to the extreme letter), they show no weakness or mercy to their foes, regardless of circumstance. They have the infamous tradition of only accepting recruits from those that have gone through tremendous suffering - including the victims of their own campaigns.

Keyword
No keywords.

Trait

Armored Agony
- When you inflict a status on a foe, you can also inflict it on yourself.
- You can choose not to clear negative status tokens after triggering them.
- While you are afflicted by 3 or more negative status tokens of any kind, you gain +1 armor and your attacks deal +2 base damage.

Abilities:

I. DEMISE
1 action, attack, range 1-2
Pain within becomes pain without.
Effect: If you are suffering from 3 negative status tokens of any kind, this attack gains *pierce*.
Attack: 2 damage. On hit: +2d3 damage
Effect [X]: Inflict 1d3 *Daze* on yourself.

I. MASOCHISM
1 action, range 1-2
Your aether reaches out to your allies, spreading their suffering to you and lifting their plight.
Effect: Transfer all negative statuses from all ally in range to you, then gain 1 vigor per status token transferred. If you're bloodied, you may repeat this effect on a second ally. If you're in crisis, you may repeat it on *all* allies in range.

II. REVENGE
1 action, stance, power die, aura
You take stock of any slight, letting it fuel a terrible fire in your gut.
Stance: While in this stance, gain aura 1. Set out a power die, or tick that die up by 1 when:
- an ally in the aura gains a status
- an ally in the aura takes damage
- increase ticks from each effect by +1 if the ally was bloodied

Each condition can trigger only once a round. When the die is 4 or higher, you become enraged and powered up. You and allies in the aura take *1/2 damage* and become *unstoppable*. Then exit this stance at the start of your next turn.

Master

IV. QUIETUS
2 actions, attack, melee
Dark aether coats your blade, cutting the soul.
Attack: 2 damage. *On hit [X]:* Foe must also *sacrifice* 2d3+2 hp. Grant half as much as the sacrifice amount as vigor to self and adjacent allies to your foe.
Effect: Inflict *Stun* on yourself. Do not clear this status this turn.

> *(Sacrifice: Push your limits and spend HP as part of the ability to increase its power. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.)*

CHAIN OF MISERY

1 action, 2 resolve
Mark, range 1-3
You link your soul aether with an ally's, intertwining your suffering, and bolstering their resolve with your own boundless tolerance for pain.

Mark: You bond yourself to an ally in range. As long as that ally is in range, they take 1/2 damage while the bond is active, but you *sacrifice* hp equal to the other half, before reductions. Any statuses inflicted on that ally are inflicted on you instead.

If a bonded character is bloodied, both characters deal +2 damage on hit with their attack, increased to +3 if a character is in crisis. The bond snaps and ends if either character is defeated.

Talents:

TENACITY

If you have 3 or more negative status tokens, you may choose to clear them at the end of your turn, and gain 2 vigor. Increase this vigor by +1d6 if you're in crisis.

TORMENT

Adjacent foes do not clear negative statuses. Foes in crisis additionally cannot gain vigor.

SANGUINE

You gain [+] on saves if you are afflicted. If you have 3 or more negative statuses, you automatically pass saves.

12. CORVIDIAN
Mercenary Soul

Also known as Raven Knights, the Corvidian orders are an ill-reputed Churner organization that are known primarily for being traveling peddlers and battlefield scavengers. Once the fighting is over, be it between monsters or kin, they descend on the battlefield with their black, tattered cloaks, and leaving strapped with pouches full of loot.

Despite their dismal reputation, many of them operate as vital lifelines to local communities impacted by war, blights, or monster activity, acting as fences and suppliers when nobody else will dare brave a conflict area.

Keyword
Finishing Blow: Gains additional effects if targeting a bloodied foe or a foe in crisis.

Trait

Way of the Crow
Before you attack a foe, you may consume a negative status token on your foe to deal +2 damage on hit. You may consume 3 negative statuses to also grant the attack *piercing*. If an attack powered up this way defeats your foe, clear a negative status on yourself, then gain *shield*.

Abilities:

I. DEMORALIZE
1 actions, attack, melee
You strike down their strongest and best, driving them to their inevitable end.
Attack: 2 damage. Hit: +1d6
Finishing Blow [X]: Release a burst (1) self area effect, pushing all foes inside 1. If your foe is in crisis, push *+1d3*.
Effect: If your attack defeats your foe, all foes in the area become *dazed*.

I. KIDNEY SHOT
1 action, melee
Fighting fair never got anyone anywhere.
Effect: An adjacent foe must save. They are *dazed* and pushed 1. On a failed save they then increase a negative status of your choice by +1

Finishing Blow: Foe fails the save. If they are in crisis, they increase *all* their negative statuses by +1.

II. INTIMIDATE
1 action, mark, range 3-5, end turn
You lock eyes with a foe, letting them know the fate that will befall them if they come in your reach.
Mark: End your turn and mark a foe in range. While marked, that foe gains attack [-] against you and adjacent allies. If you start your turn adjacent to your marked foe, that foe must save. They take 1d6+4 damage, or half as much on a successful save. Then end the mark. The mark otherwise remains active.
Finishing Blow: Foe is also *stunned* on a failed save.

Master
IV. EXECUTE
1 action, end turn
Finish them.
Effect: End your turn and gain *sturdy*. Gain the following interrupt until the end of your next turn.

Cut down
Trigger: You hit an attack, and the attack resolves.
Effect [X]: Roll the effect die. If your foe's HP is under the effect die, they are instantly defeated, ignoring all other effects. Then gain *shield*, and vigor equal to the effect die if you defeated your foe this way. Otherwise this has no effect.
Afflicted: If your foe is afflicted, gain effect [+], or [+][+] if they have 3 or more negative status tokens of any kind.

(Afflicted: Gains bonuses if your foe is suffering from a status.)

Talents:

BLOODBATH

1 action, 3 resolve
Aura, stance
Your skill at looting corpses has given you more than quick fingers - it has given you an intimate knowledge of both killing implements and where best to poke them.

Stance: While in this stance, gain aura 1.
- All foes in the aura count as bloodied, and bloodied foes count as being in crisis.
- The first time in a round a foe is defeated in the aura, yourself and all allies in the aura gain 1d3 vigor and can clear a negative status.

CRUELTY
Your attacks gain attack [+] and damage [+] against characters in crisis.

MORTALITY
Foes in crisis treat you and all allies adjacent to you as having +1 armor.

CAMRADERIE
When you *rescue* an ally, you and that ally gain *shield* and 1d3+1 *vigor*

VAGABOND
Cunning Wanderer

Strengths: High mobility and damage, strong summons and marks, strong against isolated foes
Weaknesses: Relatively low durability, relies on support
Complexity: Medium

Vagabonds are the mercenaries and master scouts of Arden Eld. They know how to aim a crossbow bolt through the visor of a knight or the weak spot of a monster, how to move quietly and quickly, and how to fling a knife with deadly precision. They are very mobile compared to other jobs and are able to get where they need to go faster than most, using their follow up abilities to beat down injured or isolated foes.

Job Trait

SKIRMISHER
You are an agile fighter, able to dodge and weave around the battlefield with skill and precision. You gain the following benefits:
• You can move diagonally
• Once a round, when you make a single move, dash, fly, or teleport, you may extend it by +3
• You reduce all damage from missed attacks and successful saves to 1

Basic Attack

WIND'S KISS
1 action, Attack, Range 1-2
A flash of blades.
Effect: Dash 1
Attack: 2 damage. Hit: +1d6
On hit: Gain *haste.*
Effect*:* Dash 1.

Job Statistics

HP: 32 (25% HP: 8)
Defense: 6
Free Move: 4

Keywords

Blind (-): When attacking, gain attack [-]
Evasion (+): When attacked, roll 1d6. On a 5+, the attack automatically misses.
Haste (+): When free moving, move +2 spaces
Mark: A persistent effect attached to a character. Each ability can only mark one character at once.
Stealth (+): As long as you have one stealth token, cannot be directly targeted by foes except from adjacent spaces. After using any ability, or when ending *any* turn adjacent to a foe, discard one.
Summon: Summons are tokens with an effect or ability attached to them. They don't occupy space or obstruct and can share space with characters. They are not characters and don't take damage or trigger effects unless abilities specifically mentioned. Summons have a maximum number active in (parentheses) and may have a summon action, which can be activated as a quick ability, or a passive summon effect. When they are *dismissed*, remove them from the battlefield.

APPRENTICE ABILITIES

Pick **two other abilities:**

TRACK
1 action, Range 1-4, Mark
Pick your quarry carefully.
Mark: Mark your foe.
- While marked, your attacks gain *attack [+]* against them and they cannot gain cover from you.
- If they are bloodied, these bonuses apply to all your allies as well.

QUICK STEP
Quick
You move with surprising agility and speed.
Effect [X]*:* Dash *1d3* spaces. You can *phase* through foes during this movement.

FLASH POWDER
1 action, Melee, burst 1 (self)
Throw sparking powder that confounds the eyes.
Area effect [X]: One, (4+) two or (6+) all foes in the area are *blinded*.
Effect: Then teleport 3

GOUGE
2 actions, Attack, Melee
You unleash multiple slashes, shots, or stabs against your foe, hitting weak spots.
Effect: Dash 1
Attack: 3 damage. Hit: +3d3
On hit: If your foe is *bloodied*, strike your target again, dealing 3 damage. If your foe is in *crisis,* deal 3 damage twice instead.

SMOKE BOMB
1 action, self, end turn
Prepare for the worst.
Effect [X]: End your turn. Create an *obscured* space under you (4+) and gain *stealth.*

DEATH TRAP
1 actions, range 1-2, Summon
You place a carefully crafted trap: flechette bomb, shard net, razor wire- the possibilities are endless.

Summon*:* Summon one or (5+) two death traps in free space in range. Traps arm at the end of your turn.

Death Trap
Summon (1)
Effect: Mark out a cross 1 area centered on the trap when it arms. When a foe starts their turn in the area, or voluntarily enters the area, it explodes for an area effect, dismissing it. Characters inside must save or take 4 damage, twice, or just once on a successful save.

SHADOW SOUL

The soul of one at home in the darkness.
The darkness is a warm mother that holds many mysteries, and can hide many weapons.

13. PUPPETEER

Shadow Soul

Of all the major Leggio caravans, the story of the thirteenth is perhaps the most tragic. Known most for its mastery of the puppet theatre and its lifelike, life-sized marionettes, Its history, once carved into the wooden flanks of its colorful wagons, has been lost, chipped into splinters, and fed to the flames when it was betrayed by the guilds. Its people were scattered to the winds, absorbed by other caravans, or left to live a meagre existence as refugees.

According to legend, there were no other survivors. Yet occasionally, defeated guild members are found in the trees, swinging in the breeze, strung up like a marionette on beautiful white strings.

Keyword

Summon: Summons are tokens with an effect or ability attached to them. They don't occupy space or obstruct and can share space with characters. They are not characters and don't take damage or trigger effects unless abilities specifically mentioned. Summons have a maximum number active in (parentheses) and may have a summon action, which can be activated as a quick ability, or a passive summon effect. When they are dismissed, remove them from the battlefield.

Trait

Master Puppet

You start combat with a master puppet summon placed in range 1-2 of you, a custom built companion. If the summon is removed or dismissed for any reason, you can place it again in range with a quick ability on your turn.

Master Puppet
Summon (1)
Summon action 1: Pull or push the puppet 1d3+2 spaces.
Summon action 2: The puppet swaps places with a character in range 1-2.
Summon effect: When the puppet would enter the space of a foe or it would be be swapped with a foe, you may deal 2 damage to that foe, or 2d3 if the foe is in *crisis*.

Abilities:

I. WHITE STRINGS
1 Action, Range 2-5, Attack
Whip-thin white strings retract from your gauntlet, snapping around limbs.
Attack: 2 damage. On hit: +1d3 damage
On hit [X]: Pull your foe 3 spaces towards yourself, an ally, or an allied summon in range. The first time during this pull they would enter the your space or the space of of an ally or allied summon, they take damage equal to the space they were pulled before entering that character's space (max 6).
Effect: If your target is in crisis, they take this damage twice.

I. BLACK STRINGS
1 action, mark range 2-4
Detach shadowy strings that hook into the soul aether of your target, dragging them where you will.
Mark [X]: Mark a character or summon in range. At their turn start, pull your target *1d3+2* spaces toward you with *phasing*. This ability does not require line of sight. If your target is a foe, for every ally, object, or allied summon your character passes through during this movement, your target takes 2 damage. A foe can pass a save at the end of their turn to remove this mark.

II. UMBRAL ECHO
2 actions, Summon, Range 1-3, Swap
You create shadow twins of yourself and allies, confounding foes.
Summon [X]: Summon two or (4+) three or (6+) five umbral echoes in free space in range.

Umbral Echo
Summon (4)
Summon Action [X]: Swap yourself or an ally with an echo in range 1-3. Characters swapped gain *stealth*. After swapping with an echo, dismiss the echo and create an *obscured* space where you dismissed it.
Summon Effect: Allies can take the above summon action on their turn as long as you have at least one echo.

IV. RAZOR TOP

1 action, summon, range 2-4
With a flash, you summon whirling death.
Summon*:* Summon a razor top in range.

Razor Top

Summon (2)
Summon effect: The top is *dangerous terrain* as well as a summon.
Summon effect: The top can be targeted by effects that push, pull, or teleport a character. Once a round, after you push, pull, or teleport a top, it spins and deals 2 damage to all adjacent foes.
Isolate: Damage gains *piercing*, or becomes 1d3+2 *piercing* if there are no characters other than you in range 1-2

(Isolate: Gains increased effects if there are no characters other than you adjacent.)

GRAN GUIGNOL

1 action, 2 resolve, range 2-4
The strings are flexible, yet tough as steel, reinforced with soul aether. They are nearly invisible until you will them into motion. Then your foes will discover who is truly free to choose their own fate.

Effect: Choose one of the following: foes, allies, summons, or all, then choose a space in range. Remove all that qualify in range of this ability from the battlefield. Place them in free adjacent space to the chosen space, in any order you like. If there is no free space, place them back in their original location. They become *immobilized* and unable to take interrupts until the start of their next turn.

Talents:

MARIONETTE

As a *quick* ability, you may push or pull a summon or object in range 2-4 of you 2 spaces.

MALINGER

Once a round, when you *dismiss* a summon, you may create an *obscured* space in the space it vacated.

DEFTNESS

You can push and pull diagonally. You can always choose to push or pull 1 space instead of any other number.

14. WEEPING ASSASSIN

Shadow Soul

The Weeper is the titan of night, the poor, and untimely death. Her Tears can be found in black springs in lightless shrines underground, sealed in some forgotten era. The journey to these shrines is perilous and haunting, and only the most determined make the journey - those that are set on joining the Weeping Assassins. These disciples of the departed titan have undertaken communion by drinking her tears. This gives them the uncanny ability to sense when someone is in deep sorrow, an effect that sometimes also causes an assassin to weep sympathetic black tears.

As night is a mother to all, it accepts all grief and answers all prayers. Sometimes, comfort is only found in absolute vengeance.

Keyword

Isolate: Gains increased effects if a character has no other characters than you adjacent.

Trait

Tears of the Weeper

Your common abilities (dash, interact, rescue, etc) do not remove *stealth.*
If you end your turn with no other characters adjacent, gain *stealth.*

Abilities:

I. HARIEN

1 action, Attack, Close Arc 3
You strike from the darkness. When your opponent turns, you have faded into the night.
Effect: Dash 2
Attack: 2 damage. Hit: +1d3
Area effect: 2 damage
Isolate: Dash 2, then gain *stealth.* If there are no characters other than you in range 1-2, increase dash to 4.

I. SHADOW CLOAK

2 actions, Mark, range 1-2, power die
Pull the shadows tighter around you.
Mark: Mark self or an ally in range and set out a d6 power die, starting at 6. The marked character has *phasing* and permanent *evasion.* After evasion triggers, successful or not, tick the power die down by 2. When the die is 0, discard it and end this mark, and the marked character may teleport 2 and gain *stealth.*
Isolate: If the marked character ends their turn with no other characters adjacent, they may tick the die up by 2, or by +4 if there are no characters other than you in range 2.

II. NIGHT'S CARESS

1 action, range 1-3
You relentlessly hunt your prey, following them through a shadowy rift even if they flee.
Mark: Mark your foe then gain the following interrupt at the start of each round while they are marked.

Sudden Strike

Interrupt 1
Trigger: Your marked foe ends their turn.
Effect: I your foe is in range 1-3, teleport to a free adjacent to them. They must save or take 3d3 damage, or just 3 damage on a successful save. Then end your mark. Otherwise, teleport 1 and keep the mark.
Isolate: Deal +2 damage, or +4 if there are no characters other than you in range 1-2.

Master

IV. SWALLOW THE STARS

1 actions, end turn
Dark aether coats your blade, preparing final rest for your foe.
Effect: End your turn and gain *stealth*. Your next attack gains:
- *On hit*: If your foe is in *crisis,* they must save or take *piercing* damage equal to 25% hp of their max hp, or 2 *piercing* damage on a successful save. If they are not in crisis, they take 2 piercing damage instead.
- *Effect:* Legend characters take 2 piercing damage on hit instead of the above effect, or 6 piercing on a failed save if they are in crisis.
Afflicted: Foe gains [-] on the save

(Afflicted: Gains bonuses if your foe is suffering from a status.)

HOLLOW

Quick, 3 resolve
Self
You draw the night around you, becoming a shadowy being of pure, writhing darkness.
Effect: You gain 3 *haste*, then take on a shadowy form. While in this form, you are immune to all damage, gain *phasing*, and may *fly* when you take your free move. You exit this form when you enter any space in range 1-2 of a foe, or when a foe enters any space in range 1-2 of you, but re-enter as soon as either of these cease to be true. It ends completely at the end of your next turn.
Effect: You can transfer this effect to an ally instead. If you do, *sacrifice* 25% of your maximum hp, and it lasts until the end of their next turn.

> *(Sacrifice: Push your limits and spend HP as part of the ability to increase its power. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.)*

Talents:

COMMISERATE
You can ignore up to one ally in range 1-2 for the purposes of *isolate*.

INFILTRATE
As a quick ability, you can spend *stealth* on yourself to teleport 3. *Isolate:* if you end this teleport with no other characters in range 1-2, regain *stealth*.

SHIMMER
If an ability ends your turn, it grants you *stealth*.

15. VENOMIST

Shadow Soul

Night-walkers, shadow-steppers, and masters of secret venom arts, the venomists are spies, scouts, and assassins of unparalleled skill. Joining their order is presumed to be extremely difficult, but they tend to open their ranks to anyone that has been lost or abandoned. Their number forms a secret and deadly society of Vermin Clans spread across Arden Eld, each practicing and refining the Night Venom Techniques. They are known for hunting and drawing out poisons from the deadliest creatures in Arden Eld, which which they coat their weapons and even ingest to build up immunity and practice toxic enlightenment. As poison can fell anything, whether lord or beast, it is a great leveler.

Keyword
Afflicted: Suffering from at least one negative status token, with increased effects if suffering from three or more.

Trait

Shadow Venom
Once a round, when you damage a target, you can inflict them with Shadow Venom (-), a unique status. When taking a turn, a character afflicted by Shadow Venom cannot draw line of sight except to adjacent spaces until the end of that turn. They can ignore this effect while they are adjacent to an ally.

Abilities:

I. VENOM LASH
1 action, Attack, Range 2-5
You lash out with a chain, whip, or grapple filled with tiny channels and barbs for containing poisons.
Attack: 2 damage. Hit: +1d6
Effect: Pull yourself 1 or 2 spaces towards your target.
Afflicted: Then you may choose to have your foe save or be pulled 1, or up to 3 spaces on a failed save, choosing the pull distance. If your foe has 3 negative status tokens or more, they fail the save.

I. FUME SLICE
2 actions, Close line 3
Spattered venom from your weapon creates a toxic shield.
Zone: Slash a line 3 zone, which could be created over characters. Each space of the zone is an *obscured* space and is *difficult terrain. W*hen created, characters in the area effect take 2 piercing damage and must save or be *blinded.*
Afflicted: If initially targeting at least one afflicted foe, extend the line by +3. If that foe had 3 or more negative statuses, extend the area by +6.

II. CENTIPEDE DASH
1 action, Close Line 4, end turn
As you weave around your foes, tiny nicks with needles or blades blossom into stinging death.
Area effect: Target a line 4 area, then dash to the end, or as far as possible, with *phasing*. Then **end your turn**.
- The first foe you pass through during this movement is *blinded.*
- All bloodied foes then have all t heir statuses increased by +1. Foes in crisis have their statuses increased by 2.

Afflicted: Afflicted foes take 2 damage. Foes with 3 or move negative status tokens take 2 piercing damage instead.

Master

IV. CHOKING CLOUD
1 action, Range 1-3, summon
You throw a gleaming stone of condensed pure poison. On impact, it blossoms into a beautiful, shimmering, and very deadly cloud.
Summon: Summon one or (5+) two choking clouds in range.

Choking Cloud
Summon (4)
Summon Effect: The cloud is an *obscured* space. In addition, characters other than you standing in or adjacent to a cloud do not clear statuses at the end of their turn.
Summon Effect: Afflicted foes treat the area as *difficult* and *dangerous* terrain.
Summon Action: The cloud flies 2 spaces. It can enter or end this movement in a character's spaces.

ABYSSAL ECSTASY

1 action, 3 resolve
You catalyze a toxic mist in your blood so potent that it coats the entire battlefield in a deadly, hallucinogenic haze.
Effect: Yourself and all allies gain *stealth*, and all foes gain *blind* and *shadow venom*.

TASTE

Improve the effect of *blind* to [-][-] on attacks against you and adjacent allies. When you critical hit, you may inflicted *blind*.

SLITHER

You can *phase* through afflicted foes when you move. Once a round, when you do this, you can deal 2 damage to that foe, or 2d3 if they are in crisis.

PRESSURE

Your attacks gain *critical hit:* increase all negative statuses on your foe by +1, or +2 if your foe is in *crisis.*

GUNNER SOUL

The soul of one ignited with flint and spark.
The power of war is the power of change, after all.

16. DRAGOON

Gunner Soul

Aces of the guild battalions, dragoons are masters of heavy gunnery and explosives, dabbling in fiery concoctions, powders, and fuses far past the point of safety or even self preservation. While most of the city guilds are still working their way around the musket and the sabre, dragoons have already hammered their way through soot, shrapnel, and innumerable accidents into a more impressive fare: long barrel rifling, multi-barrel mini-guns, explosive bullets filled with liquid wyrm fire, the works. So creative and hazardous is their craft that their invention has yet to pass on to the wider world in reproducible form, perhaps for the better.

Keyword

Reckless: Push yourself to the limit, gaining extra effects but inflicting yourself with the Reckless (-) unique status. You take +1 damage from all sources per stack of reckless. You may only discard reckless with effects that clear a negative status.

Trait

Sparking Munition

Once a round, when you damage a character with an ability and that target is 4 or more spaces away, you may cause your target to explode for a burst (1) target area effect for 2 damage. If your target was 7 or more spaces away, increase burst to 2, damage to 2d3, and push 1.

Abilities:

I. FRAG SHOT

1 action, Attack, Range 3-4, cross 1
Why shoot one bullet when you can shoot as many as you can cram into the hopper?
Effect: Dash 1
Attack: 2 damage. Hit: +1d6
Area effect: 2 damage
Reckless: Max range +3, and +1 area damage. You may repeat this effect, gaining *reckless* each time.

I. BLAST JUMP

1 action, burst 1 (self)

You soar into the air with explosive pizzaz, leaving your enemies scorched.
Area Effect [X]: Explode for a burst 1 (self) area effect. Characters and summons caught inside other than you are pushed 1 space, and characters take 2 damage. Then you may fly *1d6* spaces.
Reckless: Increase flight and damage by +2, and gain *haste*.

II. FRIEND MAKER

1 action, summon, range 1-3
Modified from fireworks. Some have kept the color and elaborate noisemakers and patterns.
Effect [X]: Summon one or (5+) two rockets in free space in range.

Rocket
Summon (4)
Summon Effect: The rocket can be targeted like a character. If it would take any damage, it ignites, traveling in a line 4 path in direction of your choice until it meets an obstruction or the last space of the line.
- When it hits an obstruction or runs out of line, it explodes for a burst 1 area effect centered on its space, dismissing it.
- Characters caught inside must save or take damage equal to the spaces it traveled before impact, or half as much on a successful save.

Reckless: Immediately ignite the rocket. Yourself and adjacent characters to the rocket when it ignites gain *stealth* from the back blast.

Master

IV. MANIAC

Quick, stance, end turn
You're not one for half measures, tuning your weaponry up to a ridiculous degree. Will that (literally) blow up in your face? Who cares!

Stance: **End your turn:** While in this stance:
- you immediately convert any other negative status into *reckless,* including any statuses you are currently suffering from, even if you couldn't gain more reckless.
- Reckless stacks up to 6

- Your attacks deal +damage on hit equal to half your reckless stacks, rounded up
- Once a round, when you gain reckless, you may also gain *evasion* or *haste*.

Reckless: Immediately go to Reckless 6

MAGEZA CANNON

2 action, 4 resolve, Line 9
Aether-focused direct energy weapon. Takes a long time to charge, and a short time to show your enemies why getting in a fight with you was a bad idea.

Area Effect: Draw a line 9 area. If the line ends, or meets an obstruction, stop drawing the line, then place a blast 3 area effect with at least one space placed on the last space of the line. Characters in the area must save.
Effect: Gains different effects based on the distance of the line.
- **0-3**: 2d3 damage
- **4-6:** 2d3 damage, twice, and blast +1
- **6-9:** 3d3 damage, three times
- **9+:** 4d3 damage, four times, and blast +1

Foes take half damage on a successful save.

Talents:

REACH

Increase the max range of all your abilities with a listed range by +1, and the maximum line of all line effects by +1.

BREATHER

You can expend *haste* or *evasion* on yourself as a quick ability to immediately clear a negative status and dash 1 space.

VOLATILE

While you have 3 or more negative status tokens, increase the size of all blast or burst effects you create by +1

17. PATHFINDER

Gunner Soul

Highly skilled scouts and wayfinders that keep the paths between the mountain Chamber monasteries clear of obstacles, monsters, and banditry. They are exceptionally skilled with great bows and long rifles, able to make breathtaking shots in the mountain wind and cold air. Typically working along for many months, they are a solitary lot, but value company and keep many small comforts with them on their long journeys between the monasteries, such as sweets, books, or coffee.

Keyword

Precision: Gains increased effects if its target is 4 or more spaces away, with effects increasing further if they are at 7+ spaces away.

Trait

CLEAR SKIES

Your abilities gain +2 max range and increase all line effects by +2 for every positive level of elevation above 0 (max bonus +6).
If you attack a target at 4 or more spaces away from you, you ignore cover.

Abilities:

I. SPIRAL SHOT

1 action, Attack, Close line 6
Your shot picks up momentum the longer it flies.
Effect: Fly 1
Effect: Must attack the first foe in the line.
Attack: 3 damage. On hit: +1d3 damage.
Precision: Deals +1d3 damage on hit. Increase to +2d3 at 7+ spaces.
Critical hit: All remaining characters in the line take 3 damage.

I. SWIFT SHOTS

1 action, Mark, range 3-6
Your deft hands make quick work of multiple foes.
Mark [X]: Mark your foe. While your foe is marked, they take 2 damage once or (5+) twice after you attack any *other* foe, ignoring cover. If your marked foe is defeated, you may transfer this mark to a new foe in range as a *quick* ability on your turn. This mark is only removed when a foe is defeated or when it is moved.
Precision: Increase damage to 1d3+1. If at range 7+, increase damage to 1d3+3

II. HUNTING EAGLE

1 action
A soaring leap, used to fight and traverse the chasms in the high mountain passes.
Effect [X]: Fly 1, then fly 1. In between, you may use another ability. That ability counts as being one or (5+) two spaces higher than your current level of elevation.

Master

IV. STEADY AIM

1 action, end turn
Your breath doesn't leave your body until the bullet leaves the barrel or the arrow escapes the string.
Effect: End your turn. You next attack with a listed range or line gains attack [+], +3 max range, and +3 max line.
Precision: The attack also gains: *on hit:* +2 damage and push 1, increased to +2d3 and push 2 at range 7+.

HEAVENLY RAIN

2 actions, 4 resolve
In the cold mountain air, many a villain has met their end from a flurry of bolts from the blue.

Effect [X]: You draw and release a massive blast of of projectiles. Choose a range from 2-8. All characters at *exactly* that range and in line of sight from you are struck by an intense barrage and take 4 damage (4+) and again (6+) and again. This damage ignores cover.
Precision: Increase each instance of damage by +2 if the chosen range was at 4+. Increase each by +4 instead if the chosen range was at range 7+.

Talents:

FOOTHOLDS
You ignore up to 3 levels of movement penalties for moving up elevation.

HORIZON
Your attacks against characters at range 4-6 gain: attack [+]. At range 7+, they also deal damage [+].

VANTAGE
You gain attack [+][+] instead of attack [+] when attacking a target on lower elevation.

18. FREELANCER

Freelancers are free-roaming exorcists and hired guns, roaming the land and fighting blights, demons and bandits in the name of justice. They tend to act as wild cards: highly independent, highly effective, and sticking to their codes of honor.

Freelancers have their history in an ancient disgraced knightly order from one of the Seven Families of the Thrynn. They each wield a bright metal six gun, a bow, or a long rifle with extreme skill, the bullets, shot, or arrows of which they infuse with raw Aether drawn from their very souls. Each weapon is a relic passed down from master to student over the years, and can only be won in a duel with another freelancer. It supernaturally inherits a fragment of the soul aether of each of its wielders, an unbroken line going back to the First Founders.

Keyword
Excel: Triggers on any attack where the total attack roll was 8 or higher. Reduced by any effect that reduces critical hit threshold.

Trait

GUN SOUL SUTRA
If you attack a target at the very end space of a line or the maximum range of an ability, your attack gains attack [+] and deals +2 damage on hit.

Abilities:

I. FAN THE HAMMER
1 action, Attack, Range 3-3
Your shots ring out with supernatural accuracy.
Effect: Dash 1
Attack: 2 damage. Hit: +1d3
Excel [X]: Deal 2 damage to your target again (4+) and again (6+) and again.
Critical hit: Repeat and re-roll the excel effect.

I. ASTRAL CHAIN
1 actions, Mark, range 3-3
You whip out with the astral chain gauntlet, creating a charged connection to your foe..
Mark [X]: Mark your target. At the end of your target's turn:

- If they're in range 3 of you, they take 2 damage once (4+) twice, (6+) 3 times. If they are at *exactly* 3 spaces away, they take triple damage.
- If your target is further away, you may instead pull yourself 3 spaces towards your target, then gain *haste*.
- Then your target may save to end this mark.
Effect: If you *excelled* or scored a critical hit this turn, this ability becomes *quick*.

II. COOLHAND
1 action
Steady your nerves.
Effect [X]: Your next attack gains *attack* [+], (4+) ignores all cover, (6+) and this action becomes *quick* this turn, refunding its action cost.
Effect: After using this ability, it gains effect [+] for the rest of combat, stacking up to 3 times.

Master

IV. TRIGRAMMATON
1 action, Attack, Range 3-3
You line up the perfect sequence of shots, in devotion to the sacred geometry.
Attack: 2 damage. **Hit:** +1d6 damage
On hit: A different foe at exactly range 3 takes 3 damage.
Excel: May choose another foe at exactly range 6 to take 6 damage
Critical hit: May choose another foe at exactly range 9 to take 9 damage.

PARADISO

1 action, 3 resolve
End turn, Aura
You summon the spirit of your weapon, drawing out the residual soul aether of every single one of its previous users. Ghostly doubles of dozens of your predecessors match your movements, and create an aura of untold power.

Aura: End your turn and gain Aura 2 until the end of your next turn. While standing in Paradiso, abilities used by you or allies against foes outside of Paradiso gain infinite max range, attack [+], and ignore cover.

Talents:

STEADY

If you don't attack during your turn, you may grant all abilities +3 max range during your next turn.

FLOURISH

If you critical hit, you may gain *haste* and *evasion.*

KICKOFF

Once a round, you allow an ally that starts their turn in one of your auras to immediately make an extra free move.

THIEF SOUL

The soul of one that fights for the downtrodden.
Kin cannot be free as long as they are crushed by the weight of gold.

19. RAKE
Thief Soul

Master thieves and deal-makers of the city backwaters and churner camps. In such a vibrant and dangerous locale, it is as important to cultivate an impressive reputation as it is to gain skill with a blade. Dressing to fit the part and having the coin and swagger to match is critical for survival, therefore the most (in)famous rakes are frequent participants in the camp and city nightlife. Those that traffic in this profession accumulate over time a supernatural skill with luck, often attributed to their tributes to the multicolored titan of chance.

The core tenets of most churner thieves guilds are clear: do it for the love of the game. Take from those that don't deserve it and can suffer the loss, and skim a little on the side for your old mum (whether she's alive or not). It's only fair.

Keyword
Gambit: Roll the effect die and immediately gain the listed effect, usually with a negative effect on a lower die. Unlike other effects, gambits are optional, and effects are *not* cumulative.

Trait

Wild Gamble
Once a round, instead of rolling the effect die, you can flip a lucky coin instead. Tails count as a 1, and heads count as a six. Flipping a coin doesn't count as rolling a die.

Abilities:
I. LUCKY 6
1 action, Attack, Range 2-3
Some would say 'lucky shot'. To you, luck is a skill.
Effect: Dash 1
Attack: 1 damage. Hit: +1d3 damage
Effect [X]: Your foe takes 1 damage again after the attack (6+) 2d3 damage again.
Gambit [X]: (1-3) *stun* yourself and end your turn (4-5): Your foe takes 2 damage again (6+): Your foe takes 6 damage again.

I. BUMP AND LIFT
1 action

Lighten their pockets.
Effect: Dash 2, then swap places with an adjacent foe. You may steal up to one (4+) two or (6+) three positive status tokens from them. If they have no positive tokens when you would steal a token, gain *haste* instead.
Gambit: (1-3) *stun* yourself and end your turn (4-5): Your foe is additionally *blinded* and takes 2 damage (6+): Gain the (4-5) effect, and you may repeat the base effect of this ability again, targeting a different foe.

II. TRICK
1 action, range 1-3
The real trick is being one step ahead of trouble.
Effect: You gain *evasion* and one use of the the following interrupt until the start of your next turn:

> ### TRICK
> **Trigger:** A foe targets you with an ability.
> **Effect[X]:** Swap places with a character in range after the ability resolves.
> **Gambit [X]:** (1-3) The ability deals +3 damage to you (4-5) gain *stealth* (6): gain *stealth,* and the ability deals 1/2 damage to you.

Master

IV. CHAOS ROULETTE
1 action
You send a prayer to the multicolored titan, spinning the wheel of chance.
Effect: Roll the effect die, then gain one of the following effects:
- 1: *Stun* yourself and end your turn.
- 2: Release a burst (2) self area effect. Foes in the area take 1d6+4 damage (save for half) and are pushed 1.
- 3: All characters in range 1-2 are teleported 1d3 spaces to a space of their choice.
- 4: All characters in range 1-2 are *blinded*.
- 5: Swap the positions of all characters in range 1-2, in any order.
- 6: Pick a prior effect, then this action becomes *quick*, refunding its action cost.
Weave: After this ability resolves, roll the above effect again

> *(Weave: When you use a weave effect, you gain the effect immediately, and then may repeat a copy of it as part of the very next ability you use. If multiple weave effects trigger, you can choose the order.*

Copies of a weave effect cannot weave further.)

HOT STREAK

1 action, 3 resolve, range 2-4
You flip aether-infused coins, drawing on the power of chance to explosive results.

Effect: You immediately gain and may flip up to 3 lucky coins, one at a time in sequence. Each time, you must choose a foe in range to be the target. You can target the same foe more than once. Flipping a coin is optional.
- **First coin: Heads:** 2d6+4 damage and you may flip the second coin. **Tails:** Half*,* and end this ability.
- **Second coin: Heads:** 2d6+4 damage and you may flip the third coin. **Tails:** No effect, and end this ability.
- **Third coin:** 4d6+4 damage, burst 2 area effect centered on your target (save for half) **Tails:** You explode with the same effect, for 2d6+4 damage (save for half).

Then, gain any coins you didn't flip. You can use them any time, ignoring the 1/round limit on lucky coins.

Talents:

STREAK
Once a round, when you roll a '6' on an effect die, you can gain a lucky coin (per Wild Gamble). This stacks with Wild Gamble itself, ignoring the 1/round limit.

ROLLER
The first time in a combat you roll a '6' on an effect die or flip heads on a lucky coin, gain 6 *vigor* and you may clear all negative status tokens affecting you.

WHIRL
Once a round, after you swap places with a character, you can dash 3 spaces. If you swapped with an ally, you can allow them to dash 3 instead.

20. FOOL
Thief Soul

Fools are dedicated defenders of the common people of Arden Eld, part folk hero, and part hired killer. They have no official organization, and cover their faces with masks to hide their identity, wearing bells and motley to cover their collections of deadly weapons and explosives. Some people fear the Fools, calling them self-interested thugs or anarchic cultists of the Laughing Titan, the god of death. They may not be entirely wrong, but none can deny their flair for the theatrical.

They are feared rightly by all would-be tyrants, under-barons, and aspiring imperial lords. Wherever kin labor under oppression, someone will take up the mask and knives and sent cold jolts of fear into the hearts of the rich and comfortable.

Keyword

Finishing Blow: Gains additional effects if targeting a bloodied foe or a foe in crisis.

Trait

Stacked Die
You start combat with a stacked die, a *d6.* Randomly roll it at the start of combat and keep the number.
- You can substitute the die roll for any effect roll you would otherwise make. You must choose before activating the ability. Then discard the die.
- Once a round, when you damage a bloodied foe, you can re-roll the die if you have it, keeping the new result, or gain a new die if you don't have one.

Abilities:

I. DEATH XIII
1 actions, Attack, Range 1-6
A shard of Divine Death, summoned with a snap of the finger.
Area effect: Roll the effect die. If your target is at the exact range of the effect die, this ability deals 3d3 damage on hit instead.
Attack: 2 damage, Hit**:** +1d3

Finishing Blow: Burst 1(target) area effect explosion, 2 damage and push 1. If your target is in crisis, increase damage and burst by +1.

I. KNIFE JUGGLER
1 action, Line X
It is not enough to rudely and plainly strike your foe down. One must make it entertaining.
Effect [X]: Draw a line X spaces long, stopping at an obstruction. The first character in the line takes 2 damage, increase by +2 for every 3 spaces the knife traveled before impacting its target, including the target's space.
Finishing Blow: You may dash 1, then throw a knife again.

II. DEATHWHEEL
1 action
A blur of cape, a flash of color, the gleaming of blades.
Effect [X]: Dash X+2. You must dash in a straight line as far as possible. You gain *phasing* for this dash. The first foe you pass though takes 2 damage. The second takes 1d3+1. The third or more take 2d3+2.
Finishing Blow: Gain *haste* if you passed through a bloodied foe. Also gain *evasion* if you passed through a foe in *crisis.*

Master

IV. GALLOWS HUMOR
1 action, stance, aura
The power of Divine Death flows through you, empowering your strikes.
Stance: In this stance, you gain aura 2 and the following interrupt.

Snuff Candle
Interrupt 1
Trigger: A foe in crisis in the aura takes damage from an ally's ability.
Effect [X]: Snap your fingers and roll the effect die. If your foe is at *1d6* or less HP, they are instantly defeated, ignoring all effects, unless they are immune to damage. Otherwise they take 2 piercing damage.
Effect: If this interrupt defeats your foe, regain the interrupt.

CURTAIN CALL

2 actions, 4 resolve, Line X
Bring out the fireworks. Fire up the elden magic. Time for a showstopper.

Effect [X]: Roll the effect die, then draw a line *area effect* of that many spaces +2, stopping the line when it hits an obstruction such as a character or object. Soar into the air, removing yourself from the battlefield, then place yourself adjacent to the *first* foe in that line, delivering a massive blow. This ability has different effects depending on their position on the line. Foes can save for half damage.

> **0-3 spaces**: 2d6+2 damage
> **4-6 spaces:** 2d6 damage, then 2d6 damage again.
> **6+:** Also destroy all vigor on your foe before dealing damage, and the damage becomes *piercing*.

If there are no valid targets after rolling, the resolve and action cost of this ability is refunded.
Finishing blow: Reduce action cost to 1. If your target is in crisis, reduce action cost to *quick.*

Talents:

CARNAGE
Once a round, after you score a finishing blow, you may may dash 3. Also gain *haste* if your foe was in crisis.

BARBS
Once a round, when you reduce a character to 0 hp, you may deal 2 damage to all foes adjacent to that character. Increase this to 2d3 against any of these foes that are bloodied.

KISMET
Your abilities may gain effect [+] if they target at least foe in crisis.

21. DANCER

Thief Soul

Ritual sword dancers of the villages, a quasi-priesthood that has survived from ancient times. Whenever there is a major shrine found somewhere in the Green, there was assuredly a dancer tasked to protect it and perform the proper ceremonies to satisfy the local spirits.

Nowadays, true dancers are few and far between. Dancing was a way to commune with the gods and transmit the wishes, dreams, and hopes of the common people. With their departure and death, it is now a way to commune with their essences or spirits, a far more trying and risky venture. Though they still serve the common people, dancers can now only be found where the crimson lilies bloom and boundaries between life and death are blurred.

Keyword

Weave: When you use a weave effect, you gain the effect immediately, and then may repeat a copy of it as part of the very next ability you use. If multiple weave effects trigger, you can choose the order. Copies of a weave effect cannot weave further.

Trait

Masterful Step
If you don't attack during your turn, gain *haste* and during your next turn, all abilities gain effect [+].

Abilities:

I. SIX VEILS
2 actions, attack, melee
Each veil is a gate to the underworld. Each revelation more terrifying than the last.
Effect: Dash 1
Attack: 1 damage, Hit**:** +1d3 damage
Weave: After this ability resolves, deal 2 damage to an adjacent foe, then dash 1 (4+) then deal 2 damage and dash 1, (6+) then deal 2 damage and dash 1, and gain *evasion*.

I. DANSE MACABRE
1 action
Danger or refuge - where your dance carries you is up to the will of the dead.
Effect [X]: Roll and move spaces equal to the effect die. You must move in a straight line as far a possible, but you may interrupt this movement with abilities. If you move as many spaces as you rolled or further, refund the action cost of this ability and it becomes *quick.*
Weave: After this ability resolves, gain *evasion*, then swap places with an adjacent character.

II. TUMBLE
1 action, stance
Others seem clumsy in your presence.
Stance: While in this stance, you have *phasing* for characters. The first time in a round you would enter a character's space, you may swap places with that character, then push them 1 or (4+) 2 or (6+) 4 spaces.
Weave: Dash 3 after using this ability, then swap places with an adjacent character.

Master

IV. CRIMSON BLOSSOMS
1 action
Each petal of the scarlet lily is razor sharp, and can draw blood - a thousand tiny paper cuts that accumulate after crossing a field of them can be death to the unprepared.
Effect [X]: Fly spaces equal to the effect die. After landing, target every foe in range and line of sight equal to half the amount you flew. Those foes take 2 damage once, or three times if they are at range 3 or greater.
Gambit: (1-3): Reduce flight to 1 (4+) Increase flight by +3
Weave: Your first fly or dash you take with your next ability goes +3 more spaces.

> *(Gambit: Roll the effect die and immediately gain the listed effect, usually with a negative effect on a lower die. Unlike other effects, gambits are optional, and effects are not cumulative.)*

DANCE OF THE SCARLET LILY

Quick, 2 resolve, range 1-5, end turn
You pick the perfect, serene moment to unleash woe upon your enemy.

Effect: End your turn. Target ally can immediately use any non-limit break ability that costs 1 action or less, (4+) also gaining *evasion* and *haste* (6+) and clearing all negative statuses first.
Effect: Gains effect [+] if your ally is in crisis.

Talents:

FLOW

Once a combat, you may allow a copy of a weave effect to weave further one more time.

PERFECTION

Once a combat, when an ability grants you a move, dash, teleport, or flight, you may increase all those amounts for the entire ability by +3, and they ignore all movement penalties.

UNTOUCHABLE

Add +1 to your evasion rolls. If you're in crisis, add +2.

RANGER SOUL

The soul of one that fights to protect the Green and channels its fury.
The forests do not care of the ways of kin. They will be here long after we pass from this world.

22. STORMSCALE

Ranger Soul

The stormscales are the ancient keepers and protectors of the island causeways, seaside caves, and underwater caverns traditionally reserved for sheltering the populace in times of crisis or catastrophic weather, crucial for survival on the islands. In disuse most of the seasons, these holy shrines require tending and defending from would-be plunderers and defilers.

Each wielder of this power is bestowed with a cape of shimmering power, woven from the hides of powerful ancient sea beasts, that they may use to shape-shift and swim deftly beneath the waves. The old gods of the storm and surf do not lightly bestow such gifts and often ask much of their wielders, who are often called away to some distant task on the land or in the deep sea, where some forget their human shape for long periods of time.

Keyword

Phasing: May pass through obstructions, but may not end any movement sharing space with them.

Trait

Soul of the Sea

Once a round, after you move 3 or more spaces with an ability, after that ability resolves, you may summon a surge of supernatural water. You gain *phasing* during the remainder of the movement, and shape shift briefly after it resolves. Increase these effects (in parentheses) if you moved 6 or more spaces.
- *Storm Eel:* Fly 2, (then *blind* an adjacent foe)
- *Thresher Shark*: Gain *haste* (and gain *stealth*)
- *Titan Seal:* Push an adjacent foe 2 spaces (then deal 2 damage to that foe)

Abilities:

I. LIGHTNING CLAW

1 action, attack, melee
You strike with the power of thunder, a fierce flash that can splinter the masts of ships.
Effect: Dash 4 with *phasing*. Then attack one character you passed through, regardless of

range. Damage from this ability ignores cover and line of sight.
Attack: 2 damage. On hit: +1d3
On hit: Then deal 2 damage again if your target is 3 or more spaces away, or 2d3 again if they are 6 or more. Double this damage if they're in *crisis.*

I. RIDE THE WAVE

1 action, range 1-2, self, ally
You share some of the power of your mantle, rapidly shifting yourself or an ally into an animal and back again.
Effect [X]: Self or an ally in range shape shifts into an animal and dashes 3 or (5+) 6 spaces in a straight line with *phasing*, then gains *haste*. If they dash the maximum range possible, they also gain *evasion.*

II. SPIRIT SEA

1 action, range 1-2, cross 1
You let a portion of the deep ocean manifest, a roiling black sea.
Zone: Create a cross 1 roiling bubble of black water in free space in range, with the following effects:
- Yourself and allies have *phasing* in the area.
- The center space is an *obscured* space
- Once a round, when a character of your choice starts a voluntary movement is pushed or pulled in the area, they are buffeted by a wave. and Increase it by +2.

Master

IV. SPARKING STORM

1 action, mark, range 3-4
You call on the power of the old gods of the storm, bringing forth deep sea spirits in the shape of lightning.
Summon: You summon one or (5+) two spirit sparks in range. The sparks prime after your turn passes.

SPIRIT SPARK

Summon (4)
Summon Effect: When you or an ally enter a primed spark's space, it is struck by a massive lightning bolt, dealing 2 damage to all adjacent foes, then pushing them 1. If you or your ally moved 3 or more spaces in a straight line without stopping before entering the spark, increase this damage by +2 and push by

+1, or by +2d3 and push by +2 if they moved 6 or more spaces. Then dismiss the spark. Foes can only take this damage once a turn.
Summon effect: Double this damage against foes in crisis.
Heavy: Summon +2 more sparks.

(Heavy: Use a heavier version of an ability. If you do, you are unable to attack or use a heavy ability until the end of your next turn.)

FURY OF THE DEEPS

Quick action, 3 resolve, self
Your form transforms, becoming rippling and sinuous, as you mantle the form of the most powerful apex predators of the deep ocean.

Effect: For the rest of combat, you mantle the old gods of the deeps, transforming into a titanic ocean creature surrounding by surging water aether. You gain a greatly enhanced dash, with the following benefits:
• All your movement gains *phasing.*
• The basic dash ability becomes a quick ability.
• All dashes you gain or grant are increased by +2
• Once a round, after you pass through a foe's space or swap places with them, you can shred them. They take 2d3 damage and are pushed half as many spaces.

Talents:

WAVE
Once a round, when you pass through an ally's space, you may push them 2 or allow them to dash 2.

SWIFTNESS
Your free move is increased by +1 and gains *phasing*.

THRESH
Adjacent allies can spend your *evasion*. If the evasion roll is a 6+, regain *evasion* after it is spent this way.

23. WARDEN

Ranger soul

The Wardens are the protectors and keepers of the Deep Green, the old and untamed parts of Arden Eld, lorded over by the beasts and the ancient trees. They are both the keepers and the servants of the herd and root, tending to their health, and culling them when it becomes necessary. They sleep under the stars and make their home under bough and root, making staunch allies of the ferocious beasts of the deep wilds through a combination of rigorous training and mutual respect.

Wardens are the keepers of the green kenning, the old ranger arts, that allow one to travel noiselessly, hide in plain sight, live off the land, and become immune to even the most deadly of toxins. Their fierce defense of the wild sometimes puts them at odds with civilization, which they tend to have a distaste for.

Keyword

Heavy: Use a heavier version of an ability. If you do, become unable to attack or use a heavy version of an ability until the end of your next turn.

Trait

Beast Companion
You start combat with a *great beast* summon placed in range 1-2 of you. If the summon is dismissed or removed for any reason, you can place it as a quick ability on your turn.

Great Beast
Summon (1)
Summon action: Dash 2, then may deal 2 damage to an adjacent foe. If you didn't attack this turn, increase dash by +2, and damage to 1d3+1
Summon effect: You or allies can ride the beast by entering its space, and dismount by exiting its space. While riding the beast, a character moves when it moves, counting as voluntary movement. If they are forced to stop for any reason or if they exit the beast's space, they fall off and the beast moves without them. Only one character can ride the beast at once.

Abilities:

I. APEX
1 action, attack, range 2-4, summon
Your strike is a clarion call to the forest, the plains, and the deep places of the Green, bringing forth their denizens to fight for you.
Attack: 2 damage. *Hit:* +1d3
On hit [X]: At the end of your turn, summon one or (5+) two *beasts* in free adjacent space to your target.

Beast
Summon (4)
Summon action: Dash 3, then deal 2 damage to an adjacent foe. Increase to 2d3 against foes in crisis. Then, dismiss the beast.
Heavy: Summon twice as many beasts.

I. GWYNT
1 action, Melee
With catlike reflexes, you pounce, spurring allies to action.
Effect [X]: Adjacent foes are pushed 1, then adjacent allies and allied summons may dash 2 (5+) 4 spaces. Then, any foe adjacent to one or more allies or summons that moved this way takes 2 damage, or 2d3 damage if they're in crisis. Then gain *haste*.
Heavy: Affects all allies, foes, and summons in range 1-2.

II. OAK SPLITTER
1 action, Line 4
You loose a massive shot, powerful enough to split the most tenuous bark.
Effect[X]: Push all foes in the line 1 or (5+) 2 to either side of the line. Then, the first ally or allied summon in the line is pushed to the end of the line, or as far as possible before stopping. Allies moved this way then gain *evasion*.
Heavy: Line +4 and also affects the second ally or allied summon in the area.

Master

IV. STRENGTH OF THE PACK
2 actions, stance, aura
Your senses sync with those of the herd, and you strike as one.
Stance: In this stance, you gain aura 1:

- If there are 3 or more allies or allied summons in the area, attacks against you and allies in the aura gain [-]. Increase this to [-][-] against you or any ally in *crisis.*
- Foes in the aura take +1 damage from summons

Heavy: Reduce the action cost of this ability to 1. iI there are 3 or more adjacent allies or allied summons to you, reduce it further to *quick*.

STAMPEDE

1 action, 2 resolve, end turn, range 1-4
With a bellow or a clenched fist, you summon an immense horde of beasts of the woods and hills to pound your enemies.

Effect [X]: All foes in range are pushed *1d3* spaces in the same direction. Then summon *1d3*+2 *beasts* in range and **end your turn.**

> **Beast**
> Summon (4)
> **Summon action 1:** Dash 3, then deal 2 damage to an adjacent foe. Increase to 2d3 against foes in crisis. Then, dismiss the beast.

Heavy: Push +2 and summon +4 beasts.

Talents:

BOOST
Spaces occupied by allies or allied summons cost a maximum of 1 movement for you to enter or exit.

HUNTERS
Your summons deal +2 damage to foes in crisis.

CONER
Your attacks deal damage [+] to any foe adjacent to 3 or more allies or allied summons. If that foe was also in crisis, they gain +2 base damage.

24. BLIGHTRUNNER

Ranger Soul

Few souls are brave or foolhardy enough to brave the blight lands alone. The blight runners make a career out of it. Couriers for churner camps, caravans, and city bigwigs, they are ardent trekkers and survivalists, who thrive on the thrill of outrunning foes too monstrous to describe. The paths of the runners are recorded and kept in a great hide skin journal, updated at their meeting every five years, and updated to match current accounts - part of the only reason the blightlands are traversable by ordinary kin at all.

Especially brave runners will make it their duty to forge new and long pathways through toxic and inhospitable lands teeming with monsters - daring each other to match the impossibility of their travels.

Keyword
Overdrive: Activates automatically at round 3+.

Trait

ADRENALINE
Evasion stacks up to six times on you,
- Once a round, after you move 3 or more spaces in a straight line without stopping, gain *evasion,* or two stacks If you moved 6 or more spaces.
- Your attacks deal +damage on hit equal to half your stacks of evasion, rounded up, or all your stacks against foes in crisis.

Abilities:

I. BATON PASS
1 action, attack, melee
Your momentum pushes your allies forward, as you skillfully direct their strikes.
Effect: Dash 3
Attack: 1 damage, Hit**:** +1d3 damage
Effect [X]: One, (4+) two, or (6+) three allies adjacent to your target may also dash 3, then may deal 2 damage to a different adjacent foe.
Overdrive: Increase all dashes by +3

I. TOXIC SPIKE
1 action, mark, range 2-3
You shoot a dart imbued with the hallucinogenic venom of the blight lands, critical for escaping huge monsters.
Mark: Mark a foe in range with a toxic dart. While marked:
- your foe has attack [-] against all foes not adjacent to them
- once a round, when your foe misses an attack, they stumble and you may push them 1d3+1 in any direction
A foe may save at the end of their turn to end this mark.
Overdrive: Gains a further attack [-] and push +2

II. ZIPLINE
1 actions, zone, Line 4, end turn
Why go through when you can go over?
Zone: End your turn and create a line 4 zipline in range, which could overlap characters.You or any ally adjacent to either unoccupied end space of the zipline, may use a quick ability to enter that space, then *fly* to the other end of the zipline or as far as possible, then gain *haste.*
Effect: Instead of replacing this zone when it is used again, you may choose to extend the existing zone by +4 spaces, added from any end space. It could change directions, and this creates a new end space.
Overdrive: Does not end turn

Master

IV. VIPER STING
1 action, end turn
You turn your enemies' strike to your own favor, spinning their own momentum in to deadly force.
Effect: Gain *evasion* and the following interrupt:

VIPER STING
Interrupt 1, range 1-3
Trigger: A foe misses an attack
Effect [X]: Dash 3. If that puts you adjacent to your foe, they take 2 damage. If their attack roll was 5 or less, they take 2d3 damage instead. Double this damage if they are in crisis.
Overdrive: Range +3 and dash +3
Sacrifice 4: Regain the interrupt

(Sacrifice: Push your limits and spend HP as part of the ability to increase its power.

This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.)

BURNING SANDS

Quick, 2 resolve
Self, stance
Your infuse your movements with rapid bursts of aether, moving so fast that spurts of flame seem to spring from your feet.

Stance: While in this stance, increase all movement you make or grant by half the round number, rounded up. When *you* move in this stance:
• you can *phase* through foes
• you *must* move in a straight line
• you *must* spend all movement available to you
Sacrifice 3: Ignore any or all of the above effects of your choice
Overdrive: You are immune to all damage and *unstoppable* while moving.

> *(Sacrifice: Push your limits and spend HP as part of the ability to increase its power. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.)*

Talents:

TWITCH
When you move outside your turn, increase that movement by +2.

PULSE
At round 3+, increase all movement you make or grant by +1.

TURBO
Increase the effect of *haste* for you and adjacent allies to +3 spaces. You gain *haste* when you are first bloodied in a combat.

MENDICANT

Strengths: Strong all-rounders, with many potent effects and the ability to heal or move allies and lift negative statuses
Weaknesses: Low damage and reliant on allies
Complexity: High

Mendicants are the itinerant priests, exorcists, and healers of Arden Eld. They travel from town to town, healing sicknesses of the body and soul, cleansing the damage dealt by the ruins, consulting with local spirits, and setting up wards against evil. Many mendicants are highly learned scholars, but others come from folk practices, temple monks, green witch circles, or town priesthoods. They are a highly diverse lot, and attuned to the land and the people that they care for.

Mendicants are good all-rounders but primarily focus on supporting their allies - most of their abilities help to bolster their team rather than helping themselves, making then the lynchpin of any party.

Job Trait

BLESS
You are a pillar of strength and stability on the battlefield, granting the following benefits.
- Once a round, before an ally in range 1-4 makes any effect roll or save, you can cause them to roll it with [+]. A roll can only benefit from this effect once at a time.
- You may use Rescue to bring up allies in range 1-4 instead of adjacent.
- The first time you use rescue in a combat, it's a *quick* ability.

Basic Attack

You get **Glia**

GLIA
1 action, attack, range 1-5, Pierce
A spark of light.
Attack: 1 piercing damage. *Hit:* +1 piercing damage
On hit [X]: Gain *1d3 strength,* then distribute it in any order to allies in range.

Job Statistics

HP: 48 (VIT 12)
Defense: 4
Free Move: 4

Keywords

Aura X: A persistent effect that moves with a character, affecting all other characters in range X and line of sight.
Brand (-): When attacked, gain -2 DF.
Crisis: At 25% hp or lower.
Pierce: Damage cannot be reduced in any way
Stance: A powerful ongoing effect. You can only maintain one stance at a time. You may exit any stance voluntarily at the start of your turn.
Strength (+): When attacking, gain +2 base damage
Unstoppable: Can't be forcibly moved. Immune to the effects of all negative statuses. Movement cannot be reduced or stopped for any reason.

APPRENTICE ABILITIES

Pick **two more:**

GLIAGA

2 actions, Attack, Blast 3, Range 2-5
A magnificent blaze of light aether invigorates your allies and scours your enemies.
Attack: 3 damage. Hit: +1d6
Area Effect: 3 damage
Effect [X]: Allies in the area don't take damage but instead gain *2* vigor. Bloodied allies gain *1d3*+1 *vigor* instead.

DIOS

2 actions, Zone, Range 1-4, Cross 1
You ignite a spark of divine energy.
Zone: Place a zone of scintillating dark or light energy down in free space in range. It can be placed over characters.
• *Dark:* The entire space is *obscured* and *difficult terrain.*
• *Light*: Foes that start or end their turn in the area gain *brand*. Allies that either start or end their turn there may clear 1 negative status, then save, ending one more on a success.

MEGI

1 action, Mark, Range 1-4
Sear a mark of your divinity into your foe.
Mark: Mark a foe in range. While marked, abilities that target the foe gain effect [+] and that foe's abilities gain effect [-]. If the foe is defeated, you may transfer this ability to a new foe in range as a *quick* ability during your turn.

VIGA

1 action, range 1-4
Spur your allies to action.
Effect[X]: An ally in range gains one or (6+) two *strength* and may immediately make a free move.

AEGI

2 actions, mark, range 1-4
You coalesce a divine shield over your ally.
Mark [X]: Marked character gains 2d3+4 vigor upon being marked, then takes half damage while marked. The first time in a turn an ability that damages them resolves, roll the effect die. On a 5+, keep this mark. Otherwise, they lose the mark and all vigor.

DIAGA

1 action, Range 1-4
Purge toxins, curses, and brands from your ally.
Effect: A character in range can immediately save. They get rid of one negative status token of their choice, and may get rid of one more on a successful save.
Effect: If they bloodied, they gain [+] on the save. If they are in crisis, they may remove one more token on a successful save.

BARD SOUL

The soul of one abrim with legend and song.
After all we have done, someone will carry the fire forward. They shall see it burning.

25. CHANTER
Bard Soul

Descending from numerous holy orders that have their roots high in the chronicler monasteries, the chanters are part singer, part storyteller, and part priest. At the time of the Doom, when all knowledge was deemed lost and everything put to page was transformed into ash, the only thing that persisted was the power of song, poetry, and the spirit of survival. A select order of priests committed all the great and necessary knowledge of Kin to memory, creating a single, continuous song, known as the Great Chant. In myths, stories, and histories, they recorded the knowledge of the ancients, transforming it into liturgy.

The Chant performed its role, and it was through its power that the early bands of Kin survived and persevered through the darkest days. Today, however, it is so archaic, convoluted, and long that many dispute the meaning of its dogma, though none can deny its value as a mythic text. The Old Church of the chroniclers has splintered into factions that mostly squabble over its meaning and try to draw some angle from its numerous and sometimes contradictory adaptions into holy texts. Nevertheless, the Chant still holds power - real, tangible power - to heal, mend, and uplift.

Keyword

Conserve: Can only trigger if you have not attacked this turn, and cannot attack on any turn you trigger this effect.

Trait
Book of Ages
You automatically enter the Book of Ages stance at the start of combat. If you aren't in the stance, you enter it again automatically if you end your turn without attacking.
- This stance stacks with other stances.
- While in this stance, once a round, you may choose one of the following effects:
  - when you grant a positive token, grant an identical token to the same character
  - when you grant vigor, grant 3 more vigor to the same character
- You exit the stance after attacking.

Abilities:

I. HOLY
2 actions, range 3-5, cross 3
You chant a word of making, and the world explodes with holy light.
Area Effect: Foes take 2 piercing damage, or 2d3 piercing if there was a defeated ally in the area. All allies in the area gain vigor depending on their hp amount:
- Above 50%: 1 vigor
- *Bloodied:* 1d3+1
- Crisis*:* 3d3+3. May heal over vigor maximum. At the end of an ally's turn, reduce down to their maximum if higher.
- *Defeated:* Automatically *rescued.*

Conserve: Any foe in the center space is *branded* and must save or be *stunned.*

I. MAGNASANCTI
2 actions, range 2-5
You sanctify an area with passages of peace, the inscriptions over the doors of the Highest House.
Zone: Create a shimmering cross 1 zone of light, which can be created over characters.While inside the zone, you and allies have *flying* when moving and gain *strength* if you end their turn there.
Conserve: Reduce action cost to 1

II. GENTLE PRAYER
1 action, Stance, aura
You radiate an aura of such powerful peace that all close to you, monster or man, find it impossible to raise a hand in violence.
Stance: While in this stance gain aura 1.
- Attacks from and against *all* characters in the area gain [-].
- Characters that attack in the aura immediately end their turn after attacking
- Immediately exit this stance and end your turn if you attack

Conserve: Increase the base size of the aura by +1 (max base aura 3). This effect stacks, but ends and resets if you exit the aura.

Master
IV. ESPER
1 action, stance
You chant from the hermetic passages, turning the healing magics of the chant into a terrifying

soul-cutting force. Forbidden to all but the most experienced chanters.

Stance: While in this stance, gain aura 2:

• when you grant vigor to an ally in the aura, you can deal 2 piercing damage to a foe in the aura. If your ally was in crisis, you deal damage to all foes in the aura instead.

• when you rescue an ally in the aura, you can deal 3d3 piercing damage to a foe in the aura. They must save or be *stunned*.

Each effect can only trigger once a turn, but any number of times a round.

MONOGATARI

1 action, 2 Resolve
You sing a choice passage from the Great Chant, letting its words resonate in the air and bring hope to your companions.

Effect: You sing a short passage from the book of ages. Roll *1d6* and consult the following table to see which tale you sing. The song resonates in the air until the start of your next turn. You then sing a new passage, rolling again. At the end of their turn, any friendly character (including yourself) that fulfilled the condition of the passage gains *strength* and 2 *vigor*.

1. **A Tale of Fury:** Reduced a character to 0 hp or reduced them below 50% hp if above.
2. **A Tale of Travels:** Moved more than 4 spaces from your starting point on your turn
3. **A Tale of Green and Pleasant Times:** Did not attack
4. **A Tale of Cunning:** Used a mark, stance, aura, or combo ability.
5. **A Tale of Boon Companions:** Ended your turn adjacent to an ally
6. **A Tale of Triumph**: Used an ability on an ally

Talents:

POISE
At the start of combat, you may enter a stance that costs 1 action or less as a quick action, or reduce the cost of a stance that costs 2 actions this turn to 1 action. If you do, you cannot attack that turn.

ELEGANCE
When you enter a stance for the first time in a round, you may fly 3.

PEACE
You take half damage in the first round of combat. This effect breaks if you attack.

26. ZEPHYR

Bard Soul

All the islands rely on the currents and breezes and listen to them like a respected grandmother. Traveling over the water, with its treacherous tidal shifts and frequent monster infestations, is fickle and dangerous, and requires patience. When more alacrity is required, the islands call on their resident Zephyr.

The Zephyrs are tight knight priesthood of messengers to which the wind is an old and familiar song. In quiet times, they tend to the flocks of messenger birds and maintain the (sometimes very mundane) aerial flow of letters, mail, and small goods between islands and the mainland. In more pressing times, they take to the skies, whether for emergency or battle, soaring with incredible speed and skill, no matter the weather. It is rumored that the oldest Zephyrs can whisper into the wind itself and have it heard miles away, but if they can, it is a secret art they do not divulge to land-bound outsiders.

Keyword

Dominant: Gains extra effects depending on the elevation difference between you and your target.

Trait

Fair Winds
You automatically enter the Fair Winds stance at the start of combat, and enter it again automatically if you end your turn at elevation 1 or higher.
- This stance stacks with other stances.
- While in this stance, your *free move* becomes flying and moves +2 spaces
- As a *quick* ability, you can forgo your free move to allow an ally in range 1-5 to fly that many spaces instead.
- You exit the stance if you end your turn at elevation 0 or lower.

Abilities:

I. GUST
1 action, Attack, Range 3-4, Line 3
With no weapon at all, you batter your foes like loose leaves.
Attack: 2 damage. On hit: +1d3 damage
Area Effect: 2 damage.
On hit: Creates an updraft in free space adjacent to your target. You may place any number of these zones.

> ### Updraft
> **Zone**
> **Effect**: This is an *obscured* space. Yourself or allies inside count as +1 space of elevation higher than their base space.

Dominant: Create a second updraft.

I. CYCLONE
1 action, zone, end turn, range 1-3
You ask the wind to cause a little mischief.
Zone: End your turn and create a 1 space zone of swirling wind in a free space in range.
- This is an *obscured* space. Characters inside count as +1 space of elevation higher than their base space.
- Once a round, yourself or an ally that exits the space on their turn can fly *3* spaces as a *quick* ability. The cyclone then deactivates until the start of your next turn, losing all its effects.
- At the start of each of your turns, any existing space grows, counting as +1 space higher (max +3).

Dominant [X]: Blow away all adjacent foes to the space, pushing them *1d3.*

II. TEMPEST SHOT
2 actions, zone, range 3-5
You imbue swirling wind into arrows, bullets, or stones, creating miniature tornadoes when they strike.
Zone[X]: You create 1d3+1 spaces in range. Any foe that voluntary enters a space or starts their turn there is struck by a projectile, taking 2 *piercing* damage and becoming *branded*. Then create an updraft in their space:

> ### Updraft
> **Zone**
> **Effect**: This is an *obscured* space. Yourself or allies inside count as +1 space of elevation higher than their base space.

Allies can activate a space by entering it and take no other damage or effects.
Dominant [X]: After creating a space, may push an adjacent foe *1d3*

Master

1 actions, Stance
You call upon the ancient and ferocious winds that swirled at the start of time, when the land was roiling and unformed.
Stance: Gain the following interrupt each round while in this stance.

Chaos Wind
Interrupt 2
Trigger: A character enters or exits a space in range 1-2.
Effect: Swap them with any other character in range, interrupting but not stopping their movement. Foes can save to avoid this effect, but are *branded* on a successful save.
Dominant [X]: If you swap a character onto lower ground than they started, then may fly *1d3* (allies) or you may push or pull them the same amount (enemy)

Limit Break:

GRANDMOTHER GALE

2 actions, 3 resolve, range 1-4
You call in the mother of all storms. Her momentary visitation is enough to toss around even the sturdiest warrior like driftwood.

Effect: You summon a massive swirling sheet of wind that blankets the battlefield. Choose a blast 3 area in range, which could include characters. Other than that blast area, all other spaces on the battlefield become *obscured*. Attacks from characters in these spaces have attack [-][-], and all characters in these spaces count as being elevation +1 and *fly* when they move. This effect ends at the end of your next turn.
Effect: You can invert this effect if you want, changing it to all spaces *inside* the blast area instead.

Talents:

STORMBORN
The first time in a combat you become bloodied or enter crisis, you can create an *obscured* space under yourself or up to two spaces of difficult terrain in free adjacent spaces.

ALACRITY
Increase your free move and any free move you grant by half the round number, rounded up.

SQUALL
Once a round, as a quick ability, you may place a 1 space squall *zone* in range 1-3. You can place any number of these zones. When an ally enters the zone, they can fly *1d3*, consuming the zone. When a foe enters the zone for any reason, push them 1 in any direction, consuming the zone.

27. RACONTEUR

Bard Soul

Across the broad land of Arden Eld, no profession is more respected than storytelling, even if its practitioners range widely in their methods and audiences. From the churner camps, to the village longhall, to the tavern of the great cities, there are none who can dispute the power of gathering around a warm hearth, listening to a retelling of one of the old greats.

There are some in the profession, whether with instrument or with well tempered voice, whose skill with their craft is more than talent. Drawing on the aether in the wind, they can infuse their performances with flair - sound effects, or dancing shadows or light. This power is equally as effective at entertaining villagers and children as it is a potent tool for self defense - and humiliating the cruel and malicious.

Keyword

Weave: When you use a weave effect, you gain the effect immediately, and then may repeat a copy of it as part of the very next ability you use. If multiple weave effects trigger, you can choose the order. Copies of a weave effect cannot weave further.

Trait

Ballad Master

You can maintain two stances at the same time. At the start of combat, or the first time in a round you enter a stance you haven't entered before this combat, you can trigger one of the following effects:
- Make a free move, or allow an ally in range 1-3 to do the same.
- Swap yourself or two allies in range 1-3 of you and each other.

Abilities:

I. WITHERING INSULT

1 action, Attack, Range 2-5, Mark
Your words bite into your foe's resolve, weakening their strikes.
Attack: 1 piercing damage. *Hit:* +1d3 piercing damage
On hit: Mark your foe. Your marked foe has attack [-] and takes 2d3 piercing damage if they miss an attack. A foe can save at the end of their turn to remove this mark.
Weave: After this ability resolves, increase a negative status on a foe in range 2-5 by +1.

I. PITHY RETORT

1 actions, stance
Your quick tongue lashes out in reply, stabbing like a dagger.
Stance: While in this stance, gain aura 2. When any foe misses an attack against you or an ally in the aura, you may *brand* that foe, deal 1d3 piercing damage to them, and push them 1.
Weave: After this ability resolves, *brand* a foe in range 1-3.

II. SPIRITED BALLAD

1 action, Stance
You start up a bawdy ballad, inspiring your allies to acts of greater heroism.
Stance: While in this stance, gain the following interrupt.

Inspire
Interrupt 1
Trigger: An ally in range 1-3 uses an ability.
Effect: Your ally can re-roll a single die rolled as part of this ability, taking the second roll as final.
Effect: If your ally is in crisis, they can re-roll two dice.

Weave: After this ability resolves, clear a negative status from yourself or an ally in range 1-3

IV. FANTASIA

1 action, end turn

No, no, that's not how it happened.

Effect: Gain the following interrupt:

Deus Ex Machina

Interrupt, range 2-4

Trigger: Your ally in range is damaged by a foe's ability, and the damaging ability resolves.

Effect [X]: Your ally may save. On a failed save, they may fly *1d3*. On a successful save, they may fly twice as far. During this flight, they are unstoppable and immune to all damage.

Weave: After this ability resolves, grant *2* vigor to an adjacent ally. Increase by +1d6 for allies in crisis.

AMP UP

Quick, 2 resolve, end turn, aura

You redouble your efforts, your words or music burning with a fiery passion that instills an unbreakable spirit in your allies.

Aura: Until the end of your next turn, for all allies in aura 3:
- Rolling a 1 or a 10 on a d10 counts as an 11
- Rolling a 1 or a 6 on a d6 counts as a 7.

Allies in the aura also score critical hits on 11s. When an ally scores a critical hit, it deals +damage equal to the round number and they can fly 3 after their attack resolves.

Talents:

FINALE

At round 3+, you can enter one more stance than normal.

PITY

Once a round, when a character rolls a '1' on the final die of an attack roll, you may use one of the following:

Foe: *Brand* your foe and push them 3.

Ally: Re-roll one die of the attack roll, taking that result as final.

ECHO

Choose a weave effect from your abilities. You can activate it with any ability you use, even the original ability, once per combat.

WITCH SOUL

The soul of one bathed in moonlight.
The moon is a harbinger of birth and death. Old growth must be cut away to make room for the new.

28. HARVESTER
Witch Soul

Servants of Tsumi, the Moon Titan, the Harvesters are the death priests of Arden Eld. They travel from land to land, sanctifying burial sites, performing funeral rites, and helping lingering spirits move on. The land is full of the malice and unfulfilled wishes of the long suffering dead, and so the services of the harvesters are in high demand.

Tsumi is the protector of cycles, and so the Harvesters also perform fertility blessings, oversee harvest festivals, and see to the cultivation and protection of the land and nature. They plant flowers over battlefields, and tend groves of beautiful fruit trees planted over graveyards. This dual nature makes Harvesters fierce warriors, able to make the battle bloom or rot with a single swipe of their greatscythes.

Keyword
Finishing Blow: Gains increased effects against bloodied characters.

Trait

Blooming Death
At the end of your turn, summon a thrall in free space in range 1-3. Summon two if you are bloodied, or three if you are in crisis.

> ### Thrall
> *Summon (6)*
> **Summon Action:** All thralls dash 3 spaces, then explode, dealing 2 damage to an adjacent foe or granting 2 vigor to an adjacent ally. Increase by +1d3 against characters in crisis. Then dismiss the thrall.

Abilities:

I. REAP
1 action, Attack, Close Arc 3, Summon
Swing the great scythe, and pull forth the fruit of death.
Attack: 2 damage. *On hit:* +1d3 damage
Area effect: 2 damage.
On hit: *Summon* a thrall adjacent to your foe at the end of your turn.
Finishing blow: Summon two, or three if your foe is in crisis.

> ### Thrall
> *Summon (6)*
> **Summon Action:** All thralls dash 3 spaces, then explode, dealing 2 damage to an adjacent foe or granting 2 vigor to an adjacent ally. Increase to 1d3+1 against characters in crisis. Then dismiss the thrall.

I. SANGUINE THICKET
1 action, zone, range 2-3
You sow rapidly growing seeds of the blood oak, the carnivorous holy plant of the harvesters.
Zone: Create a line 3 wall in free space in range.
- The area is *dangerous* terrain.
- Bloodied characters take +2 damage from this terrain, or +3 if they're in crisis.
- Once a round, when you score a *finishing blow* against *any* character, the plants feed on life force and you can cause the area to grow by 2 spaces, added to the total area in any way you choose. This could grow it under characters.

II. HULK
2 actions, range 1-3, summon, end turn
Drag forth a rotten warrior of twisting vines, flesh, and earth.
Effect: **End your turn** and summon a hulk in free space in range, a size 2 summon. Push all foes adjacent to the hulk 1 spaces. The hulk has 15 maximum vigor. It starts with 6 vigor, then gains 3 additional vigor per foe pushed this way.
Finishing blow: Bloodied foes also takes 2d3 damage when pushed. Foes in crisis are *branded*.

> ### Hulk
> *Summon (1)*
> **Summon Effect:** Adjacent allies may use the hulk for cover, and may also spend its

vigor as their own. After the hulk ends a turn at 0 vigor, it collapses, *dismissing* it.
Summon Action: The hulk dashes 3, may push an adjacent character 1, then gains *1d3* vigor.

Master

IV. WAKING DEAD
1 action, mark, range 1-4
You infuse necromantic vigor into an ally, scouring their body but infusing them with un-life.
Mark: Mark and reduce an ally to 1 hp, but:
• grant them maximum vigor
• they are *unstoppable* and gain [+] on attack rolls and saves while marked.
While marked, that ally is *defeated* at the end of their turn. They can remove this mark by defeating a foe.
Finishing Blow: Your ally may immediately make a free move when marked. If they are in crisis, they also gain *strength*.

DEATH SENTENCE
4 Resolve
Quick, Melee, end turn

A flash of the scythe, and the line between life and death is blurred.
Summon: You slash an adjacent foe with your weapon, knocking their soul out of their body. Summon their soul in range 1-2.

Severed Soul
Summon (1)
Summon effect: While they have their soul knocked out, foes can act normally. However, the soul can be targeted as if it was the body, transferring all damage, marks, or statuses it would take to the body, no matter the distance or line or sight. Other effects (such as pushes or pulls) apply to the soul.
• Damage transferred gains *pierce*.
• The soul always counts as being in *crisis.*
• Abilities that are able to target both the body and soul of the foe (such as AoEs) can hit both.
Dismiss the soul at the end of your next turn.

Talents:

CYCLE
Once a round, when you reduce a character to 0 hp, you can immediately make a free move, or grant it to an ally in range 1-3.

NECROMANCER
If you don't attack during your turn, summon a thrall in range 1-3.

Thrall
Summon (6)
Summon Action: All thralls dash 3 spaces, then explode, dealing 2 damage to an adjacent foe or granting 2 vigor to an adjacent ally. Increase by +1d3 against characters in crisis. Then dismiss the thrall.

SANGUINITY
When you grant vigor to yourself or an ally in crisis, grant them 2 *strength.*

29. FAIR WRIGHT

Witch Soul

Trafficking with hobs and other forest spirits is an incredibly fraught business. The nature gods do not see time and season the same as kin. They move with the breeze and the bough, the slow turn of changing leaves, the raging storm and the gentle rain, the hot breezes of summer and the singing of the cicadas. What may seem fixed and reliable to kin is effervescent and changing to the denizens of the deep forest, and a small slight or oversight as little as dipping a toe in the wrong pool may instead be taken as a deep injury.

Nevertheless, the villages of the Green rely on the blessings of the Aesi and the hobs for good harvest, weather, and fortune. Some honor them through the old priesthood, others by accidents of faery-blessed birth, and yet others through long stints surviving in the wilds. Maintaining these relationships is a matter of patience, respect, and a little old fashioned trickery.

Keyword

Aura X: An ongoing effect that applies to all characters within X range and line of sight of the character with the aura. Moves with its owner.

Trait

Fae Charm
Once a round, when you *dismiss* a summon, you can roll the effect die and capture its fleeing essence.
- Gain vigor equal to half the effect die, or grant it to an ally in range 1-3.
- On a 5+, additionally immediately *re-summon* the dismissed summon in range 1-3, triggering any effects that took place on its summoning.

Abilities:

I. SUMMER'S BLAZE
1 actions, attack, range 3-4, blast 2
A splash of ceremonial liquor or the wave of a fan calls forth the spirits of the summer fire festivals.
Attack: 1 piercing damage. *On hit:* +1 piercing damage
Area effect: 1 piercing damage
On hit: Summon a festival hob adjacent to your target.

Festival Hob
Summon (3)
Summon effect: The hob has aura 1. The aura is *dangerous* terrain.
Summon Action [X]: Increase the aura of each festival hob by +1. This effect stacks (max +3), and lasts until the hob is dismissed. However, on a (1-3) the hob explodes, *dismissing* it and dealing 2 piercing damage to all characters inside the aura.

I. SPRING'S BOUNTY
2 actions, range 1-3
You summon a fickle and playful hob of spring, prancing with incredible leaps and bounds.
Effect: *Summon* a spring hob in range.

Spring hob
Summon (2)
Summon Action: Each spring hob teleports into space of the *furthest* ally from its space, then grants 3 vigor to all adjacent allies, increased by +1d6 for allies in crisis.
Summon Effect: Once a round, for each hob, you may attempt to repeat the summon action by rolling the effect die. On a (1-3), *dismiss* the hob instead and leave a *difficult terrain* flower patch in its space.

II. AUTUMN'S RAIN
2 actions, Mark, Aura
With prayer, a gentle healing rain begins falling on your allies.
Effect: Mark an ally in range. That ally gains aura 1. At the end of that ally's turn, grant 2 vigor to yourself and all allies in the aura, including your marked ally (3+) and create difficult terrain under all foes in the aura (5+) and yourself and allies in the aura can remove one negative status token.
Effect: If the marked ally is bloodied, this gains effect [+]. If that ally is in crisis, increase aura size by +1.

IV. WINTER'S GRIP
1 actions
You summon a stiff and hungry hob of deep winter, ruthless and gnarled with age.
Effect: Summon an ice hob in range 1-3.

Ice Hob
Summon (3)
Summon effect: Each of these hobs links to a foe in range 1-2 when summoned. If that foe ends their turn 2 or more spaces away from the hob, *dismiss* the hob and they must save. They take 2 piercing damage and have *difficult terrain* created under them. On a failed save, they additionally become *immobile* until the end of their next turn, or until they take damage again.

ETERNAL RENEWAL
2 actions, 3 resolve, Aura
You reach out with terrifying power, beseeching the primal Aesi to forbid the normal cycle of life and death from working temporarily.
Effect: Gain aura 2 until the end of your next turn, with the following effects:
- If *any* character (yourself, foe, or ally), inside the aura would be reduced below 1 hp, roll *1d6*. On a 3+, that character remains at 1 hp instead and becomes immune to all damage until the end of the current turn. That character then loses the benefit of this aura for the rest of combat.
- Immediately re-summon all summons that are dismissed in the aura.

Talents:

MULCH
Once a round, when you *dismiss* a summon, you can create a difficult or dangerous terrain space under them.

RECYCLE
You may dismiss one summon you control as part of using any ability to gain effect [+] on the ability.

INCANT
As a quick ability, you may increase the aura size of one of your ability's auras by 1 until the start of your next turn. All other auras you control or create are reduced by 1. If reduced to 0, an aura deactivates temporarily.

30. HERBALIST

Witch Soul

The hedge witches of the villages are invaluable to their functioning, even if their reputation often that of crotchety or eccentric hermits. Often living in the borders of settlements, away from the hustle and bustle, they spend their days cultivating and pruning forest and field to raise the herbs and flowers needed for vital medicines and remedies, healing not only mundane illness but also supernatural curses, afflictions of the soul, and maladies of ill luck or fortune.

To an untrained eye, a herbalist's garden looks like any other wild patch. To those tutored in the ways of the Almanac, it is a bounty of blessings, carefully selected in a way that is unique to each practitioner. Herbalists, regardless of age or ability, often go on on long pilgrimages in search of rare flowers or herbs from legend or rumor, and so nearly all keep a good pair of boots handy.

Keyword

Summon: Summons are tokens with an effect or ability attached to them. They don't occupy space or obstruct and can share space with characters. They are not characters and don't take damage or trigger effects unless abilities specifically mentioned. Summons have a maximum number active in (parentheses) and may have a summon action, which can be activated as a quick ability, or a passive summon effect. When they are dismissed, remove them from the battlefield.

Trait

Green Almanac

Once a round, when you *summon,* you can grant a benefit to an ally in range 1-3 of that summon. The benefit depends on the first letter of the summon's name.
• a-h: That ally can dash 2
• i-p: That ally can clear a negative status
• q-z: That ally gains *strength*
Double effects if your ally is in crisis.

Abilities:

I. CULTIVATE
1 actions, Attack, Close cross 1, Summon
You sow a line of rapidly growing plants or mushrooms that release a sticky healing sap.
Attack: 2 damage. Hit: +1d3 damage
Area effect: 2 damage
On hit: Summon a bouncing spore adjacent to your foe, then summon a bouncing spore in every *adverse* terrain space in the area.

> ### Bouncing Spore
> Summon (3)
> **Effect:** Yourself or an ally entering or exiting a spore's space can pop it, *dismissing* the spore, gaining 1 vigor and ignoring any terrain movement penalties or damage in this space. If this is the third spore or more they have popped this turn, increase vigor by +1d3.

I. VINE WALL
2 actions, Range 1-4, object
You coax the plants in the ground to grow rapidly, and they spring forth like well trained animals.
Summon [X]: Create 1d3+1 *vines* in range, which can be created under characters. A vine deals 2 piercing damage to any character in its area when it is created, but a character can only take this damage once a turn.

> ### Vine
> Summon (6)
> **Summon Effect**: A vine counts as difficult terrain. Bloodied characters must spend an additional +1 space of movement (3 total) to exit its space, or +2 spaces (4 total) if they are in crisis. A character can destroy a vine by using the interact action in an adjacent space, but leaves difficult terrain in its space.

II. ROT
1 action, Range 1-4, Mark
Leaves shrivel. Hair Curls. Wounds fail to heal.
Mark: Mark a foe in range. While marked, that character takes 2 piercing damage at the end of their turn and creates difficult terrain under themselves. Increase damage to 2d6 piercing, and increase difficult terrain to *3* adjacent spaces of your choice if any part of it is absorbed by vigor. That character may then save to end the mark.

IV. POISON THORN

1 action, range 2-4

Your foe feels a sharp string in their feet, and finds themself tethered to a bulbous poison vine.

Mark [X]: Summon one or (5+) two poison bulbs in range 1-3 of your marked foe. A foe can only remove this mark when there are no poison bulbs left. If you transfer this mark or use it again, bulbs remain.

Poison Bulb

Summon (6), immobile

Effect: Each bulb deals 2 piercing damage to the marked foe at the end of their turn. An ally of the marked character, or that character may *dismiss* a bulb by moving into its space. The bulb leaves *difficult* terrain when dismissed.

Finishing Blow: Summon +1 more bulb, or two more if your foe is in crisis.

(Finishing Blow: Gains additional effects if targeting a bloodied foe or a foe in crisis.)

ESSENCE SAP

1 action, 3 resolve, burst 2 (Self)

You tap and burgeon the life aether of the bounty around you, returning it to your allies threefold.

Area Effect: Target every character and summon in the area, then sample the first letter of each summon's name, or each character's job name (foe or ally). For each unique letter, heal yourself and all allies in the area by 2 vigor. This could put characters over their vigor maximum. At the end of affected character's turns, reduce their vigor to their max if it's over.

Talents:

SIGNATURE

Choose a summon ability. It gains +2 max range and you may rename the ability and the summon it creates in any way you choose.

FERTILIZE

Once a round, when you create an adverse terrain space, you can create an additional identical space in adjacency.

NUTRITION

Increase the effect of Strength on you and adjacent allies to +3 damage. The first time you become bloodied in a combat, gain *strength*.

MONK SOUL

The soul of one bound in iron discipline.
The fortress without is brittle and hard. The fortress within is gentle and open, but loses none of its strength. Its gates may be closed at will.

31. SEALER

Monk Soul

The sealers are a famous chronicler order of legendary monster hunters and exorcists of unbelievable prowess and unshakeable faith. Whenever an especially bad blight or an arch demon appears, the Sealers are usually there to drive it back with blessed brands, martial arts, and flaming blows from their hands or weapons.

It is the sealers who were originally responsible for the great Chambers of the Chroniclers, where old evils, or great and ancient powers and artifacts too monumental to permanently destroy were incarcerated using ancient sealing magic. These days, many of the Chambers lie open and the order works fervently at recovering their contents. Modern sealers do not bemoan their lack of capable vessels, and often seal evil spirits into specially prepared jars, portable iron vessels, or even weapons, which sealers may then put to use in the service of destroying further opponents.

Keyword

Excel: Triggers on a total final attack roll of 8+. This threshold is reduced by anything that reduces critical hit threshold.

Trait

MANTRA OF SEALING

You increase your total attack roll by half the round number, rounded up. If you roll a total of 10 or over on an attack roll, the target of your attack explodes with divine energy with a burst 1 (target) area effect. All foes in the area take 2 damage, and allies in the area gain 2 vigor.

Abilities:

I. GOD HAND

1 action, melee
Divine energy infuses you, allowing hammer-like blows that would fell a demon with even your bare hands.
Effect: Teleport 1
Attack: 2 damage. On hit: +1d3
Excel: The target of your attack explodes with divine energy with a burst 1 (target) area effect.

All foes in the area take 2 damage, and allies in the area gain 2 vigor.
Critical Hit: Increase burst area by half the round number, rounded up.

I. MATSURI

2 actions, range 2-5
You and allies teleport in a display that sends sprays of bright fire, lighting up the sky.
Effect: Choose a blast 3 area in range. You and all adjacent allies may teleport into free space in the area, in any order, then all foes in the area take 2 piercing damage and must save or be *branded* and pushed 1 away from the center.
Effect: If you excelled this turn, reduce the action cost of this ability to 1 action. If you critical hit, it becomes *quick*.

II. EVIL CRUSHING FIST

1 actions, stance, end turn
Your blows are redoubled by those of your righteous allies.
Stance: End your turn and enter this stance. While in this stance, you can teleport 2 before any attack, and your attacks gain [+].
• When you excel or critical hit with an attack, an ally in range 1-2 of your target may teleport 1. Then if they are adjacent to your target, they deal 2 damage (4+) then you may repeat this effect on a new ally (6+) and again.

Master

IV. CONDEMN

1 actions, mark range 2-5, power die
Brand your foe with a hellish seal, condemning them and crushing them under the weight of their own evil.
Mark: Mark a foe in range, then set out a power die at 1. When you or an ally attacks your foe, they gain [+] on the attack roll, then tick the die up by 2. At 3 or more ticks, increase this attack to [+][+] and [+][+][+] at 5 or more ticks. At 6 ticks, when your foe is hit by an attack, they explode, with the following effects
• **Hit:** Burst (1) target. 2 damage and push 1 to foes, 2 vigor to allies
• **Excel:** Burst +1
• **Critical hit:** +2 damage, vigor, and push.
Then the mark ends.

Limit Break:

PASSAGE TO THE AFTERLIFE

2 actions, 4 resolve, attack

You unleash the supreme Sealer war art, inflicting ten thousand blows and shattering the connections of your foe's vital energy to their body, hurrying on the transmigration of immortal souls.

Effect: You cannot unleash this ability before round 4

Effect: Teleport 4

Attack: 4 damage.

Hit: +2d6 damage

Excel: All allies in range 1-2 of your foe may teleport into free adjacent space to your foe. Then your foe takes 2d6 damage from each ally that teleported this way.

Critical hit: Excel effect has no maximum range.

SURGE

At round 3+, increase all your burst effects by +1, and +1 again at round 5+

FLASH

After you hit an attack, you may teleport 1. If you excelled or better, you may teleport 1d3+1 spaces instead.

ASCENSION

When you check for range to teleport an ally, you can increase that range by +1 and you may teleport them +1 spaces further.

32. SHRINE GUARDIAN

Monk Soul

Traveling priests, monks, judges, and doctors, the Shrine Guardians roam the world from village to village, performing necessary rituals, marriages, ceremonies, and yearly festivals. They are a welcome sight in most villages, especially those too poor to afford to maintain a temple, and most perform the important function of traveling judge and medium, acting as an impartial party translating for the will of the local spirits. They travel with many blessed relics of the deities of the land and portable shrines on their back, carrying their gods with them

Keyword

Zone: Changes or affects an area of the battlefield, causing persistent effects. Unless specified, placing a new zone replaces the last one placed. Zones from self or allies cannot overlap each other. You can dismiss a zone as a quick ability.

Trait

SHRINE OF BLESSING
At the start of combat, you can place your portable shrine down in any space in range 1-3.

> **Shrine**
> Height 1 object
> **Effect:** As a quick ability, you can push the shrine 1d3+1 spaces if it is adjacent.
> **Effect:** The shrine has aura 1. Attacks against foes in the aura gain attack [+]. At round 3+, foes gain attack [-] against allies in the aura. At round 5+, double both these effects.

Abilities:

I. SANCTIFY
1 action, range 2-4, zone
You throw out a handful of glittering salt, scorching the spiritually impure.
Attack: 2 damage. On hit: +1d3
On hit: Zone [X]: Place *1d3* holy ground zones in free space in range. You can have any number of these zones. Allies save with [+] inside holy ground, and foes save with [-]. At round 3+, they become *dangerous* and *difficult* terrain for foes.

I. ABJURE
1 action, range 2-4
You make the sign of an astral seal, blasting away all malice.
Effect: Deal 1 piercing damage to a foe in range, *brand* them, and push them *1d3.*
Effect: If that foe then inside one of your zones or auras, they explode for a burst 1 (self) area effect, dealing 2 or (5+)1d3+1 damage to your target foe and all foes in the area, and pushing all other foes 1 or (5+) 2 spaces away from your target foe.

II. HORSE AND OX SEAL
1 action mark, range 2-4
With a word and a quickly drawn talisman, you stomp your foot and forbid your foe from stepping on holy earth.
Mark: Mark a foe in range. While marked, your chosen foe treats all spaces inside your auras or zones as *dangerous* terrain. While inside those zones, you and allies gain attack [+] against your target. A foe can save at the end of their turn to end this mark, but only if they are not in one of your zones or auras.

Master

IV. HEAVEN'S WARD
1 Action, Range 1-4, Mark
You place a holy seal over your ally, enveloping them in divine protection.
Mark: Mark an ally in range. While marked, any foe that attempts to use an ability that includes that ally as a target must first save. On a successful save, the foe is *branded* and the mark fades. On a failed save, the chosen ally takes 1/2 damage from the ability, and gains [+] on any saves against its effects. Then the mark fades.
Overdrive: You may mark a second ally without replacing this mark.

(Overdrive: Triggers automatically at round 3 or later.)

Talents:

GREAT SPIRIT FESTIVAL

1 action, end turn
You clap and initiate a powerful ritual, briefly merging the world of spirits and gods with the material world in a riotous dance.

Zone: You place a zone with a blast area down with a size equal to the round number +2. This zone may overlap characters and other zones. While inside, any that misses an attack may re-roll it, taking the second result as final. Any foe that hits an attack while inside the zone must re-roll it, taking the second result as final. A character can only be affected by this zone once a round. The zone disperses at the end of your next turn, granting *strength* to yourself and all allies inside.

HEARTH
As a quick ability, you may teleport an ally up to 3 spaces, as long as they end this teleport inside one of your zones or auras.

FESTIVITY
Your auras may also affect allies that are adjacent to any space affected by the aura.

TALISMAN
Once a round, when you mark a character inside one of your zones or auras, you can increase a negative or positive status on them by +1.

33. YAMAN

Monk Soul

Eccentric mountain hermits, the yaman are supremely skilled martial artists sought after by many from the lowlands, who spend long years struggling to pry some wisdom or skill from their grasp, often to no avail. The yaman draw their strength from their isolation, the frigid mountain air, and their (quite literal) closeness to heaven, or so they say.

The yaman have their origins in an order of wardens tasked with protecting the great Chronicler bells, used for warning and long distance communication. The few temples, meagre cliffside shrines, or rocky cairns that they occupy tend to be the hosts to these bells, which are treated with intense reverence. A yaman must have the strength of body, if necessary, to carry the massive bronze bell itself long distances, and therefore nearly all of them are the product of unbelievably rigorous training regimens.

Keyword
Impact: Triggers on any character forcibly moved into an obstruction as part of this ability.

Trait

Master's Touch
You increase all pushes and pulls you make by half the round number, rounded up. When you push or pull an ally, you can choose how many spaces you push or pull them.

Abilities:

I. ROPPO
1 action, attack, melee
A series of hops from peak to peak, then series of blows that can shatter steel.
Effect: Teleport 1, then you may push an adjacent character 1, then repeat this effect.
Attack: 3 damage. On hit: +1d3 damage
On hit [X]: Push your foe 1 or (6+) 6 spaces.

I. FORCEFUL INSTRUCTION
1 action, melee
Students must be pushed past their limits - sometimes literally.

Effect [X]: Push an ally *1d3+1* spaces. That ally gains *strength*.
Impact: If your ally impacts a foe, they may swap places with that foe, then that foe takes 2 damage.

II. MASTER'S EYE
1 action, range 1-3, Interrupt
You stand ready to step in at the slightest mistake in stance.
Effect: You may clear a negative status on yourself. Then gain the following interrupt until the start of your next turn.

CORRECTION
Interrupt 1, range 1-3
Trigger: An ally in range is attacked.
Effect [X]: The attack gains [-]. Then, after the attack resolves, swap places with your ally and you may push both them and the attacking foe 1 (4+) or 2 spaces.
Impact: Foe takes damage equal to the spaces they moved before impact (max 6).

Master

IV. PEAK PERFORMANCE
1 actions, end turn stance
You lead best by example.
End your turn and gain **Stance:** While in this stance, your attack gains [+] and you gain the following interrupt.

AGAIN, STUDENT!
Interrupt 1, range 1-2
Trigger: An ally in range attacks a foe, and you see the result of the attack roll.
Effect: Make your own attack roll, using any bonuses you have. You may substitute your attack roll for your ally's. Then after the attack resolves, you may push your ally *1d3*.
Excel: Double this push.
Impact: Ally deals damage to any foe they impact with equal to the spaces they were pushed before impact (max 6).

(Excel: Triggers on any attack where the total attack roll was 8 or higher. Reduced by any effect that reduces critical hit threshold.)

GREAT TEMPLE BELL

2 actions, 3 resolve, object, range 1-3
You summon a massive, aetheric echo of a temple bell - no less heavy than the real thing.
Object: You summon a great temple bell in free space in range, pushing all adjacent characters 1 when it is summoned. The bell is a height 1 object.

GREAT BELL
Object, height 1
Effect: When a character **impacts** the bell, it rings out, dealing 2 damage to *all* foes and granting 2 vigor to *all* allies. Then roll a d6. If you roll under the round number, the bell's effect can be activated again. It can activate any number of times, as long as the roll is successful. Otherwise, the bell loses its power until the end of the current round.
Effect: As a quick ability, you may push the bell 2d3 spaces. If it impacts a character, it has the same effect as above.

Talents:

VICTORY
Round 4 and round 5 count as round 6 for you.

SHIFT
You push or pull targets with any amount of vigor +1 spaces, or +2 spaces if they have maximum vigor.

SWAY
While you are at 75% hp or higher, you gain attack [+]. When you're in crisis, you gain attack [+].

ORACLE SOUL

The soul of one who reads the stars as their guide.
Though the stars are distant, their bright and fiery trails form a sparkling map of the heavens.

34. SEER

The Seers are made up of all the orders of stargazers, corner prophets, folk healers, shamans, and all manner of individuals that find themselves attracted to reading the Great Arcana, the esoteric practice of reading destiny itself, the Great Wheel of Arden Eld that determines the final fate of all things. Usually found tucked away in the corners of Leggio caravans, in high city spires, or in the back of smoky taverns, their services are usually in high demand, though only the especially skilled can truly read the Arcana and there are many pretenders that muddy the waters.

Through ritual, ceremony, and unrelenting practice, Seers gain the ability to predict and even defy a person's fate, using their Aether infused card decks to influence the turning of the Great Wheel and empower their allies with foresight, precision, and uncanny accuracy.

Keyword

Gambit: Roll the effect die and immediately gain the listed effect, usually with a negative effect on a lower die. Unlike other effects, gambits are optional, and effects are *not* cumulative.

Trait

THE WHEEL
Once a round, when you create an area effect, you can infuse it with the power of your deck of cards.
- All allies become immune to damage from the are effect,
- Then roll *1d6* and see what happens after the triggering ability resolves.
    1. **The Moon:** Create two spaces of *obscured* terrain in the area.
    2. **The Papessa:** Teleport all characters in the area 1
    3. **The Sun:** All foes in the area take 2 piercing damage and lose *stealth* or *evasion.*
    4. **The Judge:** *Brand* all foes in the area.
    5. **The Fool**: Push one character in the area 4 spaces
    6. **The Axe:** The area effect deals +2 damage.

When you roll a result, it is removed from the deck. If you roll the same result again, you may choose which card you draw. Once all cards have been drawn from the deck, reset the table.

Abilities:

I. KING OF SWORDS
1 action, attack, range 2-5
A flash of bright color, and a card is stuck to your foe, bursting into arcane fire in a flash.
Attack: 2 damage. On hit: +1d3
On hit: You attach a card to your target. The next time your target is hit by an attack, the card explodes for a blast 3 area effect with at least one space on your foe, dealing 2 damage to all foes and granting 2 vigor to all allies.
Gambit: (1-2) Defuse the card, dealing 1 damage to your foe, (3-4) increase the blast size by +1, (5+) increase the blast by +1 and you may immediately detonate the card.

I. THE EMPEROR
1 action, range 3-5, mark
You attach the Emperor card to your ally, granting them temporary but potent martial prowess.
Mark: You flick a beautifully illustrated card into the air that attaches to an ally. That ally gains *strength.* At the end of your ally's next run turn, that ally releases a burst 1 (self) explosion, pushing all adjacent characters 1. Foes inside take 2 damage. If there were 4 or more characters in the area, foes take +1d3 damage, and damage becomes *piercing.*
Gambit: You may gambit to change the shape of the area: (1-2) close line 3 (3-5) cross 3 (6) blast 5, with at least one space on your ally.

II. WILD CARD
1 action, summon, end turn, range 2-5
You flick a beautifully illustrated ethereal card onto the battlefield, laden with the threads of potential.
Summon [X]: End your turn, and summon one or (5+) two painted cards in free space in range.
Painted Card
> *Summon (4)*
> **Summon Effect:** When the card is included in your own or an allied area effect, you may cause it to explode for a burst 1 area effect centered on it, extending the total area of the triggering

ability. Then *dismiss* it. Wild cards can trigger other wild cards.
Gambit: Gambit only when triggered. (1-2): The card fizzles instead, dismissing it and dealing 2 damage to an adjacent foe, (3-5): Increase the burst size +1 (6): Increase the burst size by +2.

Master

IV. THE EWER

1 action, Close line 6
You flick a card that bursts into powerful jets of ethereal water.
Area Effect: You shoot a card out along the line, releasing a cross explosion centered on either the end space or the first character in the line. The size of the cross is equal to the spaces the card traveled before impacting its target. Foes in the area take 2 piercing damage, or 1d3+1 piercing if the card traveled 5 or more spaces. Allies gain the same amount as vigor, doubled on any allies in crisis.
Gambit: (1-3) the card only flies 3 (4-5) the card may hit any character on the line, (6) the card may hit any character on the line, travels line +3, and phases through objects.

Limit Break:

HIGH PROPHECY

Quick, 2 resolve, Self
A burning third eye of pure etheric energy appears on your forehead. Possibilities unfurl before you, laid out like infinite gleaming threads.

Effect: Roll 4d6, then record each number rolled. For the next four times you roll a d6 for an effect roll, you use those exact numbers, in order. This effect only ends once all numbers have been used. When you first make this roll and see the result, you can defy this fate and re-roll any of these numbers, taking the second result as final. However, each time you do, you must *sacrifice* the new result in hp.

Talents:

PROPHET
At the start of combat, you may pre-roll up to two effect dice. These dice are automatically the result of your next two effect rolls.

FORESIGHT
You gain effect [+] at round 3 or later, doubled at round 5 or later.

HARBOR
Once a round, you may grant an ally immunity to any part of any area effect you create.

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35. CHRONOMANCER

Oracle Soul

Of those that tinker with fundamental forces in the great Guild academies, the chronomancers are perhaps the most feared. Their quarry is mastery over the flow of time, a dread goal sought by many masters of the mortal world. At great lengths, and with tremendous machinery, the chronomancers examine every strand of aether to determine the power of its ebb and flow.

In theory, chronomancy is a terrifying power. In practice, chronomancy is an extremely ill-understood corner of the aetheric arts with very difficult conditions for its practice. Even those that consider itself masters of its practice can only manage the reversal or acceleration of time for a few moments at a time.

There is a theory, mostly kept amongst the chronomancers themselves, that chronomancy has already been mastered - and that the difficulty in its current study is a condition of intentional sabotage, perhaps to withhold it from those who would seek evil in its practice.

Keyword

Overdrive: Activates automatically at round 3+.

Trait

CHRONAL ECHO

Once a round, when you or a character in range 1-3 of you starts their turn, you may summon a time echo of them in or adjacent to their space. At round 3+, you can trigger this effect twice a round.

> ### Chronal Echo
> Summon (6)
> **Summon Effect:** A character that enters the space of a chronal echo for any reason teleports to any space adjacent to you, or into the space of any other time echo in range 1-3. If that character is a foe, you may choose their destination.

Abilities:

I. CHRONORIPPLE
1 actions, attack, range 2-4, blast 2
Causality unmakes itself around you.
Attack: 2 damage. On hit: +1d3
Area effect: 2 damage.
Zone [X]: Create one or (5+) two spaces of an accelerated time zone in free spaces inside or adjacent to the area.

> ### Accelerated Time
> **Zone:** New spaces added to this area extend the zone instead of replacing it. A character that either starts or ends their turn inside takes 1 piercing damage and increases a positive or negative status of your choice by 1.

Overdrive: All spaces deal +1d3 damage to foes and no damage to allies.

I. THE CHARIOT
2 actions, zone, range 2-5, cross 1
You speed up time's flow in a a small area, withering plant life, hastening wounds, and causing those crossing it to move in a flash.
Zone: You create a zone of rapidly flowing time in free space in range. Inside the area, spaces always cost a maximum of 1 movement to enter or exit, and all characters take damage [+] from attacks.
Overdrive: Increase to cross 3

II. SISYPHUS
1 action, range 1-5, Mark
You bend a character's timeline, reversing causality so that the very ground warps under their feet.
Mark: Mark a character in range. While marked, note their starting position at the start of their turn. At the end of their turn, if they are in range 1-3 of their position, you may teleport that character to their starting position, or as close a possible if the space is occupied. Then, remove the mark. Otherwise, keep the mark.
Overdrive: Checks for original position in range 1-6

IV. CHRONOTEMPER

2 actions, mark, end turn, range 1-4, power die

Ripples of accelerated time bend around your ally's movements, overlaying afterimages as they move.

Mark: End your turn and mark an ally in range. While marked, they gain a power die, starting at 6. They may tick the die down by 3 to make a free move at the end of *any* turn, even their own. If the die reaches 0, roll 1d6. This is not an effect roll. If you roll equal to or under the round number, keep the die at its new value, otherwise discard it and end this mark.

Isolate: If your foe has no other characters adjacent after they move, tick the die down by only 2 instead.

Overdrive: Reduce action cost to 1

(Isolate: Gains increased effects if there are no characters other than you adjacent.)

REWIND

Interrupt 1, 4 resolve,
Range 1-4

You struggle against fate itself, undoing causality and defying the stars.

Trigger: A character starts their turn.
Effect: Choose an ally in range. Note the character's current position, hp, vigor, and status effects. At the end of that character's turn, remove them from the battlefield, then reset them to the exact state they were in at the start of the turn.

Talents:

STUTTER

Once a round, when you teleport or teleport an ally, you can teleport yourself or them again 1d3 spaces. Overdrive: +2 more spaces.

CHRONODOUBLE

At round 3+, each round, you can repeat one effect you could normally only produce once a round. At round 5+, you can repeat an effect you can only produce once a combat one more time.

TICK

At round 4+, you gain +1 use of all interrupts.

36. CELESTIAN

Oracle Soul

Across Arden Eld, the great Sages have often observed and written that the position of the stars affects the ebb and flow of Aether, something even sung about in the great Chant. Some take this a step further, believing that the stars affect the fate of mortals, the providence of the gods, and the fortune of those born under their sign.

Celestians are a mix of both types - wrights and priests that through diligent practice have found the ability to actually tap into the unique aether currents produced by the heavenly bodies. Their power is therefore highly dependent on their position, and they spend a good deal of their time charting and studying the movements and energies of their celestial patrons, while their mundane ones keep them busy with horoscopes, fortune tellings, and portents.

Keyword
Isolate: Gains increased effects if there are no characters other than you adjacent to your target.

Trait

Heavenly Orrery
At the start of the round, roll the effect die to see which position the heavens are in. Your abilities become altered this round based on what you roll.
- **(1-2) Solar syzygy:** Increase all area damage by +2 and all blasts by +1. Reduce all vigor granted to 1.
- **(3-4) Lunar confluence**: Deal half damage. Increase all vigor granted by +2 and increase the size of all lines by +3.
- **(5-6) Astral alignment:** Increase all crosses by +2. Once a round, increase a positive or negative status granted by +1.

Abilities:

I. ASTRA
2 actions, attack, range 3-6, blast 4
You call down the heavens themselves on your foes.
Effect: 3 damage. *On hit:* +1d3
Area effect: 3 damage to foes only.
Effect: Area effect deals 3 damage again if there is at least one ally in the area.
Isolate: All isolated foes in the area take 3 damage again after this ability resolves.

I. LUNAR CLEANSING
1 action, range 1-3, line 3
The pale light of the moon washes across the battlefield.
Area Effect: The first ally in the line gains 2 vigor and may clear a negative status token. Foes in the line *after* the ally take 2 damage.
Isolate: If your ally is not adjacent to any other characters, increase vigor and damage by +2 and clear 2 negative tokens instead.

II. POLARIS
1 action, end turn, range 3-5
A distant glint in the heavens, portents of the devastation to come.
Zone: end your turn and call a meteor onto the battlefield that begins its descent. You may have any number of these zones active. The first time in a round a character enters one of these zones, roll the effect die. If you roll equal to or under the round number, a meteor lands in the space, *branding* that character and creating a cross 1 explosion centered on them for 1d6+4 damage (save for half). Then remove the zone.
Isolate: Damage becomes *piercing*.

IV. METEOR

1 action, object, range 3-10

You pull a burning iron rock out of orbit and send it on collision course with your unlucky foe.

Effect: Choose a foe in range, and choose a number from 1-3. At the end of that many of your foe's turns, they are struck by a massive meteor. You may re-target the meteor to a new foe in range as a *quick* ability if your targeted foe is defeated, keeping the countdown timer. This ability also re-targets if you use it again while a meteor is active. Characters caught in the area (including the targeted character) may save to halve damage.

> 1. 1d6 damage, cross 1
> 2. 1d6+4 damage, blast 3 with at least one space on your foe, and push all characters 1 from the target. Create difficult terrain under your target.
> 3. 6d6 damage, blast 5 with at least one space on your foe, and push all characters 2 from the target. Lower terrain under the target by 1 and create difficult terrain under them.

Effect: After this ability resolves, create a height 1 meteor object adjacent to your target.

Isolate: *Stuns* target if no other character is caught in the area.

COSMIC DOOM

1 action, 2 resolve

Range 1-5

You twist a foe's fate in the life current, knocking their fate out of the normal flow of cosmic providence into something much more unfortunate.

Mark: You read a foe's ill fortune, then mark your foe. This mark cannot be cleared. At the end of each of their turns for the rest of combat, roll *1d6* to see what fate befalls them this round:

- (1-2) **Solar Blast:** Blast 3, including your foe. Your foe and all other foes inside take 2 piercing damage. Your foe is *branded*.
- (3-4) **Lunar Beam:** Line 4, including your foe. All allies inside gain 2 vigor and may remove 1 negative status. Increase by +1d3 vigor and grant 1 *strength* for allies in crisis.
- (5-6) **Astral Crush**: Cross 1, including your foe, 2 damage. Your foe must save or be *stunned*, then has a height 1 meteor object created adjacent to them.

Talents:

DISSOLUTION

Increase the effects of brand to -3 defense against the attacks of you and adjacent allies. When you critical hit, you can inflict *brand*.

HEARKEN

Once a round, you may spend a free move to teleport adjacent to any *isolated* ally, *o*r teleport any *isolated* ally adjacent to you.

CRATER

You area effects deal +1 damage to foes 4 or more spaces away from you, increased to +2 at 7 or more spaces.

WRIGHT

Mage, thaumaturge, and master of the arcane arts

Strengths: High damage and excellent range, strong area of effect.
Weaknesses: Low durability and weak to foes that can engage them up close
Complexity: Medium

Wrights are mages who have mastered the manipulation of the raw power of creation: Aether. All souls are connected to Aether, and everyone is able to feel it to some degree. Those with training, potential, and ability can learn to form and shape Aether as naturally as they move their own flesh and blood. Wrights wield terrifying power - and they know it.

Job Trait

MASTER OF AETHER
You are the master of manipulating ethereal currents, granting the following benefits.
• **Aether Surge**: At round 3+, you increase all area damage you deal by +2.
• **Aether Wall:** You have automatic *cover* against abilities used by any character 3 or more spaces away.

Basic Attack

You get **Magi**

MAGI
1 actions, Attack, Range 2-8, Cross 1
Elementary magic, drawing on fundamental chaos, but no less potent.
Attack: 2 damage. Hit: +1d6
Area effect: 2 damage
Effect: Create a difficult and (5+) dangerous terrain space in the center space, even if it's occupied.

Job Statistics

HP: 32 (25% HP: 8)
Defense: 4
Free Move: 4

Keywords

Keen (+): When attacking, gain attack [+]
Slow (-): When free moving, move -2 spaces
Stance: A powerful ongoing effect. You can only maintain one stance at a time. You may exit any stance voluntarily at the start of your turn.

APPRENTICE ABILITIES

Pick **two other abilities:**

EMBER

2 actions, Zone, Range 2-6
You kindle a fierce ember which explodes into a blossom of energy when agitated.
Zone: Create 1d3+1 ember zones in free space in range. You can place any number of these zones without replacing them. Embers prime at the end of your turn. An ember cannot be placed adjacent to another ember.

Ember
Zone
Effect: If a character voluntarily enters a primed ember's space or starts their turn there, it explodes for a burst 1 area effect, centered on it. Characters inside take piercing damage equal to 2 + the round number.

AERO

1 action, Range 1-6, Mark
You mark a foe with pulsing lightning charge, reacting to other's presence.
Mark: Mark a foe in range. At the end of that foe's turn, they take 2 piercing damage, then may save to end the mark. If they are adjacent to two or more other characters, they take 2d3 piercing damage instead, gain *slow*, and may not save to end the mark.

GEO

1 action, range 1-4, Object
Digging into wells of geothermic power, you will the battlefield to reshape itself.
Object [X]: Create one or (5+) two height 1 boulder *objects* in free space in range. When you create an object, you may push an adjacent character 1 space away from it.

CRYO

1 action, Range 3-5, Line 5
You loose a blast of icy air and wind, freezing foes where they stand.
Area Effect: 2 piercing damage
Effect [X]: Create *1d3+1* slippery ice spaces of difficult terrain in the area. These could be created under characters.

RUIN

2 actions, Attack, Range 2-6, Blast 2
Potent chaos magic that draws upon the chaos fundament, becoming more powerful as the battle continues.
Attack: 1 damage. **Hit:** +2d6
Area effect: 1 damage
Effect: Increase all base damage, area damage, and blast effect size by half the round number, rounded up.

SHIFT

1 action, Self
Slip between spaces using soul transposition: a miracle for most, but mundane for wrights.
Effect [X]: Teleport 3 spaces, then gain one or (4+) two *keen*.

GLEAM

Quick, range 2-4, Object
Bend light aether into a shape that confounds the senses.
Object: Create a height 1 illusory object in free space in range. The object does not obstruct or block line of sight but does grant cover. It disappears and is removed if a character moves into its space or if you use this ability again.

FLAME SOUL

The soul of one aflame with ambition.
Through fire, the wheel of the world ignites, hurtling onwards. All things must transmute, or perish.

37. ENOCHIAN

Flame Soul

The Enochian Orders of pyromancers are the most chaotic of the wright orders. Though sometimes associated with Chuners, they have no official organization, most of their members being hedge wizards or self taught. Many Enochians disdain authority and work for hire, sleeping and eating where they can and relying on the communities they work for to support them. Those that work on contract with guilds, armies, or mercenary companies tend to value their independence.

The power that condenses inside an Enochian is related to the element of fire, a wild spark that grows and wanes with their emotions and energy, but with control can be focused into power that can carve mountains, scorch forests, and boil rivers. In times of desperation, the Enochians can feed this power with their own life force, a dangerous practice that the other orders of wrights look down upon. The Enochians, for their part, see other wrights as stiff and uncreative. They'd rather do it their way, after all.

Keyword

Reckless: Push yourself to the limit gaining extra effects but inflicting yourself with the Reckless (-) unique status. You take +1 damage from all sources per stack of reckless. You can only clear reckless by effects that clear a negative status.

Trait

Inner Furnace
Once a round, at the start of your turn, you may stoke your soul aether, performing one of the following:
• **Heat:** Gain *reckless*. Your next damaging ability increases its area sizes by +1 and its base attack and area damage by +2.
• **Cool**: *Sacrifice* 6, then end all negative statuses affecting you.

Abilities:

I. PYRO
1 action, Attack, Range 3-8, Blast 2
Power curls into a writhing ball in your hand, before it's unleashed on your enemies.
Attack: 2 damage. Hit: +1d6
Area effect: 2 damage
Reckless [X]: Gains damage [+]. After the ability resolves, the area explodes, igniting *dangerous* terrain under all characters inside (5+) then dealing 2 piercing damage to those characters.

I. IGNITE
1 action, Mark, Foe, Range 1-6, power die
You spark a hungry flame in the soul aether of your foe, burning them from the inside.
Mark: While marked, set out a power die, starting at 6. Your target takes 2 piercing damage at the end of their turn, then tick the die down by 2. If the die ticks to 0, or your marked character is defeated, your target explodes in burst 1 area effect centered on them, *stunning* them, dealing 1d6+4 piercing damage to all characters in the area (save for half), and pushing those characters 1. Then end this mark.
Reckless [X]: Immediately tick the die down by *1d3*.

II. IMPLODE
1 action, Range 2-6, Blast 2
You burn away the air itself, creating a sucking void that rips your foes into its howling embrace.
Area Effect: Pull all characters, objects, and summons at the outside edge of the targeted area 1 space into the area. Once character in the area then gains *slow*.
Reckless: Becomes *Quick*.

Master
IV. BLACKSTAR
2 actions, Attack, Range 3-8, Blast 4
You burn and condense your own aether into super condensed form, creating a crackling black orb that inflicts maximum destruction. Without the time to stabilize this attack, its use can rip away your very life force.
Attack: 4 damage. Hit: +2d6
Area effect: 1d6+2
Reckless: Deals +2 attack and area damage, creates *dangerous* terrain under the attack target, and lowers terrain under them by 1.

Effect: Then *Sacrifice 999* unless the round number is 4 or higher. All allies can choose to lend their life force instead. If they are all willing, each ally *sacrifices 4* instead, and you don't sacrifice anything.

> *(Sacrifice: Push your limits and spend HP as part of the ability to increase its power. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.)*

GIGAFLARE

2 actions, 4 resolve

I, who stand at the apex of things,
Condemn thee to the deepest pits of despair.
Let thy very bones become ash!
O Flame, let the air become death!
Ignite, and be banished to Hell! Gigaflare!

Area Effect: You summon the Eldflame, the primeval force of creation, dealing piercing damage equal to 1d6 + the round number to *every* character, on the battlefield, ignoring line of sight and cover. Characters in range 1-2 of you are exempt from this ability.

Effect: This limit break upgrades.
- If you're bloodied, it becomes **Megaloflare**, and deals damage twice.
- If you're in crisis, it becomes **Megiddoflare**, dealing damage three times instead.

Talents:

MEGIDDO
At round 4+, all area abilities you create deal +2 area damage.

MELT
You increase the effects of slow tokens *you* inflict to -3 spaces. When you critical hit, you can inflict *slow.*

PHOENIX
When you are defeated, you deal 1d6+2 piercing damage to all adjacent foes and push them 1. You may then automatically *rescue* yourself at the start of your next turn.

38. THEURGIST

Flame Soul

Sometimes called soulblades or inquisitors, theurgists are powerful and widely feared chronicler church mages from an esoteric order that sturdy flame aether's powerful connection to the soul itself, forging it into a terrifying art that allows them to call scorching beams or wreathe their weapons in soul fire. They are relatively rare and tend have a poor reputation as fanatics and meddlers, given people's wariness of manipulation of the soul.

Theurgists are rumored to have the power to see through lies through minor fluctuations in the soul's aether and are often employed as interrogators or bounty hunters by would-be rulers. In practice they are perhaps unfairly maligned, as when they are not doing battle, their unparalleled ability to diagnose afflictions of the soul's aether allows them to lift curses, corruptions, and illusions.

Keyword

Sacrifice X: Spend X hp directly as part of this ability, which cannot be ignored or reduced. Sacrificing cannot reduce you past 1 hp, and you can sacrifice even if the cost is higher than your current hp.

Trait

Blazing Blade

Once a round, you may attempt one of the following, rolling a d6 and attempting to roll equal to or under the round number, and gaining the following on success:
- **Blade cleave:** When you hit an attack, cut deeply into your target's soul, forcing them to *sacrifice* 4 HP.
- **Blade parry:** When you are damaged, gain 4 *vitality* before being damaged.

If you are bloodied, roll 2d6 and pick the lowest. If you are in crisis, roll 3d6 and pick the lowest instead.

Abilities:

I. SOUL CLEAVE
2 actions, attack,Close Line 4
Your weapon bursts into flame, a lash extending far beyond its natural reach. It scorches only the soul, leaving flesh and metal untouched.
Attack: Target *sacrifices 2. On hit:* Target *sacrifices* +3d3.
Area effect: Characters *sacrifice* 2 hp.
Sacrifice 8: Reduce action cost to 1.

I. SOUL BURN
1 action, Stance, Self
You stoke the furnace with the very essence of your being.
Stance: Burn your own life force into a fierce blaze. In this stance:
- You may *sacrifice 2* at the end of your turn.
- Once a turn, when you *sacrifice*, you may shoot a soul spark at a foe in range 2-5, igniting *dangerous* terrain under them. Foes already in dangerous terrain take 1 piercing damage and gain *slow*.
- If you're bloodied, shoot a spark at a different foe. If you're in crisis, shoot another spark at a different foe. If you're at 1 hp, shoot a spark at *all* foes in range..

I. BLAZING BOND
1 Action, Range 1-4, Mark, Ally
You link the soul Aether of you and a companion with a chain of pure fire aether, drawing from the strength of one to bolster the other.
Mark: Gain the following interrupt at the start of your turns. while your target is marked.

Heartfire
Interrupt 1
Trigger: You or your marked ally takes damage or *sacrifices* hp, and are in range and line of sight of each other.
Effect: You can choose to grant 3 vigor to the target before they take the damage, or reduce the sacrifice cost by 3. If you do, the other partner *sacrifices 3*, then gains *keen.*

IV. FIERCE CRUCIBLE

1 action, range 1-5, self, ally

You ignite a fierce blaze in the soul of your target, purging them of deadly maladies, but scorching their very essence in the process.

Area effect: Burst 1 (target): 2d3 piercing damage to all other characters and push 1.

Effect: Target may clear all negative statuses, then gains 2 *keen.*

Effect: At the start of your target's next turn, if they are bloodied, they sacrifice hp until they are bloodied. If they are below bloodied, they sacrifice until they are at 1 hp.

TRANSMIGRATION OF FIRE

1 action, 3 resolve, Range 2-5

O Flame, I command thee,
Make a pyre of our souls,
And a crucible of our sin,
Great Transmigration!

Effect: Choose yourself and a willing ally in range, or two willing allies in range. Exchange the hp totals of each character. Any bloodied character after the swap gains 3 vigor. Any character in crisis gains 3d3 vigor instead, or 3d6 if they're at 1 hp.

Talents:

ZEAL

Once per combat, you can count yourself as bloodied from the start of your turn until the start of your next turn, even if you're above 50% hp.

BLOODWELL

If you're in crisis, reduce all sacrifice costs to 2 if higher.

ARDOR

Increase the effect of *keen* for you and adjacent allies to [+][+]. When you are bloodied for the first time in a combat, gain *keen*.

39. RUNESMITH

Flame Soul

Powerful crafts-kin tutored in the old rune arts, mostly commonly found among the Troggs, but spread amongst all kin of the furnace arts of Arden Eld. The power of of carving runes with flame aether is very precise and requires a brawny arm, since it was originally practiced by the gigantic Jotunn. Runes must be carved into tempered metal or sturdy rock by hand and tool. Weapons or equipment that carry rune kennings must have a proper soul, forged with care and craftsmanship, or else they will shatter under the tremendous weight of imbued ethereal power. Weak and mass produced armament such as those churned out in the cities cannot bear them.

The rune smiths and their ancient jotunn masters, the Keepers of the Eld flame, originally made some of the most powerful artifacts in Arden Eld - world altering weapons or armament. The new generations continue the work in some manner, recovering lost knowledge and continually improving their craft as the hammer slowly bends out hot metal.

Keyword

Zone: Changes or affects an area of the battlefield, causing persistent effects. Unless specified, placing a new zone replaces the last one placed. Zones from self or allies cannot overlap each other. You can dismiss a zone as a quick ability.

Trait

Forge Heart

Once a round, when you create a zone, difficult terrain space, or dangerous terrain space, you can *sacrifice* 2 to create an additional identical space in range. If part of an area (line, blast, burst, cross, etc) zone, it must be placed adjacent to one space of the original zone. It obeys all regular rules of the ability that created it.

Abilities:

I. STRIKE THE ANVIL

1 action, Attack, Close Arc 4
At your strike, a serpentine arc of crimson flame whips along the ground, then erupts beneath its targets.
Attack: 1 damage. Hit: +1d3 damage
Area effect: 1 damage
On hit: Creates *dangerous* terrain under all characters in the effect area. Deals damage [+] to characters already in dangerous terrain.
Effect: If you are bloodied, increase arc by +2, or +4 if you are in crisis.

I. MAGMOTIC

2 actions, Range 2-6, Zone
You condense fire aether into boiling, molten rock, then fling it like a potent grenade.
Zone [X]: Create *1d3* single space zones of boiling magma in range. These could be created under characters. New zones created by this ability add to the total instead of replacing them.
- Magma zones are *dangerous* terrain
- Characters that start or end their turn in a magma zone gain *slow*.
- All damage against characters with at least one space inside a magma zone gains *pierce*.

II. SIEGE RUNE

1 action, Zone
You carve a burning rune of power into the very ground beneath you.
Zone: Inscribe a siege rune on the space underneath you. While you or an ally stands on this space, the max range, line, and arc of all their abilities is increased by 2.
Effect: If a character is bloodied, they also gain *keen* at the end of their turn. If they are in *crisis*, increase range, line, and arc by +4 instead.

IV. RUNE OF THE FORGE

1 actions, zone, Burst 1 (self), end turn
Superheat the air around you, protecting from attackers.

Zone: End your turn and create a fiery ring centered on you. The zone does not move with you once created.

- The zone is *dangerous terrain* to all other characters than you.
- Characters other than you inside the zone when it is created must save or take 1d6 *piercing* damage.
- Characters inside the zone have *cover* from characters outside the zone.
- While inside the zone, you *sacrifice 4* at the end of your turn.
- You can safely exit the zone, but it ends if you exit it for any reason.

Reckless: Zone becomes burst 2 (self) instead.

> *(Reckless: Push yourself to the limit, gaining extra effects but inflicting yourself with the Reckless (-) unique status. You take +1 damage from all sources per stack of reckless. You may only discard reckless with effects that clear a negative status.)*

KINDLING OF THE GREAT FORGE

1 action, 3 resolve
Zone, object, range 2-4

O Earth, O Flame,
As I am masterful in will, bend to my command,
Bring me mine sword, and mine anvil,
Breath thy bellows, test thy fiery mettle!
Rune forge!

Zone: Summon a massive rune forge from below, height 1 object in range. A burst 1 area centered on the forge is a zone, with the following effects:

- **Molten Armor:** Once a round, after a character *sacrifices* inside the forge zone, you may grant them 1d3+1 vigor.
- **Molten Weapons**: Yourself or any ally inside the zone may *sacrifice 4* as a quick ability to grant damage on their next ability *pierce*.
- **Molten Fury:** The zone of the forge is *dangerous* terrain to foes. This dangerous terrain deals additional damage equal to half the round number, rounded up.

> *(Sacrifice: Push your limits and spend HP as part of the ability to increase its power. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.)*

Talents:

JOTUNNRUNE

As a *quick* ability, you may create a dangerous terrain space in free space in range 1-3.

HOBRUNE

As a *quick* ability, you swap places with any character inside any zone you have created. Foes may save to avoid this effect.

FOLKRUNE

You gain attack [+] against characters inside your zones.

EARTH SOUL

The soul of one attuned to the land.
Through earth, we are anchored to our wills and the great umbilical of time and matter. All things are ultimately built upon a foundation.

40. GEOMANCER

Earth Soul

Geomancers belong to an old order of mystics and esoteric martial artists called the Keepers of the Elden Gate. These scholarly wrights are concerned with health and the flow of energy, not just through the body, but through the very earth itself. They consider themselves physicians of the highest order - their patient being the eternal land of Arden Eld.

These studious wrights attune themselves to earth Aether, aligning the energy channels of their body to crystalline perfection with vigorous exercise and sometimes bizarre health regimes. In battle, the land itself is their ally, spitting forth poisonous gases, cavernous upheavals of earth, and great spires of rock to crush their foes.

None are more concerned with the Churn than the geomancers, who view it as the greatest sickness known to Kin, and will take any opportunity to fight or study it with exuberance.

Keyword

Dominant: Gains extra effects depending on the elevation difference between you and your target.

Trait

Aftershock

Once a round, after you damage a foe with an ability, you can cause vibrations in that foe. At the end of their next turn, if they are adjacent to any object, you may cause them to take 2 piercing damage. Increase this by +1d6 if they are adjacent to two or more objects. Then this effect ends.

Abilities:

I. GEOTIC

2 actions, attack, Close arc 6
The stomp of a foot or the slap of a palm is magnified a hundred fold into rumbling death.
Attack: 2 damage. *On hit: +2d6*
Area Effect: 2 damage
On hit: Create one, (4+) two, or (6+) three height 1 boulder objects in free space anywhere in the area effect after the attack resolves.
Dominant: You may create a burst 2 (target) *area effect* centered on your attack target, extending the total area effect.

I. HELIX HEEL

1 action, close line 4
You release a fierce kick, bouncing shockwaves off the very stone.
Area Effect: 2 damage.
Effect [X]: If an *object* is in the exact end space of the line, this shockwave rebounds, dealing 2 damage again to all characters in the area and *slowing* one character in the area. Then push that object *1d3* spaces.
Dominant: You may extend or reduce the line by up to 2 spaces.

II. BONES OF THE EARTH

1 action, Range 2-6, Object, Character
Send a pulse of earth aether downwards, causing tectonic upheaval.
Object: Choose yourself or a character in range. At the end of that target's next turn, the ground beneath them erupts. Create a height 1 or (4+) 2, or (6+) 3 spire *object* under them, then push other adjacent characters 1.
Dominant: You may reverse this effect, lowering terrain under your target by one, (4+) two, or (6+) three spaces instead of creating an object.

IV. TERRAFORMING

2 actions, Range 1-6, blast 5

The key of creation is turned, and the land is shaped like clay, as the Titans once did.

Area Effect: Choose four of the following effects to create in the area. You can select the same effect more than once. Effects cannot be created in spaces occupied by characters.
• Create a height 1 rock spire *object*
• Lower or raise terrain in a space by 1
• Create two spaces of difficult terrain
• Create a space of dangerous terrain
• Remove any difficult or dangerous terrain
• Remove any objects you created

Heavy: Choose six effects instead, and you may teleport into any space of the area in 1-3 after this ability resolves.

> *(Heavy: Use a heavier version of an ability. If you do, you are unable to attack or use a heavy ability until the end of your next turn.)*

CATACLYSM

1 action, 2 resolve
Range 3-6

I, protected by the holy trigram,
Summon the ten thousand molten kings.
Run amok with thy furies, and rend the immortal stone,
Turn Heaven and Earth!

Effect: Choose a character in range. At the end of that character's turn:
• create height 1 objects in every free adjacent space to them
• every character in an adjacent space to them gains *slow* and takes 3 piercing damage.

Then push all adjacent characters *1d3* away from the targeted character.

Talents:

EARTHMELD

As a *quick* ability during your turn, you may swap places with any object in range 1-3.

BOULDER

Start combat with a height 1 boulder *object* underneath you.

SURF

When you are standing on any object, you may push yourself and that object 3 in any direction as a *quick* ability during your turn.

41. AURAN

Earth Soul

Also known as metalwrights, Aurans are a relatively new order of upstart earth wrights found chiefly among the churner camps and great cities. Flashy, technically skilled, and ambitious in comparison to their more slow-moving elder orders, they work in the guild workshops, machine factories, under-gangs, and churner excavation crews.

The elden civilizations revered metal, weighed it carefully, and worked it with skill and grace. In this age, the new aether-tech cities of the guilders and the great mobile city camps of the churners whirr have none of this respect. They contort metal into new, monstrous forms, burn it into fumes, and hammer it into pieces that crunch and grind in an unholy chorus. The great machine churns and whirrs as it climbs closer to heaven.

Keyword
Heavy: Use a heavier version of an ability. If you do, you are unable to attack or use a heavy ability until the end of your next turn.

Trait

Metal Shell
If you don't attack during your turn, you gain a shell of metal surrounding you. The next time you would take 5 or more damage from an ability, reduce it to 1, then create a height 1 metal shell *object* in a free adjacent space.

Abilities:

I. STEEL THORN
2 actions, attack, burst 2 (self)
Spikes of iron whip from the earth, piercing the limbs of your foes.
Attack: 2 piercing damage. On hit: +1d6 piercing.
Area effect: 2 piercing damage
On hit: Create one (4+) two or (6+) three spaces of *dangerous* terrain in free space in the area.
Heavy: Any character touching the edge of the burst, both inside and outside the area, takes 1d3+1 piercing damage again.

I. METAL FLASH
1 action, Range 1-6, end turn
You turn into liquid metal, flowing along the ground until you reach your target.
Effect: Choose a character in range and **end your turn.** At the end of that character's turn, you may *teleport* yourself into free space adjacent to your target.
Effect: Then you may create a burst 1 (self) area effect for 2 piercing damage and push 1. If this explosion includes an object, inflict 1 *slow* on a target in the area. If there are two or more objects in the area, double damage and push.
Heavy: You can choose two characters in range, triggering the effect at each of the end of their turns.

II. IRON FLESH
1 action, stance, self, power die
Your skin develops a swirling iron shell. When struck, it hardens and intensifies.
Stance: When you enter this stance, gain a d6 power die, starting at 1. Once a turn, but any number of times a round, tick it up by 1 after a foe uses an ability that damages you. At 4+, you take half damage from all sources. At the end of *any* turn the die is at 6, discard it. At the start of your turn, if you don't have a die, gain a new die at 1.
Heavy: Start the die at 3.

IV. MIDAS

1 action, self

You use a flash of metal aether to briefly petrify yourself or an ally, removing them from further harm.

Effect: You gain one use of the following interrupt until the start of your next turn.

Flesh to metal.

Interrupt 1, range 1-4, self, ally

Trigger: Your target is damaged by a foe's ability.

Effect: You transmute your target into solid stone, metal, or gemstone. After the triggering ability resolves, remove that character from the battlefield and replace them with a height 1 statue *object*. At the start of their next turn, or if the object is removed sooner, replace the object with the original character. Any characters or objects on top of the statue when it is replaced are placed in a free adjacent space or as close as possible.

Heavy: Gain two uses of the interrupt.

Limit Break:

WRECKING BALL

1 actions, 3 resolve, end turn.

You surround yourself in screeching layers of metal, forming an invincible, bladed shell and becoming a blunt instrument.

Effect: Remove yourself from the battlefield, then replace yourself with a height 1 *wrecking ball* object.

Effect: Then, push the object 3 in a straight line in any direction. The object can also be pushed by allies as though it were a character, or an ally can push it using the *interact (1 action)* ability to push it 3 spaces.

- If the wrecking ball enters the space of a character, they take 2d3 piercing damage, are pushed *2d3*, and gain *slow*. A character can suffer these effects once a turn but any number of time a round.
- If the wrecking ball enters the space of another object, remove it.

Effect: At the start of your next turn, remove the object and replace it with you.

Talents:

EFFIGY

The first time in combat you would take 5 or more damage from an ability, create a height 1 metal shell *object* in a free adjacent space.

WEIGHT

When you use a heavy ability you can push one of its targets 3 after it resolves.

STOMP

As a quick ability, you can push any adjacent object 1d3+1 spaces. If it would enter the space of a character, they gain 1 *slow*.

42. ALCHEMIST

Earth Soul

Members of the Invisible Chain, the secretive order of warrior-sages seeking to untangle the mysteries of the physical world, and in turn, life itself. Aether creates form. Form creates aether. Nothingness and solidity are intertwined.

As alchemists are generally forbidden from most medical practice in the city guilds, they often act as traveling surgeons, pharmacologists, and doctors to ply their living. Their meetings take place in secret refuges, where they share advanced medical knowledge, secrets of the physical form, and attempt to commander the resources of the order towards some project or another of staggering ambition.

All things can be broken into their elements, and in turn, purified and reformed. The body is no different.

Keyword

Weave: When you use a weave effect, you gain the effect immediately, and then may repeat a copy of it as part of the very next ability you use. If multiple weave effects trigger, you can choose the order. Copies of a weave effect cannot weave further.

Trait

Master of Fundaments

As a quick ability, you may transmute a terrain space in range 1-3. This removes any current effects of the terrain space except elevation. You may then leave the space blank or roll *1d3.*
• **1. Liquid**: The space becomes dangerous or difficult terrain (choose)
• 2**. Solid:** The space becomes a height 1 object.
• **3. Vapor**: The space becomes an *obscured* space.

Abilities:

I. BIO

1 action, Attack, Range 2-5
You command the elements to dissolve - earth and flesh alike bursts into a toxic vapor.
Attack: 2 damage. *On hit:* +1d3

On hit: Create dangerous terrain under your attack target.
Effect: *All* attack and area damage becomes piercing against targets already in dangerous terrain.
Weave: Create *dangerous* terrain under a character in range 2-5 after this ability resolves.

I. REALIGNMENT

2 actions, range 1-2, self, ally, foe
Using your exhaustive knowledge of anatomies, you quickly rearrange energy channels in your target to heal them - forcefully.
Effect: You hit a precise pressure point, purging toxins from your target's body. Remove all negative status tokens on the character, then choose: your target takes 1 piercing damage or gains 1 vigor per status removed.
Weave: Create a close blast 2 *area effect* from your target after this ability resolves, regardless of range. Create *dangerous terrain* in every free space in the area. If your target is a foe, they are then *slowed*.

II. TRANSMUTE

1 action, range 1-5
To the master of fundaments, the world is as smoke.
Effect [X]: Choose an unoccupied terrain space in range, then roll *1d6*. The space removes any object or terrain type it has other than elevation, then gains one of the following:
   1. Difficult terrain
   2. Dangerous terrain
   3. The space becomes *obscured*
   4. Place a height 1 object in the area
   5. Raise or lower terrain by 1
   6. Pick two effects.
Weave: Repeat the above effect after this ability resolves.

Master

IV. POWER PILL

1 actions, range 1-2, self, ally
You create a masterwork medicine that floods the target with primal aether. This is too much for the unperfected form to handle… for now.
Effect: Your target gains 2 *keen*, and becomes *unstoppable* until the end of their next turn.
Effect [X]: At the end of that turn, they lose unstoppable, become *stunned* and release a

burst 1 (self) area effect for push 2. Then create *1d3* spaces of dangerous terrain in free spaces in the area. Characters caught in the explosion already in *dangerous* terrain take 2d3 piercing damage.

Weave: After this ability resolves, self or an ally in range 1-2 may make an extra free move.

HOMUNCULUS

1 action, 3 resolve
Range 2-5, summon
Life can be spun up, as the makers once did, out of its base elements. The process lacks the finesse, but time will wear away all its impurities.

Effect: You summon a homunculus in free space in range, an artificial being that can shift its form.

> **Homunculus**
> Summon (1), size 1
> **Summon Effect:** When summoned, choose one of the following effects:
> - **Liquid:** The homunculus is *difficult* and *dangerous* terrain and has *phasing.* The first time in a round it passes through a foe's space, it inflicts *slow.*
> - **Solid**: The homunculus is a height 1 object. It cannot be removed, but otherwise follows all the rules for objects. Any character sharing its space when it takes this form is moved up on top of it. When it moves, any character on top of it is pushed the same number of spacing, staying on top of it if possible.
> - **Vapor:** The homunculus gains *flying* and is an *obscured* space.
>
> **Summon Action 1:** The homunculus moves 4, then you may switch the homunculus' effect.

Talents:

ELIXIR
At round 4+, choose a weave effect from your active abilities. It is weaved automatically into every ability you use of action cost 1 or greater, except its original ability.

EFFUSE
Once a combat, as a quick ability, you may target a close blast 2 area. You may change any difficult terrain, dangerous terrain, or obscured spaces in the area to any other one of these three types, or you may remove them entirely.

PURITY
Once a combat, from the start of your turn until the start of your following turn, your free moves you gain or grant go +2 spaces and grant immunity to advise terrain.

BOLT SOUL

The soul of one riding the flash and the thunderclap.
The air nourishes in brightness and movement, an eternal dance. Living things must be unmoored for them to flourish and be free.

43. SPELLBLADE

Bolt Soul

Spellblades are a martial order of highly trained wrights. Many of them come from the Guild Academies in the great cities of Arden Eld, where they often take prestigious posts in the local militias and city watch. Other wrights tend to view Spellblades as stiff, unfeeling military types, but spell blades themselves know they are consummate professionals and unparalleled masters of their art.

The lightning aether that the spellblades wield is highly volatile, and requires intense training and focus to control. Once a spell blade has learned their craft, however, the speed, power, and precision at which they can act is intoxicating, crossing great spans of space in an instant, riding the Aetherial currents with a flash of gleaming steel.

Keyword

Isolate: Triggers when a character has no characters other than you adjacent.

Trait

Klingekunst
Once a round, you may teleport 2 as a *quick* ability. If you are *isolated*, you may teleport 4 instead. If there are no other characters in range 1-2, you may teleport 6.

Abilities:

I. GUNGNIR
1 action, Attack, Close Line 6
A thousand spears of light, each striking a perfect blow.
Attack: 3 damage. Hit: +1d3
Area effect: 3 damage
Isolate: Isolated foes in the area are struck by a lightning bolt, taking 2 damage again. You may then teleport adjacent to one of those characters.

I. ÄTHERWAND
1 Action, end turn
You summon the highwinds, swirling around your weapon to banish your foes.
Effect [X]: End your turn. Your next attack gains:

- +2 damage on hit
- You may teleport 3 spaces before the attack.
- O*n hit:* teleport your foe 1d3+1. *Miss*: 1 space
Isolate: Teleport your foe +2 on hit.

II. ODINFORCE
1 action, stance, Power die
You slash, and phantom images of your blade linger over your shoulder.
Stance: Gain *keen* and six lingering lightning infused copies of your weapon, represented by a power die, starting at 6.
- At the end of your turn you may tick down the die to fire a weapon at one or two foes in range 1-4, dealing 1 piercing damage and ticking the die down by 1 each time.
- The last sword deals an extra 1d6 piercing.
- If the die ticks to 0, exit this stance.
Isolate: If you end your turn with no other characters adjacent, regain two swords.
Isolate: You may fire *1d3* swords at a foe instead if they are isolated.

Master

IV. NOTHUNG
2 actions, Attack, mark, Melee
You slash through your target, then cause slashes of damage built up within their body to explode. A difficult technique, not for the faint of heart.
Effect: Teleport 2
Attack: 2 damage. Hit: +1d3
On hit: Mark your foe. Then gain the following interrupt at the end of your turns while your foe is marked. You can choose not to trigger it.

Ten Thousand Cuts
Trigger: The end of your foe's turn
Effect. Call a number between 1 and 6, then roll the effect die. If you roll equal to or over your number, deal 2 damage a number of times to your target equal to the number chosen. If you roll under your number, deal just 1 piercing damage to them. Then end this mark.
Isolate: Increase each instance of damage to 3 damage. If there are no other characters in range 1-2, destroy all vigor on your foe before dealing damage.

GRAN LEVINCROSS

2 actions, 4 resolve, zone

I summon thee, bloody gods of the cutting art,
Let the might of the divine realm crash upon the
piteous earth,
Strike eighty thousand blows at once,
And split the air asunder!

Zone: Your blade extends and you make two massive cuts across the map, splitting the walls between worlds. Draw a cross section across the map, splitting it into four sections of any size. Deal 4 *piercing* damage to all characters caught in the cross, then remove all characters out of the affected area and place them in the nearest free space of your choice. Characters may pass a save to choose the space themselves.

The affected area becomes a crackling wall of lightning. Each space is an *obscured* space. Characters that voluntarily enter its space or start their turn there must save or take 6d3 damage and become *slow*, or half and no slow on a successful save.

Talents:

VEX

After you attack an *isolated* character, you may teleport 2 after the ability resolves.

FENCE

If a foe is at the very end space of one of your damaging line or arc effects, they take 2 damage again after the ability resolves.

BLADEWORK

The first time in a round you take damage, after the triggering ability resolves, you may teleport 2.

44. WAYFARER

Bolt Soul

Fast-moving, fast talking wrights that are part of the Wayfarer's guild, easily recognizable by their large rings of golden keys. The guild uses and maintains the semi-mythological Paths, passages that cut through old ruins and use ancient Arken (or some say pre-Arken) aether technology to compress journeys that would take days into mere hours. During these treks, the wayfarers use their keys and manipulate air aether to open short passageways through spaces beyond Arden Eld. Use of the Paths is extremely restrictive, little studied, and reaching them is very dangerous, so they are not traversed by most kin, and most of them lie in disuse and ruin.

The Wayfarers mostly use the paths themselves to act as couriers for those that can pay them - usually for light cargo and information. On foot, they lightly make their treks through sunless reaches beyond the stretch of time and space.

Keyword

Precision: Triggers on a target that is 4+ spaces away, with increased effects at 7+ spaces away.

Trait

Master Key

Once a round, at the start of *any* turn, you may swap places with any ally, regardless of distance or line of sight. If that ally was 4+ spaces away, both you and your ally gain *keen*..

Abilities:

I. DIMIO
1 action, Attack, Close line 6
You cut the air in such a way that space itself is split.
Attack: 2 piercing damage. *On hit:* +1d3 piercing
Effect [X]: You may teleport one character in the line *1d3+1* spaces, but they must stay on the line.
Precision: If your attack target is 4+ spaces away from you, increase damage on hit by +2. If they are 7+, you may teleport them to *any* space on the line.

I. DIMENSIONAL ANCHOR
1 action, Summon, range 1-2
You drop a small totem or key in place, where it stands bolt upright, wreathed in lightning and keeping you tethered.
Summon: Summon a dimensional anchor into free space in range.

> ### Anchor
> Summon (3)
> **Summon Effect.** Counts as *dangerous* terrain. You or any ally may teleport adjacent to this anchor from within range 1-5 as a *quick* ability, then dismiss it.
> **Precision:** If you teleported from 4+ spaces away, release a burst 1 (self) explosion *area effect*, dealing 2 piercing damage. If you teleported from 7+ spaces away, increase this damage to 2d3 piercing.

II. THE DOOR
1 actions, Zone, Range 1-4, end turn
You turn a key in an invisible door, and the aether-bright outline of one suddenly opens up, joining two spaces.
Zone: End your turn and create two 1 space zones in range. Characters that willingly exit either space can teleport into another of these spaces, as long as it is not occupied, but no more than once a turn.
Effect: Line effects that enter the zone can be drawn from any other space of this zone as if it were an adjacent space, and can change direction.

Master

IV. PALACE OF A THOUSAND DOORS
1 action, range 1-5
You turn a key and banish a character to a space beyond space. Where you send them is unknown even to you.
Effect: Remove target from the battlefield. They return in their same space at the start of their next turn, or the closest space of their choice if that space is obstructed.
- Allies returned may then teleport 3
- Foes returned gain *slow*.
- Foes may pass a save to avoid this effect, but gain *slow* on success and you may teleport them 1.
Isolate: Foe gains [-] on the save.

INFINITE HORIZON

Quick, 3 resolve.
Light of the foreign suns,
Scorch my path with thy fiery rays
O air! Become parted!
Rip open the gates of heaven!

Effect: For the rest of combat, gain the following interrupt at the start of your turn.

> **Keys to the House**
> Interrupt 3, self, ally, range 0-999
> **Trigger:** The start of *any* turn.
> **Effect:** Teleport target spaces equal to 1+ the round number.

SHOCK

Once a round, when you create a zone, you can deal 2 piercing damage to a foe adjacent to that zone.

PINPOINT

Gain attack [+] against characters 4 or more spaces away. Against characters 7 or more spaces away, also ignore cover.

HYPER

Once a combat, you can teleport yourself or an ally 4d3 spaces as a *quick* ability.

45. ENTROPIST

Bolt Soul

Lightning aether is a connective force, bringing all matter together. The Arken manipulated this force to create technological marvels - bridges that hung in the air, gates of light, or communication networks that could send signals over long distances. Among the Arken, however, there were those that studied this force obsessively, concluding ultimately that it could be strengthened to incredible levels or even reversed. It was this use of lightning aether that led to the most fiendish weapons in the late stages of their empire - weapons capable of obliterating cities, tearing apart matter, and slaying gods. The studies of these heretic scholar-priests,, written on cuneiform scroll-cylinders, were sealed in one of the great Chambers and forbidden by Kin, deemed too dangerous and too destructive.

That chamber was burst open by a legendary but very foolish thief-lord. Ignorant of its contents, is liberator spilled them unfettered into the world, where they were sifted and split apart by a select few. Now, that knowledge has its students.

Keyword

Afflicted: Triggers on a foe suffering from a negative status.

Trait

Unmooring
Once a round, when you damage a foe, you can inflict them with the *unmooring (-)* unique status. At the end of that foe's turn, teleport them *1d3+1*, then remove a stack of this status.

Abilities:

I. MAGNABOLT
1 actions, attack, line 6
Dark lightning scathes your target.
Attack: 2 damage. On hit: +1d3
Area effect: 2 damage.
On hit: Your target releases a burst 1 (self) area effect, dealing 2 damage to all characters inside. This damage becomes piercing if your target is *afflicted*.

Effect: If your targeted character is inside a zone, extend the above area effect to all characters inside the zone.

I. MAGNETISM
1 Action, Mark, range 1-5, self, ally, foe
You charge your target with unstable magnetic energy.
Mark: At the end of target's turn, one of the following effects takes place:
- *Positive:* Push all adjacent characters *1d3* spaces.
- *Negative:* Pull all characters in range 1-3 *1d3* spaces.
- *Dissolution:* Teleport all characters 1
Afflicted: Afflicted characters are pushed, pulled, or teleported +1 more spaces, or +2 more spaces if they have 3 or more negative status tokens.

II. STOP
2 actions, zone, range 1-5, blast 3
You intensify gravity's effect in an area, pulling foes to their knees.
Zone: You create a crackling zone of strong gravitational collapse in free space in range, with the following effects.
- The space is *difficult t*errain
- Foes that willingly enter the zone for the first time in a turn or start their turn there gain *slow*.
- *Afflicted* foes cannot voluntarily dash, fly, swap, or teleport when entering or exiting any space of the zone.

Master

IV. DISINTEGRATE
2 actions, attack, line 8
You reverse matter's bond, ripping your targets apart at the fundamental level.
Effect: Passes through and destroys all objects on the line.
Attack: 2 piercing damage. On hit: +1d6 piercing
Area effect: 2 piercing damage
On hit: All a*fflicted* characters in the area take +2 damage, +1d6 **i**f they have a 3 or more negative status tokens.
Precision: Gains attack [+] at range 4+, or [+][+] at range 7+.

HOWLING VOID

2 actions, zone
Range 2-5, blast 2
A black bead streaks from your fingertips, ripping a screaming hole in space.

Zone: You rip a massive tear in the gravitational aether of the world, creating a black hole in range, with the following effects:
• the black hole is *dangerous* and *difficult* terrain.
• this dangerous terrain deals additional damage equal to half the round number, rounded up
• Any character that starts or ends their turn in the black hole's space is teleported 3 to a space of your choice
• objects that enter the black hole's space are destroyed, and summons are dismissed
• Any character, summon, or object in range 2 of the black hole is pulled *1d3* towards the black hole when it is created, and at the end of each of your turns.

Talents:

ENERGIZE
At round 3+, increase all your teleports by +1, or +2 at round 5+.

HALT
Afflicted characters that end their turn adjacent to you gain *slow*. If they have 3 or more negative statuses, they treat all spaces adjacent to you as difficult terrain.

ALIGN
The first time in a round you mark an ally, they gain *keen.*

WATER SOUL

The soul of one swaying with the wave and current.
The movement of the tides can wear away even solid rock. All living things came from the sea, and will return to it in time.

46. STORMBENDER
Water Soul

The seas of Arden Eld are its most treacherous terrain. Boiling over with monsters, and wracked with unnatural and freakish weather, most folk prefer to give them wide berth. However, there are still those brave and hardy souls that live on the islands around Arden Eld, and the merchants, sailors, and travelers that rely on the sea for fast passage and the movement of cargo, the lifeblood of the continent's great cities.

The storm benders are the great masters of the sea, the supreme navigators that make sailing even possible around Arden Eld. Water-attuned wrights, they are most at home on a deck, or clambering the rigging. Each of them are sailors of the highest caliber, coming from all over - old trade guilds, islander clans, and nautical churner enclaves.

Bending the essence of the sea to their beck and call, the storm benders can clear the skies with a swipe of their hands, feel the currents ahead for aquatic monsters, turn weather away from the hull of the ship, and blow wind into its sails. It doesn't matter that many of them dabble in a little light piracy on the side - they are the undisputed masters of their element, and they wouldn't have it any other way.

Keyword
Impact: Triggers on any character involuntarily moved into an obstruction as part of this ability.

Trait

Dash on the Rocks
Once a round, when you cause a character to **impac**t, you can cause them to release a burst 1 (target) explosion of icy water centered on them, dealing 1d3 piercing damage to all characters within except the original character.

Abilities:

I. AQUA
1 actions, attack, close arc 6
A tendril of icy water batters your foes, sweeping landlubbers off their legs.

Attack: 3 damage. On hit: +1d3
Area effect: 3 damage.
On hit [X]: Push or (4+) pull all characters inside the area 1.
Impact: Create difficult terrain under a character.

I. HEAVE-HO
2 actions, Blast 4, range 3-5
You call a swell of the sea out of thin air, blasting your foes with a wave.
Area Effect [X]: Push all characters *1d3+1* in the same direction. You may push in any order.
Impact: Character takes 1d6+4 damage (save for half) and becomes *slow* on a failed save*. Afflicted* characters have difficult terrain created under them.

II. DEEPWRATH
1 action, mark, range 2-6
You mark your foe with the symbol of the Deep Water Titan. No matter where they step, the deeps come up to claim them.
Mark [X]: Mark a character in range. While marked, at the end of their turn, push or pull them *1d3* spaces, then create *difficult terrain* under them. Then they may save, ending this mark on success.
Impact: Drag target under, removing them from the battlefield, then placing them in any other space in range 3 before creating difficult terrain under them.

Master
IV. WATERSPOUT
2 action, range 2-5
You grab the reigns of the storm and pull it to earth, causing a rippling tornado of water.
Summon: Summon a waterspout in a free space in range.

> ### Waterspout
> Summon (1), Size 1
> **Summon effect:** The summon is also an *obscured* space.
> **Summon effect:** The first time in a round any character or summon enters the waterspout's space for any reason, they sucked in and removed from the battlefield until the end of the current turn. At the end of that turn, spit them out. Foes are pushed 3, and allies may fly 3.
> **Impact:** Foes take 1d6+2 damage and gain *slow*.

Summon Action: Attempt to suck in a character in range 1-2, with the same effect as above. Foes can pass a save to avoid this effect, but can be pushed or pulled 1 on a successful save.
Conserve: Reduce action cost to 1

(Conserve: Can only trigger if you have not attacked this turn, and cannot attack on any turn you trigger this effect.)

TSUNAMI

2 actions, 3 resolve, Summon, range 1-2

On account of the magic that is in my body,
Turn aside, detested of Sea and Storm,
Thou wretch, go with thy face diverted!.
Be scattered like dust, and feed the wind!

Summon: Create a huge swell of elemental water in free space in range.

> **Tsunami**
> Summon (1), size 2
> **Summon Effect**: Counts as *difficult* terrain and can enter character's spaces and end sharing space with them.
> **Summon Action:** Move your tsunami 4 spaces towards an edge of the map. It must move the maximum spaces possible, and ignores terrain and obstruction. If this would move the tsunami off the map, dismiss it.
> **Summon Effect:** The first time in a round the tsunami would enter the space of any character with its summon action they are pushed spaces equal to the round number +2, choosing the order if characters are pushed simultaneously. If they **impact** during this movement, they take 1d6+2 damage, but no more than once a round.

Talents:

TRIP

Once a combat, you can activate any impact effect if a character enters an adverse terrain space during a push or pull.

SWELL

Once a combat, you may increase the size of a burst you create by +2.

WHIRLPOOL

When a summon would push or pull a character, increase that push or pull by +1. When you would push or pull a summon, increase that push or pull by +1.

47. MISTWALKER

Water Soul

Spies and informants of the highest caliber, trained at secretive guild academies. Mistwalkers use the suffused water aether in their own bodies to evaporate and re-appear where they will, and use the water in other's bodies to jerk them around like puppet. They can meld into the low lying fog around the rooftops, or by the riverbanks at morning, always listening and watching.

At their best, members of this order act as a secretive vigilante force, striking from the fog in service of the dispossessed or desperate. At their worst, they act as secret police for guild barons, their name whispered in hushed tones and writ in furtive glances.

Keyword

Phasing: May pass through obstructions while moving but may not end any movement inside an obstruction.

Trait

Lurker in the Fog
You ignore cover from obscured spaces.
You can swap places with any unoccupied obscured space or adverse terrain space in range 1-3 as a *quick* ability during your turn.

Abilities:

I. STEAL BREATH
1 action, attack, Range 1-2, Line 3
You whip a tendril of mist that steals the air from your target's lungs, leaving them stumbling.
Effect: Any character in the area with vigor loses 2 vigor. If that character is inside an obscured space or adverse terrain, double this vigor loss.
Attack: 3 damage On hit: +1d3 and pull 1
Area effect: 3 damage

I. EVAPORATE
2 actions, range 3-5, blast 4, foe, ally, summon
You vaporize a large area of the battlefield, then lash the resultant water aether towards you before it reforms.

Effect [X]: Characters in the area take 3 piercing damage. Then pull all characters and summons in the area *1d3*+1 with *phasing*. Characters may pass a save to avoid being pulled. One (3+) two or (5+) all characters pulled this way leave an *obscured* space in the first space they vacate.

II. WRITHING WALL
2 action, range 1-2, line 4
Writhing mists wrap into a barrier that repels even the most ferocious warrior, sending them reeling.
Zone: You create a line 4 zone of writhing mists. Each space is an *obscured* space.
Effect [X]: In addition, characters that voluntarily enter the space for the first time in a turn or start their turn there are pushed 1d3+1 spaces away from the wall (to a side of your choice if they are in the wall already), interrupting but not ending any movement. Characters with *phasing* ignore this effect, and characters may choose to pass a save to ignores this effect.

Master

IV. WITHERING TENDRILS
1 action
You pull tendrils of mist around you, ready to lash out and steal the moisture from your foe's body.
Effect: Gain one use of the following interrupt until the start of your next turn.

Withering Tendrils
Interrupt 1, burst 2 (self)
Trigger: A character enters or exits a space in the area.
Effect[X]: Push all characters in the area *1d3*, interrupting but not stopping any movement. Affected characters with vigor are pushed +2 more spaces, then lose vigor equal to the spaces they were pushed.
Impact: Foes gain *slow.*

(Impact: Triggers on any character forcibly moved into an obstruction as part of this ability.)

VAPOR FORM

Quick, 4 resolve, self
You meld into a wraith of mist, quick, terrifying, and no less deadly.

Effect: For the rest of combat:
• you gain *phasing* and *flying* when you move
• you can share space with other characters
• you have *cover* from all directions
• you are both a character and an *obscured space.* Effects cannot remove you, but can move you around if they move or affect terrain.

Talents:

FOUNDATIONS
When you start a push or pull against characters standing in adverse terrain, move them +1 more space.

VANISH
While inside an obscured space, attacks not from adjacent spaces take [-] against you.

THIRST
Your attacks deal +1 damage on hit to characters with vigor.

48. SNOWBINDER

Water Soul

Guides, leaders, and folk mages of the far northern lands, where the land is blanketed with a thick layer of snow most of the year. These distant lands have retained many of their old ways, and were never truly conquered by the Arken. Even in times of deep summer, they are covered in a thick layer of frost that confounds the weaponry, soldiery, and war machines of would-be conquerors.

To their inhabitants, these lands are a demanding but comforting home. The snow binders are an honored caste that keep the roads clear, the storms from biting too much, and create warm refuges for settlements. To travelers and visitors, the hospitality of the northern lands is legendary. To invaders, it offers only a bone-biting chill.

Keyword

Conserve: Can only trigger if you have not attacked this turn, and cannot attack on any turn you trigger this effect.

Trait

Icy Gust
If you don't attack during your turn, you may push or pull a character, summon, or object in range 1-3 spaces equal to the round number + 1. Unlike other pushes or pulls, you can choose the distance pulled.

Abilities:

I. RIME
1 actions, attack, close line 5
You strike and the attack rebounds, forming into an icy weapon that hovers in the air.
Attack: 2 damage. On hit: +1d3
Area effect: 2 damage.
Effect: Summon a rime weapon in the closest free end of the line. The weapon becomes active at the end of your turn.
> ### Rime Weapon
> Summon (6)
> **Summon Action**: All active rime weapons repeat the exact area of the line that created them, dealing piercing

damage in that area equal to the round number and pushing characters in the area 1. If the weapon moves, the area they affected moves with them, mirroring the movement.

Conserve: You may use this ability without the attack tag. If you do, it just creates the rime weapon.

I. FREEZE SOLID
1 action, object, end turn
You freeze the water in the air, creating a fragile icicle - usually a trick for traversing up glacier chasms.
Object: You create a height 1 icicle object in free space in range. If any character would be pushed or pulled into the object, it shatters, creating a burst 2 effect centered on it. All characters inside take 2 piercing damage, then are pushed 1. Then remove it and replace it with difficult terrain.
Conserve: Create a height 2 object instead.

II. SLEET SLIDE
1 actions, range 2-3, line 4
An elementary magic trick originally for entertainment, turned to combat purpose.
Zone: You create a zone of slippery ice in free space in range.
- Characters that start their turn in the area or voluntarily enter its space for the first time in a turn may choose to save. On a failed save, or if they decline to save, they are pushed to the closest end of the line, or as far as possible (you can choose if a space is equidistant). Foes then become *slow*.
- You can push any summon you create in the area to either end of the line.

Conserve: Increase line by +2.

Master

IV. SNOW SIEGE
2 actions, summon
You create a steadily growing ball of rock, ice, and sleet. As it moves, it gathers in size and bulk until it is powerful enough to blow open a castle wall.
Summon: Summon a snowball in a free adjacent space, and set out a power die, starting at 1
> ### Snowball
> Summon (1)
> **Summon effect:** The snowball is a height 1 object as well as a summon. Characters

on top of the snowball when it moves are pushed with it, remaining on top if possible.

Summon effect: Once a turn, but any number of times a round, when the snowball is pushed, tick the power die up by 1.

Summon effect: If the snowball would be pushed into the space of a character, that character gains *slow*, then is pushed 1 and takes 2 piercing damage per tick on the power die. Then tick the die down by 1d3. If the die would be reduced to 0, dismiss the snowball.

Summon Action: Push the snowball 2.

GREAT BLIZZION

1 action, end turn
To your foes, the ice storm you call is a relentless, hungry gale. To you, it is a warm refuge that shields you and your charges from harm.

Effect: End your turn. Until the start of your next turn, *all* characters become unable to attack due the strength of snow and wind. *All* spaces for that duration become *obscured* and *difficult terrain*.

Talents:

CRYSTALLINE
Your first attack of any combat deals +base damage equal to the round number.

SPIN
Once a combat, when you push a character, summon, or object, you can increase the distance of that push by the round number +1.

SLIDE
If you don't attack during your turn, at the end of that turn, you may push yourself 3. You can choose the direction of this push.

FOES

The ruins that litter Arden Eld and churn beneath its surface are sometimes peaceful, hollow affairs - full of dust and destroyed monuments to a dead empire. More often than not, however, they are host to innumerable creatures that slither, crawl, and stalk through their hallways, born of the Doom that befell the Arken Empire and the grand technomagical projects they undertook.

These ruins can be deadly places despite the riches they offer, and occasionally when a ruin surfaces, it disgorges hordes of monsters that eventually boil over into the surface world, called a **blight.** Minor blights can deform and destroy the landscape and threaten nearby villages, towns, and cities, and every few decades a blight surfaces that can threaten large portions of the world. Left alone, the borders of a Blight will steadily grow, and turn the world above into a mirror of below - poisoned, twisted, and crawling with horrors.

Monsters

The creatures that stalk the halls of the ruins are a mix of mundane beasts that have been warped by the ruins' influence, native fauna that have grown accustomed to dungeons, terrifying horrors from beyond the realms of understanding, and the remnants of the old empire, animated by the ruins' magic.

Monsters are, by definition, something that has been warped or pushed beyond its means until its very existence is a danger to others. A giant creature that dwells in the ruins is not a monster until it begins preying on nearby towns. An unquiet spirit is not a monster until it is disturbed and becomes enraged.

Monsters are dangerous and typically beyond reasoning with. Though some have some shred of intelligence, they are motivated by hunger, pain, survival, or a supernatural desire for destruction. Monsters typically **can't be bargained with** and have **simple motivations** for violence (food, territory, aggression, or survival).

Kin

The ruins draw all kinds of adventurers and contenders, seeking wealth and glory, and not all of them are pure in intent. Even outside of the ruins, in the cities and towns of the world, people of all kinds plot to exploit, hurt, or deceive their fellows for personal gain.

Banditry and highway robbery is steadily increasing in the Churning Age, with the large number of blights and the decreasing safety of the roads. Mountain bandit, lowlander, or coastal pirate clans will often organize and maintain large hideouts, where they will periodically raid nearby towns for loot and captives to ransom. In the ruins themselves, some adventurers make a living not only off the ruins, but also off robbing their fellow adventurers. In the cities, wealthy criminal syndicates, sometimes masquerading (or acting openly!) as guilds, pursue enrichment at all costs, running kidnapping schemes, forcing labor, or using debt to control large numbers of people.

Mistrust has reached the point that some towns and cities have begun eyeing the legacy of the Arkenlords, arming themselves for what they see as a coming grand conflict between Kin. War between city states or towns, so rare between Kin in the Green Age, is becoming more common and increasingly severe in scale. Some powerful towns or city states see themselves as inheritors of an imperial legacy, with the warlords helming them titling themselves a new Emperor, seeking to unite the cities by force into Arden Eld's first nation. The ambitions of these self-styled Imperials remain unfulfilled - for now.

When Kin commit or threaten violence, it's **always motivated**. **Kin can be bargained with** (even if that bargain on your end is giving up all your money or throwing down your weapons in surrender!), they're people after all. **Kin will almost never fight to the death** and will often flee or surrender if their lives are threatened.

Monsters and Kin

In combat, there are a few rules to apply to monsters and kin:

1. **Kin always have reasons to fight**. If their demands or desire are met, then they are willing to bargain or avoid a fight.

2. **Kin will surrender or flee**, potentially ending a tactical combat, if they have suffered heavy losses or see there is no chance they will win. Ending a fight this way is up to the GM.

> **Morale:** Optionally a GM can start checking this at the end of every round if kin have suffered 50% of their forces in defeat or more by rolling a d6. On a 1, morale breaks and the fight ends. If a leader is alive and willing, check morale on 2d6 instead, picking the highest.

3. **Kin won't kill without a reason**.

Monsters can ignore these rules. They might still flee if they have some sense of self preservation.

Intelligent Monsters

If monsters are intelligent, or can bargain, or are characters in their own right, **treat them like Kin.** Give them a reason to fight, a reason to kill, and decide when they will surrender or flee. Their bargaining demands might be more extreme (flee my tomb or perish) but make sure they are clear.

FOE RULES

In tactical combat, foes in ICON have **jobs** just like player characters. On their turn, they can take 2 actions and take a free move also just like player characters. Unlike player character they are **limited to a few basic actions and the actions in their profile**, and they are also **much simpler.**

Foe Class

Foes in ICON can be sorted into four **classes.** Each class mainly grants every job its general **statistics** and **traits,** and are roughly equivalent to the four player job types. When those statistics are different from the usual, it's listed in each job's stat block.

- **Heavy:** Slower, melee focused enemies that defend their allies with their higher hp and defensive traits.
- **Skirmisher:** Fast, mobile, short ranged enemies that deal high damage but are fragile themselves.
- **Leader:** Foes that improve the combat capabilities of their allies or heal them. Have traits or auras and effects that improve or move their allies
- **Artillery:** Long range, slow enemies that become powerful if left alone. Deal the highest damage but relatively little defense or health.

Though they may vary slightly, stats are the same for **every foe of the same class**. That means there are only four basic stat blocks in the game. Where foes differ greatly is in their available abilities and traits, granted to them by their **job**.

Basic Jobs

Within each class, a foe also has a **Job**, much like a player character. Unlike player characters, there are scores of foe jobs, which can describe anything from axe-toting warriors to giant birds.

ICON provides a large number of **Basic Jobs** that are 'generic' jobs you can adapt to your game, such as soldier, monk, priest, blaster, etc. These jobs are simple and flexible and fit a lot of different fantasies and roles. They generally describe how a foe functions in combat, with the details and flavor left up to you - so you could make a **soldier** that is an armored knight, or a soldier that is a giant ant.

Basic foes are the bread and butter of ICON's combat. You can make an entire combat from basic foes with no issues. They are easier to run and can be flavored however you like.

Factions

Most foes belong to **Factions**. Factions describe a whole group of foes, like the lightning-powered undead Relict, or the giant Jotunn. These factions have **unique mechanics**, and fight in ways that reinforce those mechanics.

Factions all have a **template** you can apply to a basic foe to make it function better as part of that faction. For example, all Jotunn (being giants) are size 2, so any basic foe you make part of the Jotunn faction gets bigger!

They also have a number of their own **unique jobs**. Unique jobs all have the faction template by default, use a different set of actions, and have variants that get more powerful each faction, so you will get a different experience fighting them as you get more powerful.

Using Factions
You can mix and match in basic foes with faction foes to up the complexity and challenge of a fight, or even run an entire encounter full of faction foes for a flavorful and impactful fight.

Generally only **one faction** is meant to be used at once due to having more mechanics than basic foes, though you can mix and match them if you feel up to the challenge.

Special classes
There are a few special classes for foes in ICON that change the gameplay of foes up slightly.

- **Mob:** Mobs are a horde of weak, numerous enemies that are run as one enemy. They can be used for a more 'heroic' feeling game where characters cut down enemy after enemy.
- **Elite:** Elites are more powerful foes that take two turns and have increased hp. They are akin to 'mini-boss' encounters in a role playing game, representing a more powerful or skilled enemy.

- **Legends:** The most powerful foes in ICON. *Legends* are fights worthy of an entire group, and meant to represent legendary warriors, or huge and ancient monsters, such as wyrms, giants, or elder demons. They are meant to be fought by themselves, as they take multiple turns, have phases (different actions and abilities based on different situations), deal high damage, and have high hp.

Chapter and foes

All foes are gated by Chapter (I-III). Later chapter foes represent more powerful, rare, or complex opponents. GMs can feel free to ignore this restriction if they are comfortable with upping the complexity of their games.

Special Foe Rules

Foes can all make a **free move** like heroes, and can all **dash** or **interact** with something. They cannot use any other abilities other than what's in their profile.

Foes have some special rules, tags, and traits that apply only to them:

Unique Rules:
- **Foe effects:** Foe effect dice and rolled effects are usually simpler than player effects. They are listed as bold italic (*1d3* and *1d6)*. They otherwise obey all effect rules.
- **Repeatable X:** This action is repeatable any number of times in a turn, ignoring the no repeats rule.
- **Limited Use:** Some abilities are only usable under specific circumstances. Common limits are only when bloodied, only past a specific round, and only a certain number of times per combat.
- **Round Action:** This ability is used automatically at the start of the round, and takes effect at a specified time during the round. It doesn't cost any actions to use or count as taking a turn. Usually these are found on Elites and Legends.
- **Chain**: Some foes have **chain** abilities, a sequence of related abilities. Each part of the chain must be used in order, must be used on different turns, and they loop back to the start after the last part is used.
- When foes are defeated, they cannot be rescued.

Foes may have additional or unique tags.

Large Foes

Some foes are larger than size 1. These foes have the following rules:
- Abilities used against a large foe can only affect them once, even if two or more of their spaces are affected. For example, a large character hit by an attack and area space of an AoE ability is only affected by one or the other (the ability owner can choose).
- Large foes ignore difficult terrain and elevation movement penalties. They only benefit from being on higher elevation if half or more of their spaces are on an elevation of that height or higher.
- Large foes count as being 'inside' any effect (such as an aura, difficult terrain space, dangerous terrain, etc) if at least one of their spaces is inside.
- Large foes can move through but not end their turn in the spaces of smaller characters.

Differing Foe Statistics

Foes all have statistics that are very similar to player characters (HP speed, etc). The statistics are generally the same for all jobs of the same class, but sometimes have differences, which are noted above a foe's traits.

Open information

ICON is a game best played with open information on NPC abilities and traits. By knowing NPC's capabilities, players can make better decisions when fighting them.

The first time characters fight any foe, the following information is always available:
On sight:
- Job, class, and faction
- Special class, like mob, elite, Legend
- Traits
- If a foe is bloodied or in crisis
When triggered:
- Effects when a player characters is marked by a foe or that foe gives that character a negative effect
- Conditional effects such as 'If a character is standing here, they will take X damage'

- Triggered effects, like interrupts, when they trigger
- If a Legend changes phase

The second time or further characters fight any foe, **full information** (abilities, statistics, etc) is available to them, though that information does not have to be current. You can simply show players a stat block if you like. For example, characters can know a Soldier's hp and armor, but not its current hp in every round of combat.

You can play with full information all the time if you wish. Some groups feel like this can take some of the mystery out of fighting a powerful foe for the first time, while other groups prefer having better tactical decision making available to them.

Special rules for Mobs, Elite, and Legends

These special classes have a few rules to make running them different to regular foes.

MOBS
- A mob is a mass of weaker foes that is treated like one foe.
- Each mob comes with a certain number of members. Each member is a character, but as a whole, a Mob takes up one 'enemy' slot in a combat and has one set of actions.
- Members don't have hp. Instead, each member has a number of 'hits' (typically two). When a member would take any damage damage from any source, knock a hit off, so members will always be defeated when damaged twice.
- Individual members of a mob are removed from the battlefield when defeated, and don't trigger effects when defeated (such as those that rely on reducing a character to 0 hp). When all members of a Mob are defeated, the Mob is defeated.
- Mobs count as bloodied at 1/2 members or lower, and in crisis at 1/4 of their members or lower.
- Each member of a mob tracks effects separately, such as marks and statuses.
- When taking a turn, a mob moves **all** of its members with its free move.
- When a mob uses abilities, it takes action through **one** of its active members. It can take action with different members if it wants.

ELITES
- **Elites** have double the health of normal foes, and take 2 turns.
- Elite interrupts recharge at the start of their first turn in a round, instead of every turn.
- Elites inherit the class traits of their color
- Some Elites may have **Round Actions**

LEGENDS
- **Legends** have health that scales based on the number of players, with a minimum of 2 player scaling.
  - Legends have the Juggernaut trait, which allows them to remove a status or mark at the start of each round.
  - Legends take one turn for every player character in combat. This includes defeated characters.
  - Legend interrupts recharge at the start of their first turn in a round, instead of every turn.
  - Legends have **phases**, which change up their available actions and traits. Phases trigger based on set factors.
  - Legends often have **Round Actions**
  - Legends often have **unique mechanics** that don't appear anywhere else in the game

Picking foes and balancing encounters

To make a foe, pick which job you think represents it. If you're using a basic foe, you can also add a faction template to it.

Balancing encounters for ICON is very simple. Count the number of players, then add 2. This is the point total for your encounter for a basic encounter.

- A mob is worth 1
- 1 regular foe is worth 1
- 1 elite is worth 2
- 1 Legend is worth the entire encounter budget

For example, if I have 3 players, I can run 5 regular foes against them, or one elite and 3 foes, or 5 mobs, or 1 legend.

To balance up or down, add or remove 1 or 2 points from the encounter budget. The most important balancing factor is **action economy** - ie how many fighters are on one side or another. If your players outnumber your foes, no matter how powerful their enemies are, they will typically win!

Reserves

You can always hold foes in reserves to change the pacing of a fight. Foes in reserve typically appear at the edge of the map at the end of a round, then act normally starting with the following round. You can increase the difficulty of a fight slightly without making it overwhelming by adding 2-3 more points to the encounter and bringing the additional enemies in as reserves at the end of round 2 or 3.

Balancing on the fly

One more tip - this game is (by the author's estimation) balanced as intently as possible, but the final point of balance is the game master, who can adjust encounters on the fly if they are too difficult or too easy.

An easy way if you're not sure about the balance of an encounter is to hold some enemies in reserve (1-3 enemies, or an elite, or something similar). If the fight is too easy for players, you can add reserves as needed. If it ends up being difficult, you can hold off on bringing in reserves. Do this sparingly once you have a good feel for your group, and you can also communicate this to your group for good practice.

Using the chapter system

The chapter system is intended to give players a sense of progression through the world - that there might be monsters that are beyond their capabilities lurking out in the world that they will later be able to fight on even terms.

Generally speaking, characters should fight foes that are in the same chapter as them or lower. Lower chapter foes are generally less complex, are easier to run, and have less tricks. Players at higher chapters will have more access to tools to counter the more powerful foes at higher chapters, so they tend to be more complex.

You can have players encounter foes that are a higher chapter than them as a way to introduce a powerful enemy. There's a few ways to do this:

1. **Don't go into tactical combat at al**l, and make it clear that this is a fight characters can't win.
2. Run tactical combat, but run the higher chapter foe as an Elite.

Conversely, if players run into foes that are a lower chapter than them and you want to give them a sense of power, don't go into tactical combat at all (let them deal with them narratively), or run those foes with half HP to represent how weak they have become.

Since statistics remain the same across chapters, all chapters of foes are still threatening to the characters and will remain so throughout the game.

Ignoring chapter

The chapter system gates some foes off as a way to gradually expand the enemy roster, give a sense of breadth to the world, and introduce more complex game mechanics. If you want to ignore this (you have a group that's comfortable with tactical combat games, for example), you can do so at your leisure.

CREATING INTERESTING FIGHTS

It's perfectly ok to run ICON battles as straight fights - side vs side, whoever is left standing wins. However, running all your battles like this can sometimes cause strategy and planning to become stale, and can lead to the same outcomes.

Dynamic fights with varying terrain, objectives, and set pieces can be extremely fun and memorable for everyone involved. This section offers some ways to swap things around to keep things fresh and interesting - **scenarios,** and **setting.**

Scenarios

Scenarios are ways to make your combats in ICON more interesting by offering alternate victory conditions. Often these scenarios have a time limit, zones of control, or specific objectives that make the goal more complicated than just defeating the opposition.

Objectives
Some of these scenarios use **objectives**. Objectives are either characters or objects that are immune to all damage and statuses, like a VIP, a cart, or a barrel full of explosives. They should be size 1 or 2.

Objects: When a character takes their free move, they can pick up the objective and move it with them, removing it, then placing it in a free adjacent space after their free move finishes. If there are multiple characters from different sides adjacent to the objective when a character attempts to move it, have them roll off (each roll a d6), with the highest roll on one side keeping control for this turn while they are adjacent.

Characters: Objectives that are characters can move by themselves 4 spaces at the start of the round. They can be affected by abilities that can affect an ally if the objective character is friendly (for example marking, swapping, or granting them movement).

Objective Zones

Many scenarios include objective zones. These zones are simply marked areas on the map that must be controlled or have things brought to them. To be inside a zone and to count as being inside a zone, a character needs to be not defeated and at least 1 space inside the zone.

Rule modifications
If playing a map with an objective:
- **Reinforce**: some scenarios have reinforcement waves. These are 2-4 points of foes that can be deployed when the scenario calls to reinforce. Lower points of foes means an easier fight.
- **Timer:** most objective maps have a timer of round 6

Deployment and reinforcements.
Take care when placing enemies on the map in these scenarios. Typically the GM should place all enemies first, then player characters can place themselves on the map - but the GM may choose to change this up depending on the players' information.

Typically players deploy close to a side of the map, but that may not always be the case - perhaps they came down an elevator, dropped through a hole, or something similar. You can keep the same thing in mind when adding reinforcements to the map on the NPC side.

Scoring scenarios
Mobs count for 0 characters when scoring scenarios. Elites count as 2 characters, and Legends a number equal to the number of player characters.

Scores for scenarios are always updated at the very end of the round, after all character turns, abilities, interrupts, etc have resolved.

BASIC SCENARIOS

- *Control:* Mark three zones in three different parts of the map. *Reinforce* at round 3 and 5. At the end of a round, a side scores points equal to half the round number (rounded up) if they have a higher point value of characters in a zone than the other side. Most points at the end of round 6 wins.
  - **Recon:** The same as Control, except there are four zones, one in each quarter of the map, and one has a hidden objective, which the GM determines. Characters inside a zone

can use the interact action to reveal if the hidden objective is there or not. At the end of the game, the side that holds the hidden objective zone, if it is revealed scores +3 more points.

- *Escort:* Characters have to escort an objective to a goal zone or the other edge of the map. *Reinforce* at round 2 and 4. When characters end a turn with the objective in the goal zone, and there are no foes adjacent to the objective, they win. Characters fail if they haven't taken their escort to the goal in six rounds.
- *Gauntlet:* Player characters start at one edge of the map and must end their turn in an objective zone at the other end of the map with no foes adjacent to escape. Characters that do so are removed from the battlefield. All characters must extract by the end of round 6 to be fully victorious - any characters left behind are defeated, captured, etc. *Reinforce* every round.
- **Glory:** A contest between *player* characters. Reinforce at round 2 and 4. Player characters score 1 point for defeating a foe equal to their character value (so 1 for regular foes or an entire mob, 2 for elites, and player number for Legends). Most points at the end of round 6 wins the glory.
- *Holdout:* Characters must try and survive. *Reinforce* every round. If characters aren't totally defeated by the sixth round, they win.
- **Scavenge:** Place objectives around the map equal to the number of players plus one. Evenly distribute them as much as possible. Mark out two goal zones, one close to where player characters deploy, and one close to where foes deploy. Characters must pick up and carry the objectives back to their goal zones. Reinforce at round 3 and 5. At the end of six rounds, whichever side has more objectives in its goal wins. Objectives outside of goals don't count, even if a character controls them.
- *VIP:* Characters must defeat one to three specific foes. If these foes are not defeated by the end of round six, the players fail. Reinforce at round 3 and 5. More VIPs makes a harder objective.
  - *Extraction:* The same as above, but once defeated, VIPs become an objective that must be brought back to a goal zone. Use a smaller map or fewer VIPs.
  - **Hunt**: A VIP scenario, except a single VIP is hidden in one of 3-5 interactive spaces on the map. The GM secretly chooses which before

the start of the game. Characters can reveal whether the VIP is present or not by using an interact ability in the space, placing the VIP on the map adjacent to that space if successful. The VIP then either becomes a character or an objective that must be extracted.

Combining scenarios

If you're comfortable with scenarios and have a more experienced group, you can combine them. For example, you can run a Control scenario with a VIP. Doing so significantly ups the complexity of a fight and probably shouldn't be done with an inexperienced group.

SETTING

The other thing to think about when designing a memorable fight in ICON is **setting** - the unique location, set-piece, or terrain that the fight takes place in.

This starts with the battlefield itself.

MAPS

Here's some pointers on making maps for the game:

Map size: A typical ICON fight should take place on around a **12x12 map**. Try not to make maps too large or too small for fights. Large maps can be interesting sometimes, but can result in a lot of wasted turns maneuvering around.

Terrain Density: You should, as a rule, fill around **half the spaces** in the map with interesting terrain (elevation, line of sight blockers, difficult terrain, etc).

Sight lines and deployment: Think about where your players are going to deploy their characters, and where the major free areas of the map are (without blocking terrain, etc). Players will naturally funnel into those areas and use them for ranged attacks, etc. Varying this up can keep things interesting.

Asymmetrical battlefields can also be more interesting than perfectly symmetrical ones. Try running a fight in a battlefield that is made up of oddly space platforms, or a room that is a U-

shape, or a room that is several underground chambers split up by narrow doors and impassable floor-to-ceiling walls everywhere else (a classic dungeon-crawling scenario).

SET PIECES

You can also use the world of your game to add interesting and dynamic environments for your players. Think about them like a backdrop for a fight in a movie, video game, or book. The drama's best when there's something cool going on in the background!

Not every fight needs set pieces or a unique setting, but they can certainly help make things memorable and switch things up for players.

Here's a list of ideas for interesting set pieces and settings to get you started. You can use these to create or brainstorm your own ideas for making dynamic fights.

For effects that use damage, you can use either 2 damage (for low damage) or a d6. Make the damage piercing or increase by +4 or +6 depending on how severe you think it is.

- A fight on four islands or platforms, with bridges between them. The rest of the map is *dangerous* terrain (like lava, etc).
- A fight in a forest with a large number of old and enormous trees (height 3 objects). Some are rotten and destructible, (10 hp, automatically hit by attacks and effects) and destroying them makes the tree collapse and damage/stun characters in a close line 3 area facing away from where the attack was made.
- A fight with twice as many foes, but split the foes into two factions that are also hostile to each other as well as the player characters.
- A fight on floating islands or rocks. Characters can interact with a teleporter in the middle of each island to teleport to different islands. Flying characters can move on the map normally, but other characters that are shoved or teleported off islands are left clinging on to the edge closest to where they moved off, and are *stunned.*
- A fight in a crumbling, sandy cave, where the walls are all destructible, impassable terrain objects with 1 hp.

- A fight in a long, narrow tunnel. Characters can hit destructible objects to collapse sections of the ceiling, damaging and stunning characters in certain areas and creating difficult terrain.
- A fight with an extra sleeping Elite foe in the middle of the map that is hostile to all factions. If the Elite takes damage it wakes up and joins the fight - or it wakes up on its own at the start of round 3.
- A fight during an earthquake, where dangerous terrain and poisonous geysers have a random chance to appear in each quarter of the map each round.
- A fight in a trap-filled catacomb, where entering certain spaces will trigger traps that damage, or inflict statuses on characters. Characters can search for traps in range 2 by spending an interact action.
- A fight in a dungeon with sectioned off rooms and interactive levers to open or close heavy doors, which are destructible objects (10 hp) that can be lowered or raised.
- An ambush in which player characters place their characters on the map *before* NPCs, and NPCs can deploy in any space that's not adjacent to a player character
- A fight in a pitch black map that blocks line of sight for all characters except for adjacent spaces. Characters can pick up torches that give them aura 2. Characters in the aura can be targeted normally.
- A fight in a mountain hall with enormous pillars of impassable terrain that go floor to ceiling splitting up the room.
- A fight in a room that's filling with water, creating difficult terrain in more of the map round by round until eventually the whole map is difficult terrain.
- A fight next to an ancient statue that targets a random character with a huge energy beam every round. At the end of that round, if that character isn't in cover from the statue, they are shot by the beam and take damage in a large area.
- A fight where the map is split into quarters. At the start of the round, a random section is marked, and at the end of that round, that section erupts, explodes, or is hit by artillery.
- A fight on a very steep cliff or hillside, or against a strong wind that counts as difficult terrain moving in one direction, but has no effect moving in another.

- A fight in a city street with civilian objective characters that can be hit and removed by attacks and abilities. Civilians flee towards one side of the map at the start of the round, and characters must be careful not to hurt them.
- A fight in the middle of a battlefield where players can interact with objects on the map (raising flags, blowing horns, etc) to call in artillery or reinforcements.
- A fight in a canyon where both sides are elevation 3 terrain and the center of the map is a long crevasse.
- A fight in a burning building, with patches of dangerous terrain (fires).
- A fight in an underground cavern, where at the start of round 2 the center collapses into a huge pit, lowering all terrain.
- A fight at a dam, which has destructible sections. Destroying the dam creates a huge difficult terrain zone across the map which damages and shoves characters when it's created.
- A fight in a very small area (7x7) with impassable walls.
- A fight in a very large arena (10x20) with a lot of cover, against a large number of ranged foes

FOE REFERENCE

All foes have these basic statistics:

HEAVY

HP: 40 (25%: 10)
Free Move: 4
Defense: 3
Guard: Has 1 *armor* and conveys 1 armor to all adjacent allies with no armor. Adjacent spaces cost +1 more movement for foes to exit.

SKIRMISHER

HP: 32 (25: 8)
Free Move: 4
Defense: 6
Skirmisher: Can move diagonally. Reduces all damage from missed attacks and successful saves to 1.

LEADER

HP: 48 (25%:12)
Free Move: 4
Defense: 4
Cure (1 action): A bloodied ally in range gains 3 vigor. Increase further by +3 if they are in crisis.

ARTILLERY

HP: 32 (25%: 8)
Free Move: 4
Defense: 4
Aetherwall: Takes 1/2 damage from foes 3 or more spaces away.

LEGEND

HP: 40 per player character (minimum 80)
25%: 10 per player (min 20)
Max Vigor: 15
Free Move: 4
Defense: 4
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

MOB

Members: 2/player
Max vigor on any member: 6
Hits: 2
Free Move: 4
Defense: 4
Mob: This character doesn't trigger effects from being defeated and is removed when defeated. Max one of each mob type per combat. Counts as bloodied when at 1/2 members or lower, and in crisis at 1/4 members or lower.

BASIC FOE JOBS

HEAVY

1. BRUTE

Large foe that can hurl allies and enemies around.

Large: Size 2

Backhand (1 action, melee, attack, chain): 2 damage. Hit: +1d6 and push 1.

- **Backbreaker (2 actions, melee, chain):** An adjacent foe takes 5 damage and is *dazed*, then must save or take 5 damage again and gain *stunned*.

Slam (1 action, repeatable): Push an adjacent character or object *1d3*. If they are pushed into an obstacle, characters take 3 damage.

Boulder Smash (1 action, range 2-3, 1/ combat): *Daze* a foe in range, deal 1d6 *piercing* damage to them, then create a height 1 object adjacent to them (a boulder, piece of terrain, etc).

2. BERSERKER

A reckless fighter that becomes more powerful at lower health.

Blade Shield: Takes 1/2 damage while adjacent to a foe.

Bloody crescent (1 actions, attack, close arc 3, chain): 2 damage. Hit: +1d6. Area effect: 2 damage. Effect: When bloodied, deals damage [+]. Deals +2 base and area damage while in *crisis*.

- **Full Moon (2 actions, attack, close blast 2, chain):** 3 damage. Hit: +2d6 and push *1d3*. Area effect: 3 damage. Effect: When bloodied, on hit also gain 3 vigor per enemy in the area.

Bulk Up (1 action, self, end turn): Remove a negative token from self, then gain 2 vigor. Repeat this effect if in crisis.

Furious Leap (1 action, repeatable): Fly 2, then push all adjacent characters 1.

3. CHARGER

Foe that charges into battle with reckless abandon.

Vanguard Strike (1 action, melee, attack): *Effect:* Dash 3. Must dash in a straight line. *Attack:* 2 damage. *Hit:* +1d6 and push 2

Momentum (2 actions): The Charger dashes 5, then gains 5 *vigor, sturdy,* and *shield* and pushes all adjacent foes 1. If bloodied, they also grant all adjacent allies 2 vigor, *sturdy*, and *shield* after finishing this charge.

Slam (1 action, repeatable): Push an adjacent character or object *1d3*. If they are pushed into an obstacle, characters take 3 damage.

4. CRUSHER

Foe that uses its great strength to grapple or pin down its enemies

Large: Size 2

Crush (1 action, melee, attack): 2 damage. Hit: +1d6. Effect: Deals +3 damage on hit to grappled targets (see below).

Harass (1 action): The Crusher gains *sturdy* and aura 1 until the end of its next turn. While in this stance, all adjacent foes take damage [+].

Grapple (1 actions, mark, end turn): The Crusher marks an adjacent foe. While marked:

- that foe has [-] on attacks and damage while adjacent to the crusher
- that foe must save if it attempts to break adjacency voluntarily. On a failed save, it takes 3 damage and becomes unable to voluntarily exit adjacency with the Crusher for the rest of the current turn. On a successful save, the mark ends, but the foe is *dazed.* The mark otherwise ends if the Crusher or its target breaks adjacency for any reason.

5. IMPALER

A straightforward fighter that pushes around characters and keeps them pinned and at arm's length.

Puncture (1 actions, Attack, Range 1-2, chain). 2 piercing damage. Hit: +1d3 piercing and push 1.

- **Impale (2 actions, Attack, Close line 3, chain):** 2 damage. Hit: +2d6 and push 2. Area effect: 2 damage. *Effect:* Foe must save or become *immobilized*. They can end this effect by taking 3 piercing damage, otherwise it ends at the end of their next turn.

Spearwall (1 action, end turn): The impaler gains *sturdy* and the following interrupt until the start of its next turn.

> **Spear Strike**
> Interrupt 1
> **Trigger**: A foe ends a movement in range 1-2
> **Effect:** That foe must save. On a successful save, they take 2 piercing damage. On a failed save, they take +3 piercing damage and are pushed 2 and *dazed*.

6. GUARDIAN

Foe that focuses on protecting its allies.

Heavy Armor: Takes 1/2 damage from foes in adjacent spaces.

Pound (1 action, melee, attack, close blast 2): 2 damage. Hit: +1d6 damage. Area effect: 2 damage

Protect (1 actions, mark, end turn): Grant 1 *shiel*d to an adjacent ally and mark that ally, increased to 3 *shield* if they are bloodied. While that ally is adjacent to this character, they take 1/2 damage. End this mark if they break adjacency for any reason, or the this character marks a new target.

Battle Cry (1 action, burst 2 (self), 1/combat): Grant self and each ally in the area 3 vigor. Those characters can also clear a negative status if this character is bloodied.

7. KNUCKLE

Heavily armored foe that taunts opponents and can strike multiple opponents at once

Heavy Armor: Takes 1/2 damage from foes in adjacent spaces.

Round Slash (1 action, burst 1 (self), attack): 3 damage. *Hit:* +1d3. Area *Effect:* 3 damage. Effect: Does not hit allies.

Crushing Advance (1 action): The Knuckle and all adjacent allies may dash *2* spaces. They are *unstoppable* and immune to all damage while moving this way.

Taunt (1 action, mark): A foe in range 3 is pulled 1 and must save. On a successful save, they are *dazed*, and on a failed save they are additionally marked. While marked, they have damage [-] and attack [-] against all foes other than this character. This character gains +2 base damage with attacks and attack [+] against them. This mark and effect ends after the marked character attacks this character, or if a new foe is marked.

8. RAIDER

Hard-hitting fast fighter that attacks multiple foes at once.

Raid (quick): Swap places with an adjacent character.

Cleave (1 actions, Melee, Attack, chain): 2 damage. Hit: +1d6. *On hit:* One other adjacent foe takes 3 piercing damage, or two others if this character is bloodied.

• **Reave (2 actions, Melee, Attack, chain): 3** damage. Hit: +2d6. *Effect:* Two other adjacent foes take 3 piercing damage.

Yank (1 action, range 3-4): A character in range is pulled *1d3*. If pulled adjacent, they take 3 piercing damage.

Critical rush (1 action): The raider may dash *2*, gains 2 vigor, then may push an adjacent character 1. Triple all effects if in *crisis*.

9. SENTINEL

Foe that uses its reach and alert senses to defend an area.

Trip (quick, range 1-2): A foe is pushed or pulled 1, then must save or be *dazed*.

Sweeping Slash (2 actions, Burst 1 (self)): 3 damage and push 1. Hit: +1d6. Area effect: 3 damage and push 1. Gains +3 base and area damage if targeting three or more foes.

Fortress (2 actions, end turn): This character gains aura 1 until it voluntarily moves. While this aura is active:

• gain *sturdy* and *shield* when this action is taken, and at turn start
• Allies without this ability in the aura take 1/2 damage.
• Any foe that enters the area voluntarily or starts their turn there takes takes 2 piercing damage, but no more than once a turn.

10. SLEDGE

Hard hitting foe that inflicts stun with a heavy blow.

Yank (1 action, range 3-4): A character in range is pulled *1d3*. If pulled adjacent, they take 3 piercing damage.

Block (1 action, end turn): Gain *shield* and the following interrupt until the start of its next turn.

> **Shield Block**
> Interrupt 1
> **Trigger**: This character or an adjacent ally is attacked
> **Effect:** The attack deals 1/2 damage.

Shoulder check (1 action, chain): Dash 1, then gain 2 vigor. Increase both by +1d3 if bloodied.

• **Crushing Overhead (2 actions, attack, combo):** 6 damage and foe is *dazed*. On hit: +2d6 and foe must save or additionally be *stunned*.

11. SOLDIER

Basic melee fighter, controls the flow of combat with deft strikes and slashes.

Deft Strike (1 action, attack): 2 damage. Hit: +1d6. *Afflicted* foes take +2 base damage.

Bash (1 action, repeatable): An adjacent foe takes 2 damage and is pushed 1.

Block (1 action, end turn): Gain *shield* and the following interrupt until the start of its next turn.

> **Shield Block**
> Interrupt 1
> **Trigger**: This character or an adjacent ally is attacked
> **Effect:** The attack deals 1/2 damage.

12. WARRIOR

Straightforward, hard hitting foe that attacks with sweeping, heavy attacks.

Giant Slice (1 actions, attack, close line 3, chain): 2 damage. Hit: +1d3. Area effect: 2 damage. *Effect:* Gains +2 base and area damage if catching two or more foes in the area.

• **Whirlwind (2 actions, melee, chain):** The Warrior *dashes* 1 space, *1d3*+1 times. After it moves, each time, it deals 3 damage to adjacent characters and pushes them 1.

Bulk Up (1 action, self, end turn): Remove a negative token from self, then gain 2 vigor. Repeat this effect if in crisis.

Battle Cry (1 action, burst 1 (self), 1/combat): Grant self and each ally in the area 3 vigor. Those characters can also clear a negative condition if this character is bloodied.

SKIRMISHER

1. ARCHER

A simple ranged foe.
Swift shot: **(1 action, range 2-5, attack):** *2* damage. Hit: +1d6 and a different foe in range takes 2 damage.
Overdraw (1 action, end turn): Dash 2. Next attack gains +2 max range, ignores cover, and deals damage [+].
Prowl (1 action): Dash 3, then gain *stealth.*
Volley (2 action, range 3-5, cross 1): Area effect: 1d6+2 damage, save for half. Bloodied foes take damage twice. Foes in crisis take damage three times.

2. ARSONIST

A fighter that uses bombs to disrupt the battlefield.
Bomb (1 action, range 2-4, cross 1): 3 damage. Hit: +1d3 damage. Area effect: 3 damage and push 1.
Heat Up (1 action, range 1-3): Self or an ally in range gains *haste* and creates a *dangerous* terrain space in a free adjacent space to them.
Firewall (1 actions, zone, close line 3, 1/combat): Create a line 3 zone in free space. The zone is *obscured* and *dangerous terrain.*
Sticky Bomb (1 action, mark, range 2-4): The Arsonist sticks a bomb on a character in range. At the end of that character's turn, the bomb explodes and they must save or take 3 damage three times, or just once on a successful save. If they are adjacent to an ally, they gain [+] on the save. Then end this effect and mark.

3. ASSASSIN

An fast moving foe that delivers a three blow knockout.
Agility (1 action, chain): D*ash 4,* then gain *evasion.*
• *Mortus (2 actions, attack, melee, chain): Effect:* Deals +2 damage on each stab against foes with no allies adjacent. *Attack:* 3 damage. On hit [X]: 3 damage, (3+) then 3 damage again, then (5+) 3 damage again.
Deathblow (1 action, range 1-2): An adjacent bloodied foe must save and take 2 damage, increased by +1d6 on a failed save, or +2d6 if they are in crisis.

Throwing blade (1 action, range 2-3): A foe in range takes 2 damage, ignoring cover. Increased by +1d6 if target is in crisis.
Shadow Step (1 action, 1/combat): Teleport 10, then gain *stealth.*

4. DERVISH

A fighter that attacks in sweeping bursts.
Razor Wind (1 action): Repeat the following effect *1d3* times**:** Dash 2, then burst 1 (self): 2 damage. Increase damage by +1 against bloodied foes, or +2 against foes in crisis.
Western Wind (1 action, range 1-2): The Dervish or an ally in range may fly *1d3*+1 and gain *evasion.*
Fan of Knives (2 actions, close blast 3): Area effect: 1d6+4, save for half. Deals +4 damage against foes with no allies adjacent.
Blinding Wind (1 action, range 1-3, 2/combat): A foe in range must save. On a successful save, they become *blinded*. On a failed save, they also become marked and unable to draw line of sight to any space that is not adjacent. They can ignore this mark if they are adjacent to any ally, and repeat a save to end it at the end of their turn.

5. FENCER

A mobile melee fighter that is an excellent duelist.
Iron Sting (1 action, melee, attack): Effect: Dash 3. Attack: *2* damage. Hit: +1d6
Unbalance (1 action): Dash 3, then an adjacent foe is pushed 1 in any direction and must save or become *blinded*. Increase push by +2 against bloodied foes.
Repartee (1 action, range 1-3, mark, end turn): Gain e*vasion* and mark a foe in range. Gain +2 base damage on attacks against the marked foe, and the marked foe takes 2d3 damage if they end their turn adjacent to this character. The marked character may save to end this mark the end of their turn.

6. HELLION

A flying combatant that can easily reposition itself.
Winged: May fly 4 when making a free move.
Rake: **(1 action, melee, attack):** Effect: Fly 2. Attack**:** *2* damage. Hit: +1d6. Deals damage [+] to foes with no allies adjacent.
Pinions (1 action, close line 3): Area effect: 2 damage. Foes with no allies adjacent take 2 damage again, and 2 damage again if they are in crisis.

Defensive Dive (1 action, end turn): The hellion gains the following interrupt until the start of its next turn.

> ### Defensive Dive
> Interrupt 1
> **Trigger**: The hellion is attacked
> **Effect:** The attacking foe must save. On a failed save, the attack automatically misses. After it resolves, the Hellion may fly 4 and gains *haste*.

7. HUNTER

A skilled ranged attacker that hunts down and eliminates single targets.

Hunter Shot (1 action, attack, range 3-5): *2* damage. Hit: +1d6. Effect: Deals damage [+] against marked foes of any kind.

Set Trap (1 action, end turn): The Hunter creates a *dangerous terrain* space in free space in range 1-2, then gains *stealth*.

Set Cover (1 action, range 2-3, 2/combat): The Hunter creates an *obscured* space in free space in range, then gains *stealth*.

Hunt (1 action, range 1- 4, mark): A foe in range is marked. The hunter gains attack [+] and ignores cover against their marked target. Additionally deal +2 base damage against bloodied foes, or +3 against foes in crisis.

8. GUNNER

A mobile ranged attacker that hits multiple times.

Riddle (1 action, Attack, Range 3-5): 2 damage. Hit: 3 damage again, then 3 damage again.

Strafe (1 action, range 2-3): The Gunner dashes 2, then deals 2 damage to a foe in range. If a foe is at exactly range 3, they take 1d3+1 damage instead.

Overwatch (1 action, range 3-5, end turn): Target a blast 3 area in range, which could be placed over characters. Then gain the following interrupt until the start of this character's next turn

> ### Overwatch
> Interrupt 1
> **Trigger**: A foe voluntarily moves in the area.
> **Effect:** All foes in the area must save. Foes take 2 damage. On a failed save, they take 2 damage again, three more times.

Flash Bomb (1 actions, range 2-3, cross 2, 1/combat): *Area effect:* All foes take 1d6+4 damage (save for half) and are *blinded.* The center space

them becomes an *obscured* space. E*ffect:* If the gunner catches itself or allies in the area, they gain *stealth*.

9. SCOUT

A versatile foe that can swap between melee and ranged expertise.

Tactical Swap: Gains damage [+] on next ranged attack after making a melee attack, and vice versa.

Soaring Strike (1 action, attack): Effect: Fly 2. Attack: 2 damage. Hit: +1d6 damage and fly 2 again.

Swift shot: **(1 action, range 2-5, attack):** *2* damage. Hit: +1d6 and a different foe in range takes 2 damage.

Rapid Response (1 action, range 3-6): The scout gains *evasion* and one use of the following interrupt until the start of its next turn.

> ### Overwatch
> Interrupt 1
> **Trigger**: The end of any turn.
> **Effect:** Dash 4

Smoke (1 action, range 1-2, cross 1, zone, 1/combat): Release a smoke bomb zone in range. Each space of the zone is *obscured.* Foes caught inside must save or be *blinded*.

10. SHADOW

A foe that becomes more powerful when attacking from stealth. Can cross great distances instantly.

Shadow Dash (1 actions, chain): The Shadow teleports 3, then gains *stealth*.

- **Umbral Reave ((2 actions, attack, *range 1-3, chain*):** 4 damage. Hit: +2d6. Effect: Gains damage [+] against bloodied foes, damage [+] [+] against foes in crisis, and attack [+] if it breaks *stealth.*

Dark Arts (1 action, range 1-3): Swap places with a character in range. Foes may pass a save to ignore this swap.

Smothering darkness (2 actions, zone, range 1-3, blast 3, 1/combat): The Shadow creates a *darkness* zone in free space in range. The zone is *difficult terrain* for foes. Self or allies that end their turn in the space gain *stealth*.

11. SKULK

A sneaky foe that hits hard against weakened foes.

Shank (1 action, melee, attack): *2* damage. Hit: +1d6. *Effect:* Deals damage [+] to bloodied foes, and a further damage [+] against afflicted foes.
Throwing blade (1 action, range 2-3): A foe in range takes 2 damage, ignoring cover. Increased by +1d6 if target is in crisis.
Prowl (1 action): Dash 3, then gain *stealth.*
Dirty Trick (1 action, end turn, 2/combat): An adjacent foe is *blinded* and must save or first lose 1d3 positive status tokens. The Skulk then may then teleport 3.

12. REAPER

A hard hitting, simple foe that can do high damage to a single target.
Ready Blow (1 actions, end turn, chain): End turn. The next attack gains attack [+][+].
- **Reap (2 actions, attack, range 2-4, chain):** 3 damage. Hit: +2d6. Effect: Deals damage [+] to bloodied foes, and a further damage [+] to foes in crisis.

Call of the Reaper (1 actions, mark, range 3-8): This character's attacks gain +4 base damage against the target and ignore cover. End this mark if the marked character ends their turn adjacent to the reaper.
Deathblow (1 action, range 1-2): An adjacent bloodied foe must save and take 2 damage, increased by +1d6 on a failed save, or +2d6 if they are in crisis.
Grappling Hook (1 action): Fly 3.

LEADER

1. ABJURER

A defensive expert that protects nearby allies with a powerful shield.

Griala (1 action, attack, range 2-5): *3* damage. Hit: +1d3 damage and grant an ally in range *strength.*

Cleansing Charm (1 action, range 1-3, summon) [X]: The Abjurer summons one or (4+) two charms in a free space in range.

- An ally that ends their turn adjacent to the charm can dismiss it to either gain 2 vigor or clear a negative status.
- Foes that enter the charm's space for any reason dismiss it, but take 2 piercing damage and are *branded.*
- Increase damage or vigor gain by +1d3 for bloodied characters.

Aura of Shielding (1 action, end turn): The Abjurer becomes *immobile* until the start of their next turn, but gains aura 2 until then. The aura grants attack [-] and grants *cover* from abilities used from outside the aura.

2. BOSS

A rough and tumble leader who orders their underlings around.

Loyalty: Takes 1/2 damage while adjacent to an ally without this trait.

Beat down (1 action, melee, attack): 2 damage. Hit: 2 damage again and one or (4+) two or (6+) three adjacent allies to the target can follow up, each dealing 2 damage.

Motivate (1 action, range 2-4): A character in range takes 1d3 piercing damage, but then gains *strength* and can dash 2.

Pump Up (1 actions, end turn): Gain aura 2 until the start of this character's next turn. Allies that start their turn in the aura gain *strength*. Bloodied allies also gain 2 vigor, +1d6 if in crisis.

3. CANTRIX

A charismatic foe that can strongly empower a single ally with the power of their voice.

Discord (1 action, range 3-6, pierce): *2* piercing damage and character must save or lose a positive status token.

Chant of investiture (2 actions, range 2-6, mark): An ally in range is marked by the Cantrix and takes 1/2 damage and [+] on all rolls while marked. While in this stance, the Cantrix is *immobile* and must spend 1 action during their turn to maintain this effect. It ends if the Cantrix is defeated.

Hypnogogia (1 action, range 2-6, mark): A character in range 2-6 of the Cantrix becomes *branded*, then must save or become *marked* and deals 1/2 damage while marked. This mark ends if the character takes any damage, or a character can save at the end of their turn to clear it.

Cunning Escape (1 action, range 2-4) : The Cantrix swaps places with a character in range. Foes can save to avoid this effect.

4. COMMANDER

A leader that serves as a strong center to an enemy force.

Heavy Armor: Takes 1/2 damage from foes in adjacent spaces.

Rallying strike (1 action, Melee, attack): 2 *damage. Hit: 2* damage again and *1d3* allies in range can gain *strength.*

Commander's Preparation (1 action, range 1-3): The commander prepares for action and gains the following interrupt until the start of their next turn.

> **Corrective command**
> Interrupt 1
> *Trigger:* An ally in range fails a roll.
> *Effect*: The ally makes the roll again, including all bonuses, taking the second result as final.

Rallying Banner (1 action, summon, range 1-3, 1/combat): The Commander summons a banner in a free space in range. When the banner is created, allies adjacent to it gain 2 vigor. Increase this by +1d3 if an ally is bloodied, or +1d6 if they are in crisis. Allies gain attack [+] and save [+] while adjacent to the banner.

5. DIVINER

A fortune teller that relies on allies, fate, and the power of the stars to set up attacks.

Divination (1 action, range 2-5, mark): Effect: 2 piercing damage and the foe is marked. The next time the target is hit by an attack, the mark explodes in a cross 2 *area effect* explosion centered on them for 1d6 damage.

Dark Fate (1 action, range 2-5): Foe is *branded,* then either (1-3) pushed 2 (4-6) or pulled 2

Consult the cards (1 action, range 2-5): The Diviner chooses an ally in range, then rolls *1d6,* applying the effect:

1. Ally deals 3 piercing damage to all adjacent characters.
2. Ally may teleport 4
3. Ally gains *flying* on all movement for the rest of combat.
4. Ally gains *stealth*
5. Ally creates 2 spaces of difficult terrain in adjacent spaces.
6. Ally becomes *unstoppable* until bloodied, or until defeated if already bloodied.

6. DRUID

A foe that draws upon the natural world to call forth overgrowth to hinder and harm their enemies.

Greenwrath (1 action, attack, range 2-5): 2 damage. Hit: +1d6. Effect: Deals piercing damage to foes in adverse terrain.

Vine lash (1 action, range 2-5): A character in range is pulled 2*d3.*

Spore (1 action, range 2-3, summon): The Greenseer creates a spore summon in range. Allies that start their turn adjacent to at least one spore gain 2 vigor. Foes that start their turn adjacent take 2 piercing damage. Increase this damage or vigor gain by +1d3 if characters are bloodied.

Wild Growth (1 actions, blast 2, range 2-6, end turn, 1/combat): Create a zone of *difficult terrain*. Allies in the zone gain +vigor equal to half the round number, rounded up, when gaining vigor. Foes in the area take piercing damage when taking damage. This effect can't trigger more than once a turn for each ally.

7. ERRANT

A martial warrior that can intervene and save nearby allies from harm.

Vigorous Strike (1 action, melee, attack): 2 damage. Hit: +1d6. Effect: Grant either self or all adjacent allies 2 vigor.

Intervention (1 action, range 1-2): The Errant gains the following interrupt until the start of its next turn.

Intervene
Interrupt 1
Trigger: An ally in range is targeted by an ability.
Effect: The ally saves, gaining 1 armor against the ability, and an additional +1d3 on a successful save. The errant may then teleport adjacent to that ally.

Banish (1 action, repeatable): An adjacent foe is pushed *1d3* spaces, and must save or be *branded.*

Harken (1 action, range 3-6): An ally in range may teleport adjacent to the Errant.

8. MONK

A tough foe that protects allies with martial arts.

Balance Scales (2 actions, attack): 3 damage. On hit: +2d6 and remove a positive token from the target.

Chastise (1 action, mark): *Effect:* A character in range 4 takes 1 piercing damage and is *marked*. After that character attacks while marked, they take *1d6+2* piercing damage, then clear the mark. They may otherwise save at the end of their turn to clear the mark.

Round kick (1 action, end turn, 1/combat): Push an adjacent character or object 2*d3.* If they are pushed into an obstruction, they take 3 damage and must save or be *stunned.*

Shrine of Sanctuary (1 actions, range 1-2, 1/combat): Summon a height 1 shrine *object* in range, then push all foes adjacent to it 1 space. While adjacent to the shrine, allies have attack [+] and attacks against them take attack [-]. The Monk may push the shrine 2 spaces with the interact action.

9. PRIEST

Divinely infused foes with the power to shield allies from harm.

Griholy (1 actions, Attack, Cross 1, Range 2-4): 2 damage. Hit: +1d3. Area effect: Allies in the area gain 2 vigor. Foes take *2* damage. Increase all damage or vigor by +1d3 for bloodied characters.

Purge (1 action, range 1-4): A foe in range chooses: either take 1d3+1 piercing damage or lose a positive status. If they have no positive status, they automatically take the damage.

Diaga (1 action, range 1-4): An ally in range may immediately save to end all stacks of a status. They gain [+] on the save if they are bloodied.

Aegi (1 actions, range 1-2, mark, 2/combat): Allied character in range gains *1d6+4* vigor and becomes marked. When marked, they take 1/2 damage. The first time in a turn the marked character is damaged by an ability, they must save or lose all vigor and the mark after the triggering ability resolves.

10. SERGEANT

Martial leaders that are excellent at moving allies around.

Aura of Command: Aura 1. Allies in the aura have attack [+]

Leader's strike (1 action, range 1-3, attack): 3 *damage. Hit: +1d3. Effect:* Up to three allies in range can dash 2 with *unstoppable*.

Marching Orders (2 actions, range 1-3): The sergeant and all allies in range dash 2d3 and gain 1 *strength.* If the sergeant is bloodied, the are immune to all damage and unstoppable during this movement.

Takedown (1 action, range 1-4): A foe in range must save. They take 1 damage once for every ally of the sergeant adjacent to them, up to three times. On a failed save, they take 3 damage for each ally instead.

11. SAINT

A pacifistic foe that prefers to prevent any violence from happening at all.

Martyrdom: When defeated, all allies gain 1d6 vigor.

Griholy (1 actions, Attack, Cross 1, Range 2-4): 2 damage. Hit: +1d3. Area effect: Allies in the area gain 2 vigor. Foes take *2* damage. Increase all damage or vigor by +1d3 for bloodied characters.

Aura of pacifism (1 actions, aura, end turn): The Saint becomes i*mmobile* and gains aura 1 until the start of its next turn. While in the aura, *all* characters have attack [-] and attacks against them take attack [-].This aura increases by +1 and grants +1 armor to all characters inside if the saint is bloodied, and a further +1 and +1 armor if the saint is in crisis.

Immaculate (1 actions, range 2-5, 1/combat): An ally in range becomes *immune* to all damage until the end of its next turn, but also halves all damage it deals for the same direction.

12. MISTRAL

A foe using the power of wind to shield and protect its allies.

Grigust(1 action, attack, 1, range 2-5): *3* damage. Hit: +1d3 and create a difficult terrain space under the target.

Turn projectiles (1 action, range 2-3): Gain the following interrupt until the start of this character's next turn.

> **Shielding Winds**
> Interrupt 1

Trigger: An ally in range is targeted by a ranged ability

Effect: The ally saves, gaining 1 armor against the ability, and an additional +1d3 on a successful save.

Healing Winds (1 action, range 1-3): Choose up to one or (5+) two allies in range. Those allies can fly 1d3+1**.** If they are bloodied, they also gain the same amount as vigor.

Wind Wall (1 actions, zone, Close line 4, 1/combat): Create a strong wall of wind. The wind is *difficult* terrain and characters that voluntarily enter its space or start their turn there must save or be pushed away from the wall 2 in a direction of this character's choice.

ARTILLERY

1. MIXOLOGIST

A wright combining earth and fire aether to create a potent mix of toxins.

Explosive mix (1 action, Attack, range 2-4, burst 1 (target): 2 damage. Hit: +1d6. Area effect 2 piercing damage and push 1.

Volatile Mix (1 action, range 2-4, mark): The Alchemist chooses a character in range and marks them. At the end of that character's next turn, they explode, taking 1 piercing damage and dealing 1d6 damage and push 1 to all other characters in a burst 1 area effect centered on them. Then create difficult terrain under the character. This effect and mark then ends.

Splash around (1 action, range 2-4): Create a difficult or dangerous terrain space in range, then create additional spaces equal to the round number.

Sticky solution (1 action, range 2-6, 2/combat): A character in range becomes *slow* and has a difficult terrain space created under them.

2. CHAOS WRIGHT

A foe relying on the raw power of chaos magic, the combination of all aether.

Grimagi (**1 actions, Attack, Range 2-8, Cross 1):** 2 damage. Hit: +1d6. Area effect: 2 damage.

Destabilize Matter (2 actions, range 2-6, mark): The Chaos wright marks a character in range. While marked, that character takes damage [+] and the chaos wright may teleport that character 1*d3+1* spaces at the start of their turn. A foe can save at the end of their turns to clear this mark.

Magi Luxia (1 action, range 1-3, zone): Create a one space *dangerous terrain zone* in range. Any character inside this zone has [-] on all rolls and any number of these zones can be created.

Chaos Storm (1 actions, 2/combat): Teleport *all* characters *1d3* spaces.

3. CRYOMANCER

A wright using the power of water aether to freeze and reshape the battlefield.

Griblizzion (2 actions, attack, range 3-6, Cross 2): 3 piercing damage. Hit: +1d3 piercing damage. Area effect: 3 piercing damage. Effect: Foes in adverse terrain take +2 base or area damage.

Frozen Spear (2 actions, Close line 6): *Area effect:* The first character in the line takes 1d6+4 damage (save for half) and becomes *slow*, then has *difficult terrain* created under them. All other foes take 3 damage and have difficult terrain created under them

Frozen pillar (Quick, range 2-6, end turn, 1/ combat): The cryomancer creates a height 2 ice pillar object in range. The pillar is *difficult* terrain and creates up to three spaces of difficult terrain in adjacent spaces, which could be created under characters.

4. DISRUPTOR

A foe combing earth and lightning aether to create powerful attractive forces.

Disrupting Bolt (1 action, attack, range 3-6): 2 damage. Hit: +1d6. On hit: All characters in range 1-2 of the foe are teleported 1

Attraction (1 action, range 3-3): Two characters in range are pulled 1*d3* spaces towards each other with *phasing.* If they would enter each other's space during this move, they stop and each becomes *slow*.

Disrupt (1 action, mark): A character in range 8 is marked. While marked, they take damage [+] and take 1d6+2 piercing damage if they end their turn adjacent to at least one other character. Remove this mark if they end their turn with no other characters adjacent.

Anchor (1 action, range 1-3): Create an anchor summon in range. When any character would teleport in range 1-3 of the anchor, the disruptor may dismiss the anchor then cause that character to teleport into that space instead. Foes may save to avoid this effect.

5. IGNITER

A close range foe that uses the power of fire and lightning aether to create fierce blasts.

Ignition (1 action, attack, Close line 4): 2 damage. Hit: +1d6]. Area effect: 2 damage. On hit: Create a dangerous space under the attack target.

Enflamme (1 action, range 1-3): Up to two characters in range gain *keen*.

Blast Jump (1 action, burst 1(self): 2 damage and push 1, then fly 2.

Shock Purge (1 actions, Close blast 4, end turn): *Area effect: 2* piercing *Effect:* Create *1d3* dangerous terrain spaces in free spaces in the area. Characters already standing in adverse

terrain take +damage equal to the round number +1 from this ability.

6. JUSTICAR
A rare wright using the power of light aether to punish foes trying to flee.
Judgement Bolt (1 action, attack, range 2-8): 2 damage. Hit: +1d6. Effect: gains attack [+] and damage [+] against foes 4 or more spaces away. Deals +2 base damage against foes 7 or more spaces away.
Mighty Summoning (1 action, range 4-6): An ally in range is pulled *1d6* spaces and gains *keen*. Alternately, pull self *1d6* spaces towards an ally or object in range and gain *keen*.
Punishment of Cowards (1 action, range 3-6): The justices prepares for action and gains the following interrupt until the start of their next turn.

> **Punish Cowards**
> Interrupt 1
> *Trigger:* A foe ends a movement 4 or more spaces away
> *Effect*: The foe is pulled 1, then must save or be pulled an additional +1d3 and become *slow*.

Riven (1 action, range 2-6, end turn, mark): Choose a foe in range. At the end of that character's turn, as long as they're in range, they must save or take piercing damage equal to double the distance between this character and the marked foe, or just 2 piercing on a successful save. Then end the mark.

7. LEVIN WRIGHT
A foe that uses lightning aether to zip around the battlefield and harass enemies.
Levin (1 action, attack, Close line 5): *Effect:* Teleport 2. *Attack:* 2 damage. On hit: +1d6 damage. *Area effect:* 2 damage. *On hit:* then, teleport 2
Flash step (1 action, repeatable): Teleport 2, then deal 2 piercing damage to a foe in range 3, then teleport 2 again.
Bolt Storm (2 actions, burst 2 (self)): 2 damage a number of times equal to the round number, and create a dangerous terrain space in free space in the area a number of times equal to the round number. Foes may save to halve damage. Then, teleport 4.
Crackling Rift (1 actions, zone, range 1-4, line 3, 1/combat): The zone is *dangerous* terrain. Once a round, self or any ally may teleport from any adjacent space to the zone to any other adjacent space to the zone as a *quick a*bility.

8. PYROMANCER
A wright of pure fire aether, summoning it to eradicate their foes.
Flame Burst (1 action, attack, range 3-6, bast 2, chain): *3* damage. Hit: 3 damage again. Area effect: 3 damage. *On hit:* Create dangerous terrain under the attack target.
- **Gripyre *(2 actions, attack, range 3-8, Blast 3, chain):*** 3 damage. Hit: +2d6. Area effect: 3 damage. Effect: Deals +2 base or area damage to characters standing in adverse terrain.
Emberflash (1 action, cross *1d3*, range 1-6): *Area effect:* 2 piercing damage and create a *dangerous* terrain space in the center.
Flash Fire (1 action, 1-6)*:* A character in range take 2 damage, then must save or become *slow*. *Afflicted* foes also explode for a burst 1 (target) explosion for 3 piercing damage.

9. SAPPER
A foe that uses the power of water and earth aether to conduct siege warfare.
Mud Sling (1 action, attack, range 3-8): *2* piercing damage. Hit: +1d3 piercing damage and push 1. *Effect:* One or two different foes in range 1-3 from the target foe are pushed 1.
Entrench (1 action, zone, end turn): The Sapper puts down a siege rune under itself, or in an adjacent space. While standing in a siege rune, the Sapper or its allies deal +2 damage on hit with attacks, and they gain *keen* on hit. It can place any number of these zones.
Roiling Mud (1 action, range 1-3): The Sapper gains the following interrupt until the start of its next turn.

> **Roiling Mud**
> Interrupt 1
> *Trigger:* Self or an ally in range is targeted by an ability
> *Effect*: Create a height 1 object adjacent to that ally, which could grant them cover against the ability.

Quickcrete Trap (1 action, zone, range 3-8, end turn): Create a zone in range. Characters that voluntarily enter that space or start their turn there have the earth explode under them, taking 3 damage and gaining *slow*, then removing the zone. It can place any number of these zones.

10. SCOURER

A foe using water and fire aether together to create pressurized bursts of steam and boiling vapor.

Vaporsight: Ignores cover from obscured spaces

Scour (1 action, Attack, Close Line 6, mark): *3 damage. Hit: +1d3. Area effect: 3* damage. *Effect:* Mark the attack target. Attacks against the marked target for the rest of combat gain attack [+] and deal +2 damage on hit. This effect stacks. Lose all stacks if a new target is marked.

Steam vent (1 action, range 1-6, burst 1(target)): 2 piercing damage, and create an *obscured* space in the center space.

Vaporize (1 action): Teleport self and all adjacent allies 1d3+1

Boiling Bolus (1 action, zone, range 2-6, cross 1, 1/combat): The zone is *difficult* and *dangerous* terrain. Increase to cross 2 at round 3+, even if already placed, and cross 4 at round 5+. This could cause the zone to grow under characters.

11. SEISMATIST

A foe that draws on earth aether to create terrain and smash enemies.

Rumble (2 actions, Attack, Close Arc 5): *3 damage. Hit: +1d6. Area effect: 3 damage. Effect:* Deals +2 base and area damage if there is an object or adverse terrain space in its total area.

Earthswim (1 action): Teleport 2. May teleport up to 5 and also clear a negative status if ending on an object or adjacent to an adverse terrain space.

Seismic Shatter (1 action, Close line 5): The first character in the line gains *slow,* then all characters are pushed 1 to either side of the line.

Upheaval (1 action, 2/combat)*:* Summon a height 1 boulder *object* or *1d3 difficult* terrain spaces in free spaces in range 2-6. Push 1 to one adjacent character to one created boulder or space.

12. STORMCALLER

A foe that draws on water and lightning aether to summon a storm and deny a large area of the battlefield.

Griblizzion (2 actions, attack, range 3-6, Cross 2): 3 piercing damage. Hit: +1d3 piercing damage. Area effect: 3 piercing damage. Effect: Foes in adverse terrain take +2 base or area damage.

Watery tendrils (1 action, range 2-4): Pull *1d3*+1 characters in range 1 space. Foes pulled take 2 piercing damage.

Eastern Wind (1 action, range 1-2): This character or an ally in range may fly *1d3*+1 and gain *keen.*

Summon Storm (1 actions, range 3-6, zone, blast 2, 1/combat): Zone: The area is *dangerous terrain* for foes. Allies have *flying* while inside. Line of sight cannot be drawn out of the space by character inside, but characters from the outside can see in normally. The storm caller can redirect its storm by spending 1 action, moving it up to *1d3* spaces. It can enter the space of characters during this movement.

SPECIAL JOBS

MOB

Rabble

Weak foes that find strength and courage in numbers, fighting alongside their stronger allies.
Rallying Attack (1 actions, attack, Melee): 2 damage. *Hit:* +1d6. *On hit:* An ally adjacent to a member can gain *2* vigor (+1d3 if bloodied).
Rush (1 actions): *Effect:* Up to three members in any order may dash 2, then shove an adjacent foe 1 space.
Boost (1 action): *Effect:* One ally adjacent to a member may dash 3 spaces.

Swarm

Weak foes that fight as a group and become more deadly over time.
Overrun (1 actions, attack, range 1-2): 2 damage. *Hit:* +1d6. On hit*:* Deals damage [+] if another mob member is adjacent to the target
Swarm Slash (1 actions, melee): *Effect:* One member dashes 2, then an adjacent foe takes 2 damage, then 2 damage once again for every other adjacent member, up to 3 times.
Multiply (1 actions, 2/combat, end turn): *Effect:* Add *1d3* members to the mob, placing them in spaces adjacent to any other member.

ELITE

ARCHON

Archons are armored, tough warriors that can be used to represent particularly hardy fighters, military leaders, or warlords. Alternately, they can be used to represent particularly ruthless or tough monsters.

HP: 80
Elite: Takes 2 turns
Enrage: In crisis, takes 1/2 damage from all sources.

Blackheart (1 action, attack, chain): 2 damage. Hit: +1d6. *Effect:* Gains attack [+] and deals +3 damage on hit against afflicted characters.
• **Dark Edge (2 actions, attack, close blast 2, chain):** 3 damage and shove 1. Hit: +2d6 and shove *+1d3*. *Area effect*: 3 damage. If foes are shoved into an obstruction, they must save or be *stunned*.
Hamstring (1 action, mark): *Effect:* An adjacent foe is *marked*. If that foe voluntarily moves while marked, they take 2d3 *piercing* damage. Remove this mark if they end their turn without moving voluntarily.
Great Slam (1 action) [X]: *Dash* 2 spaces, then one adjacent foe is either (1-3) shoved 1 space (4+) or *dazed.* While moving, become *unstoppable* and *immune* to all damage.
Great Shieldwall (1 action, only usable when bloodied, end turn): Until start of the Archon's next turn, becomes *immobile*, but the Archon grants *cover* to allies, and attacks against all adjacent allies deal damage [-] and have attack [-].

ROGUE

Rogues are quick witted and quick on their feet. They can be used to represent skilled thieves, scouts, or assassins, or particularly agile or bloodthirsty monsters.

HP: 64
Free Move: 5
Elite: Takes 2 turns

Disappearing Act (interrupt 1): *Trigger:* When bloodied. Effect: Remove self from the battlefield. At the end of the next player turn, return them to the battlefield anywhere in range 1-3 of a character, with *stealth.*

Dire Gouge (1 actions, attack, melee): 2 damage. Hit: Deal 3 damage (4+) then 3 damage again.

Blinding Dust (1 action): An adjacent foe takes 2 damage, then must save or become *blinded*. The Rogue then may dash 4 spaces.

Dirty Fighting (1 action, range 1-2, chain): Swap two characters in range (including self), then gain *evasion.*

- **Foul Play (1 actions, range 1-3, chain):** *Effect:* Teleport adjacent to a foe in range, then deal 3 damage to that foe. Can repeat this effect, but must choose a different foe in range each time unless a foe has already been chosen by this ability, or this effect has triggered three times.

SCION

A scion is invested with holy power, to protect its allies and punish its foes. It can be used to represent high priests, temple guardians, or monsters touched by some sort of divine power.

HP: 96
Elite: Takes 2 turns

Halig (2 actions, Attack, Cross 3, Range 2-6): 3 damage. Hit: +1d6. Area effect: Allies in the area gain 3 vigor. Foes take 3 damage. Increase damage or vigor gain by +1d3 against bloodied characters, or +1d6 for characters in crisis.

Uplift (1 action, range 1-3): An ally in range may fly 3 and gains 1 *strength.*

Grisancti (1 actions, range 1-2, zone, 1 space)*:* The Scion creates a space of Blessed Ground in range. Inside the zone, self or allies have [+] on saves and foes have [-] on save. Self or allies that start their turn in the zone gain 2 vigor, and foes

take 2 piercing damage. Any number of these zones can be created.

Denial (1 action, range 2-5, 2/combat): A foe in range must save or become unable to attack until the end of their next turn*.* On a successful save, don't expend a use of this ability, and they take 3 piercing damage and are *branded* instead.

Immaculate (1 actions, range 2-5, 1/combat): An ally in range becomes *immune* to all damage until the end of its next turn, but also halves all damage it deals for the same direction.

CRUCIBLE

A crucible is a foe brimming with aetheric power, and could be used to represent a master wright, a war mage, or a monster that can draw upon magical forces or blasts of energy.

HP: 64
Winged: Flies 4 when making a free move.
Elite: Takes 2 turns

Unstable reality (quick, range 1-3): Self and an ally in range may teleport 3

Bolide Strike (2 actions, attack, range 2-6, blast 3, chain)*:* 3 damage and push 1. Hit: +1d6. Area effect: 3 damage and push +1. Effect: Create a *dangerous* and *difficult* terrain space in the center space. Then, increase base and area damage by +2 for the rest of combat. This effect stacks.

- **Great Slip (1 action, chain):** Teleport 4, then gain 2 vigor or end a negative status. Repeat this effect if in crisis.

Fell Shot (1 action, range 2-6, zone, repeatable): Choose an unoccupied space in range. *Zone:* Characters that enter that space for any reason or start their turn there are struck by a projectile, taking 2 piercing damage and become *slowed*. Can have any number of zones active.

Liminal Arrows (1 action, range 3-10, mark): Mark a foe in line of sight and range. At the end of that character's turn, it takes 1d6+2 piercing damage if in range and not in cover from this character. If not in range or in cover, reduce this damage to just 2 piercing. Then, end the mark.

BASIC LEGENDS

DEMOLISHER

The Demolisher is pure strength and rage personified. It can be used to represent particularly colossal warriors, giants, or huge armored beasts.

Large: Size 2
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Phases:
Starts in Phase I and enters Phase II when bloodied. When phase transitioning, becomes *immune* to all damage until the end of the current turn, then transitions into Phase II. It ignores all damage that put it into its phase transition past its bloodied value.

Round Actions:
Lumbering Charge: Assign the numbers 1-4 to each side of the demolisher's space. At the end of the round, roll 1d6. (1: players choose, 2-4: the rolled side 6: GM chooses).
The demolisher dashes 3 spaces in that direction, or as far as possible. It destroys all objects in its path. Characters in its path take damage equal to twice the round number and are *dazed* then are removed and placed in any adjacent space to its final location. Afflicted foes are *stunned* instead.

Phase I
Brutal Smash (1 action, attack, range 1-2, chain): 3 *damage. On hit: +1d6.* Effect: Deals damage [+] against afflicted characters.
- **Battle Roar (1 action, burst 2 (self), end turn, chain):** Foes in range take 3 piercing damage. Bloodied foes are *dazed.* Foes in crisis are *stunned*.
- **Quake Strike (2 actions, attack, close blast 4)**: 4 damage. On hit: +2d6. Area effect: 4 damage. Effect: Create *difficult* terrain under the attack target. Remove all objects in the area. If at least one object was removed, increase base attack and area damage by +2

Hurl Boulder (1 action, range 2-4, 2/round): Effect: A foe in range takes 2 damage and is shoved 1, then create a height 1 boulder *object* next to them.
Lash (1 action, range 2-4): The Demolisher pulls a foe in range *1d3* spaces. That foe must then save or become *slow.*
Stomp (1 action, melee, burst 1(self)): 2 damage and push *1d3*

Phase II
As Phase I but **Lumbering Charge** triggers twice. Roll separately for each charge.

Additionally gains the following::
Frothing Mad: Attacks deal +base and +area damage equal to the round number.
Stomp becomes **Battle Stomp.** It gains blast 2 (self) and deals *piercing* damage.
Frenzied Leap (1 action, 1/round): The Demolisher gains 2 vigor, then removes itself from the battlefield, then places itself with at least one space in range 3.
- Characters under the Demolisher's space when its placed take 3 damage, then must save, or take 3 damage again. They are then removed and placed into any free adjacent space after it lands.
- If the demolisher is in crisis, it gains 2 extra vigor equal to each character it landed on.

NOCTURNAL

The Nocturnal relies on extreme mobility and fear to strike down its foes. It can be used to represent winged demons, master assassins, gargoyles, or other vicious and mobile foes.

Size: 1
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Master of the Night: Can move diagonally. Additionally, the Nocturnal has aura 2. It has permanent *evasion* if there are no other characters in the aura.

Phases:

Phase change triggers at the start of each round. The Nocturnal starts in phase I and goes up to phase II, then III, then back to I.

Crippling Paranoia (Round Action): At the start of the round, the Nocturnal chooses a foe. At the end of the round, that foe deals 1d6 damage to all allies in adjacent spaces. If there are no adjacent allies, that foe takes 1d6 damage and is *stunned* instead.

Phase 1

The Pain (1 action, attack, range 1-2, chain): Effect: Teleport 1. Attack: 3 damage. Miss: +1d6. *Effect:* Teleport 1
- **The Agony (1 action, attack, range 2-5, cross 1, chain):** 2 piercing damage. Hit: +3 piercing damage. Area effect: 2 piercing damage.
  - **The Horror (2 actions, melee, attack, chain):** 2 damage. Hit: +2d6. Effect: Deals 2 damage again to afflicted foes, then 2 damage again if the target is bloodied.

Serrated blade (1 action, range 1-3): A foe in range takes 2 damage, increased by +1d6 if that foe is in crisis.
Bloody Slash (1 action, close line 3, 1/round): *Area effect:* Foes in the area take 2 damage, once, for each foe in the area. The Nocturnal may then teleport 3
Crimson Rain (1 action, zone, range 1-4, 2/round): Zone: Choose a free space in range. Characters that enter that space voluntarily or

start their turn there are struck by a projectile, taking 3 damage twice, and ending this effect. This area lasts until triggered, and any number of zones can be created.
Roundelay (1 action, 1/round): The Nocturnal teleports and gains vigor equal to 1+ the round number.

Phase II
As phase I, but gains:

Amygdala (1 action, range 1-2, 1/round): All foes in range are inflicted with supernatural fear. They must save or be pushed *1d3+1* spaces and *blinded*, or 1 space and no blind on a successful save.
Slash Vein (1 action, mark, 1/round): The Nocturnal marks a foe in range. While marked, after that foe voluntarily moves, they take 1d6+2 piercing damage. This effect can only trigger once a turn, but any number of times a round. This mark is cleared if a foe spends their entire turn without voluntarily moving.
Assassinate (1 action, range 1-3, 1/round): The Nocturnal chooses a foe in range that has not acted yet this round. At the end of that foe's turn:
- as long as they're in range, teleport to any space adjacent to them, deal 1d6 damage, three times to them, and *stun* them.
- Increase each instance of damage by +2 if that character is bloodied, or +4 if they are in crisis.
- If they are not in range, the Nocturnal may teleport 3 instead.

Phase III
As phase I, but gains:

Bloody Nightmare (Round Action): For the rest of combat, all foes take piercing damage at the end if their turns if they are not adjacent to an ally equal to the round number.
Kidnap (1 actions, 2/round): The Nocturnal dashes 6 spaces with *phasing*. One foe adjacent to any point during its dash is removed from the battlefield, then placed adjacent when it finishes its movement. That foe then becomes *slow*. Foes can save to avoid being moved, but still become *slow* on a successful save.

MASTER

The Master represents a foe that commands a legion of lesser minions, such as an enormous spider, an infamous warlord, or a necromancer.

Size: 1 or 2
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

The Horde: The Master starts combat with a unique **Minions** mob**.** Minions can be placed anywhere not in range 2 of a player. The Minions mob is defeated if the Master is defeated.

Minions
Members: 4/player
Hits: 2 each member
Speed: 4
Defense: 4
Traits: Mob
Special: Can share space with other characters.

This mob takes one turn a round, at the start of the round before any characters have acted.

Minion Mob Actions
Press the Assault (1 action): Up to four minions can *dash* 2. Then, any foes adjacent to at least one minion that dashed this way take 2 damage.

Then one of the following:
- **Guardian Stance (1 action):** Each minion counts as a *difficult* terrain space to foes. If the Master is adjacent to at least one member, the Master has 1 armor.
- **Skewering Stance (1 action):** Each minion counts as a *dangerous terrain* space to foes. IF the master is adjacent to at least one member, the master gains attack [+].

Master Actions

Phases: The Master starts in Phase I. On even rounds, they go into phase II.

Phase I

Round Actions

Assault Wave (Round Action): At the start of the round, the master chooses a blast 4 area of the battlefield, which could be occupied. At the end of the round, any foes in the area are charged by all minions in the area. They must save or take 2 damage per minion in the area, or just 1 damage per minion on a successful save.

Aggressive Tempo (1 action, range 1-4, attack): 2 damage. Hit: +1d6. Effect: The Master and any adjacent minions to the master may dash 2 before or after this attack.

Disabling Strike (1 action, range 1-4): A foe in range is *branded* then pushed 1. *Afflicted foes* are pushed or pulled *1d3* spaces instead and take 3 piercing damage.
Barrage (1 action, range 3-4, blast 2): *Area effect:* 1d3+1 damage. Allies are immune.
Promote (1 actions, X/round): A minion gains 1d6 vigor and deals as much *piercing* damage to an adjacent foe. Can be used a number of times equal to the round number.
Defensive Tempo (1 action, /1round): Effect: 2 damage and shove 1, then gain *shield.* Then gain *1d6* vigor. Double all these effects if targeting the majority of foes (so 3 or more for a party of 4, for example).
Rally (1 actions, zone, range 1-3, end turn, 1/ round): The Master summons a Rally Point zone in range. It can have any number active. At the end of the round, place a new minion on the battlefield adjacent to the rally point, adding to the mob. If the rally point is occupied by an object or character, it does not add new mob members.

Phase II (Even rounds)
As phase I, but:
Reinforcements (Round Action): At the start of the round, the Master summons extra reinforcements. The Minion mob is replenished by *1d3* minions which can be placed in any space on the battlefield not adjacent to a foe. There is no maximum on minions placed.
Intensify Assault: Assault wave gains blast +1 and deals +1 damage on a failed save per minion in the area. This effect stacks.

RAZER

A powerful and destructive being, such as a flying wyrm, an arch-wright, or an ancient demon.

Size: 1 or 2
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Phases:

Starts in Phase I, then moves up a phase at the start of each round, looping back to Phase I after III.

Phase I

Cataclysm (Round Action): At the start of the round, create 3 rock spires, height 1 *objects*, each adjacent to a different foe. None can be placed adjacent to each other.
Scorch (Round Action): At the start of the round, choose a foe. At the end of that character's turn, as long as they are in line of sight, the Razer shoots an energy blast at them for a burst 1 (target) area effect. Characters within must save, taking 3 damage, and +1d6 on a failed save. Rock spires in the area are then destroyed.

Raze (1 action, attack, range 1-6)*: 2 damage. Hit: +1d6. Effect:* Deals damage [+] against afflicted foes or foes in adverse terrain.
- **Rock Carver (1 action, attack, range 1-6, Line 4, chain):** *2 piercing* damage. Hit: +2 piercing. Area effect: 2 piercing damage.*
  - **Resonant Blast (2 actions, attack, range 3-6, Cross 3, chain):** *3* damage. Hit: +2d6. Area effect: 3 damage. *Effect*: Increase base attack and area damage by +2 if at least one object is caught in the area.
Force Blast (1 action, range 1-5): A foe in range is pushed *1d3*. If pushed into an obstruction, Foe takes 3 damage and becomes *dazed.*
Aether Sunder (1 action, Close line 4, 1/round): *Area effect:* 2 piercing damage. One foe in the area must save or lose 2d6 *vigor.*
Eruption (1 action, range 2-5, 1/round): A rock spire in range erupts. Adjacent characters take *1d3* piercing damage, then the spire creates as many spaces of *difficult* terrain in adjacent spaces.

Phase II

As Phase I. Keeps **Scorch**, but instead of **Cataclysm**, gains:

Orbital Strike (Round Action): Choose a space on the battlefield. At the end of the round, the area is hit by a huge explosion. Foes in a cross 5 *area effect* centered on the space take 3 damage, and must save or gain *slow* and take +1d6 more damage.

and gains:
Quick Flight (Quick, 2/round): Fly 3.

Phase III

As Phase I, but replace all round actions with :

Radiance (Round action): When this phase triggers, remove the Razer from the battlefield, then place them in the center of the battlefield, or as close as possible. It starts charging up a massive blast
- The Razer is *immobile, unstoppable,* and takes 1/2 damage during this phase
- Its abilities have no maximum or minimum range.
- All characters not in cover or out of line of sight from the Razer take 1d6 piercing damage at the end of their turn.
- If no characters are in line of sight from the razor at the start of its turn, or it has no valid targets, at the end of its turn it may deal 10 piercing damage to all foes, ignoring line of sight and targeting rules.

Elden Chaos (Round Action): At the end of the round, the Razer fires a blast of pure ancient chaos. The blast is a blast 4 area effect placed anywhere in line of sight. Foes in the area take 2d6+4 piercing damage, or just 4 piercing damage on a successful save. Characters in cover from the Razer automatically succeed the save. Then destroy *all* rock spires on the battlefield.

II. RELICT

The Relict are the most common danger that adventurers face in the ruins of Arden Eld. They are the spectral remnants of the Arken Empire, souls bound in a semi-automated etheric network that runs through the ruins, entrapped there by an ancient cabal of sorcerers as a last ditch effort to save a dying people. The process was technically successful, but most relict have been left mindless husks - tormented souls harnessed and stored en mass in a lightning aether powered sarcophagus-like nodes buried deep in the darkness of the earth, sunk there by the Doom in the days of eld.

These networks and their central nodes, the Metachiron, have run for untold centuries, using their stored souls as power as they enact survival protocols hewn in cuneiform by long dead priests.

Now the great tomb-cities prepared for the populace now lie beneath the earth, both dead and alive. Great monuments of dead emperors peer over pitch black chasms lined with the husks of the deceased. Relict armor sits eerily still in alcoves, or crumpled into a corner, until a node senses intruders, the Relict within rippling out through conduits to manifest in crackling undeath.

There are some Relict, remnants of the Black Sun cult, that have retained more sense of themselves and work at dark purpose to resurrect the old empire and bring back the Arkenlords. These masters of the dead are barely sane from their long stint with undeath and think only of returning the surface world to its former glory.

Faction Template

To make any foe a Relict, you can add the following traits. All Relict have these traits.

Most relict are mindless husks and are **monsters**. Their more intelligent masters are **kin** and usually have more complex motivations.
- **Motivations:** Relict are usually dormant, but become active when their tomb-cities are intruded upon by unlucky treasure-seekers. They can also be stirred into wakefulness by the priests of the Black Sun, whose only goal is the reawakening of the old empire, the resurrection of the Arkenlords, and the reconquest and total subjugation of the world of the living.
- Intelligent Relict are usually delirious or obsessive.

Legion of the Dead: All Relict have the Legion of the Dead trait (see below).

Special mechanics:

LEGION OF THE DEAD
Relict are a legion of mindless husks, cursed with an undying existence. This gives all relict except Legends the following traits:
- Add a **Husk** mob to any non-legend fight. This does not take up points in the encounter.
- After being defeated, any relict sheds any of its mortal remains and becomes a weak shade of pure energy. When a relict is defeated, summon a **husk i**n its space, adding to the members of the mob.

Faction keywords:

Sacrifice X: Spend X HP. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.

Horde: This ability becomes more powerful when 2 or more allies are adjacent to the target.

FOES

HUSK

The shuffling mass of relict servitors, in thrall to the network.

This mob is always present in Relict fights. When new husks are summoned, they add to the current mob, or create a new one that can act on the following round if there isn't one.

Traits: Mob
Endless Dead: Add to this mob by 1 at the start of every round, placing a new member anywhere on the battlefield not adjacent to a foe.
Fading: This mob is defeated if all of its allies is defeated, and disintegrates.

Frenzied Scrabbling (2 actions): Effect: All husks may *dash 2.* Then any foes adjacent to one or more husks take 2 damage.
Soul Sacrifice (2 actions): Choose a bloodied character adjacent to one or more husks, then destroy any number of husks adjacent to that character. If that character is an ally, they gain 2 vigor per husk destroyed. If that character was a

foe, they must save or *sacrifice* 2 per husk destroyed, or sacrifice 1 per husk on a successful save.

Uniques

LEGIONARY

With interlocking shield, shortspear, and heavy helms, these soldiers made up the bulk of the arkenlords' armies when they were still alive, trampling empires into dust. Their long imprisonment in the soul network has left them mindless, ruthless killing machines. In the later days of the doom, even before the Ur-spell, many soldiers and guards of high officials were subject to the immortalization process, as the population gradually became more used to the undead.

Death March (Quick): The legionary and all adjacent allies move 2 spaces in the same direction. They are *unstoppable* and immune to all damage during this movement.
Blackheart (1 action, attack): 2 damage. Hit: +1d6. *Horde:* Target and all its adjacent allies sacrifice *2* on hit.
Soul Hew (1 action, range 1-2, end turn): Target chooses: they are *dazed* or they and all their adjacent allies *sacrifice 1d3.*
Lock Shield (1 actions, aura): This character gains aura 1 until it voluntarily moves. While this aura is active, allies without this ability in the aura take 1/2 damage and become *unstoppable*. At the end of any turn this aura is active, this character sacrifices 4.

GHUL

Some relict have a tiny fragment of self awareness, an existential anguish that manifests as a terrible hunger. This gives them more independence than their kin, allowing them to roam where the network is thin and warm bodies are numerous.

Bloodfeed (1 action, melee, attack): Effect: Dash 1. Attack: *2 damage. Hit: +1d6. Horde:* Deals +2 damage on hit. Double this against bloodied characters.
Reality Flicker (1 action): The Ghul and an adjacent ally can teleport *1d3+1.*
Life Drain (1 action, range 1-2): Effect: Foe *sacrifices* 2. *Horde:* they *sacrifice* 6 instead, and the Ghul gains *evasion.*
Terrorize (1 action, range 1-3, mark, 1/combat): *Effect:* A foe in range is marked. While marked,

they deal half damage. They may ignore this effect while adjacent to an ally. At the end of the turn, they may save to end this mark.

STARVING SHADE

An unfortunate relict shade that has been cut off from the network. With no energy to sustain it, it must feed on soul aether to survive.

Ethereal: *Phasing* and *flying* when moving, and takes 1/2 damage unless adjacent to a foe.

Chilling Grasp (1 actions, attack, range 1-2, chain): 1 piercing damage. Hit: Foe chooses: Sacrifice 4, or lose a positive status. If a foe has no positive statuses, they must sacrifice.
Life Drain (1 action, range 1-2): Effect: Foe *sacrifices* 2. *Horde:* they *sacrifice* 6 instead, and this character gains *evasion.*
Mind-scraping Wail (2 actions, burst 2 (self)): All foes in the area sacrifice 2 then, must save or sacrifice +3 and become *blinded*. Bloodied foes increase sacrifice amount by +2, or +4 if in crisis.

NECROSAVANT

The Priests of the Black Sun were the central cult of the Arken Imperium and foremost in political power and influence. It was they, under the leadership of their sorcerer-priests, that orchestrated the Ur-spell that necrotized what remained of the empire. The process of preserving the entire population of the empire required a great deal of work, and therefore the priests classes were split into many castes that labored at numerous terrible projects. In the end of days, in their desperation, they delved into deeper and darker magics and sacrificed their very souls for the purpose of the Great Work.

Unholy (1 actions, attack, range 2-5, Cross 2): 1 piercing damage. *Hit:* +1 piercing damage. *Area effect:* 1 piercing damage. *On hit*: All foes in the area must sacrifice *1d3* after this ability resolves. *Horde:* Double sacrifice amount.
Rahaal (1 action, range 1-4): Choose a character in range. That character chooses:
• foe: sacrifice 4 or gain 2 *branded.*
• *ally: dash 2* or clear a negative status
Terrorize (1 action, range 1-3, mark, 1/combat): *Effect:* A foe in range is marked. While marked, they deal half damage. They may ignore this effect while adjacent to an ally. At the end of the

turn, they may save to end this mark. end a turn adjacent to an ally, ending this mark.

Call the Dead (1 actions, close line 4, zone, end turn, 1/combat): *Area Effect:* Creates a one space grasping hands *zone* under every foe or ally in the area. Any number of these zones can be active. These zones are *difficult terrain* for foes. While inside, foes deal damage [-] and abilities used against them trigger all *horde* effects.

ARKIVIST

Priests entrusted with keeping the names of the dead, they wander the halls of the arkenruins obsessively repeating the names of their wards.

Incantation of Reclamation: At the start of its turn, the Archivist places a husk in a free space in range 1-3, adding to the mob.

Necrotize (1 action, Close Line 4): Area effect: foes take 2 piercing damage. Allies in the area gain 2 vigor. *Horde:* Double damage or vigor.

Rahiga (1 action, range 1-4): Self or an ally in range sacrifices 4, then clears a negative status and gains *strength.*

Black Crook (1 action): All husks in range 1-2 may dash 3, all other allies may dash 1*.* Husks moving this way are immune to all damage and movement penalties while moving.

Soul Shred (1 action, range 1-4, mark, 1/combat): Mark a foe in range. While marked, that foe gains Aura 3. Allies of the marked character that end their turn in the aura must sacrifice 3. A foe can save to end this mark, but only if they end their turn with no allies in the aura.

STRIGOI

A ghul that has fed on enough life force to roam away from the dungeons, preying on villages and herd animals. These ghuls become feral in appearance and live in the dark holes of abandoned farmhouses, sheds, or shrines during the day, as much like other relict, they are harmed by sunlight.

Feral Frenzy (1 action, melee, attack): Dash 2. Then *Attack*: 2 damage*. On hit:* +1d6. *Horde*: Also destroys 5 vigor on the target before dealing damage on hit. If target has no vigor, deals +2 damage on hit instead.

Bloody spit (1 action, close line 3): *Area effect:* 2 damage. If foe has vigor, deal +1d6 damage and they are *blinded.*

Shriek (1 action): All adjacent foes are pushed 1. Horde: pushed *1d6.*

Feral Pounce (1 action, end turn, 1/combat): The Strigoi gains *stealth*. Choose a foe in range 1-3 and gain the following interrupt until the start of this character's next turn.

> **Feral Pounce**
> **Trigger:** Foe turn end
> **Effect:** The Strigoi dashes 5. If it ends this dash adjacent to its chosen foe, it deals 1d6 damage, three times to the foe and loses stealth. Increase each instance of damage by +3 against bloodied foes.

AUTOMATA

War machines used to kill in the wars of the old Imperium, powered by soul amalgams harvested from the populace. Ruthless and cold killing machines that trampled the lands of kin in times past. In the late days of the imperium, these made up the bulk of their ground forces.

Automata: If this character attacks the same character twice or more in a row, it gains attack [+] and deals +2 damage on hit.

Empty Husk: This character becomes a height 1 object when defeated.

Lightning Bolter (1 action, attack, range 2-6, chain): 2 damage. On hit: +1d6
• **Full Auto (2 actions, attack, range 2-6, cross 1, chain):** 3 piercing damage. Hit: +1d6 piercing. Area effect: 3 piercing damage.

Charged Shield (1 action, range 1-2, zone): The Automata creates a 1 space zone in range. Self and allies inside the shield have *cover* from all directions, and it is *dangerous* and *difficult* terrain for foes.

Discharge Clip (1 action, Close line 5): Area effect: *1d3+1* damage. If passing through the space of a charged shield, damage becomes piercing and foes inside must save or become *slow.*

IDOL

Walking war machines, statues of old saints, emperors, or legends, powered by curated soul amalgams.

Large: Size 2

Heavy Armor: Takes 1/2 damage from adjacent spaces.

Automata: If this character attacks the same character twice or more in a row, it gains attack [+] and deals +2 damage on hit.

Empty Husk: This character becomes a height 1 object when defeated.

Heavy Mace (2 actions, attack, range 1-2): 1 damage. On hit: +3d6. *Effect:* Attacks with attack [-][-]. *Horde*: Ignore the attack malus.

Eye Beams (1 actions, Line 3, Range 2-3): *Area effect:* 2 damage and push 1

Mace Sweep (1 action, burst 1 (self)): Area effect: Push 1**.** If foes would be pushed into an obstruction, they are *dazed.*

Soul Nexus (1 action, aura): The Idol hardens and release an aura of swirling souls, gaining aura 1 and becoming *immobile* until the start of its next turn*.* Foes in the area take damage [+] and the area is dangerous terrain for foes. At the start of its turn, the Idol may end this effect, or continue it as a quick ability.

WRAITH

Former slave wrights of the old empire, turned into living weapons to fight back against the Doom. Tethered to the network, these relict can float on the air with eerie grace, flickering in and out of existence.

Gauntlet bolt (1 action, attack, range 1-6, chain): 2 damage. Hit: +1d6. *Horde:* Create dangerous terrain under the target and every adjacent ally of the target

• **Chain Lightning (2 actions, attack, range 2-6, Cross 3, chain):** 2 damage Hit: +2d6. Area effect: 2 damage. Effect: Deals 3 damage again to all foes if catching 3 or more foes or *soul sparks* in the area.

Rift Tear (1 action, range 1-3): Teleport 3. Alternately, teleport a character in range *1. Horde:* Teleport +2

Soul Spark (1 action, range 1-6, summon): Creates a *Soul Spark* summon in free space in range.

> **Soul Spark**
> *Summon (3)*
> **Summon Effect:** All damage against foes adjacent to soul sparks gains damage [+] and becomes *piercing*.

Chapter 2+

FUSED

A massive relict made up of multiple, fused souls, unfortunates mashed together due to network malfunction or malicious soul grafting.

Large: Size 2
Soul Mass: Can share space with other characters. Foes treat the space as difficult and dangerous terrain, and deal damage [-] while inside.
Body Count: Counts as 2 characters for the purposes of horde, but only for other characters.
Release passengers: When defeated, summon 4 relict husks in or adjacent to its space.

Crush (2 actions, attack, close blast 2, chain): 2 damage. Hit: +2d6. *Effect:* Deals damage [+][+]
• **Melding Mass (2 actions, chain)**: All foes inside the fused must save. Foes sacrifice 4 and are pushed *1d3* in a direction of the Fused's choice. On a failed save, they are additionally *stunned* and sacrifice twice as much.
Bunch Up (2 actions): Self and all allies inside its area gain 3 vigor and *shield*.
Disgorge dead (2 actions): Place husks in free adjacent spaces equal to 1d3+the round number, adding to the mob.
Wail of Terror (2 actions, burst 2(self), usable only when bloodied): *Area effect*: This character releases a horrible shriek. Foes in the area are *dazed* and take 3 damage, then must save or take 3 damage two more times.

LIFE HUNTER

Personal servants of the Arkenliches, these advanced automata were custom crafted to hunt adventurers. Unlike other relict automata,, they are nimble, somewhat intelligent, and independently minded, able to use their multi-jointed limbs to inflict maximum pain.

Automata: If this character attacks the same character twice or more in a row, it gains attack [+] and damage [+]
Empty Husk: This character becomes a height 1 object when defeated.

Soul inhale (1 action, chain): The Life Hunter dashes 1, then gains 1d3+3 vigor.

• **Soul Seeker (2 actions, attack, range 3-8, chain):** *Effect:* Lifehunter sacrifices 3. *Attack:* Foe sacrifice 3. Hit: Foe sacrifices an additional +1d6. Effect: If a foe is at 1 hp, they are *defeated* instead.
Kick Off (1 action): The Life Hunter flies 3. Before they fly, they may push an adjacent character 1 space. *Horde:* Push 3 instead.
Liminal Shot (1 action, range 3-10, mark): Mark a foe in line of sight and range. At the end of that character's turn, it takes 3 piercing damage 3 times if in range and not in cover from this character. If not in range or in cover, reduce this damage to just 1 piercing. Then, end the mark.

NECROPOLIS GUARD

Massive glaive wielding legionaries that guard the black gates of the tomb-cities, chosen for their stature and undying loyalty.

Death March (Quick): This character and all adjacent allies move 2 spaces in the same direction. They are *unstoppable* and immune to all damage during this movement.
Glaive Sweep (1 action, attack, chain, burst 1 (self)): 3 damage and push 1. Hit: +1d3. Effect: No damage to allies. *Horde:* Sweep again if at least 3 allies are in the area, dealing 2 damage and push 1 again.
• **Helm Splitter (2 action, attack, chain, range 1-2):** 3 damage. Hit: Foe must save or sacrifice down to it's next 25% hp mark after taking damage.
Soul Vomit (1 action, range 1-4, end turn): Summon a husks adjacent to a foe in range, adding to the mob. Then that foe must save, sacrificing 3 on a failed save.
Implacable Dead (1 actions, 1/combat): This character becomes unstoppable, gains 10 vigor, and deals +3 base and area damage with all attacks. At the start of its next turn, it loses all these benefits and sacrifices until it's at 1 hp.

SILENT ONE

Remnants of children, the elderly, or the mournful dead, who crave warmth and company.

Ethereal: *Phasing* when moving, and takes 1/2 damage unless adjacent to a foe.

Mournful Wail (1 action, attack, range 2-6): 2 piercing damage. Hit: +1d3 piercing damage.

Horde: Foe must save or lose 1d3 positive tokens.

Aura of Lament (1 action, aura): The Silent one becomes immobile and gains aura 1 until the start of its next turn. Characters in the aura take damage [+] and cannot gain vigor.

Possess (1 actions, 1/combat): The Silent one chooses an adjacent foe, who must save. On a successful save, the silent one can fly 4 and can attempt this ability again this combat. On failed save, that foe is possessed. The silent one is removed from the battlefield. That foe takes [-] on all rolls and at the end of that foe's turn, pick two, in any order:

- they push or pull themselves *1d3+1* spaces in a direction of the silent one's choice.
- they deal *1d6* damage to themselves and 2 damage to all adjacent characters.
- they become *branded*

A character may then save, removing this effect on a successful save. When possession ends, the silent one appears in a free adjacent space, placing it. It can take a turn if it hasn't this round. If no space is valid, this effect continues.

REVENANT

A rogue ghul that has managed to re-house its soul in flesh again, usually by killing its former occupant. Revenants never last long, as the flesh decays too quickly to be of use.

Shed Flesh: After taking damage that bloodies it, becomes immune to all damage until the start of its next turn as it wriggles out of its flesh. For the rest of combat, gains the *ethereal* trait.

- **Ethereal:** *Phasing* when moving, and takes 1/2 damage unless adjacent to a foe.

Feral Frenzy (1 action, melee, attack): Dash 2. Then *Attack*: 2 damage. *On hit:* +1d6. *Horde:* Also destroys 5 vigor on the target before dealing damage on hit. If target has no vigor, deals +2 damage on hit instead.

Life Drain (1 action): Effect: An adjacent foe *sacrifices* 2. If they are bloodied, they *sacrifice* 6 instead, and the Revenant gains *evasion.*

Horrible twitching (1 action, aura): The Revenant dashes *1d3,* then gains aura 1 until the start of its next turn. Foes in the aura gain [-][-] on attacks.

Bone Chilling Screaming (1 action, end turn, only usable while bloodied): The Revenant gains aura 2 until the start of its next turn. Non-relict **c**haracters in the area must sacrifice 2 before taking any action.

Chapter 3

IMMORTAL

Elite guard of the priest caste, entombed alive in their iron armor. Dark magic has sealed their armor so not even the aether of their soul can escape. Such is their undying vitality they don't make any attempts at self-preservation. With their heavy glaives and black armor, they are a terrifying sight to even seasoned adventurers.

Beyond Death: When an immortal would be defeated, it may save. On a successful save, it remains at 1 hp instead and becomes immune to all damage until the current turn is over.

Disregard: Attacks never miss the Immortal (turn any miss into a hit)

Aura of Immortality: While Immortal is undefeated, it has Aura 1. Relict without this trait inside cannot be reduced past 1 HP.

Death March (Quick): This character and all adjacent allies dash 2 spaces in the same direction. They are *unstoppable* and immune to all damage during this movement.

Bloody Fuller (1 actions, attack, range 1-2, chain): 1 damage. Hit: +1d6. *On hit:* Burst 1 (target): damage equal to the round number+1

- **Quietus (2 actions, attack, range 1-2, chain):** **3** damage. Hit: Foe sacrifices 1d6+2 hp. Grant half as vigor to self and adjacent allies to foe.

Undying Vitality (1 actions, chain): The Immortal and an adjacent ally gain *shield* and 2 vigor. Horde: Increase vigor on ally by +1d3

- **Arken Impaler (1 actions, chain):** The Immortal dashes 3 in a straight line. An adjacent foe is shoved 2 and takes 2 damage. *Horde:* Increase damage and shove by +1d6

Doom Edge (1 actions, range 1-2, end turn): A foe in *crisis* in range must save. On a failed save, they are defeated, ignoring all other effects. On a successful save, they sacrifice 999.

DEMILICH

A gilded skull, imbued with the spirit of its former owner. Deadly and powerful spectral priests of the Black Sun who often hide their true form in flowing robes.

Ethereal: *Phasing* and *flying* when moving, and takes 1/2 damage unless adjacent to a foe.

The Imperishable Stars are Sickened (1 action, close line 5, chain): *Area effect*: Foes in the line take 2 piercing damage, then one foe must save or become *stunned*.
- **Vile (1 actions, attack, range 2-5, Cross 3, chain)**: 1 piercing damage. *Hit:* +1 piercing damage. *Area effect:* 1 piercing damage. *On hit*: All foes in the area are pushed 2 from the center space and triple all their negative statuses.

March of the Dead (1 actions, chain): All allies everywhere may dash 2 in the same direction. They are *unstoppable* and immune to all damage during this movement.
- **Rahagaal (1 action, range 1-4, chain)**: Choose *1d3* characters in range. Those characters chooses:
  - foe: sacrifice 4 or gain 2 *branded* or be pushed or pulled 2
  - *ally: dash 2* or clear a negative status or gain *strength*

Soul Infuse (1 action, range 1-4, mark): Ally in range is marked. While marked, it increases all sacrifice costs it inflicts by +2, and reduces all its own to 1. Any number of these marks can be placed.

Word of the Ur Spell (2 actions, range 3-6, usable at round 4+ only, 1/combat): Sacrifice 5. A bloodied foe in range must save. On a successful save, they sacrifice 5. On a failed save, they sacrifice 10 and are *stunned*.

Heretic Sorcerers, products of terrible experiments, who glimpsed the Black Sun and survived. Used as living batteries, when their lifespan was burned up they were entombed in their undeath in specially bound iron coffins. The coffins float uncannily until broken open.

Iron Coffin: Has 1 armor and is *unstoppable* while not bloodied.
Break Restraints (Interrupt 1): *Trigger:* When bloodied. *Effect*: The coffin breaks open, pushing all adjacent characters *1d3* spaces and inflicting *slow* on them. For the rest of combat, gains the *ethereal* trait.
- **Ethereal:** *Phasing* and *flying* when moving, and takes 1/2 damage unless adjacent to a foe.

Bolt of Iz (1 actions, attack, close line 6, chain): 2 damage and teleport foe 1. Hit: +1d6. Area effect: 2 damage and teleport 1. *Horde:* Increase teleports by +1

Enchain (1 actions, range 1-3, mark, end turn): The Blasphemy chooses a foe in range, then marks them, then gains the following interrupt now and at the start of each of their turns while marked.

> **Soul Cutter**
> *Interrupt 1*
> **Trigger:** A foe in range 1-2 of the marked foe takes damage
> **Effect:** The marked foe sacrifices an equal amount of hp. Then end the mark.

A foe can save against the mark at the end of their turn, ending it on success.

Rift Tear (1 action, range 1-3): Teleport 3. Alternately, teleport a character in range *1. Horde:* Teleport +2

Black Storm (1 actions, range 2-6, cross 1, zone, 1/combat): Creates a massive network storm in range, which could overlap characters. The storm is *difficult* terrain. Foes inside take damage [+] and count as having +1 character adjacent for the purposes of horde.

Extinction Star (2 actions, attack, range 3-8, Round 3+ only): Effect: Sacrifice 6. Attack: Foe sacrifices 3. On hit: Foe sacrifices 2d6. Adjacent allies sacrifice half that amount.

UNIQUE ELITES

Chapter 1+

ROYAL GUARD

Multi-limbed, multi-bodied warriors fused together by dark alchemy and soul grafting at their entombing to protect the old arken-emperors in death. The four fight as one, overwhelming the defenses of even the most canny fighters.

HP: 80
Large: Size 2
Elite: Takes 2 turns

Vortex (Quick): All characters in range 1-2 of the royal guard are pushed or pulled 1
Subjugate (1 action, attack, melee, mark). *2 damage. On hit:* +1d6. *Effect:* The Royal Guard marks their attack target. This mark stacks until a different foe is marked. For each stack of the mark, this attack deals +2 base damage and the Royal Guard gains +2 vigor on hit. A character can save against this mark at the end of their turn to clear all stacks, but *only* if they are not adjacent to the Royal Guard.
Blade Shield (1 action, range 1-3, mark): An ally in range is marked by the Royal Guard and gains *shield*. While marked and adjacent to the Royal Guard, they gain [+] on saves and take damage [-].
Ball Lightning (1 action, cross 1, range 2-6): *Area effect*: 2 damage. A foe in the center space is *dazed. Horde:* That foe must save or be *stunned*.
Wind of Obliteration (2 actions, 1/combat, only usable when bloodied): Repeat this effect three times: *Effect:* The Royal Guard *dashes* 1, then deals 1d6+1 damage to all adjacent characters, then pushes them 1. Roll damage each time.

WARMECH

Multi-limbed metal war machine, powered by soul amalgamation. Kills dispassionately and with overwhelming force, using weapons that blight the land and scour the soil. Many of these machines are buried in the soil of Arden Eld, even outside the ruins, and can remain dormant for centuries.

HP: 80
Large: Size 2

Heavy Armor: Takes 1/2 damage from adjacent spaces
Automata: If this character attacks the same character as last turn, it gains attack [+] and damage [+]
Empty Husk: This character becomes a 2x2 grid of height 1 objects when defeated.
Elite: Takes 2 turns

Plasma bomb (Round Action): At the start of each round, the Warmech fires a plasma bomb into the air, targeted on any visible space. The bomb marks a cross 2 area visible to all characters. At the end of the round, the bomb comes down as an *area effect*. Characters in the area take 1d6 piercing damage and become *dazed*. Any character in the center must save or also be *stunned*. The targeted space then becomes dangerous terrain. The Warmech is immune to its own bombs.

Focus Beam (1 actions, attack, close line 6). 2 damage. Hit: +1d6. Area effect: 2 damage. *Effect:* Damage becomes piercing against foes in range 1-3. Horde: Gains damage [+]
Charge Boost (1 action, chain): The Warmech flies 3. When it lands, adjacent characters are shoved 1 and the Warmech gains 2 *shield*.
- **Seekers (1 action, chain)**: All foes in range 3 take 2 piercing damage. Foes at *exactly* range 3 take 2 piercing damage twice.
  - **Falling Stars (1 action, chain)**: All foes *outside* of range 3 take 3 piercing damage.
Side Cannons (1 action, close blast 2): *Area effect*: Push *1d3*. If pushed into an obstruction, foes take 3 damage and are *dazed.*

Chapter 2+

IZENGHAST

Stuttering horrors born of living souls that have been trapped in the Relict system - the remnants of adventurers or unlucky wanderers who went too deep in an arkenruin.

HP: 64
Ethereal: *Phasing*, *flying* when moving, and takes 1/2 damage unless adjacent to a foe.
Elite: Takes 2 turns

Stutter (quick): Repeat the following effect a number of times equal to the round number: The Stutterghast or an adjacent ally teleports 1.

Soul Rip (1 action, attack, Close line 3): 2 damage. Hit: +1d6. Area effect: 2 damage. *Horde*: all damage gains *pierce.*

Relentless slashing (1 action): The Stutterghast teleports 3, then deals 1d3 damage to an adjacent foe. Horde: Foe must save or be *blinded.*

Horrible twitching (1 action, aura): This character dashes *1d3*, then gains aura 1 until the start of its next turn. Foes in the aura gain [-][-] on attacks.

Primal Scream (1 action): All adjacent foes are pushed 1. Bloodied or afflicted foes are pushed *1d3+1.*

Soul Drain (2 actions, usable only on bloodied foes): An adjacent foe must save. On a failed save, they *sacrifices* 25% of their maximum hp. On a successful save, they sacrifice *1d6*. The Izenghast or another relict in range 1-3 gains the same amount as vigor.

ARKITEK

Machine-priests and designers of the deep arkenruins, the sealed library-vaults intended to let the empire wait out the Doom in undead form. Masters of the labyrinth, the mechanisms of the dungeons themselves bend and contort themselves to protect them.

HP: 96
Elite: Takes 2 turns
Dungeon Master: While adjacent to an object, has 1 armor.

Deep Call (1 action, attack, range 3-6): 2 damage. Hit: +1d6. *Effect:* the Arkitek may summon a height 1 dungeon ruin *object* adjacent to its target.

Reconfigure (1 action, range 1-2): The Arkitek removes and places any number of objects in range to any other free space in range. Characters standing on an object are removed and placed with those objects.

Pillar of Iz (1 action, range 2-5, 1/round): The Arkitek chooses a space occupied by a character in range. At the end of that character' next turn, if any character occupies that space, they must save. They take 3 damage and are *stunned* on a successful save, increased by +1d6 on a failed save. If the space is unoccupied, create a height 2 pillar object in it.

Cylcopean Ruins (2 actions, range 1-4 1/ combat): The Arkitek creates height 2 pillars equal to 1+ the round number in space in range. These could be created under characters. Pillars created under allies allow them to clear a negative status, then gain *strength*.

Entombment of Iz (1 action, range 1-4, 1/ combat): The Arkitek tethers a character in range to a magical pillar, summoning it underneath them. Create a height 1 object under them. Until the end of that character's next turn, they are *unstoppable, immobile* and take +3 base damage from all attacks. Then the tether snaps, leaving the pillar but ending this effect.

Chapter 3

ATROPHIC GRAVE

A massive amalgam of souls, created when the Ur-spell reached and processed large crowds of the public, hiding for safety from the apocalyptica outside and completely unaware of their impending immortalization.

HP: 100
Huge: Size 3
Trait modifications: This character lacks the Guard trait.

Soul Mass: Can share space with other characters. Foes treat the space as difficult and dangerous terrain, and deal damage [-] while inside.

Shed Mass: At the start of its turn, the Grave summons a husk in a free adjacent space. When the Grave is bloodied, it summons 2 husks instead.

Body Count: Counts as 3 characters for the purposes of horde, but only for other characters.

Release passengers: When defeated, summon 1d6+2 relict husks in or adjacent to its space.

Hungry Dead (1 action, attack melee): 2 damage. Hit: +1d6. *Effect:* All characters in range 2 are pulled 1. Effect: Deals damage [+] to characters inside the Grave.

Shielding Tendrils (1 action, aura): The Grave gains aura 1 until the start of its next turn and *sturdy*. Allies inside the aura take damage [-]. Allies inside the Graves' space take a further damage [-][-].

Vomit Lightning (1 action, range 1-3, cross 1): *Area effect*: Foes take 1d3 piercing damage. Any foe in the center space is *dazed.*

One Hundred Hands (1 action, end turn, combo): The Grave *dashes* 1 spaces.
- **Two Hundred Hands (1 action, end turn, combo):** The Grave *dashes* 2 spaces.
    - **Cacophonous Consumption (2 actions):** Foes inside the Grave must save. They take 3 damage, five times and are *dazed.* On a failed save, increase this to 5 damage, five times instead, and they are additionally *stunned.*

LEGENDS

I. VESSEL KNIGHT

Black-armored conqueror knights of incredible power that were dispatched alone to lands not conquered by the Arken to conduct diplomacy - at the tip of a sword if need be. There were forty of these knights, ten for each of the cardinal directions. Each was a hero of unparalleled strength, their name recorded in the annals of the imperial muster, and blessed by the Emperor.

While they still lived, these knights were marked by dark ritual, their very essences bound to their armor so that they could continue their duty even in death or after mortal injury. During the Doom, they all succumbed, but this did not stop them from carrying out their orders. Repeated death has stripped most of them of their sense. Now they are vaporous husks - hollow iron shells filled with dust and a sense of loathsome purpose. When the ruins rise, they rise from their graves and call forth armies, slaughtering and conquering in the name of an empire that no longer exists until they are beaten and sealed again.

Large: Size 2
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Malice: After they attack, the Vessel knight inflicts their target with seething dark energy, granting a stack of *malice.*
- Malice is a unique effect that stacks indefinitely and can infect any number of characters.
- At the end of their turn, a character sacrifices 3 for every stack of *Malice* they have.
- If a character suffering from Malice doesn't attack during their turn, at the end of their turn, they reduce their stacks of Malice by 1d3 before sacrificing, which could clear them.

Beyond Death: When this character would be defeated roll a d6. On a 4+, this character returns to 1 hp instead and becomes immune to all damage until the end of the current turn.

Phases:
The Knight switches to phase 2 when bloodied.

The Knight has the following ability series in all phases:
Hope cleaver (1 action, attack, range 1-2, chain): 2 damage. Hit: +1d6. On hit: Foe gains +1 Malice.
- **Hope splitter (1 action, close line 5, attack, chain):** 3 damage. Hit: +1d3. Area effect: 3 damage. Effect: All foes in the area gain 1 malice.
  - **Hope Crusher (2 actions, range 1-2, combo):** 6 damage and 1 malice. *Hit:* +2d6 and +1 malice. *Effect:* Attacks with attack [-]

Void Howl (1 action, Burst 1 (self)): 2 damage. One foe in the area must save or gain *slow.*
Dark Strength (1 action, 2/round): *Dash 1*, then an adjacent foe is pushed 1. If pushed into an obstruction, they are *dazed* and the knight gains 2 vigor and *strength.*

Phase I:
Damocles (Quick, range 1-3, 1/round): The knight chooses a character in range that hasn't acted yet this round. At the end of that character's next turn, it removes itself from the battlefield, then places itself adjacent to them and may make the next of its Darklight attack series against them.
Rage of Iz (1 action, terrain effect, range 1-6, 1/round): *Effect:* The Vessel roars, and a foe of its choice in range feels the ground trembling beneath their feet. At the end of that character's turn, roll *1d6.* The knight summons either a difficult terrain space (1-3) or a height 1 ruin *object* (4-6) under that foe. That foe and all foes adjacent to them take 3 piercing damage.
Despair (1 action, range 1-3, 1/round, cross 1): The knight charges a character in range 3 with dark energy, creating a cross 1 area on them. At the end of that character's next turn, they must *sacrifice* 3 for every space of the cross *not* occupied by themselves, an ally, an object, or a summon. Then, they gain +1 Malice.

Phase II:
When bloodied, the Knight becomes *immune* to all damage until the end of the current turn, then transitions into Phase II. It ignores all damage that put it into its phase transition past its bloodied value.

As phase I, but:
Spectral form: Gains *phasing* when moving. Free move becomes a fly 5.

Dispersal (interrupt, 2/round): Trigger: The knight is damaged by an ability. Effect: After the ability resolves, the knight may teleport up to *1d3* spaces and gains that much vigor.

Soul Cleaver (quick, range 1-2, 2/round): Effect: All foes in range take 1 piercing damage. Each time this ability is used again this combat, increase its damage by +1. This effect stacks indefinitely.

TACTICS

The Vessel Knight is a relatively straightforward and threatening legend fight. Characters must balance their own ability to attack with increasing stacks of Malice. Malice can be reduced by not attacking, but in Phase II, the knight starts to ramp up its damage output with its Soul Cleaver ability, which will become overwhelming over time.

Trophies

Helm of Command
Uses: 2
Effect: You can use the power of this helm as a quick ability to issue a dread command as a *round action.* The command is so powerful that you may push all foes and allies 2 spaces in a direction of your choice, and all foes deal damage [-] for the duration of the round.

Darklight Infuser
Uses: 1 expedition
Effect: You dip your weapon or implements in the dread essence of Divine Death. For the duration of this expedition, any attack you make that would reduce a character to 0 hp before any reductions instantly defeats them, regardless of any other effects.

II. ARKENLICH

Designers of the Ur-spell and arch-priests of the Dark Sun, these ancient warrior-necromancers were embalmed and entombed even before the final death of the empire, their souls bound into specially prepared vessels so they could carry out the great work of the old emperors uninterrupted by the frailties of mortality. Their bronze sarcophagi are engraved with their titles and names and their eyes are sealed with gold. Though the process left their minds largely intact, the long dark and centuries in contact with the anguished souls trapped in the Relict network have left most of them insane. Most of them lie dreaming in fitful nightmares until awakened by unlucky adventurers.

Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Phases: At round 3 and every third round thereafter, the Lich uses Utterances of the Crawling Dead.

Phase I:

Thy Tribute is Demanded (Round Action): At the start of each round, the Lich severs part of a foe's soul in range 4, placing it in a free space at range 2-2 from that character.

> ### Soul Fragment
> Summon, immobile, unstoppable
> **Summon Effect:** Each soul fragment is tied to a specific character. Foes adjacent to at least one soul fragment take +2 damage from the lich's attacks and abilities. Additionally, fragments can be affected by the Lich's round actions *Annihilation of the Wicked* and *Utterances of the Crawling Dead.*

Annihilation of the Wicked (Round Action): At the *end* of each round, the Lich wreaks the battlefield with scathing ur-magic. All foes on the battlefield take 1 piercing damage. If they share a row or column on the battlefield with *any* ally or *any* soul fragment, they take 6 piercing damage instead.

Profane (1 actions, attack, range 1-4, cross 1, chain): 3 damage. Hit: +1d3. Area effect: 3 damage.

- **Gribolide (1 action, attack, range 3-6, blast 3, chain):** 3 damage. Hit: +3 damage. Area effect: 3 damage. Effect: Any character in the center space is *dazed* and must save or be *stunned*. Then create a height 1 *smoking meteor* object in the center, or an adjacent space to the center if occupied.
  - **Black Blade of Iz (2 actions, attack, range 1-2, chain):** Effect: Teleport 3. Attack: 4 damage. Hit: +2d6. *On hit:* Against *afflicted* foes gains *pierce*, and Lich gains 6 vigor.

Fear (1 action, range 1-3): A foe in range must save. They are *branded,* and pushed *1d3+1* on a failed save. Foes without any allies adjacent gain [-] on the save.
Master of the Four Winds (1 action): The Lich teleports up to *1d3+1* spaces.
The Inevitable Corruption of Flesh (1 action, close line 5, chain): *Area effect*: Foes in the line take 2 piercing damage, then each foe deals 1 piercing damage to all its adjacent allies.
- **The Word of Beckoning Cowards (1 action, close line 5, chain):** *Area effect:* All foes are pulled *1d3.* One foe must save or become *slow..*

Witness the Coming Terror (1 actions, mark, range 1-4, 1/round): The Lich marks a foe in range, showing them a glimpse of a dark future. Marked foes have [-] on all rolls and sacrifice 4 at the end of their turns. They can ignore both these effects if they are adjacent to an ally. At the end of their turn, a character can save to end this mark.
Endemion (1 actions, range 1-2, 1/round): The Lich deals *1d3* piercing damage to all foes in range 1-2, then gains 2 vigor per foe damaged this way.
Offer Obeisance before Thy Proper Lords (1 action, end turn, 1/round): The Lich releases a word of powerful Ur-magic, ordering all foes to kneel. Foes can choose: either kneel and become *immobile* until the end of their next turn, or be pushed *1d3+1*, then take 2 damage.

Phase II (round 3, 6, 9+):

As phase I, but:
Utterances of the Crawling Dead: At the start of the round, the lich begins incanting. It chooses a foe, who gains aura 2, and becomes *unstoppable.* Every other part of the battlefield begins to shift

with crawling darkness. At the end of the round, the battlefield erupts.

- All foes not in the safe zone marked by the aura must *sacrifice* 50% of their maximum hp.
- If any of a character's soul fragments are not in the safe zone, they must additionally sacrifice 25% of their max hp per soul fragment caught outside the area.
- Foes at 1 hp not in a safe zone are defeated.

Tactics
The Arkenlich is a legend fight based on positioning. At the end of each round, all foes are pelted with magic that stacks up in nasty ways if they are lined up in the wrong way, but many of the Lich's abilities require characters to group up to avoid. Every third round, Utterances of the Crawling dead makes the area they have to line up in even smaller. The Lich can also pull characters around itself to get them out of position.

Trophies:

The Black Book
Uses: 1
Effect: As a 2 action ability, a character can read aloud from the Black Book of the dead, choosing a character in range 4. That character gains aura 2. At the end of that character's turn, a flurry of tormented souls sweeps across the battlefield, forcing all characters outside the aura to *sacrifice* 25% of their maximum hp, then this effect ends. This has no effect on Legends.

Golden Mask
Uses: 1 expedition
Effect: This mask allows one to peer into dark futures. At the start of any expedition you use this mask, roll a d10 and three d6s and record the numbers. You can substitute the number when you roll any die (such as a damage die, attack roll, effect die, etc) made by you, your allies, or the GM for the rest of the expedition during tactical combat. Doing so consumes the die. This doesn't take an action or interrupt and doesn't count as using an ability, but each time you do, you must *sacrifice 3*.

III. METACHIRON

The great central god-machines, the curators of the Relict Network. Each, an impossibly large, immobile cubic temple-body, buried deep beneath the earth, engraved with saints and scenes of the late empire and embedded with apertures and gargantuan limbs. They are living crypts, both wells and curators of the countless souls trapped within the relict network, sorting their flow in the manner of an ancient underworld deity and determining their purpose and charge in the false afterlife.

The Metachiron are many faced and granted the beatific, stern countenances of ancient Arken saints. They take upon the names and sometimes the personalities of the old Arken gods. Built in the later days of the empire, their enormous intelligences were created from the ritual sacrifice and butchery of of tens of thousands of souls. These gestalt minds are blind idiot gods of impossible power, lacking true understanding or intelligence, but able to sunder the veil of reality, split the soul from flesh, and carve apart the gates of night and day with their ancient weaponry.

While the Metachiron still rumble beneath the earth of Arden Eld, the scourge of the Relict will never be free from the surface world, for every tortured soul dispersed or banished sinks through the earth, where it is recaptured by the network and turned again to dark purpose. The destruction of a Metachiron is a cataclysmic event that causes the expulsion- or freeing, from a certain perspective - of countless captured souls, culminating in the collapse of the network itself. Without it, the ruins lie - truly- dead once more.

HP: 60 per player character (min 120)
25% HP: 15 per player character (min 30)

Impossible size: The metachiron's mainframe takes up one space along one side of the entire battlefield. It is so large and heavily armored that it can only be targeted and affected through its soul cores (see below).
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Soul Cores: Divide the map into four equal quadrants. Mark four spots on the map, one in each quadrant for the metachiron's power cores.
• Number the soul cores 1 to 4.
• The cores are characters. Each count as a separate character, but don't take a turn.
• Characters can use the cores for *cover* as if they were a height 1 object.
• Targeting at least one of the cores with an ability targets the Metachiron, using its stats, defense, etc. If multiple cores are affected by the same ability, the Metachiron can take damage or effects multiple times.
• The Metachiron takes all damage, statuses, and effects normally, though any effects that move it, swap it, or remove it from the battlefield apply to targeted cores instead.
• The Metachiron is immune to damage and effects from its own abilities.

Phases

Switches phases at 75% hp, then again at 25% hp. When going into a phase transition, becomes immune to all damage and effects until the end of the current turn, and doesn't take any spillover damage that would push it past that HP mark.

Round Actions

The following round actions always activate in order.

1. **Core Crawl:** All cores can teleport 3 spaces.
2. **Vent Soul Core:** At the end of the round, all soul cores vent. Each soul core forces all other adjacent characters to *sacrifice* hp until they have one of the following hp amounts, depending on the number assigned to each core. If a character can't sacrifice the given amount, they are reduced to 1 hp instead. Characters at 1 hp are *defeated*.
   1. Even hp
   2. Odd hp
   3. The next multiple of 5
   4. The next multiple of 3
3. **Necrotize Flesh**: Then, matching the round number (odd or even), all foes with either odd or even hp take 2d6+6 *piercing* damage, ignoring line of sight and cover.

Corpse Rack (Round action): At the start of each round, add a cataloguer character to the battlefield. It can act this round.

CATALOGUER

Relentless guard of the Metachiron, pulled from a rack ejected from the mainframe.
HP: 5 per player (min 10)
Vigor max: 10
Defense: 4
Spd: 4
Crush Intruder (2 actions, melee, attack): *Effect:* Dash 2. *Attack:* 3 damage. *Hit:* +1d6 and push 1
Praise The Master Machine (2 actions, end turn): Becomes *immobile* until the start of its new turn. An adjacent power core takes 1/2 damage. This effect ends early if it or the power core breaks adjacency for any reason.

Phase I
Draw all attacks from any space of the Metachiron's main body.

Rapturous Beam (1 actions, attack, close line infinite, chain): 3 damage Hit: +1d3. Area effect: 3 damage. Effect: If it only hits one character, deals +3 damage on hit.
- **Soul hammer (1 action, attack, infinite range, blast 3, chain)**: 3 damage. *Hit:* 3 damage again, then 3 damage again. Area effect: 3 damage.
  - **Soul Rip (2 actions, attack, infinite range, chain)**: 3 damage. Hit: +1d6. On hit: After taking damage, target then *sacrifices* 1d6 hp.

Necrotic Waste (1 action) [X]: Create one or (5+) two *dangerous* terrain spaces anywhere on the battlefield.

Heat Flash (1 action, infinite range, 2/round): A foe anywhere in line of sight takes 2 piercing damage and must save or become *blinded*. *Afflicted* foes take +1d6 piercing damage .
Soul Detonate (1 action, 1/round): Choose a foe who hasn't acted yet this round. At the end of that foe's turn, they release a burst 1 (self) explosion, dealing 1d6 damage to all characters inside and pushing them 1*d6.*
Thrashings of a Discontent God (1 action, infinite range, cross 1, 1/round): *Area effect:* all

foes in the area must save. Create one space of difficult terrain in adjacent space to each of those characters. Then foes who failed the save take 1d6+2 damage and are *dazed*.
Launch Coffin (1 actions, 1/round): Create a height 1 destructible object (10 hp, attacks and effects automatically hit) anywhere adjacent to a foe. If the coffin is destroyed, remove it. Otherwise, it if it still active at the end of the *next* round, place a new Cataloguer in a free adjacent space. The coffin then deactivates, becoming a regular height 1 destructible object.

Phase II
As phase 1, but gains new round actions:

Shutter soul core: A random soul core becomes inactive at the start of each round. Remove it from the battlefield. Roll 1d6 (1-4: Numbered power core, or the next one up or down if rolling duplicates, 5-6: GM choice). This continues until there is only one power core.
Necrotization Wave: At the start of each round, fire a wave of destructive energy. Count out each rank of spaces on the map from the Metachiron. Based on the round number, ever even or odd rank is hit by the wave at the end of the round. Foes standing in the space take 10 piercing damage. Cataloguers gain 10 vigor.

Phase III
As phase I and II, but:
Meta-causal Aether Field: Activates a time-locked aether field that is only able to be pierced by its own energies. Takes 1/2 damage from any character not adjacent to a power core. *Piercing* has no effect on this damage reduction.
Corpse Rack summons 2 cataloguers instead.
Necrotic Waste always creates 2 dangerous terrain spaces.
All **1/round** abilities other than the below gain an extra +1 use

Extinction Star (2 actions, attack, infinite range, 1/round): Effect: Sacrifice 6. Attack: Foe sacrifices 3. On hit: Foe sacrifices 2d6. Adjacent allies sacrifice half that amount.

Trophies

Key to Iz

Uses: 1 expedition

Effect: This dagger-like key allows one to slip to a forbidden and writhing interstitial space. For the duration of an expedition, you can call upon its power to *teleport 4* as a quick ability.

Chiral Key

Uses: 2

Effect: This key is made of cold, dead titan-killing steel. You can plunge it into the ground at the end of the round to use the Necrotize Flesh round action of this legend.

III. RUIN BEAST

The ruins are full of wildlife that has adapted to their unique environment over time - or have been changed or warped by it. Wherever there are dungeons or a Blight, there are Ruin Beasts. They are the most common monsters found afield in the blight-stricken areas of Arden Eld, and the most likely to wander adrift.

Beasts fit into a dungeon ecosystem much the same as they do in more mundane ecosystems outside of their unnatural environments. There are many biologists and naturalists across Arden Eld undertaking the hard work of categorizing the dizzying number of species that are found every week by intrepid adventurers. Many beast organs and excretions are extremely useful in medicine, research, industry, and even cosmetics, and teams of hunters are often sent out to bag a particularly beast once its kind are sighted.

Some naturalists are more in favor of conservation, and argue that despite their strange origins, the beasts of the great dungeons, though dangerous and unusual, should be treated as just another part of the natural world. They're more interested in studying the beasts and preventing them from harming local communities than actively poaching them.

Not all ruin beasts are hostile, and some are in fact quite docile unless provoked. However, nearly all of them are capable of tremendous bursts of strength and power when enraged, a byproduct of their harsh environment - and necessary for survival.

Faction template

To make any foe a Beast, you can add the following traits. All Beasts have these traits.

Monsters: Beasts do not negotiate. They might flee if losing a fight badly or act out of self preservation.
- **Motivations:** Beasts have simple motivations, which are typically for territory or food. Ruin beasts in particular are often affected by the blighted energies of unconfined ruins, which can mutate them or drive them sick or mad. Sometimes it is possible to cure these beasts of their afflictions.

Special Mechanic:

BESTIAL STRENGTH

Enrage: While in crisis, take 1/2 damage from all sources.

Faction Keywords

Ferocity: Triggers additional effects while this character is bloodied.

Aura X: A persistent effect that moves with its owner, affecting all characters in range X and line of sight.

UNIQUES

Chapter 1+

BEAST PACK

A pack of hunting beasts, such as molven, egrex, or wolf lizards.

Pack Attack (1 actions, melee, attack): 2 damage. Hit: +1d6. *Effect:* Up to three other members can dash 1, then deal 2 damage to the attack target if they are adjacent.

Hunting Tactics (1 actions, range 1-3): A beast in range of a pack member gains *stealth* and may dash 2. *Ferocity*: That beast gains 2 stealth and may dash 4 instead.

Vicious Howl (1 actions, range 1-3, repeatable): A foe in range of a pack member takes 2 damage and must save or gain *dazed*.

Mark prey (1 action, range 1-2, mark, 1/combat): A foe in range of a pack member is *marked*. While marked, they deal damage [-] and take damage [+] while adjacent to any pack members, and spend +1 more movement to exit any space adjacent to a pack member. They can save at the end of their turn to remove this mark, but only if they are not adjacent to a pack member.

HARPY

Birdlike beasts with pale faces and soothing voices, they use their resonant throat sacs and mimicry skills to hypnotize prey and draw them closer. They often use these talents to hypnotize cabals of other monsters to protect their nests.

Winged: Flies 4 when making a free move.

Sonic Screech (1 action, attack, close line 5): 3 damage. Hit: +1d3. Area effect: 3 damage. *Ferocity:* +2 base and area damage, and foes in the area must save or lose a positive token.

Hypnogogia (1 action, range 2-6, mark): A character in range becomes *marked*, and deals 1/2 damage while marked. This mark ends if the character takes any damage, or a character can save at the end of their turn to clear it.

Ear Splitting Song (1 action, aura): The Harpy gains aura *1* until the start of its next turn. Foes in the aura gain [-] on saves and do not save against statuses or marks at the end of their turn. *Ferocity:* Aura 3

Song of Deadly Soothing (1 action, range 1-3): All foes in range must save. Foes are pulled 1 towards the harpy, or pulled *1d3* and take 2 piercing damage on a failed save.

NIALLA'S CORPSEFLOWER

A carnivorous flower that grows over corpses, animating them. The flower feeds off carrion by putting its host to sleep mid-meal.

Acid Whip (1 action, range 1-3): 2 piercing damage. Hit: +1d3 piercing damage and pull 2

Acid Burst (1 action, aura): This character gains aura 1 until the start of its next turn. When self or an ally in the aura takes damage, all foes in the aura take *2* piercing damage. This can only trigger once a turn, but any number of times a round. *Ferocity*: Aura 3

Morpheus (1 actions, range 1-4, mark): A foe in range is *branded* and must save. On a failed save, they additionally become so sleepy that they have attack [-] and cannot dash, fly, or teleport while marked. A foe can end this mark by spending their entire turn not moving.

Pacifying Spores (2 actions, range 1-4, zone, blast 2, 1/combat): The zone is dangerous terrain for foes, and foes in the zone deal 1/2 damage. *Ferocity:* Blast 4

IRONFEATHER

This large, greedy avian's feathers are spine-like and can be shot like quills at range. An Ironfeather's skin is extremely tough and they typically make their nests out of pilfered weapons.

Winged: Flies 4 when making a free move.

Feather volley (1 action, range 2-6): 3 damage. Hit: +1d3. Effect: Up to 3 other foes in range 1-2 of the target take 3 damage. *Ferocity:* Increase base damage and effect damage by +2

Pinning quill (1 action, range 3-6, 2/combat): A foe in range must save. The foe is pushed 1 and becomes *slow*. On a failed save, they additionally become *immobile* until the end of their next turn. They can voluntarily end this immobility as a quick ability by pulling the quill out, but take 1d6 piercing damage if they do.

Feather spray (1 action, range 1-3, cross 1): *Area effect*: Characters take *2* piercing damage,

and the iron feather may fly 2 for each character caught in the area. *Ferocity:* +2 damage.

DUNGEON JELLY

A phantasmal jellyfish-like beast that is so thin and light it can float through the air. Its cloud of toxin is potent and sought after by thrill seekers.

Floating: Ignores dangerous and difficult terrain. May fly 4 when making a free move.

Toxic Sting (1 action, melee): 2 damage. Hit: +1d6. *Effect:* Gain *evasion*.

Warp perception (2 actions, range 1-2): Swap any number of other characters in range. Swapped characters, foe or ally are *blinded* and gain *stealth. Ferocity:* Gains +2 range

Enwrap (1 action, melee, mark, end turn): The jelly entangles its tentacles with an adjacent character, marking them. The Jelly gains damage [+] against its marked target and after the character ends their turn, the jelly may teleport to any space adjacent to them. A foe may save at the end of their turn to end this mark.

Aura of Distortion (1 action, aura): The jelly gains aura 1 until the start of its next turn. Attacks against characters inside the aura gain attack [-] and characters inside the aura may teleport *1d3* after being missed by an attack.

HALITOAD

The enormous and foul-smelling Halitoad uses its long tongue to strangle and digest its prey.

Stench: Adjacent foes deal damage [-]

Buffeting Burp (2 actions, close blast 2): 3 damage. Hit: +1d6. Area effect: 3 damage and push 1. *Ferocity:* Base and area damage +1, close blast 4

Gob Spit (1 action, range 1-3): A character in range is has a difficult terrain space created under in, then must save or become *dazed*. If it's an ally, they additionally gain 2 vigor, +1d6 if they are in crisis.

Tongue Flick (1 action, range 2-3, repeatable): The toad pulls a character in range 2.

Bulky Block (1 action, end turn): Gain *shield* and the following interrupt until the start of its next turn. *Ferocity*: Interrupt 2

> **Block**
> Interrupt 1

Trigger: This character or an adjacent ally is attacked
Effect: The attack deals 1/2 damage.

HOWLER

Part ape, part wolf, the Howler is a hyper aggressive monster with a bad temper. Unfortunately for most adventurers, they are pack animals.

Iron fist (1 action, melee): 2 damage. Hit: +1d6 and push 1. Comeback: Increase base damage and push by +2

Chest thump (1 action): The Howler gains 2 vigor and becomes *sturdy*. Ferocity: +1d3*, or +1d6* vigor if in crisis.

Iron Driver (1 action, usable when bloodied): The Howler grabs an adjacent character, removing them from the battlefield, then dashes 2 spaces in any direction**,** placing them in a free adjacent space and slamming them into the ground repeatedly. That foe takes 1d6 damage, is *dazed*, then is pushed 1.

Howl (2 actions, burst 2(self), 1/combat): Foes take 3 damage and must save or take 3 damage again and be *stunned.*

BARGHEST

A dog-like beast with a fleshless, skull-like face. It feeds off carrion and is drawn to the aftermath of battles. Its body is so suffused with corrupted aether from the meat it feeds on that it can flicker ghost-like in and out of reality.

Ghostly: Phasing when moving

Ripping Jaw (1 action, attack): 2 damage. Hit: +1d6. Effect: Gains attack [+] and damage [+] against foes with no allies adjacent.

Reality Flicker (1 action): The Barghest or an adjacent ally can teleport 2 and gain *evasion. Ferocity:* Becomes *quick.*

Bane Hunter: (1 action, range 1-3, mark): The Barghest releases an unearthly howl, marking a character in range. That character gains aura 2. While the Barghest is in the aura, that character gains attack [-] and all its attacks automatically miss the Barghest. The mark ends if the marked character ends their turn with the Barghest not in the aura.

Iron Jaw (1 action): The Barghest dashes 3**.** An adjacent foe when it starts moving must save or be dragged them with it, removing them and then

placing them in an adjacent space after it finishes moving. Bloodied foes fail the save.

DUNGEON SWARM
Swarms of bats, beetles, centipedes, or other carrion-eaters that have fed upon corpses in the deep ruins and become instilled with an uncanny hunger.

Large: Size 2
Amorphous: Can share space with other characters. Foes treat the space as difficult and dangerous terrain, and deal damage [-] while inside.

A Hundred Maws (1 actions, attack): 2 damage. Hit: +1d6. Effect: Deals damage [+][+] to foes inside its space.
Swarm Surge (1 action, repeatable): The Swarm dashes 2. Allies inside its space can also dash 1. Ferocity: Increase dashes by +2
Swarm Shield (1 action, end turn): Until the start of its next turn, allies inside the swarm's space gain cover from all directions.
Consume (1 action, 1/combat): Foes inside the swarm's area must save. They are *dazed* and additionally take 4 piercing damage on a failed save. *Ferocity*: +1d6 piercing.

BICORN
An equine monster with a forked, spiral horn, which it can use to channel ambient aether into deadly, reality bending bolts.

Aether Gallop (1 action, chain): Dash 5 with *phasing*. Leave up to two spaces of dangerous terrain in spaces passed through.
- **Spiral Horn (2 actions, Attack, close line 8, chain):** 2 damage twice. Hit: +1d6 to each hit. Area effect: 2 damage, twice. Effect: Then permanently increase the base and area damage of this ability by +2 this combat. *Ferocity*: Loses *chain*, allowing this ability to be used any time.

Destabilize (1 action, range 3-6, mark): A foe in range becomes *marked*. While marked, that foe takes damage [+] and if that foe dashes, flies, or teleports on its turn, they take 3 piercing damage, but no more than once a turn. A foe may end this mark by entering or exiting adverse terrain.
Surge Shift (1 action, line 5): Teleport all characters in the line *1d3*.

STONE LIZARD
Thick hides and stony hides make these large beasts almost impossible to tell from boulders.

Petrify: When defeated, this character curls up and becomes a height 1 boulder *object.*

Groundbreaker (1 actions, close cross 1): 2 damage. Hit: +1d6. Area effect: 2 damage. Effect: Create *difficult terrain* under the center space.
Belly Flop (1 action, close cross 1): Area effect: 3 damage. Any foe in the center space must save or be *dazed. Ferocity: Stuns* instead of dazes.
Rolling Boulder (1 action, line 5): The lizard gathers momentum. Remove it from the battlefield, then place it on the line adjacent to the first foe in the line. That foe takes 3 damage, is *dazed* and pushed *1d3.*
Great Shieldwall (1 action, only usable when bloodied, end turn): Until start of this character's next turn, becomes *immobile*, but the grants *cover* to allies, and attacks against this character and and all adjacent allies gain attack [-] and damage [-].

Chapter 2+

PORTAL BEETLE
A beetle species that grows to the size of a large dog. Territorial and has grown fat on chaos aether.
Out of phase: Has permanent *phasing*

Flying Sting (1 action, melee, attack): Effect: Teleport 2. Attack: *2* damage. Hit: +1d6. *Ferocity:* Gains +2 base damage and may teleport 2 again after ability resolves
Phase Shift (1 action): Teleport the beetle and all its adjacent allies 2 spaces. Ferocity: 4 spaces
Teleporting poison (1 action, range 1-3): A foe in range is teleported 1 must save. On a failed save, they are *blinded* and teleported 2 again
Telefrag (2 actions, range 1-5, 1/combat): Swap spaces with any foe in range, who must save. Foes take 1d6 damage, or 2d6 on a failed save. Bloodied foes take +4 damage. The beetle then gains *evasion.*

MEGACRAB
A massive crab with a thorny shell that has adapted to life away from water. It burrows

beneath loose soil in dungeons, where it mimics boulders.

Large: Size 2
Heavy Shell: Has 8 armor

Flip Over: When taking damage equal to or higher than its armor total, loses all armor and all attacks against it deal damage [+]. These effects last until the end of its next turn.

Claw Slam (2 actions, attack, close blast 2): 3 damage. Hit: +2d6 and push *1d3. Area effect:* 3 damage and push 1. *Ferocity*: Increase to close blast 4.
Claw Jab (1 action, close line 3, repeatable): Area effect: 2 piercing damage.
Pinching Jabs (1 action): The crab gains aura 1 until the end of its next turn. While in this stance, all foes in the aura take damage [+][+].
Water Jet (1 action, close line 5, 1/combat): The Crab creates a line 5 zone drawn adjacent to it. After the crab moves, it must reposition this effect so its adjacent, but reduces its size by 1. Characters that voluntarily move into the area or start their turn there take 1d6+2 damage, are pushed 2 and *dazed*. When the area reaches 0, this effect ends.

AETHERTICK
This slow moving bug absorbs Aether, which can tear at the life force of living beings and warp space around it. It has the uncanny ability to teleport arrows or even bolts of magic partially out of existence.

Twist Vigor (1 action, range 2-5, attack): Effect: if the target has vigor, steal 1d3 of it before the attack and grant it to an ally in range. Attack: 3 damage. On hit: +1d3. Effect: A different or the same ally in range also gains 2 vigor.
Greater Turn projectiles (1 action, range 1-3): This character gains the following interrupt until the start of its next turn.

Warping Winds
Interrupt 1
Trigger: An ally in range is targeted by a ranged ability
Effect: The ally saves, gaining 1 armor against the ability, and an additional +d3 on a successful save. On a successful save, the projectile is also redirected, dealing 3 piercing damage to a foe in range.

Ferocity: Becomes interrupt 2
Aether Warp (1 action, repeatable): The Aethertick and an adjacent ally teleport 1d3+1
Space Warp (1 action, zone, range 1-3, cross 1, 1/combat): The Aethertick warps space in strange ways in the zone. Foes inside the area spend +2 spaces to exit any space, and count it as adverse terrain. Self and allies inside the area ignore all movement penalties.

RED WORM
A massive, muscular worm the size of a person, found only in deep dungeons. Resilient and able to tunnel through solid rock by exuding a powerful acid. Exists only to eat.

Dig: Can *phase* through terrain and characters.
Dweller in Dark: Immune to difficult terrain. If ending its turn in difficult terrain, gains *evasion.*

Gnaw (1 action, melee, attack): *2* damage. Hit: +1d6. *Effect:* Deals +2 damage on hit to bloodied foes, and a further +2 damage on hit against foes in adverse terrain.
Rock Spit (1 action, range 1-3, end turn)[X]: The Worm deals 2 damage to a foe in range and create a difficult terrain space under them, then (5+) also create a height 1 boulder object in a free adjacent space. Ferocity: Gains effect [+]
Tunnel (1 action, range 1-3): The Red Worm creates a difficult terrain space under itself, then another in free space in range. It then removes itself from the battlefield and re-emerges in the second space. When it emerges, it gains *haste* and *stealth.*

LANDSHARK
A fish that uses its spiny body and an exuded slime to burrow through loose dirt or rock between stays in underground pools.

Landswim: The shark has permanent *phasing* and ignores all terrain. However it deals damage [-] and gains attack [-] against characters standing on objects height 1 or higher.

Gnash and Drag (1 actions, range 1-2, attack): 3 damage. *On hit:* 3 damage again, then 3 damage again, then dash 1 and pull 1.
Sand Blast (1 action, range 2, repeatable): A foe in range must save or be *blinded.* Blinded foes take 1d6 damage.

Prowl (1 action): Dash 2 and gains *stealth.*
Sinkhole (1 action, zone): The shark creates a 1 space zone in an adjacent space. This zone is dangerous terrain to any character except the shark, and additionally costs +2 spaces of movement to exit. It can place any number of these zones. *Ferocity:* Gains range 1-2 and creates two sinkholes.

FLOATFISH

An airborne eel that uses sacs of buoyant liquid, which it can emit as a vapor, to propel itself around. It can inject this liquid into the bodies of its prey, causing them to float helplessly into the air, where it snatches them up.

Floating: Ignores dangerous and difficult terrain. May fly 4 when making a free move.

Pearlescent Bubble (1 action, range 1-6, chain) The fish spits out a bubble adjacent to *1d3* different characters in range. Ferocity: +2 more targets.

> **Pearlescent Bubble**
> Summon
> **Summon:** When a character enters the bubble's space for any reason, it pops, dismissing it. Create a space of difficult terrain in its space, push the target 1, and inflict 3 piercing damage.

- **Slime Stream (1 actions, attack, close line 8, chain):** 3 damage. Hit: +1d3. Effect: Push all characters 2 spaces in the direction of the line.

Slippery bite (1 action, melee): An adjacent character takes 2 piercing damage, then they must save or be pushed 2.
Floating Toxin (1 action, range 1-6, mark): The fish shoots a spiny dart into the bloodstream of a character in range, marking them. While marked, the character has attack [-], *flying*, and is pushed 2 in a random direction at the end of their turns. Roll 1d6 for the direction, relative to the map (1: fish chooses, 2: up, 2: down, 3: left, 4: right. 6: character chooses). A character can save against this mark at the end of their turn, ending it on a success.

Chapter 3

BAGGOTH
Enormous beast found in overgrown dungeons. Its long tusks, thick and shaggy coat of hair, and sword-length claws make it a formidable opponent. Though fierce in appearance and quick to anger it spends most of its day sleeping and mostly forages for carrion, berries, and roots.
Huge: *S*ize 3
Shaggy Mass: The Baggoth blocks line of sight and provides cover.

Heavy Swipes (1 action, melee, attack, chain): 2 damage. Hit: +3d6 and push 2. Effect: Attacks with [-]. Ferocity: Loses attack [-] and gains attack [+] instead.
- **Backbreaker (2 actions, melee, chain):** An adjacent foe takes 5 damage and is *dazed*, then must save or take 5 damage again and become *stunned*.

Pound Counter (1 action, end turn): This character gains the following interrupt until the start of its next turn. Ferocity: Interrupt +2

> **Pound Counter**
> Interrupt 1
> *Trigger:* A foe enters an adjacent space.
> *Effect*: The foe saves. They take 3 damage, then have difficult terrain created under them. On a failed save, they take +3 damage and also become i*mmobile* until the end of the current turn.

Protect (1 actions, mark, end turn): Grant 1 *shiel*d to an adjacent ally and mark that ally, increased to 3 *shield* if they are bloodied. While that ally is adjacent to this character, they take 1/2 damage. End this mark if they break adjacency for any reason, or the this character marks a new target.

DOOMCLOAK
This terrifying batlike creature uses its leathery wings to abduct and choke creatures with a soporific acid, taking them to its nest and storing them in pods made of bone meal and spit for later digestion.

Winged: Flies 4 when making a free move.

Chasing Claw (1 action, attack, melee): 2 damage. Hit: +1d6. On hit: push 2, and Doomcloak can *fly* 2.
Cruel Talon (1 action, area effect, close line 3, repeatable)[X]: Area effect: 2 damage and doomcloak may fly 2 (5+) and gain stealth.

Choke (1 action, end turn): The Doomcloak gains *evasion*, then chokes an adjacent foe, with the following effects.
- The choked foe takes 3 damage at the start of their turn, has [-] on attacks, and cannot gain vigor while being choked. This damage doubles each turn a foe is choked consecutively, and resets if the choke is broken.
- When the doomcloak moves for any reason, it can remove a choked foe, then place them in any free adjacent space after moving.
- If a foe moves, the doomcloack may remove itself, then place itself in any free adjacent space after the move resolves.
- A foe can pass a save at the end of their turn to end the choke.

NUE

A sinuous lighting beast that floats on the aether currents in the blight lands. Insatiable in appetite, it partly feeds on lightning aether, requiring it to follow the storms around for sustenance.

Large: Size 2
Floating: Ignores dangerous and difficult terrain. May fly 4 when making a free move.

Bolt from the blue (quick, range 2-8)[X]:
Choose a foe in range. No effect unless (6+) is rolled, then that foe takes 6 piercing damage. Ferocity: Effect chance becomes 5+.

White Hot Stakes (1 action, chain, summon):
Summon a lightning stake in free space in range.
Ferocity: Summon 1d3

> ### Lightning stake
> Summon
> **Summon effect:** Dangerous terrain.

- **Reckoning Arc (2 actions, close arc 6, chain)**: 2 damage. On hit: +2d6. Area effect: 1 damage. All lightning stakes in the area explode, removing them and dealing a burst (1) explosion centered on them, dealing 3 piercing damage and dismissing the stake. Characters can be hit by multiple explosions.

Storm Current (1 action, close line 5): All allies in the line may fly 2. Push all objects in the line 2. Then this character gains *keen*.

Ride the Storm (1 action, end turn, 1/combat): Teleport 10. Create dangerous terrain under every adjacent character when starting the teleport.

BONABRA

An enormous ruin beast resembling a cross between a hippopotamus and a massive, corpulent ape. It spends most of its day sleeping, and the rest eating. Though usually content to feed on trees and local dungeon flora, it is an incredibly strong hunter capable of incredible bursts of speed and aggression, as creatures that disturb its rest are capable of finding out. Many adventurers have been shocked at the sight of one of these rotund giants tearing a demon in half.

Huge: Size 3
Bounteous Rest: The Bonabra starts combat asleep. This has the following effects:
- The Bonabra is *immobile* and *unstoppable*
- It cannot act or move outside of its turn, and only takes one action on its turn.

If the Bonabra is damaged at all by a foe, it wakes up and flies into an unstoppable rage. It also wakes up at the start of round 4. If combat ends before then, or all its allies are defeated before then, the Bonabra remains asleep and is instantly defeated.

Unstoppable Rage: If the Bonabra wakes up for any reason, it flies into an unstoppable rage, granting it the following benefits:
- The Bonabra is *unstoppable*
- It can use its Unstoppable Rage abilities, and can only use those abilities, dash, interact, and standard move.

Regular
Sheltering Mass: The Bonabra can be used as cover by allies.
Roll over (1 action): The Bonabra removes itself from the battlefield, then places itself anywhere in 1 space of its original location. Characters inside its area when it returns must save. They are removed from the battlefield, then placed outside its space as close as possible to its original location and pushed 1. Foes that fail the save additionally take 1d6+2 damage.
Peaceful Snore (1 action, range 1-2): All allies of the Bonabra in range can save, ending a negative status on success. Bloodied allies additionally gain 2 vigor.

Unstoppable Rage:
Crimson Rampage (1 action, attack, close blast 2): 3 damage. Hit: +1d6. Area effect: 3 damage. Effect: Deals double damage to stunned characters.

Meteor Headbutt (1 action): A character adjacent to the Bonabra is pushed *1d3* If shoved into an obstruction, that character takes 6 damage, then must save or be *stunned*.

Gigakaiser (1 action, end turn, 1/combat): The Bonabra *dashes* 2, then an adjacent character takes 5 damage and must save or be *stunned.* Stunned characters take 3d6+6 damage on a failed save. Characters at 25% hp or lower must save or take 999 damage instead.

Unique Elites

Chapter 1+

KELPIE

This horselike predator dwells in shallow pools of stagnant water that are found in blighted regions. Like a crocodile, it is an ambush predator, its slimy skin acting as an adherent. It is surprisingly intelligent and will often act injured or pass itself off as an ordinary horse in order to lure Kin close to it to attack.

HP: 64
Elite: Takes 2 turns

Cursed Deeps: At the start of combat, creates two cross 1 zones of cursed *deep water*. The zones count as difficult terrain that cost +2 spaces to exit.
Aquatic: Can move through all spaces of its own *deep water* areas normally, and attacks gain attack [-] against the kelpie in those areas.

Adhere (interrupt 1):
Trigger: When damaged by an ability from an adjacent foe,
Effect: After the ability resolves, the kelpie can force that foe to make a save or adhere to its hide. While adhered, the foe cannot move, be moved, or be placed in a space that's not adjacent to the kelpie, and when the kelpie moves or teleports, they are removed from the battlefield, then placed adjacent to the kelpie when it stops moving. An adhered foe can save to end this effect at the end of their turn. A kelpie can only adhere to one character at once, and can choose which to keep or lose.

Savage fang (1 actions, attack): 2 damage. Hit: +1d6. *Ferocity:* Deals 3 damage to all other foes adjacent to the Kelpie. *Effect:* Gains effect and base damage +2 and gains attack [+] to foes inside adverse terrain.
Waterspout (1 action, range 1-3, repeatable): The Kelpie spurts fetid water. A foe in range must save or be blinded. *Afflicted* foes, or foes inside its deep water zones take 3 damage.
Submerge (1 action): The kelpie or a character inside one of the Kelpe's deep water zones is teleported to any space inside one of its other zones. Foes may save to avoid this effect.

Sink (1 action, usable when bloodied, 1/ round): The Kelpie disperses into seaweed and water and teleports 6, reappearing. Then create a new 1 space zone under it, which is a new cursed deeps zone.

HELLHOUND

A spiny dog-like creature with an incredible stomach. It is able to unhinge its jaws to gaping proportions to feed on toxic dungeon refuse, the which it boils into a fetid slurry in a special organ, swallowing and chewing into stone to help the digestion process. As an offshoot of this bizarre diet, the hellhound can belch clouds of poisonous and incredibly flammable gas.

HP: 64
Large: Size 2
Elite: Takes 2 turns

Corrosive Gas (Round Action): At the start of the round, the Hellhound creates two single space zones in range 1-6. Zones are *dangerous terrain*, and all damage against characters other than the hound at least partly in the space gains damage [+] and becomes *piercing.*

Hellish Breath (1 actions, attack, range 2-6, cross 1, chain): 2 damage. Hit: +1d6. Area effect: 2 damage. *Ferocity:* Becomes blast 4 and deals +1 damage
- **Inferno (2 actions, attack, range 1-4, blast 3)**: 2 *damage. Hit: +2d6. Area Effect:* Explodes all corrosive gas clouds at least partly in the area, dismissing them. All foes in the area take 2 piercing damage, once, for each cloud exploded.

Gale breath (1 action, close line 6, repeatable): *Area effect:* All characters take 2 piercing damage and are pulled 1. Corrosive gas clouds can also be pushed or pulled 1, and may enter characters' spaces.
Spitfire (1 action, range 1-6, mark): Mark a character in range. At the end of that character's next turn, the Hellhound shoots a fiery blast at the marked character and all adjacent characters must save. They take 3 damage, and take +1d6 and are *slowed* on a failed save. For every adjacent corrosive gas cloud, all affected characters take 2 piercing damage once after the ability resolves, then dismiss those clouds as they explode.

Chapter 2+

KINFISHER

This bizarre creature is a land-dwelling lungfish the size of a draft horse, a relative of the land shark. It uses its enormous jaws to burrow through solid rock and a fleshy lure to draw in unwary travelers. At a distance, the lure can look like a wounded person, a bobbing lantern, or a fleeing spy - at least until the fish's unlucky prey gets close enough to realize where they are standing.

HP: 80
Large: Size 2
Flop: Can't dash, fly or teleport. Free move moves it 1 space, ignoring movement penalties. Ferocity: Moves 3 spaces instead
Elite: Takes 2 turns

Lure (Round Action): At the start of the round, the Fisher puts a lure out adjacent to a foe of its choice. The lure is a size 1 summon.
Perfect Camouflage: The Fisher is immune to all damage and effects unless there's a foe adjacent to its Lure

Lure Spines (1 action, attack, range 1-3,): 2 damage. Hit: +1d6. *Effect:* This attack can only be made from the Lure's location instead of the Kingfisher's main body.
The Maw (1 action, attack, melee): 6 damage. On hit: +1d6. On hit: Foe must save or be *stunned.*

Reel in (1 action): The fisher moves its lure up to 4 spaces towards it, then pulls all adjacent characters to the lure the same amount in the same direction. Characters can pass a save to reduce this pull to 1.
Acid Splash (1 action, Close arc 4): Area effect: Foes take 2 damage. One foe must save or become *dazed.*
Submerge (1 action, usable when bloodied, end turn): The Kinfisher submerges into the ground, removing itself from the battlefield, then resurfaces in free space in range 4, even to an occupied area. When it resurfaces, characters in its area take 2 damage, are removed then placed in the closest adjacent space of its choice, then pushed 1.

BASILISK

A pale, man-sized serpentine beast that eats and digests stone, wriggling through dungeon walls like a worm through a corpse. In order to process its prey more efficiently, its body and saliva secretes a magical toxin that can corrupt the aether of living flesh, desiccating them and turning them to stone, though the effect is reversible with treatment. Canny and older basilisks will keep gruesome 'pantries' of petrified statues for later consumption.

HP: 64
Elite: Takes 2 turns

Stone Pantry: Gains *evasion* and *stealth* when ending its turn adjacent to an object.
Petrification: Some of the Basilisk's abilities inflict petrification, which has the following effects:
- When a character gains petrification, give them a negative petrification (-) status token.
- If a character reaches 3+ tokens, at the end of their turn, discard all petrification tokens, then they are *defeated*, removed from the battlefield, and replaced by a height 1 lifelike statue destructible *object* with 10 hp. Return them to the battlefield and *rescue* them when the statue is destroyed. They can take a turn as normal starting with next round.
- A character can get rid of 1 petrification token if at the end of their turn for each of the following that is true: they have not attacked, they have not moved. This triggers before checking for petrification. Other effects that remove status tokens can remove petrification.

Toxic Spine (1 action, attack, range 1-3, chain, zone): *2 damage. Hit: +1d6. On hit:* Create a toxic pool *difficult terrain* zone under the attack target with the effect: Foes that end their turn in this space gain 1 petrification. Any number of these zones can be created.
- **Toxic Lash (2 actions, attack, range 1-2, chain):** 3 damage. Hit: +2d6 and +1 petrification
  - **Toxic Blossom (1 actions, attack, close cross 1, chain):** Effect: Dash 2. Attack: 3 damage. On hit: +1d3. Area effect: 2 damage. Effect: Any foe *not* in the center space gains 1 petrification. *Ferocity:* Loses *chain*

Tail Slash (1 action, range 1-2, mark): A foe in range, takes 2 damage then must save. On a failed save, they are *blinded,* and marked and infected with a petrifying poison. At the end of

their next turn, they take 1 petrification unless they end that turn adjacent to one or more allies. Then, this mark and effect ends. This effect does not stack. *Ferocity:* Gains +3 max range.

Gall Stone (1 action, range 4, 1/round): The Basilisk spits up a height 1 destructible object (10 hp), a pillar of toxic bile, in range. Foes that end their turn adjacent to one or more of these pillars gain 1 petrification.

LUNAR MOTH

An enormous, beautiful moth with four long drifting feelers, able to manipulate light aether. Theories abound that this Moth is a species native to Arden Eld's Moon that has somehow made its way into the terrestrial ecosystem.

HP: 96
Floating: Ignores dangerous and difficult terrain. May fly 4 when making a free move.

Magria (1 action, range 2-5, attack, chain). 1 piercing damage. *Hit:* +2 piercing damage. Effect: Up two allies in range gain 2 vigor, increase by +1d3 if they are bloodied, or +1d6 if in crisis.
• **Moonbeam (1 action, close line 8, chain):** Area effect: 2 piercing damage. Allies in the line may immediately end a negative status instead of taking damage, and gain 2 vigor if they do.
Diaga (1 action, range 1-4): An ally in range may immediately end a negative status, then save to end one more. They gain [+] on the save if they are bloodied.
Lunar Reckoning (2 actions, usable only when bloodied, 1/combat): The moth release beams of moonlight that ripple across the battlefield.
• All foes take 2 damage, then must save or take 2 damage again, once for each bloodied character on the battlefield.
• All allies gain 2 vigor, increased by +2 for each bloodied character on the battlefield, and gain *strength.*
Rippling Hue (1 action, mark, range 1-5, 2/combat): The Moth marks a character in range.
• Foes marked counts as bloodied while marked, even if they are at higher hp, or as in crisis if they are at 25% hp or lower.
• Allies marked never count as bloodied or in crisis.
• Foes marked cannot gain vigor, and lose any current vigor at the end of their turn.
A character can choose to save against this effect at the end of their turn, ending in on a success.

Chapter 3

GIGANTAPEDE

Enormous burrowing insects that feed off livestock and large animals unlucky enough to fall into their nests. Generally ignore Kin unless provoked - then they have enough acid to melt a knight in full armor.

Elite: Takes 2 turns a round.

Chitinous Coil: The Gigantapede occupies an arc 4 space instead of a normal space for its size. Only its first and last space (the head and the tail) are attackable or can be used to make attacks or abilities, but its entire body causes obstruction and engagement. Keep track of which is the head, and which is the tail. Only one space can be hit if both are included in the area of an attack or ability (attacker chooses which). When it moves, move its head, then rearrange its body in any valid configuration.

Iron Scales (Round Action): At the start of the round, either the Gigantapede's head or tail becomes immune to all damage until the end of the round. The Gigantapede can choose which starts immune, but the effect must swap back and forth.

Tail Thrash (1 action, attack, melee, chain): 2 damage. On hit: +1d6. *Effect:* Deals +2 damage to foes adjacent to the tail. *Ferocity:* +4 damage
• **Carapace Bash (1 action, attack, range 1-3, chain):** 2 damage. On hit: +1d6. Effect: Deals +2 damage to foes adjacent to the head. *Ferocity:* +4 damage
Spiny body (1 action): All foes adjacent to the Gigantapede take 2 damage and are pushed 1.
Acid spray (1 action, close line 3): *Area effect:* Characters inside must save or take 2 damage, damage 3 times, or just once on a successful save. *Special:* Can only be made from the head.
Stinger (1 action, mark, 1/round): A character adjacent to the Gigantapede's tail is marked. While marked, they take damage [+], deal damage [-], and are pushed 2 in a direction of the Gigantapede's choice at the start of their turn. A character can save to end this mark at the end of their turn.
Burrow (1 action, end turn, 1/round): All characters adjacent to the Gigantapede's head

are pushed 1, then remove it from the battlefield.
Its head then resurfaces in a new space in range
5, returning it to the battlefield. Place its body in
any configuration.

Unique Legends

I. CHIMAERA

Some beasts of the blighted lands are especially susceptible to the warping energies of the arkenruins, absorbing them with such rapidity that they become enormous, multi-headed monstrosities, infused with tremendous aetheric and physical might. Occasionally these creatures are created when beasts of several types are fused by rogue aether surges. Even more rarely, these creatures are intentionally created by rogue wrights, unscrupulous lowlander clans, or ultra wealthy and morally loose guild barons looking for a pet monster. Any way they come into the world, the results are always horrifying, and the resultant beast is always a maddened, rampaging mess.

HP: 42/player (min 84)
Head HP: 14/player (min 26)
Large*:* Size 2
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Monstrous Heads: The Chimaera has three heads, chosen or rolled for from the following list, each unique.
• Each head has 1/3 of the Chimaera's total hp
• When dealing damage to the Chimaera, a character must choose which head they are damaging, and can only target one head at once. Heads that are reduced to 0 hp are defeated. Damage that 'spills over' on one head is lost.
• Each head has unique set of abilities. Abilities become more powerful the less heads there are.
• Each head suffers from status tokens separately.

Each time the Chimaera takes a turn, it takes a turn with only one of its heads. A different head must act from the last head that acted, unless there is only one head left. The Chimaera is only defeated when all three heads are defeated.

Phases

Each time the Chimaera loses a head, its phase changes. Abilities become more powerful with less heads. When entering a phase transition, all other heads becomes immune to all damage until the end of the current turn.

Phase I: Three heads
No additional effects.

Phase II: Two heads
The Chimaera deals +2 base and area damage with all attacks.

Phase III: One head
The Chimaera gains +1 action.

Abilities

The Chimaera has the following actions in all phases:

Bound (1 action, 2/round): The Chimaera flies 3, then deals 2 damage to adjacent foes.
Cornered beast (1 action, 1/round): The Chimaera gains 1d3 vigor. *Two heads:* +1 vigor per adjacent foe. *Last head*: +2 vigor per adjacent foe instead.
Seismic Roar (1 action, range 2-4): A foe in range must save. That foe takes 3 damage, or 6 on a failed save.

Chimaera Heads (d10 3 times, reroll repeats, or pick 3)

1. Lion

Lion's pride: While the Lion is undefeated, both other heads have 2 armor.
Savage bite (1 action, attack, range 1-2): 2 damage. Hit: +1d6. Effect: Cannot miss *afflicted* targets (turn any miss into a hit)
Roar (1 action, burst 1 (self)): One character in the area takes 2 damage, is pushed 1 and must save or become *dazed. 2 heads:* Burst 2(self), and no save. F*inal head:* Affects all foes in the area. Foes at 50% hp or higher take 4 damage instead.

2. Bull

Bull's Fortitude: While the Bull is undefeated, both other heads are *unstoppable*.

Headbutt (1 action, attack, melee): Effect: Dash 2. Attack: 2 damage. On hit: +1d6 and push 1. If pushing into an obstruction, foe takes 3 damage again.

Rampant Galloping (1 actions): *Effect*: The Bull dashes 1, twice. Each time it dashes, it deals 2 damage to all adjacent foes and shoves them 1. *Two heads:* Dash +1 more time. *Final head:* Dash +1 more time.

3. Serpent

Serpent's Guile: While the Serpent is undefeated, bloodied foes deal 1/2 damage to the other heads. Foes in crisis reduce all damage to other heads to 1.

Numbing Bite (1 action, attack, mark): 2 damage. On hit: +1d6. *Mark:* While marked, they deal damage [-] to the Chimaera. This effect stacks if they are bitten again, and this mark can be placed on any number of foes. A foe can voluntarily take 2 piercing damage per stack at the end of their turn to purge the poison and end the mark, but cannot end it any other way.

Poison Bliss (2 actions, zone, range 1-4): The serpent spits out *1d3* pools of poison, a one space zone. While at least partly inside one such area, the Serpent gains [+] on all rolls. It can have up to six of these zones active. Foes that enter a space of the area can soak up the poison and remove that space from the total area by taking 2 piercing damage. *Two heads:* Costs 1 action. *Final head:* No maximum on active pools.

4. Crocodile

Crocodile's Savagery: While the Crocodile is undefeated, the other heads of the Chimaera deal an extra +3 damage if the total attack roll is an 8+.

Open Wound (1 action, attack, mark): 1 damage. Hit: +1d3. *Mark:* The character gains an open wound. While wounded, it takes 1d6 piercing damage again at the end of its turns. This effect stacks if wounded again. If the character ends their turn adjacent to an ally, they end the mark instead and do not take damage. This mark can affect any number of foes.

Death Roll (2 actions, range 1-2): The Crocodile chooses a foe in range. At the end of the *next* player turn, the Chimaera lunges. It removes itself from the battlefield, then places itself in free adjacent space to that foe, who must save. Characters under the chimaera when it places

itself again are removed and may place themselves in any adjacent space. The targeted character takes 4 damage and becomes *slow*, and takes +2d6 damage on a failed save..*Two heads*: Range 1-4. *Final head:* No maximum range.

5. Toad

Toad's Repulsion: While the Toad head is alive, all other heads have *counter (after damaging this character with an ability, take 2 piercing damage).*

Tongue Flick (1 action, attack, range 1-3): 2 damage. On hit: +1d6 and pull +1

Swallow Whole (1 actions, melee): A adjacent character must save or be swallowed whole. They become *dazed,* then on a failed save, remove them from the battlefield. At the start of their turn, the toad spits them out, placing them in any adjacent space to the chimaera's current location, then pushing them *1d3+1* spaces. If pushed into an obstruction, that foe takes 3 damage. *Two heads:* Afflicted characters fail the save. *Final head:* Character also takes 6 piercing damage on being spit out.

6. Baboon

Baboon's Malice: While the Baboon head is undefeated, the other heads' damage becomes piercing against bloodied foes.

Deep Breath (1 action, chain): Adjacent foes to the Chimera are pushed 1.

- **Fiery Detonation (2 actions, attack, range 2-6, blast 4, chain)**: 4 damage. On hit: +2d6. Area effect: 4 damage. Effect: Deals damage [+] for each object caught in the area. *Two heads:* Attack target must save or be *stunned. Final head:* Loses *chain.*

Micro-meteor (1 action, range 8, cross 1): Characters in the area take 2 piercing damage. Create a height 1 smoldering debris *object* in free space the area.

7. Wolf

Wolf's Brutality: While the Wolf head is undefeated, the Chimaera gains *stealth* if it ends its turn with no foes adjacent.

Hunter's Claw (1 action, attack, Arc 3): 2 damage. On hit: +1d6. Area effect: 2 damage. Effect: Then dash 2.

Shadow Breath (1 actions, close line 4): Area effect: 2 damage and first foe in the line must save or become *blinded*. If that foe was at the very end space, they take 2 damage twice instead on a failed save. *Two heads:* Close line 3 or close line 6 and create two spaces of difficult terrain in the area. *Last Head:* Deals three damage three times to foes in the last space instead on a failed save.

8. Goat

Goat's Destruction (Round Action) : While the goat is undefeated, at the start of the round, choose a visible space. At the end of the round, a meteor smashes into the space, inflicting 4 damage twice in a blast 3 *area effect* centered on the space and *stunning* any foe in the center space. The Chimaera is immune to this damage. Then, create a height 1 comet object anywhere in the area.

Cross Bolt (2 actions, attack, range 2-8, cross 1): 3 damage. On hit: +2d6 and push 1. Area effect: 3 damage and push 1.

Primal Meteor (2 actions, 1/round): All characters not in cover from the Chimaera take 2 damage, or 2 damage twice on a failed save. Then, summon a height 1 meteor *object* adjacent to one character affected. *Two heads*: take damage three times on a failed save instead. *Final head:* Becomes 2/round

9. Chicken

Chicken's Spite: While the Chicken head is undefeated, abilities gain attack [-] against any other head.

Peck (1 action, range 1-2): *1 piercing damage.* *Two heads:* 1 piercing damage twice. *Final head*: 1 piercing damage three times

Return to Egg (1 action, range 6): A character in range becomes *sealed* and starts to be encased in a stone egg. If they don't attack during their turn, the petrification effect ends. Otherwise, at the end of that turn, they must save. On a failed save, they are encased in stone, removing them from the battlefield and becoming replaced with a destructible (5 hp) height 1 egg object. Until the is destroyed, they cannot take a turn. When it's destroyed, they are returned to the battlefield in the space they left and can take a turn as normal if they haven't acted already this round.

10. Bear

Bear's Rime (Round Action): While the Bear is undefeated, create an ice pillar adjacent to any character. The pillar is a height 1 object that is difficult terrain.

Icy path (1 action, attack, Arc 5): 2 damage. Hit: +1d6. Area effect: 2 damage. Effect: Deals piercing damage to foes adjacent to objects or in difficult terrain.

Cold Feet (1 action, range 1-5): A character in range is *branded*. Unless that character moves at least 3 spaces on their next turn, at the end of that turn they are also *stunned* and take 1d6 piercing damage. *Two heads:* Creates difficult terrain under the character. *Final head*: Creates 1d3+1 spaces of difficult terrain adjacent to or under the character.

Tactics

The Chimera is a fight that increases in tempo the more of its heads are defeated. Canny players may figure out that defeating all three heads at the same time can prevent some headaches, or they may choose to defeat a head that is giving their party composition particular trouble.

Trophies

Chimaeric Ichor
Uses: 2 expeditions
Effect: You coat your weapon in Chimaera ichor. While coated, your attacks turn into a triple strike, causing two aetheric copies of your weapon to strike out after the ability resolves, each copy dealing 2 piercing damage to a different foe in range 3.

Chimaera Bile
Uses: 3
Effect: Drinking a vial of purified Chimaera bile is a powerful curative. It can be drunk as a *quick* ability to gain 15 vigor. This could put you over your vigor maximum.

However, it also causes cosmetic mutation, and prolonged use can be fatal. After drinking a vial of Chimaera blood, roll 1d10 and consult the heads table. You gain minor beastlike mutations that are similar to the chosen beast (like claws, hair, slit eyes, fangs, scales, etc). The mutations can be reversed with treatment during an interlude if so desired.

II. APEX

The absolute pinnacle of the ferocious wildlife that roam the blight lands, the Apexes are incredible dangerous, aggressive beasts that are the primal lords of their kind. These beasts are naturally occurring in some blight land species, but also occur when a particular beast gains unnatural power and strength from exposure to blighted food or soil. Apexes are incredibly durable, aggressive, and intelligent for beasts of their type, and display a range of incredible natural abilities, from shooting lightning from specially shaped scales, to venomous fangs, to clouds of steam generated from special glands.

Thrill seekers, researchers, profiteers, and foolhardy adventurers alike pursue these beasts and seek to hunt or capture them for not only their rare and bizarre physiology, but also in hopes of curing them, studying them, or preventing them from preying on the hapless or unwary.

Speed: 5 (Dash 3)
Large*:* Size 2
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

Might of the Wild: The Apex has three unique abilities, depending on what type of beast it is, tied to a specific body part. Choose or roll 1d10 for them. The first two abilities chosen are usable any time. The third ability only becomes usable during its second phase.
Monster Hunt: When dealing damage to the Apex, a character can choose to damage one of its **Might of the Wild** body parts instead of its main hp. These body parts have 8 hp/player. Once a body part's hp is depleted, it becomes wounded, weakening the ability in a specific way defined by the ability for the rest of combat. Any spillover damage does not affect the main hp and is lost.

Phases
The Apex enters phase II at round 3 or later.

Actions
The Apex has the following action chain in all phases:

Bound (1 action, 2/round): The Apex *dashes* 2, then deals 2 damage to adjacent foes and pushes them 1. If it starts this movement at least partly on terrain or objects height 1 or higher, it can fly 4 instead.

Apex swipe (1 action, attack, range 1-2, chain): 2 damage. Hit: +1d6. Effect: All foes adjacent to the target take 2 damage.
- **Ram (1 action, melee, attack):** Effect: Dash 3. Attack: 3 damage. Hit: 3 damage again and push *1d3*
  - **Primeval Crusher (2 actions, attack, close blast 2):** 4 damage. Hit: +2d6. Area effect: 4 damage. *Effect:* Create a difficult terrain space under the attack target, and a height 1 boulder object adjacent to them. S*tun* them if they are already in adverse terrain.

Rear up (1 action, range 1-2, chain, blast 2, end turn): The Apex slams the ground. Foes inside take 3 damage, then it rears up. At the end of the *very next* turn, it lands, shoving all foes inside the area 3. If shoved into an obstruction, they take 3 damage again and are *dazed*
- **Steaming Rage (1 action, chain):** The Apex pushes all adjacent foes 1, then gains 10 vigor. Its next attack deals +3 damage on hit and gains *pierce*. However, after it attacks, the Apex loses any remaining vigor it has.
  - **Gargantua Pinch (1 action, combo):** An adjacent character must save. On a successful save, they take 3 damage and are pushed 3. On a failed save, the Apex picks them up in jaws or paws, removing them from the battlefield. At the start of that character's next turn, the Apex tosses them, placing them back on the battlefield anywhere in range 3. They take 3 damage again and become *slow.*

Phase II (Round 3+)
Hidden Might: The apex's third Might of the Wild ability becomes active.
Terminus Howl (Round Action): At the start of the round, all foes take piercing damage equal to the round number, ignoring cover and line of sight. This damage cannot reduce a foe below 1 hp.

MIGHT OF THE WILD

Might of the Wild abilities can be used **twice a round**, in any combination, plus **once more** if there are 4 or more player characters.

Roll or choose two abilities.

1. Toxic Sacs
Toxic Cloud (1 action, zone, blast 2, range 1-5): The zone is dangerous terrain, which the Apex ignores. Foes inside the area cannot trace line of sight outside the area. If the Apex uses this ability again, it can either create a new cloud, or blow its existing clouds 2 spaces in any direction, which could cause them to overlap characters. It can have up to 3 clouds at once.
Wounded: All existing clouds disperse and the Apex can only create one at a time.

2. Thick Hide
Harden (1 action): The Apex gains 10 vigor as its armor hardens. When it next takes damage from a foe's ability, the armor explodes after the ability resolves, ending all vigor and dealing 4 piercing damage to all foes in range 1-2.
Wounded: Reduce to 5 vigor, explosion only affects adjacent characters, and only deals 1 piercing damage.

3. Spines
Sanguine Barb (1 action, range 6, mark): The Apex impales a character in range with a barb. While this effect is active, they take 1 piercing damage for each space they move, dash, or are pushed or pulled. This can mark any number of characters, and can be removed if a character doesn't move for their entire turn.
Wounded: Can only mark one character.

4. Horned
Primal Charge (1 action): The Apex *dashes* 3, then pushes an adjacent foe 2 spaces. If impacting with an obstruction, foe takes 3 damage twice and becomes *branded.*
Wounded: Reduce dash and push to 1

5. Enhanced Musculature
Stone Toss (1 action, range 1-3): Effect: A foe in range takes 3 damage and is pushed 1, then create a height 1 boulder *object* next to

them. If pushed into an obstruction, foe is *stunned.*
Wounded: Only creates difficult terrain instead.

6. Burrowing Claws
Earthglide: The Apex has Phasing when moving
Seismic Geyser (1 action, range 1-5): The Apex chooses a foe in range that has not acted yet. At the end of that foe's turn, a geyser erupts under them, dealing 3 damage and inflicting dazed on that character. *Afflicted* foes take 3 damage twice.
Wounded: Geysers no longer inflicted Dazed.

7. Chameleonic Skin
Blend in: If the Apex starts its turn in difficult or dangerous terrain, it gains *stealth*.
Primal Ambush (1 action): The Apex disappears from sight, removing itself from the battlefield. It then re-appears in range 1-3 of any player character, placing it in free adjacent space and gaining *stealth.* That foe takes 3 damage, then must save or be *blinded* and take 3 damage again.

8. Wings
Winged: The Apex's free move is *fly 5*, and all its dashes may be replaced with a *fly.*
Talon Snatch (1 action)*:* The Apex soars into the air, removing it from the battlefield, then returns with at least one space in range 3. When it takes off, it can pick up an adjacent foe, dealing 2 piercing damage and forcing them to save. On a failed save, they are removed with the Apex, then placed adjacent after it lands.
Wounded: Standard move is fly 1 and can no longer replace its dashes with a fly.

9. Lashing Tail
Tail Sweep (1 action, arc 4): The Apex sweeps their tail in an arc 4 *area effect*. Foes inside take 2 damage and are pushed 1. Any foe at the end of the tail area takes 1d3+2 damage instead.
Wounded: Foe at the end of the area takes 2 damage as normal.

12. Breath Attack

Primal Elements (1 action, close blast 3):
The Apex releases a blast of ice, fire, sand, or some other element.. Foes inside take 3 damage, then must save or be pushed 2 and *blinded*. Then create up to two *dangerous* terrain *pit* spaces in the area (fire, water, quicksand, etc).
Wounded: Only affects 1 adjacent space.

Tactics
The Apex is a fairly straightforward Legend.

Trophies

Apex Fang
Uses: 3
Effect: At the start of combat you may call on the power of this fang to temporarily magically transform into a beastlike form, spending one or more uses of this ability. Roll 1d10 per use spent. You gain the use of the rolled ability from the Might of the Wild table and any associate traits for the rest of combat. These cannot be wounded.

Apex Mantle
Uses: One expedition
Effect: You can don this cloak of Apex hide to show your dominance during this expedition. You deal damage [+] to beasts, and at the start of one combat, you may summon a beast pack mob with 6 members. The mob is allied to you.

III. WYRM

When the world was young and still scalding and steaming from the raw energies of its creation, the Wyrms were born. Massive, serpentine beasts, they emerged from the molten earth fully formed, or so the legend goes. These ancient beast gods ruled the land for a time, and then as the world cooled, their age passed, as all ages will. The wyrms went into hibernation, curling up and sinking into the earth, resting in unceasing slumber. As they slept, they conserved their energy, for another age, when they could emerge and feed, growing fat and strong again.

Wyrms have a primordial aetherstone instead of their heart. This allows them to channel unbelievable raw energies that were present when the world was young, and spit scouring divine fire that turns nearly all matter to ash.

Occasionally, over the history of Arden Eld, a wyrm will naturally awake from its long sleep. The emergence of a wyrm is a cataclysmic event similar to a volcanic eruption or a natural disaster. The land quakes and belches forth poison gas and magma, plants wither, and wildlife flees from the eruption site. It quickly establishes a hunting grounds and rules over a massive territory as a primeval monarch, culling herds of animals (including kin) to acceptable populations to maintain its feeding stock.

More recently, the Churn has awakened more and more Wyrms, an unfolding calamity with no easy solution and terrifying consequences.

Huge: Size 3
Forge Heart: Immune to dangerous terrain.

Legend: Takes 1 turn for every player character.
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Dragonfire: The wyrm's divine fire scorches the very soul. When an ability inflicts *dragon fire*, any of its targets *sacrifice* 25% of their max hp.
Ruin Incarnate: At the start of each round, starting with the first, the Wyrm gains a new ability. Roll 1d10 for the ability. If rolling

duplicates, the Wyrm can choose the next ability up or down on the list. Each ability creates a special **round action**, used only when the Wyrm gains it, and grants it a brand new ability it can use normally for the rest of combat.

Phases
The Wyrm enters phase II when bloodied. When entering phase transition, becomes immune to all damage until the end of the current turn and doesn't take any spillover damage.

PHASE I

The Wyrm has the following actions:

Leaping Flames (1 action, attack, range 1-5, chain): *Effect:* Dash 2. Attack: 2 damage. *On hit:* 3 damage again, then 3 damage again.
- **Gigacrush (2 actions, attack, range 1-2, cross 1, chain):** *Effect:* Attacks with [-]. *Attack:* 2 damage. *On hit:* +3d6. Area effect: 2 damage.
  - **Rage of Arden (1 actions, attack, close line 10, chain):** 3 piercing damage. On hit: +3 piercing damage. *Area effect:* 3 piercing damage.

Tail Crush (1 action, close line 3): Foes in the line take 2 damage. One foe must save or become *dazed* and pushed 1.
Blazing Wind (1 action, 1/round): All foes must choose: Take 1d6 damage or else be pushed or pulled *1d3* (Wyrm chooses push or pull).
Rampant Strides (1 action, 1/round): Dash 2, then gain 4 vigor. If bloodied, increase by +1d3, or +1d6 if in crisis.

Ruin Incarnate actions:

1. Griflare
Round Action: Griflare: The Wyrm chooses half the battlefield, split any way it chooses. At the end of the round, it releases a massive blast hitting that half, and ignoring cover and line of sight. All foes in the area are inflicted with *dragonfire* and *stunned.* Create 3 spaces of burning dangerous terrain in the area.
Flaria (1 action, 1/round): All adverse terrain spaces on the battlefield explode. Foes standing inside those spaces take 4 damage, and must save or take a further +1d5 and become *blinded.* Then burning debris scatters, creating two more dangerous terrain spaces in free space anywhere.

2. Sirocco

Round Action: The Wyrm creates a twisting, burning tornado, in range 1-3.

Sirocco
Summon (4)

Effect: Counts as *dangerous* and *difficult* terrain. At the end of each round, these tornadoes move in a random direction. Assign a number to each map edge and roll 1d6 (1-4 assigned number, 5: GM chooses, 6: does not move). Siroccos move 3 spaces in that direction, or as far as possible. If they enter the space of a foe during this movement, that foe gains *slow* and is inflicted with *dragon fire.*

Summon Sirocco (2 actions, range 1-5, 1/round): Create a new Sirocco in free space in range, then push all adjacent foes to it 1 space and deal 3 piercing damage to them.

3. Melt Rock

Round Action: At the start of the round, the Wyrm uses **Liquify Rock** on all foes, regardless of range.

Liquify Rock (1 action, range 1-4, 1/round): The Wyrm liquifies the ground beneath a foe's feet. That foe takes 2 piercing damage and becomes *immobile*. If the affected character would be inflicted with *dragon fire*, the rock melts and is destroyed instead of *dragon fire's* normal effects. An adjacent character can use the interact action and end their turn to chip the rock off, ending this effect. Otherwise a character can also save at the end of their turn, ending this effect on a success.

4. Molten Eruption

Round Action: At the start of the round, the Wyrm summons a *Molten Spire* (as below).

Molten Eruption (1 action, range 1-3, 1/round, end turn): The Wyrm creates a height 2 molten spire object in free space in range. The spire is dangerous terrain. In addition, at the end of every round, each spire erupts with flame. Any foe adjacent to at least one spire takes 2 damage and must save or be inflicted with *dragon fire.*

5. Jaws of Death

Round Action: The Wyrm dashes 4, then may grab a foe in range 1-2 and toss them high into the air. That foe must save. They take 1d6 damage, then 1d6 damage again on a failed

save. Then remove them from the battlefield and place them in any space in range 3 from their original location.

Jaws of Death (1 action, 1/round: The Wyrm dashes 2, then an adjacent foe must choose: stand their ground or flee.

- *Stand your ground:* Become *dazed* and take 3 damage. Then save, or also be inflicted with *dragonfire* on a failed save.
- *Flee*: Be pushed 4 spaces.

6. Seismic Geyser

Round Action: The wyrm burrows, removing it from the battlefield, then placing it in any free space with at least one of its space in range 4. Create *difficult terrain* in the space it vacated.

Seismic Geyser (1 action, range 2-3, 1/round): The Wyrm chooses a foe in range that has not acted yet. At the end of that foe's turn, a geyser erupts under them, dealing 2 damage as a cross 1 area effect centered on them. Foes in adverse terrain take +1d6 damage.

7. Molten Stars

Round Action: The Wyrm spits a Molten Star into the air (see below)

Molten Star (2 actions, 1/round, zone): The Wyrm spits a huge, raging knot of liquified fire aether into the air, creating a 1 space zone in range. It can create any number of these zones. At the end of the *next* round, the star descends. Foes in or adjacent to the zone are *stunned* and must save. On a failed save, they are instantly defeated. Foes that succeed the save sacrifice down to 1 hp instead. All other foes take 2 piercing damage from the shockwave as the star explodes. Then remove the zone.

8. Magma Scale

Round Action: The Wyrm crusts over with magma-like armor. This round only, the Wyrm gains 2 armor.

Magma counter (1 action, 1/round): The Wyrm gains 2 vigor, increased by +1d6 if bloodied. It must use the following interrupt this turn when triggered.

Magma Counter
Interrupt 1

Trigger: The Wyrm's vigor is removed.
Effect: An adjacent foe must save. They take 3 damage, and take an additional +1d6 on a failed save. If no foes are adjacent, this interrupt has no effect.

9. Obsidian Scale
Round Action: The Wyrm spits out a spray of molten obsidian shards. Any character this round that ends their turn more than 3 spaces away from the Wyrm is *blinded* and takes 2 piercing damage.

Black Impaler (1 action, end turn, 1/round): The Wyrm may only use this action if the next turn is a foe turn. At the end of their turn that foe suffers different effects depending on their distance from the Wyrm.

- **Adjacent:** 2 damage
- **2-3 spaces**: 3 damage and become *blinded*
- **4+ spaces:** 1d6+3 damage, become *blinded,* and Wyrm can create dangerous and difficult terrain under that foe.

10. Zetaflare
Round Action: The Wyrm chooses a foe at the start of the round. At the end of the round, after all other effects have resolved, all foes not in range 1-3 of that foe are inflicted with *dragon fire.*

Zetaflare (1 action, 1/round): The Wyrm rears up and gains the following interrupt this round.

> ### Zetaflare
> *Interrupt 1, range 1-4*
> *Trigger:* Foe turn start in range.
> *Effect:* At the end of the foe's turn, the Wyrm fires a massive beam of energy at them. If that foe ended their turn within range 3 of the Wyrm, they are inflicted with *dragonfire*. If not, then the beam sweeps across the entire battlefield and hits all *other* foes not in cover from the Wyrm, inflicting *dragonfire* on all of them.

Phase II (when bloodied)
At the start of the round, in addition to rolling for a new ability and using its Round Action, the Wyrm can use one additional Round Action chosen from *any* of its unlocked round actions.

Phase III (25% hp or lower)
As above, but:
- The Wyrm takes 1/2 damage
- The Wyrm can use two additional round actions instead of just one

Tactics
-

Trophies

Wyrm Gut
Uses: 1
Effect: Wrap your armor or weapon with the power of the wyrm, imbuing you with its fury. At the start of any round, roll 1d10 and gain the use of that Wyrm ability. You can use its round action this round only.

Tail Sword
Uses: 1 expedition
Effect: The tailbone of a Wyrm has a remarkable sword shape and is razor sharp. While wielding such a magnificent weapon, your critical hits inflict *dragonfire.* Legends are immune to this effect.

BATTLE DEMON

VOID DEMON

CHAOS DEMON

TERROR DEMON
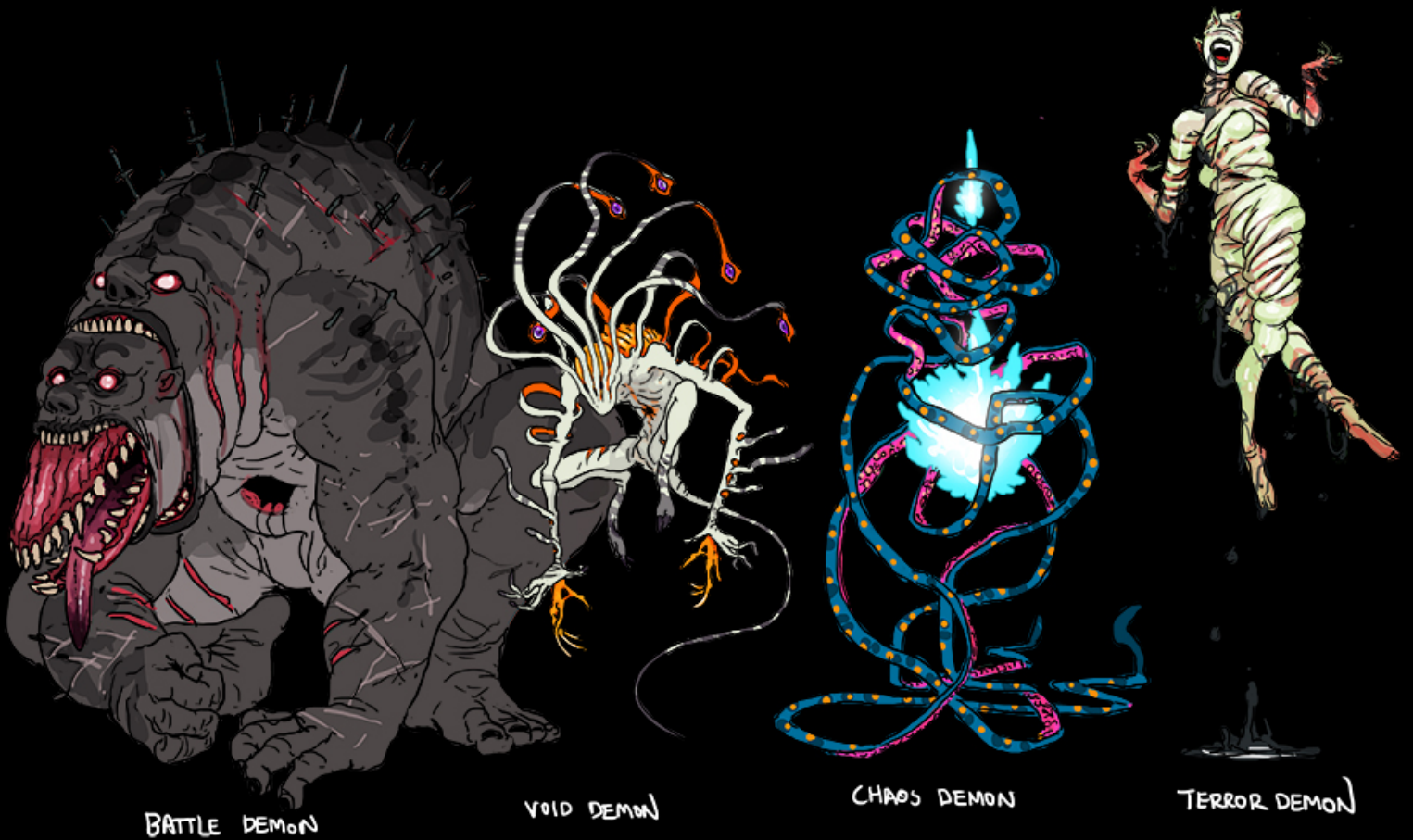
VI. DEMON

The origin of Demons is a mystery, but most scholars agree they appear to be closely related to the Doom. They are among the most dangerous and fearsome creatures that lurk in the deep levels of the Arkenruins, existing seemingly only to destroy and consume. Whenever they appear, they drive other creatures to the surface in a Blight.

The deeper you go in the ruins, the more demons you come across, and the more reality seems to fall apart. Some of the more infamous and unconquered ruins in Arden Eld descend miles and miles, deep into the earth, where they eventually dissolve into lightless Abyss, full of squirming Natal demons that crawl over each other like maggots, and stalked by enormous, misshapen horrors.

Faction Template

To make any foe a demon, you can use the following template:

Monsters: Demons do not flee or negotiate.
- **Motivations:** Most demons are mindless, extra dimensional killing machines that exist to kill and eat living things. Those that have the intelligence or wherewithal to communicate with Kin usually reveal a cruel and sadistic malice. They delight in inflicting pain, fear, violence, and destruction - including on each other.
- All have the **Abyssal Legion** trait (see below)

Special mechanic: Abyssal Legion

Legion: When fighting demons, at the start of combat, place a Natal mob, this faction's special mob, on the map. The mob does not count for the total faction budget.

Devour: Demons will gladly consume their own, and can make use of the devour keyword.

Faction Keywords

Devour: The Demon devours and absorbs an adjacent natal or bloodied demon before using this ability, destroying it and removing it from the battlefield, but activating stronger effects. If they absorbed a bloodied demon, they also gain maximum *vigor.*

Overdrive: Activates when used at round 3+

Unique Mob: Natal

Natals are immature demons, smooth, pale-skinned humanoids. Wherever demons appears, breaching the veil between worlds, they inevitably pour forth. Given time, Natals warp, burst, and shed their skins, transforming into different and more powerful demons.

Natal

Legion: Fights with demons always include at least one Natal mob with 2 members per player character. Some demon abilities will add or remove to this mob, even if there are no members of the mob left.

Squirm (2 actions): *Effect:* Once natal dashes 3, then deals 2 damage to all adjacent foes.
Void vomit (2 actions): *Effect:* Create a difficult terrain space adjacent to up to two natals. This space can be created under characters, and deals 1 piercing damage to a character in the space when it is created.

Chapter 1

Gaping Demon

Apex predators of the lightless spaces beneath the earth, gaping demons exist seemingly only to split living creatures into parts convenient enough for eating. They don't sleep, rest, breathe, or do anything except stalk the winding corridors of the deep Arkenruins and smash nearly everything they come across into a bloody pulp, including each other, and then eat the pulp. According to top guild scholars, Demons don't need sustenance at all to exist, suggesting their hunger is more existential - or worse, for pleasure..

Rampage (1 action, true strike, attack, close line 3): 2 damage. On hit: +1d6. Area effect: 2 damage. *Devour***:** Attack and damage [+]. *Overdrive:* Gains +base attack and area damage equal to the round number

Blood Feed (1 action): The demon deals 2 piercing damage to all adjacent characters. It then gains 2 vigor per ally damaged this way, up to a maximum of three times. If it damaged 3 or more allies, it also gains *shield.*

Swallow Whole (1 action): A adjacent character must save or be swallowed whole. On a successful save, they take 2 damage and are pushed 1. On failed save, they are also dazed, then removed from the battlefield. At the start of their turn, the demon spits them out, placing them in any adjacent space to the demon's current location, then pushing them *1d3+1* spaces. If they would impact an obstruction, they take 2 damage again.

Armor Demon

A knight-like demon clad in armor-like carapace that fights with no sense of self preservation and crushes all before it. Seeks powerful foes in combat.

Heavy Armor: Takes 1/2 damage from adjacent spaces

Armored Rage: *Overdrive:* Become permanently *Unstoppable*

Carnage (1 action, burst 1 (self), attack): 3 damage. Hit: +1d3. Area Effect: 3 damage. *Effect:* If this damages at least one ally, deals +2 base and area damage. *Devour:* Also push all characters 1d3 after this ability resolves.

Implacable Evil (1 action): Gain *sturdy*, then Dash 3 in a straight line with *phasing* for characters. Characters phased through take 2 damage and are pushed 1 to either side. *Devour:* Dash 6 and characters pushed take 1d3+1 damage instead.

Taunt (1 action, mark): A foe in range 3 is pulled 1 and must save. On a successful save, they are dazed, and on a failed save they are additionally marked. While marked, they have damage [-] and attack [-] against all foes other than this character. This character gains +2 base damage with attacks and attack [+] against them. This mark and effect ends after the marked character attacks this character, or if a new foe is marked.

Torture Demon

A demon pierced with long and extremely sharp nails that it can retract at will like spines.

Bladed Body: Characters that would move or be forcibly moved into the nail demons's space take 2 damage, but no more than once a round. *Overdrive:* Damage becomes 3 piercing.

Painwrack (1 actions, Attack, Melee): 2 damage. Hit: +1d3. Area effect: 2 damage. *Effect:* Foe must save or become *immobilized*. They can end this effect by taking 3 piercing damage, otherwise it ends at the end of their next turn. *Devour:* Foe gains [-] on the save

Iron Maiden (1 action): The Torture Demon gains shield and the following interrupt until the start of its following turn.

> ### Iron Maiden
> Interrupt 1
> **Trigger**: The Torture Demon or an adjacent ally takes damage
> **Effect:** The Torture Demon deals 2 damage to all adjacent characters. It repeats this effect once for every other character damaged by the triggering ability, up to a maximum of 6 times.

Power from pain (1 action, range 2-3): The Torture Demon pulls a character in range 1d3. It they would enter the Demon's space, it gains 2 vigor, increased by +1d6 if the pulled character was an ally.

Void Demon

Type III demons. Whippet-thin, agile, and eyeless demons with extremely sharp talons. They use the talons to peel apart the skin of reality and slip through the wound, an effect which tears away at

living and nonliving matter both. Less aggressive and more calculating than other demons, they will often stalk travelers for days, taking in their scent.

Tear rift (Quick, range 1-3): Create a void rift in range 3, then may teleport into the rift. Void rifts are a 1 space zone, and any number of these rifts can be created. They are *dangerous terrain* for foes. When moving, a void demon can count any two rifts as adjacent spaces.

Void Talon (1 action, attack, range 1-2): 2 damage. Hit: +1d6. On hit: Teleport foe 1d3. Devour: May teleport 4 before the attack.
Phase Hunter (1 action, end turn): Gain *stealth* and *evasion*. The next attack from this character deals +3 damage on hit. Overdrive: No longer ends turn.
Decaying Orbit (1 action): Teleport 2, then teleport 2. Each time, may teleport an adjacent character 1 space. Overdrive: Increase all teleports by +2

Cutter Demon
This demon's arms end in cutting blades with black, reflective edges.

Threefold Cut (1 action, attack, melee): Effect: Teleport 2. *Attack*: 2 damage. On hit: 2 damage, then 2 damage again Effect: Teleport 2. *Overdrive*: Gains burst 1 (self): area effect 2 damage, then 2 damage, then 2 damage again.
Blood Spiller (1 action, line 3): Area effect: 2 damage. The Cutter Demon may teleport to any point on the line after this ability resolves. *Effect:* If damaging an ally, all characters take 2 damage again. *Devour:* Line 6
Doom Mortal (1 action, range 1- 4, mark, end turn): A foe in range is marked. This character gains attack [+] against their marked target. Additionally all this characters abilities deal +2 damage against this foe is bloodied, or +3 if they are in crisis. A foe may pass a save at the end of their turn to end this effect, but only if they are adjacent to an ally.

Stretched Demon
A demon that looks like a pale, hairless person as viewed through a distorted lens. Theorized to be what happens to natals that fall into parts of the abyss where space works differently.

Warp Flesh: On turn start, may swap the positions of any adjacent characters, in any order.

Melt Face (1 action, range 1-4, attack): 3 damage. *On hit:* +1d3 and foe must save or be unable to draw line of sight to any non-adjacent space until the end of their next turn on a failed save. *Devour:* Foe gains [-] on the save.
Skinwarp (1 action, range 1-4): Remove self or any ally in range from the battlefield, then place them anywhere else on the battlefield. That ally takes 1d6+2 piercing damage.
Demon Burst (1 action, range 4): The stretched demon destroys a Natal or other demon in range for a burst 2 (target) ability, granting 2 vigor to all allies within and dealing 2 piercing damage to all foes. Overdrive: Increase damage and vigor by +2, and allies gain *strength.*
Elongate (1 action, range 4, mark): The demons warps a character's localized space, causing them to occupy an arc 3 areasinstead of their normal space while marked. When they move, move one space of their area and then place the rest in any valid configuration.

Terror Demon
Malicious demons which seem to feed off strong negative emotions in the way other demons feed off flesh. Prominent demonologists have theorized demons are themselves shaped by the fears and concepts of kin, as their true forms exist on a plane of reality utterly incomprehensible to normal senses. It would certainly explain the way terror demons seem to be able to warp themselves into imitations of primal fears.

Aura of Terror: The Demon has aura 1. Foes in the aura deal half damage unless adjacent to an ally.

Chaoi (1 action, attack, blast 2, range 3-6, chain): 3 damage. On hit: +1d3. Effect: Swap positions of all characters in the area, then push or pull them 1. Devour: Blast 4
• **Sahool (2 actions, attack, range 3-6, chain)**: 1 piercing damage. *Hit:* +1d3 piercing damage. On hit: Push or pull 2d3+1
Paranoia (1 action, range 6, mark): A foe in range is marked. While marked, they cannot target allies with abilities. This mark has no effect if they are 3 or more spaces away from any ally. At the end of their turn, they may save to end this

mark, but only if they are 3 or more spaces away from any ally.

Demon Flay (1 action, range 1-4): Target character and all its adjacent allies take 2 damage, then summon a natal in range 2 of the character. Overdrive: 1d3 natals.

Smoke Demon

This demon is a cloud of venomous, choking smoke. Writhing images in the smoke occasionally surface in the form of screaming faces.

Ethereal: *Phasing* and *flying* when moving, and takes 1/2 damage unless adjacent to a foe.

Black Smoke (1 actions, attack, Close Arc 3): 3 damage. On hit: +1d3. Area effect: 3 damage. *Effect:* Gains attack [+] if damaging at least one ally or passing through an adverse terrain space or an obscured space. D*evour:* +3 base and area damage.

Intoxicating Smog (1 action, range 1-2): An adjacent bloodied character must save and take 2 damage, increased by +1d6 on a failed save, or +2d6 if they are in crisis. Allies take half damage, may be pushed 4, and gain *haste* and *evasion*.

Corruptive cloud (2 actions, zone, blast 2, range 2): Each space of the zone is dangerous terrain for foes and an obscured space. The Smoke Demon gains *stealth* and *evasion* when it ends its turn in the area. *Overdrive:* May place any number of these zones, and becomes 1 action.

Smouldering Demon

This demon is a body constantly burning and writhing in pain, ignited by its own smoldering blood.

Hellflame (1 action, blast 2, range 3-8): 3 damage. On hit: +1d3. Area effect: 3 damage. Effect: Create *dangerous terrain* in any free space in the area. *Devour:* Blast +1. Overdrive: Base and area damage +2

Rune of Sacrifice (1 action, zone, range 1-3): The demon puts down a sacrificial rune. Any number of these zones can be created. The zone is *dangerous terrain*. Self or allies standing in the zone have attack [+], gain *keen* at the end of their turns, and deal +2 base damage with attacks.

Howling Inferno (2 action, zone): The demon creates a blast 3 area in range, that could overlap characters. The zone is *dangerous* terrain. The first time in a round that an ally in the area takes damage not from this terrain, their blood ignites and feeds the flame. All foes in the area take 2 damage, then must save or take +1d6 damage.

Monolith (1 actions, range 1-6, 1/combat): The demon creates two height 1 monolith *objects* in free space in range. The first time in a round an ally is damaged adjacent to a monolith, all adjacent foes take piercing damage equal to the round number.

Interlinked Demon

This demon is made of geometric shapes that look wrong to the eye. As it moves, it constantly re-assembles itself.

Perfect Order (1 action, range 3-8): 1 piercing damage. On hit: Character takes piercing damage equal to twice the round number. *Devour:* Three times the round number

• **Reality Rift (2 actions, burst 2 (target)):** attack): 3 damage. On hit: 3 damage a number of times equal to the round number. Area effect: 3 damage, teleport 1, and foes must save or become *slow.*

Reality Splinter (1 action, range 1-5)
The demon gains *keen* and the following interrupt until the start of its next turn:

> **Break Reality**
> Interrupt 1
> *Trigger:* Self or a foe in range is damaged by a foe's ability.
> *Effect:* After the ability resolves, the foe swaps places with the demon, removing and placing both characters.

Monolith (1 actions, range 1-6, 1/combat): The demon creates two height 1 monolith *objects* in free space in range. The first time in a round an ally is damaged adjacent to a monolith, all adjacent foes take piercing damage equal to the round number.

Chapter 2+

Ooze

An amorphous demon that is more like fauna native to the demon realm. Lacks any real intelligence and survives by digesting its prey whole.
HP: 48 (25% hp: 12)

Trait Modifications : No Guard
Amorphous: Can share space with other characters. Foes treat the space as difficult and dangerous terrain, and deal damage [-] while inside.
Split: At the start of any turn that it is bloodied, the Ooze creates an *ooze duplicate* in an adjacent space. The duplicate is a new character that is an exact copy of the Ooze at the time this split happens, except without this trait. It may act starting next round. An ooze can create multiple copies of itself this way in a fight.

Tendril (1 action, attack, range 1-3): 2 damage. *On hit:* 1d6 and pull 2
Slime Shell (1 action): The Ooze gains *shield*, and the following interrupt until the start of its next turn.

> ### Slippery Deflect
> Interrupt 1
> **Trigger**: The ooze or an adjacent ally is attacked
> **Effect:** Redirect the attack to either character.

Slide (1 action, repeatable): The Ooze dashes 3 spaces. Characters it passes through take 1 piercing damage. *Overdrive:* Damage equal to the round number instead.

Screaming Demon

This demon is full of holes that make a high pitched screaming when it moves.
Death Shriek: When defeated, all foes on the battlefield take 2 piercing damage and gain [-] on attacks and saves for the rest of the round.

Howl of Terror (1 action, attack, burst 1(self)): 3 damage. On hit: +1d3. Area effect: 3 damage. If damaging an ally, release a second burst 2 (self) effect for 3 damage. Overdrive: If the second burst damages an ally, release a burst 3(self) effect for 3 damage again.
Earbleeder (1 action): The Torture Demon gains *shield* and the following interrupt until the start of its following turn.

> ### Earbleeder
> Interrupt 1
> **Trigger**: An ally in range 1-2 is attacked.
> **Effect:** The attacking character takes 2 piercing damage and must save. On a failed save, the attack automatically misses and the attacking character is pushed 3.

Ceaseless Screaming (1 action, aura): Gain aura *1* until the start of this character's next turn. Foes in the aura gain [-] on saves and do not save against statuses or marks at the end of their turn.
Unbearable Shriek (1 action, range 4, mark): A foe in range is *dazed*, then must save or be marked. While marked, that foe cannot use interrupts, quick abilities, or abilities that cost 2 actions unless they are adjacent to one of their allies. A marked foe can save against this mark at the end of their turn, ending it on a success.

Succubus

A semi-intelligent Type VI demon made of interwoven tendrils. It exudes a cloud of soporific musk that induces hallucinations, waking dreams, and illusory fantasies in those effected. After it has a satisfactory number of thralls, it spends its time digesting them by inverting its stomach on them.

Fruit of Delirium (Round Action): At the start of the round, the Succubus summons a fruit in free space in range 1-4. Overdrive: Summon 3 fruits.

> ### Fruit of Delirium
> Summon (3)
> **Summon effect:** Demons adjacent to the fruit may use a devour effect and gain 3 vigor if doing so, then are marked by Pleasant *Haze a*nd dismiss the fruit. *Adjacent f*oes may dismiss the fruit as a quick ability, but are marked by *Pleasant Haze.*

Pleasant Haze (1 action, mark, range 1-4): A character in range 5 is *branded*, then must save or be marked. This mark can affect any number of foes. While at least one character marked, the Succubus has the following interrupt

> ### Delirium
> Interrupt 1 per marked character
> *Trigger:* A marked character ends their turn
> *Effect*: The succubus chooses one of the following effects:
> • **Rest Now:** Character becomes *immobile* until the start of its next turn.
> • **False Bravado:** Character gains *strength.*
> • **Frolic:** Character makes a free move.
> • **Uncontrollable rage:** Character immediately deals 2 damage to all adjacent characters, including allies.
> • **Nightmare:** Character loses 1d6 vigor.

Flaying Tentacle (1 action, attack, range 1-3): 2 damage. On hit: +1d6. *Effect*: deals damage [+] to characters marked by Pleasant Haze.

Tend Thralls (1 action): All characters marked by Pleasant haze either gain 2 vigor or take 2 piercing damage. *Devour:* Increase all these amounts by +1d3. Foes reduce vigor to 1, and allies reduce damage to 1.

Corruptive Spray (1 action, range 3): The Succubus creates two spaces of dangerous terrain in range.

Crystalline Demon

A demon made of shimmering crystals with razor sharp edges, made to sever flesh and draw blood. The crystals are infectious and make living flesh brittle.

Crystal Burst: When the demon is destroyed or *devoured*, it shatters, teleporting all characters in range 2 from it 2 spaces. Foes must save or become *branded*.

Crystal Splash (1 action, attack, range 3-6): 2 damage. On hit: +1d3. *Effect:* Creates *dangerous* terrain under any marked characters inside.

Crystal Perfection (1 action, range 1-4): The Crystalline Demon *devours* an adjacent demon or natal. It may end any number of negative statuses on itself or another ally in range, then deals 1 piercing damage to that character per status removed.

Refract (1 action, mark, range 1-4): The Demon marks an ally in range, which lasts until that ally is defeated. While marked, attacks against that ally gain [-][-] unless it has two or more foes adjacent. Overdrive: May mark any number of allies.

Crystallize (1 action, mark, range 1-4): A foe in range 4 is marked. While marked, they turn partly to crystal. While marked, they take 2 piercing damage after using any ability that dealt damage. If they *miss* with an attack, they take 6 damage instead. A foe can end this mark without saving at the end of any turn they didn't deal damage. Overdrive: May mark any number of foes.

Mimic

A potent, formless demon with the ability to mimic ordinary objects. It has a fascination with large objects such as furniture or weaponry and will often transform into whatever is nearby.

Mimicry: In any battle with the Mimic, place 4 decoys on the battlefield at the start of the battle. They can be targeted like characters and take damage.

Decoy

Size 1 summon, immobile, 1 hp, 1 defense

Summon Effect: The GM secretly picks one of the decoys that is actually the Mimic. When that decoy is targeted by an ability, before the ability is made, replace the decoy with the mimic and retarget the attack to the mimic. This reveals the mimic.

Any active mimics can use any other mimic's decoys.

Surprise! (interrupt 1): *Trigger:* The mimic is targeted by an ability, and the ability revealed the mimic and resolves. *Effect:* An adjacent foe must then save or take 2d6+4 damage or half on a successful save.

Bone-cracker (2 actions, attack, melee): Effect: dash 2. *Attack*: 4 damage. *On hit:* +3d6. Effect: Reveals the mimic. Deals half damage if the mimic is already revealed before making this attack.

Prowl (1 action): Dash 2, then gain *stealth*

Shell Game (1 action, range 1-3): Swap places with a decoy in range, removing and placing both characters. This does not reveal the mimic.

Scuttling Retreat (1 action, range 1-3, end turn): The mimic creates 2 decoys anywhere in free space in range, then secretly replaces any active decoy, swapping places with it. *Devour:* Becomes *quick*

Chaos Demon

The Arkenruins are a wound in the earth so deep that at the bottom reality begins to unravel. Even though the air there is thin and stagnant, a terrifying wind lashes through the stygian halls. Though there is no light, thin ripples of color boil across the air, like rainbows on oil. Reality starts to come apart, as the laws of the world begin to unravel and time and space begin to have no meaning. In this environment, impossible creatures slip through the cracks and cavort on the dead breezes.

Winged: Flies 4 when making a free move.

Chaos Cocoon (1 action, chain): The Chaos Demon summons two height 1 cocoon object in range 3. Overdrive: Summon 4 cocoons.

> **Cocoon**
>
> > *Object effect*: The Cocoon is destroyed if a character would enter its space for any reason When the Cocoon is destroyed or removed, summon two natals in or adjacent to its space.

- **Reality Razor (2 actions, attack, cross 2, range 3-8, chain)**: 3 damage. On hit: +2d6. Area effect: 2 damage. *Devour:* Characters inside must save or be pushed 1d3+1 away from the center.

Chaos Storm (1 actions, 2/combat): Teleport *all* characters *1d3* spaces to a free space.

Fatal Thaum (1 action, range 2-8, mark): Mark a character in range. *Area effect:* At the end of that character's turn, shoot a bolt of energy at that character for a burst 1 (target) area effect, dealing 3 piercing damage and pushing all characters 1. Then remove the mark.

Gazer

A type IV demon that takes the form of a floating, lidless eyeball. It has the ability to selectively unravel reality wherever its gaze lies. Theories abound that this demon is merely a protrusion of a higher entity and that most of its body is hidden, unable to be seen by mortal eyes.

Floating: Ignores dangerous and difficult terrain. May fly 4 when making a free move.

Behold (2 actions, pierce, range 8, cross 1): 2 damage. On hit: +2d6. Area effect: 2 damage. *Effect:* The Gazer rolls *1d6* and applies one of the following effects to one character in the area, which last until the end of its next turn. *Devou*r: A second character.

1. **Scour Gravity:** The target gains flying, but at the end of their turn, they fall, *slowing* them and dealing 3 damage.
2. **Scour Friction:** The target increases its free move by +2 but can only move in straight lines, and must move until they run out of movement or enter an obstruction.
3. **Scour Force:** The target takes and deals half damage for the duration.
4. **Scour Scale:** The target grows inside, increasing all push and pulls it inflicts by +2
5. **Scour Time:** The target immediately rolls a d10 and a d6. All of their results for any of those dice rolled during this turn become the respective rolled result.
6. **Scour Space:** The target may teleport to any space by using the interact ability. However, for the duration, all characters may teleport to any space adjacent to this character by using the interact ability.

Yawning Void (2 actions, cross 1, zone, 1/ combat): The Demon creates an area of non-space When the demon creates the terrain, it removes all characters inside and places them adjacent to any edge space of its choice, in any order. Each space of the area is *impassable* terrain.

Chapter 3

Lesser Emissary

A lesser demon forged in imitation of a beautiful, winged kin. Speaks, but doesn't make any sense the longer you listen to one. Theories about these creatures are they are a creation of the Abyss itself trying to entreat with its prey.

Winged: Flies 4 when making a free move.

Decree (Round Action): At the start of the round, the Emissary makes one of the following decrees, choosing a foe in range 1-6. That character must follow the decree or else take 2d6 *piercing* damage and become *stunned* at the end of the round.

- *Decree of Anger:* Attack this round.
- *Decree of Selfishness:* Do not use abilities that target allies this round.
- *Decree of Paranoia:* End turn without being adjacent to any other characters.
- *Decree of Rashness:* End turn adjacent to a foe

Unhalig (1 actions, attack, range 2-5, Cross 2): 1 piercing damage. *Hit:* +1 piercing damage. *Area effect:* 1 piercing damage. *On hit*: All foes in the area must sacrifice *1d3* after this ability resolves. *Devour:* Double sacrifice amount. Overdrive: Increase base damage and sacrifice by +3

Immaculate (1 actions, range 2-5, 1/combat): An ally in range becomes *immune* to all damage until the end of its next turn, but also halves all damage it deals for the same direction.

Lift Burdens (1 action, repeatable): Self, or an ally in range 1-6 may fly 2, then clear a negative

status. *Overdrive:* Targets up to 3 characters in range 1-6.

Sacred Geometry (1 actions, range 6, mark): A foe in range is marked and forced into strange geometries. While marked:

• Any time they use an ability on an ally, they become unable to use abilities on allies until they use an ability on an enemy.

• Any time they use an ability on an enemy, they become unable to use abilities on enemies until they use an ability on an ally.

A foe may save at the end of their turn to end this effect, but only if they followed the Emissary's Decree.

Unique Elites

Chapter 1+

GREAT BELL DEMON

A huge, stout demon with an enormous black iron bell. The shackles on its body seem to indicate it was imprisoned somewhere. These demons are common enough that its believed they once served some function in the Arken empire.

HP: 80
Special *Traits:* Size 2
Elite: Takes 2 turns
Black Temple Bell: This demon's huge bell is so heavy it can only attack once a round.

Flatten Mortal (2 actions, attack, range 1-2, blast 2): 1d6+2 damage. On hit: +3d6 and foe must save or be *stunned*. *Area effect: 1d6+2* Effect: Attacks with [-]. Devour: Lose the attack malus.
Bell sweep (1 action, burst 1 (self), chain): *Area effect:* 2 damage and push 1
• **CLANG (1 action, burst 2 (self), chain):** 2 damage and one foe inside must save or become *dazed*. Overdrive: Burst +2 and +2 damage.
Slam (1 action): Push an adjacent character or object *1d3*. If they are pushed into an obstacle, characters take 3 damage.

PAINWHEEL

This hellish demon takes the form of a person strapped to or merged with a burning wheel, screaming in agony.

HP: 64
Free Move: 10
Elite: Takes 2 turns

Trait modifications: No skirmisher
Elite: Takes 2 turns
Burning Wheel: This demon's speed is 10 However, the demon must move in straight lines.

Agonize (1 action, attack, line 6): 2 damage. On hit: +1d6. Area effect: 2 damage. Effect: If damaging at least one ally, deals 2 damage again to all foes. Effect: Then the wheel teleports to the last available space on the line.
• **Exfoliate (2 actions, chain):** *Effect:* An adjacent foe must save. They take 5 damage. On a failed save, they take 5 damage again and repeat the save, then take 5 damage again if they fail the second save. Devour: Foe gains [-] on each save.
Smoking Spit (1 action, cross 1, range 2-4): Area effect: 2 damage. Effect: Create an obscured space in free space in the area.
Spin out (1 action): The demon gains 1d3 *evasion. Devour: 3*

GREATER EMISSARY

A great, many winged and fair-faced demon, larger and more intelligent versions of the lesser emissaries. These demons have a mild and seemingly gentle manner and often entreat with kin, gathering followings and cults, though when provoked they are no less violent. Able to use holy wrightcraft, much to concern of scholars.

HP: 96
Winged: Flies 4 when making a free move.
Elite: Takes 2 turns

Decree (Round Action): At the start of the round, the Emissary makes one of the following decrees, choosing a foe in range 1-6. That character must follow the decree or else take 2d6 *piercing* damage and become *stunned* at the end of the round.
- *Decree of Anger:* Attack this round.
- *Decree of Selfishness:* Do not use abilities that target allies this round.
- *Decree of Paranoia:* End turn without being adjacent to any other characters.
- *Decree of Rashness:* End turn adjacent to a foe

Griholy (1 actions, Attack, Cross 1, Range 2-4): 2 damage. Hit: +1d3. Area effect: Allies in the area gain 2 vigor. Foes take *2* damage. Increase all damage or vigor by +1d3 for bloodied characters.
• **Refulgence (2 actions, range 3-6, combo):** Effect: Center three cross 1 area *effects* on up to three characters, one at a time, choosing

different characters each time. For each area, foes inside take 2 piercing damage, once, per bloodied character in the area. Allies inside gain 2 vigor, once, per bloodied character in the area. Characters can only be affected by each area once.

Chastise (1 action, mark): A character in range 6 takes 1 piercing damage and is marked. If that character attacks before the end of their next turn, they must save or take 6 piercing damage, then this mark ends.

Lift Burdens (1 action, repeatable): Self, or an ally in range 1-6 may fly 2, then clear a negative status. *Overdrive:* Targets up to 3 characters in range 1-6.

Chapter 2+

JUDICATOR DEMON

Maleficent, and eyeless, greater demons from deep below the earth. Relatively intelligent, they delight in riddles, bargains, and technicalities.

HP: 96

Special traits: Size 2
Elite*:* Takes 2 turns
Eyeless: Immune to *blinded*.

Fair is Fair (Round Action): At the start of the round, the Judicator demon may use one of the following effects.
- Move any status token from self or any ally to a foe.
- Move up to 5 vigor from a foe to self or an ally.
- Swap the places of self or an ally with another ally in range 1-3.

Sap Strength (1 action, cross 1, attack, range 15): 2 damage. On hit: +1d6. Area effect: 2 damage. *Effect:* Deals +3 added base and area damage if the judicator demon has vigor. If it has maximum vigor, increase to +6.

Cut Deal (1 action, range 1-5): A character in range takes 4 piercing damage. That character chooses one of their allies. That ally gains 4 vigor. Devour: Increase amounts by +1d6

World Revolving (1 action): Push all characters on the battlefield spaces equal to the round number. May push in any direction.

Balance scales (1 action, range 1-4, 1/combat): A character in crisis in range has their current hp set to 1, but gains maximum vigor.

PALE MAN

This demon's pallid skull is crowned with a grisly crest of eyes. It's incredibly slow movement is punctuated by shrieking and discharges of scintillating energy from its eyes that can pulverize stone, flesh, and armor.

HP: 64
Free Move: 2
Large*:* Size 2
Elite: Takes 2 turns
Eyes within Eyes: Immune to attack [-].

Lidless Gaze (Round Action): At the start of the round, the Pale Man gazes at a foe in range 10. Some of its abilities can only target its gaze target. It must gaze at a different foe each round from the last, if possible. If the foe breaks line of sight, the Pale Man can immediately switch its gaze to a new character as an effect.

Ceaseless Shrieking: If no foe is in line of sight of the Pale Man at the start of its turn, it spends its entire turn shrieking instead of using abilities. All foes take 6 piercing damage, ignoring line of sight and cover.

Void Bolt (1 action, attack, gaze target only, chain): 2 damage. On hit: +1d6 Effect: Summon a height 1 debris *object* adjacent to the target

- **Annihilate Flesh (2 actions, pierce, gaze target only, chain):** The Pale man chooses the target of its gaze, then focuses its eyes on them. At the end of that character's turn, they take 1d6+2 five times, taking into account cover. Reduce the number of times this deals damage once for each other character or object in the area.

Fatal Thaum (1 action, range 2-8, mark): Mark a character in range. *Area effect:* At the end of that character's turn, shoot a bolt of energy at that character for a burst 1 (target) area effect, dealing 3 piercing damage and pushing all characters 1. Then remove the mark.

Destabilize (1 action, range 8, mark): A foe in range become is marked. If that foe moves more than 1 space on its next turn, it also releases a burst 1 area effect centered on them, dealing 2 piercing damage to all character inside, including

that foe. Increase this by +1d6 if that character moved more than 4 spaces. At the end of their turn, that foe may save to end the mark.

Chapter 3

MAZE DEMON

A greater form of an Interlinked Demon, a demon made of interlocked plates of impossible geometries. Given time, these demons grow and stabilize, eventually becoming (horrifying and dangerous) dungeons themselves.

HP: 64
Elite: Takes 2 turns

Dissolving Reality: At the start of round 1, 3, and 5, the Maze demon creates a special blast 2 Dissolving Reality zone anywhere on the battlefield. It can have any number of these zones. The zone is *dangerous terrain* to characters other than Demons.
Law of the Maze (Round Action): At the start of each round, roll 1d10 and 1d6. All values of any similar die inside of a law of the maze zone are set to that value this round.
Pull of the Maze (Round Action): At the end of the round, the Maze Demon teleports one or two characters in range 3 of a Dissolving Reality area into that area. It may choose itself. Foes may pass a save to avoid this effect.

Disgorge Maze Shard (1 action, chain): The Maze Demon creates a height 1 object inside one of its dissolving reality zones. Characters that end their turn adjacent to the object may be removed by the demon and placed in any valid space in range 1-2 of the demon.
• **Twisting Law (2 actions, attack, range 8, chain):** 3 damage. On hit: +2d6. *Effect:* All maze shards release a burst 1 (target) area effect centered on them, dealing 3 piercing damage to all characters.
Cheat Reality (1 action, 1/round): The Maze Demon fixes it's Law of the Maze numbers to 6 and 6 for the rest of the round.
Rearrange (1 actions, range 1-2): The Maze Demons removes all characters in range, then places them in any valid configuration in range. Foes may save to avoid this effect, but gain slow on a successful save. *Devour:* Range +2
Reality Splinter (1 action, range 1-6, mark):

The demon marks itself or an ally in range. While that character is marked, the Demon gains the following interrupt.
> **Break Reality**
> Interrupt 1
> *Trigger:* The marked character is damaged by a foe's ability.
> *Effect:* After the ability resolves, the foe swaps places with the demon, removing and placing both characters.

GREAT BERSERKER DEMON

Nearly unstoppable demons clad in semi-organic arms and armor whose blood is so hot it gives off scalding steam. They only emerge when demon incursions become of a certain size, suggesting some type of attraction or hierarchy over others of their kin, though they have as little respect for the welfare of lesser demons as the do normals. They are tremendously powerful battlefield opponents and continue to fight long after they have been nearly torn into shreds.

HP: 80
Huge: Size 3
Large: Size 2
Elite*:* Takes 2 turns

Hurl Body: When the demon *devours* another demon or a natal, it uses its prey's leftover body as a weapon, hurling it at foes. A foe in range 1-4 of the demon takes 1d3+1 damage and is pushed 1. This can trigger any number of times a round.

Bloody Fuller (1 actions, attack, range 1-2, chain): 1 damage. Hit: +1d6. *On hit:* Burst 1 (target): damage equal to the round number+1. Devour: Then dash 2, and push an adjacent character 2
• **Gorebather (2 actions, attack, burst 1 (self))**: 3 damage and push 1. On hit: +2d6 and push +2. Area effect: 3 damage. Effect: If damaging an ally, *devours* that ally, then deals 3 damage to all characters in the burst and the demon. Overdrive: Burst 2 (self)
  • **Gigakaiser (1 action, chain:** The demon dashes 2, then an adjacent character is *stunned*. Stunned characters must additionally save or take damage equal to 25% of their maximum hp. Stunned characters in crisis that fail this save are instantly defeated.

Glut (1 action, 1/round): *Devour* an adjacent character, then gain 3 *shield* and 3 *sturdy.*

Slam (1 action, repeatable): Push an adjacent character or object *1d3*. If they are pushed into an obstacle, characters take 3 damage.

Field of The Limbless (2 actions, usable at round 3+ only, 1/combat): The demon flies into the air, removing it from the battlefield, then releases slashes that cross the entire battlefield. It targets a foe in range 1-6. Roll 6d6+6. Without knowing how much damage was rolled, that foe may choose to take the damage or save. If they save successfully, they take half damage. If they fail the save, they take double the damage, and the Demon may repeat this effect on a new foe. This continues until a character chooses to take the damage, there are no more foes in range, or a character passes the save.

UNIQUE LEGENDS

I. LIMB DEMON

A massive, worm-like demon that appears to be made up of fused rings of hands and arms. Theories abound as to how a monstrosity like this gets its start, but a common postulation is that when the population of natals becomes too high in deep areas of the Abyss, they run out of room and fuse into these larger demons, which devour and absorb their nest-mates until the new amalgamate being becomes strong enough to eat its way to the surface. Unlucky prey of the Limb demon are often stuffed into its maw still alive, where they are fused and absorbed over time. Some are rescuable - for a time.

HP: 60 per player character (min 120)
Large: Size 2
Legend: Takes 1 turn for every player character.
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Amorphous: Can share space with other characters. Foes treat the space as difficult and dangerous terrain, and deal damage [-] while inside. Area effects this character creates can overlap its space, and it is immune to damage and effects from its own attacks.
Crawling Chaos: When the Demon hits with an attack or uses certain abilities, it summons a *crawling mass* of loose limbs in a free space in range 1-3 of its location. The mass counts is a *summon* that counts as *dangerous terrain* to all characters but the demon. A character can destroy all adjacent *crawling masses* by spending the *interact* action while adjacent to it and passing save, or just one mass on a failed save.
A Thousand Hands: The demon deals +1 base damage on hit with attacks per *crawling mass* it is sharing space with.

Phases:

The Demon starts in Phase I, then goes into Phase II when bloodied. When changing phases, becomes immune to all damage until the end of the current turn.

Phase I

Flinch (Interrupt, 1/round): *Trigger:* The Demon is targeted by attack. *Effect:* The attacker can either choose to give the demon 1/2 damage against to the attack OR summon 1d3+1 *crawling masses* after the attack resolves.

Control Limbs (1 action, mark, 1/round): The demon chooses a character in range 4 and gains control over their limbs. The first time in a round that character rolls an attack or save the demon can choose to roll its own d10 or d6, substituting the demon's result as the final result. A character can resist this effect by taking 1d6 piercing damage, also ending this mark. Otherwise, a character may save at the end of their turn to end this mark.
Swallow Whole (1 action, 1/round): A adjacent character is dazed, then must save or also be swallowed whole. Remove them from the battlefield. At the start of their turn, the demon spits them out, placing them in any adjacent space to the demon's current location, then pushing them 3 spaces. If pushed into an obstruction, they take 3 damage.
Pillar of Flesh (1 action, 2/round): The Demon agitates a *crawling limbs* space in range 4, transforming it into a pillar of flesh (destructible, 10hp, automatically hit by attacks and effects). It becomes a height 1 object, or increases its height by +1 if it is already an object. Foes must spent +1 space of movement to exit a space adjacent to a pillar.

Crush Body (1 actions, attack, range 1-2, chain): 2 damage. On hit: +1d6 and summon a crawling mass.
- **Echoing Scream (1 actions, attack, close line 3, chain:** 3 damage. On hit: +1d3. Area effect: 3 damage. *Effect:* Deals 3 damage again to any foe sharing space with a crawling mass.
  - **Crush Soul (2 actions, attack, range 1-2, blast 3):** 2 damage, twice. On hit: +1d6 damage, twice and summon two crawling masses. Area effect: 2 damage twice.

Thrash (1 action, burst 1(self), chain): 2 damage and push 1. Push all crawling masses 1.
- **Crawling Charge (1 action, combo):** Dash 2d3 as far as possible. After finishing this move, gain 3 vigor if there's a foe inside this character's space, increased by +1d3 if this character is in crisis.

Phase II

As phase I, but loses Flinch and gains

Swell Flesh (Round Action): The demon starts to swell and grow unnaturally in size. At the start of the round, it grows its size by +1. This has no maximum.

Limb from Limb (2 actions, end turn, 1/round): The Demon *dashes* 4 spaces in a straight line with *phasing.* Characters in its path must save or take 1d6+4 damage and be *stunned*, or just 4 damage on a successful save. When the demon passes through a character's space during this move, it summons a *crawling mass* adjacent to them, but only once per character.

Tactics

The Limb demon scatters its mutated body over the battlefield, making it incredibly hard to move around safely for foes over time. Foes will have to position so that its relatively short range attacks cannot reach them without moving it out of the space of its own *crawling mass* spaces. In phase II, this becomes a race before the demon grows large enough to make this not an option.
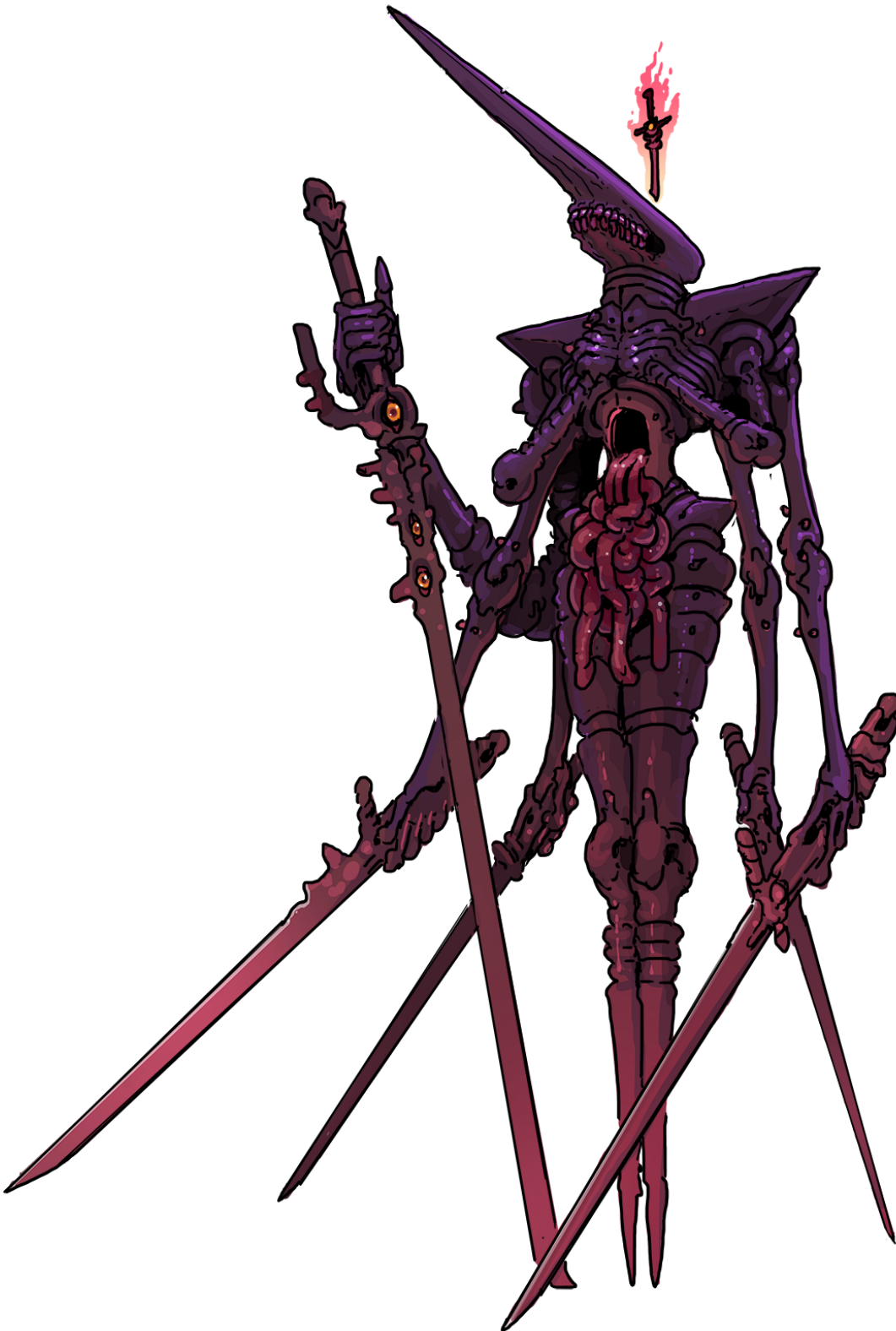
Trophies

White flesh strip

Uses: 3

Effect: Consume this rubbery white flesh at the start of any combat to gain 6 vigor and the *amorphous* trait for the rest of the combat.

Clasped Hand Ring

Uses: 1 expedition

Effect: During this expedition, you can use the power in this ring to unnaturally puppet your enemies' limbs. You gain the *control limbs* ability from this legend.

II. VIOLENCE DEMON

These incredibly powerful demons wield seven swords that are fused with their beings. Nobody knows what causes their appearance, but they are drawn to scenes of carnage and battle, eerily drifting in out of the darkness on spindly limbs. They appear to exist only to fight incredibly strong foes, and when they emerge they spend all day and night cutting down everything before them with complete, unrelenting brutality, finishing with all other demons, until nothing else remains. Only then do they drift on.

Their appearance in the surface world is usually treated as a calamity, and entire sealer orders are often roused to try and drive one back underground.

Free Move: 6
Perfect Combatant: May move diagonally.

Legend: Takes 1 turn for every player character.
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

Blade of Agony: Many actions from this legend summon a blade of agony, an incredibly sharp, bonelike demon blade. Blades can be summoned anywhere there is a free space.

Blade of Agony
Size 1, summon (infinite)
Summon Effect: Foes treat them as *difficult terrain*. It also has the following effects.
- *Blade Slash:* Whenever a blade is summoned, all blades, including the one that was just summoned, slash every space adjacent to them, dealing 1 *piercing* damage to all foes. A character can hit by multiple blades at once.
- *Blade consume X:* Certain actions must consume X blades of agony to be used. Blades are consumed at the start of the action and must be in range 1-3 of the demon to be valid. This destroys the blades, removing them from the battlefield.

Impatience: The first time in any round a foe misses an attack roll against the violence demon,

it may teleport to an adjacent space to them as an effect and deals 1d6 piercing damage to them.
Regard: Critically hitting the demon earns its regard until the end of the round. Until the end of the current round, the demon will attempt to target that character if possible, and gains attack [+] against them. The demons' regard can switch if it is critically hit again.

Phases:
The Violence Demon must swap phase at the start of round 3.

Abilities (all phases)

Call Blades (Round Action): Summon three blades of agony from the void anywhere in free space on the battlefield.

Maddening shift (1 action, blade consume 1):
The violence demon removes itself from the battlefield, then re-appears in a space in range 3.
Blade Parry (Interrupt, blade consume 2):
Trigger: The violence demon is targeted by an attack.
Effect: The demon gains *evasion* against that attack, then teleports 2 after it resolves.
Sivran (1 action, Self, blade consume 3): The violence demons' next attack gains attack [+][+][+]

Hunt Flesh (1 action, range 1-3, mark, 1/round): The violence demon marks a foe in range. If that foe ends its turn out of range, the violence demon may teleport to any space adjacent to the marked foe, then the foe must save or become *blinded.* It can switch its mark as a quick ability during its turn.
Torturous star (1 action, range 1-4, 1/round):
The demon chooses a foe in range 4 that has not acted yet. At the end of that foe's turn, if they are in range 1-3 of the violence demon, a burning blade impales them, dealing 2d6 damage to them and *immobilizing* them. A character can pull the blade out with an interact action, but deals 1d6 piercing damage to the impaled character. Otherwise, if a character is 4+ spaces away, summon a blade of agony.

Sixfold Cut (1 action, true strike, range 2, attack, chain): On hit: 1 damage six times. Miss: three times. *Effect:* Then dash 2s. *Effect*: If total attack roll was 8+, damage becomes piercing.

- **Mansplitter (2 actions, attack, chain):** 4 damage. On hit: +2d6 *Effect:* May dash 3 before the attack. *Effect:* If total attack roll was 8+, increase damage on hit by +6.
  - **Blade Storm (1 actions, close blast 3, chain):** *3 damage. On hit: +3 damage. Area effect: 3 damage Effect:* Summon a blade of agony. *Effect:* If total attack roll was 8+, summon another blade of agony.

Phase II (Round 3+)

Advance (Quick, 2/round): The violence demon teleports up to 3 spaces, but must end adjacent to a foe.

Garuda (2 actions, mark, blade consume 3): A foe in range 6 becomes *slow*, marked, and impaled by three blades. *Effect:* At the start of their turn, a blade rips out of them, dealing 1d6+3 piercing damage and summoning a blade of agony adjacent to them. Once this effect has triggered three times, it and the mark ends. *Effect:* If the mark is removed early, or a new character is marked, summon the remaining blades in adjacent spaces to that character.

Universal Violence (2 actions, melee attack, range 3, blade consume 6): Five damage, three times. On hit: Five damage, six times instead. *Effect:* If total attack roll was 8+, damage becomes *piercing*.

Field of The Limbless (2 actions, 1/combat, blade consume 6): The demon flies into the air, removing it from the battlefield, then releases slashes that cross the entire battlefield. It targets a foe in range 1-6. Roll 6d6+6. Without knowing how much damage was rolled, that foe may choose to take the damage or save. If they save successfully, they take half damage. If they fail the save, they take double the damage, and the demon may repeat this effect on a new foe. This continues until a character chooses to take the damage, there are no more foes in range, or a character passes the save.

Tactics
-

Trophies

Seventh Sword
Uses: 1

Effect: Swing the seventh sword, instantly defeating a character in range 4, then defeating yourself. You cannot be rescued for the remainder of combat and cannot ignore any wounds gained from being defeated. Legend characters take 25% of their maximum hp as piercing damage instead. You gain a cosmetic, twisting scar (describe it to your party and the GM) as the result of the cut to your soul aether from swinging this sword. Swinging a seventh sword again causes you to die.

Bone Chakram
Uses: 3
Effect: Activate this cursed talisman at the start of any combat. For the rest of combat, at the end of your turn, you are filled with unbelievable bloodlust. You deal 3 damage to all characters, including yourself, in range 1-2 of you at the end of your turn. This damage cannot reduce you below 1 hp.
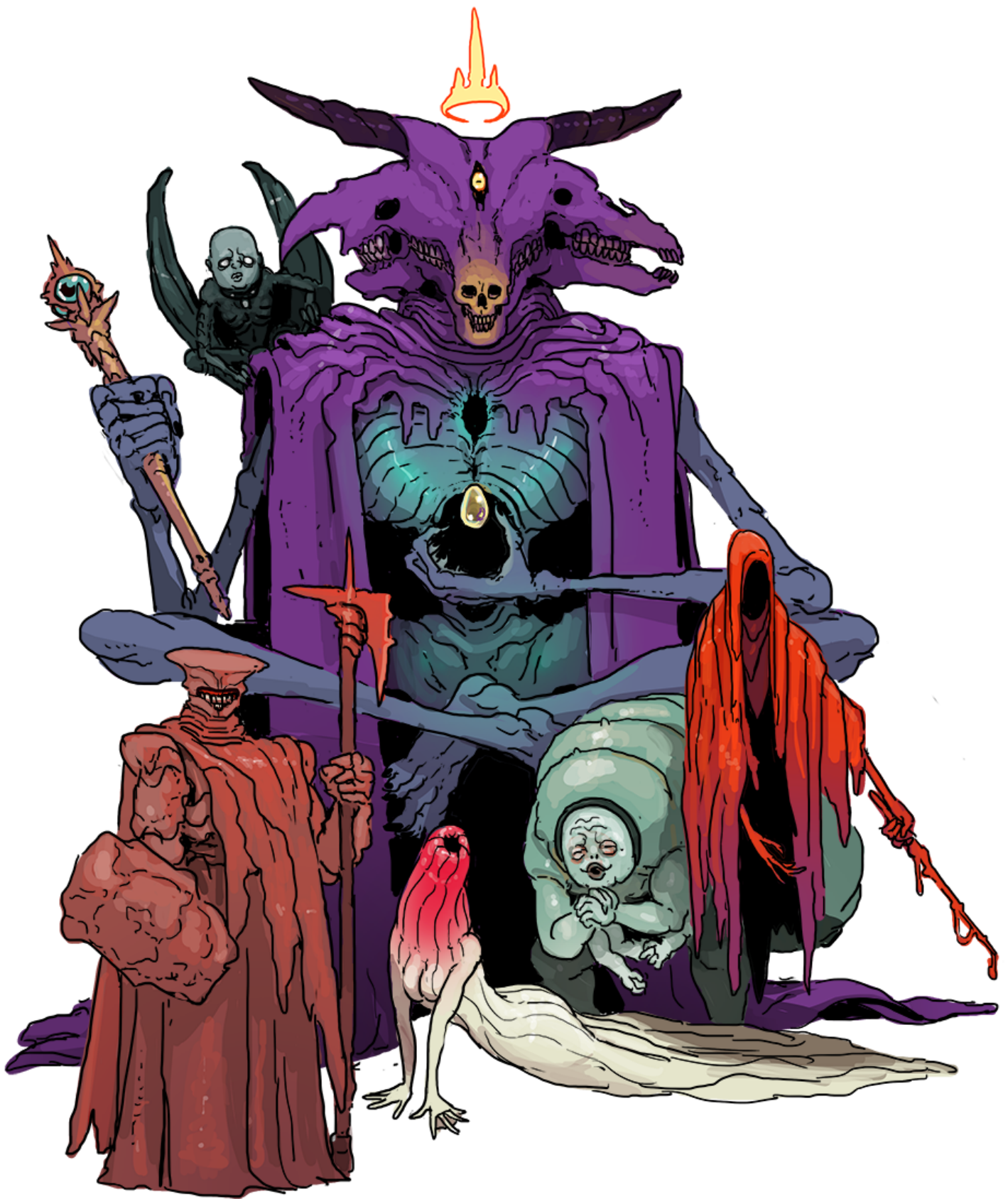
III. MAJESTY DEMON

Immensely powerful demons that take the warped imitation of earthly royalty, Majesty Demons are found deep in the pits of the ruins, where they hold court in lightless and pulsating chambers. Their influence is such that they warp the behavior of other demons, forcing them into

subservience in mock 'kingdoms' that wage war against other dungeon inhabitants and the surface world. Though these demons appear intelligent, their proclamations are chaotic and frequently nonsensical.

They are immensely powerful aetherwrights and supposedly capable of granting wishes. Those that take bargains from Majesty Demons enjoy a few years of prosperity before they inevitably hear the call of the ruins. As they trek slack-jawed towards their doom, they find their soul and body warping until they are dragged into subservience in the Court of the Covenant.

HP: 150 per player character (min 300)

Special Traits: Size 2
Legend: Takes 1 turn for every player character.
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark affecting it.

COURT OF THE COVENANT
At the start of combat, or as a round action, the Majesty Demon summons until it has the following set of summons active: **The Sycophant**, the **Scepter Bearer**, the **Shrouded Lady**, the **Maiden**, and one **Flagellant Knight** per character. All summons must be placed within range 2 of a player character or the Majesty Demon and cannot be placed within range 2 of each other. Unlike other summons, some can be attacked like characters and take damage, and are removed when defeated. The Majesty demon cannot directly target its summons with attacks and effects unless specified. When the Majesty Demon re-summons one of these special summons, it takes *piercing* damage equal to twice their maximum hp.

The Sycophant (Summon, 5 hp, immune to damage and effects): Counts as an ally for player abilities. Projects aura 2 around it. The aura reduces all damage to to player characters to 1 while it is inside. At the end of any turn in which the aura was used to reduce damage, the Sycophant is destroyed.
The Scepter Bearer (Summon, 5 defense, 5 HP/player (min 10), flying when moving): When summoned, and on each of the Majesty Demon's turns, flies 1. Cannot move unless it's within range 4 of a player character. When defeated, drops its

scepter in its space as a 1 space *zone*. Any character other than the majesty demon standing in a scepter space deals **double damage** with abilities (double *all* damage after rolling and totaling up all damage). There can be any number of these spaces.
The Shrouded Lady (Summon, immune to all damage and effects): Must teleport 4 spaces when summoned, and at the start of each round as far as possible towards the closest player character. At the end of the round, deals 40 damage to all adjacent characters other than the Majesty Demon.
The Maiden (Summon, 5 defense, 10 hp/player min 20): Has aura 2. Characters other than the Maiden in the aura deal and take half damage.
Flagellant Knight (Summon, 5 defense, 40 hp): The knights have the following abilities
> **Summon Action (1/round):** All knights may dash 3. One knight may target an adjacent foe, dealing 5 damage. That foe must save or take 5 damage again and be pushed 2
> ***Summon effect:*** Once a turn, when *any* character takes damage adjacent to the knight that wasn't dealt by a knight, the knight reduces it by 5, as if by armor, then takes 5 damage.

Phases:
The Majesty Demon changes phases when bloodied.

Phase I:
Declare Will (Round Action): At the start of the round, the Majesty Demon makes one of the following decrees (roll 1d6).
- 1. **Decree of Penance:** All foes deal 10 damage twice, to themselves as an effect at the end of the round.
- 2. **Decree of Obeisance:** Foes must end their turn adjacent to one of the summons from Court of the Covenant, or else take 10 damage twice.
- 3. **Decree of Pain:** Player characters cannot be reduced below 1 hp this round. Player characters at exactly 1 hp when the round ends regain hp to put them at 50% of maximum. Player characters not at exactly 1 hp become *branded, dazed,* and *stunned* at the start of next round.
- 4. **Decree of Annihilation:** One foe (chosen by the demon) takes 10 damage four times as an effect at the end of the round.

- 5. **Decree of Glory:** Flagellant knights deal and take double damage this round.
- 6. **Decree of Haste:** All movement, including forced movement, is doubled this round.

Mahaal (1 action, range 1-6, 2/round): A foe in range 6 that has not acted yet pulses with dark energy. At the end of that character's turn, they take 20 damage. The character can reduce this damage to 10, then deal 10 damage to an adjacent character, but only if there is an adjacent character available.

Comet Rain (1 action, range 6, blast 3, 1/round: Area effect: 3 damage. Effect: Character in the center space must save or gain 2 *stunned.* Then create a height 1 *smoking meteor* object in free space adjacent to them

Primal Meteor (2 actions, 1/round): All foes not in cover from the demon must save or take 2 damage twice, or just 2 damage on a successful save. Then, one character is *stunned,* and summon a height 1 meteor *object* adjacent to them. Round 3+: 3 damage three times on a failed save. Round 5+*:* 5 damage five times on a failed save.

Vilaga (1 action, attack, range 1-6, chain: 2 damage. On hit: +1d6. *Effect:* Deals 3 piercing damage again to the target after this ability resolves, for each type of negative status the foe is affected by.
- **Effluvia (1 action, attack, range 1-6, chain)**: Effect: Foe takes 3 damage. *Afflicted* foes take 3 damage, three times.
  - **Ebullient (1 action, attack, cross 1, range 6, combo):** 3 damage. On hit: +1d6. Area effect: 3 damage. *Effect:* Copy all statuses on one foe, then inflict them in a different foe in the area.

Fold Space (1 action): Teleport 4 spaces
Backhand (1 action): An adjacent foe is pushed 3. If that foe would be pushed into an obstruction, they take 3 damage and must save or gain 2 *dazed* or *slow* (demon's choice).
Foul (1 action, zone, range 1-3): The demon creates a 1 space zone in free space in range. Foes in the area save with [-], and foes that start or end their turns in the area gain 2 *branded or blinded* (demon's choice*)*. It can create any number of these zones.

Phase 2:

As phase 1, but **the** demon chooses **two decrees**, rolling twice and discarding duplicates. In addition, it gains:

Wretched (2 actions, range 1-6, 2/combat): A foe in range 8 must save or gain 3 *dazed, blinded, branded, slow, and stunned.* On a successful save, a character is affected by a 3 stack of one of these statuses of the demons' choice.

Tactics

Player characters may balk at the Majesty Demon's massive amount of hp, but it is mostly a puzzle fight in which destroying its summons is a good way of defeating it, and players can frequently deal double damage. Most, if not all summons are useful to the players and can be used to reduce damage from or manage the demon's incredibly powerful abilities, and players should use the summons wisely, as they get only one set per round. The demon can also use its own summons to mitigate damage or deny players shelter. It also can deal out some very nasty statuses, especially in phase II, and can obliterate players suffering from statuses very quickly.

Trophies

Clasp of the Flagellant
Uses: 3
Effect: This knight's badge digs into your flesh. For this combat, you gain the *Flagellant's Guard* trait.
> **Flagellant's Guard:** Gain +1 armor this combat, but you must sacrifice 1 at the end of your turns.

Mahaal
Uses: 3
Effect: This tome of dark magic can be called upon in combat. Choose a foe in range 6. That foe pulses with dark energy. At the end of that foe's turn, they take 20 damage, or 10 damage and they deal 10 damage to an adjacent ally. They cannot choose to split the damage if there is no adjacent ally available.

Rules Glossary

The following is a list of every single concept in the game.

- **Ability:** Something you can do on your turn, usually costing 1 or 2 actions. You get abilities from your jobs. You have all the common abilities, plus your basic attack from your job and up to 6 other abilities.
- **Advanced Job:** A powerful job that inherits all the traits and basic attack of its apprentice job. When you gain a level at 1 or higher, you always gain an advanced job.
- **Adverse terrain**: Difficult or dangerous terrain.
- **Afflicted:** Suffering from at least one negative status.
- **Apprentice:** Level 0. Apprentice characters pick one of the four apprentice jobs, then two apprentice abilities.
- **Arc X:** An area effect of X contiguous spaces, Spaces must be drawn sequentially, in orthogonal directions (no diagonals), and cannot overlap themselves, but otherwise can twist and turn and be placed in any pattern.
- **Armor X**: Reduce all damage by X
- **Aura X:** An ongoing effect that applies to all characters within X range and line of sight of the character with the aura. Moves with its owner.
- **Blast (X)**: Square area effect of X spaces on each side.
- **Blind (-):** Status. When attacking, gain [-]
- **Burst (X)**: A space, and every space in range X and line of sight from that space.
- **Bloodied:** 50% hp or lower
- **Branded (-):** Status. When attacked, gain -2 DF
- **Camp:** A party can camp when they have time and safety to heal the wounded status, but lose all resolve.
- **Conserve:** Can only trigger if you have not attacked this turn, and cannot attack on any turn you trigger this effect.
- **Crisis:** 25% hp or lower
- **Cross X**: A cross area effect, including a center space and with each arm of the cross X spaces long.
- **Dangerous terrain:** Characters voluntarily entering this space or starting their turn there take 2 piercing damage.
- **Dazed (-):** Status. When attacking, deal -2 base damage.
- **Defeated:** A character is defeated when reduced to 0 hp. A defeated character doesn't occupy space, take damage or effects, take turns, or use abilities. Summons, objects, and zones created by the character persist. Player characters become *wounded*.
- **Difficult terrain:** Costs +1 movement to exit
- **Dominant:** Gains extra effects depending on the elevation difference between you and your target.
- **Elevation:** -3 to +3. Characters gain attack [+] against characters on lower elevation and attack [-] against foes on higher elevation. May also block line of slight or provide cover.
- **Evasion[+]:** Status. Roll 1d6 before being attacked. Roll 1d6 before being attacked. On a 5+, the attack automatically misses.
- **Excel:** An effect that activates when you make a total attack roll of 8+. Reduced by any effect that reduces critical threshold.
- **Fallen:** A player character with 3 scars. Cannot continue as a player character.
- **Finishing Blow:** Gains additional effects if targeting a bloodied foe or a foe in crisis.
- **Fly:** Movement ignores adverse terrain and all movement penalties and obstruction.
- **Forced movement:** When a character is moved by a foe.
- **Gambit:** Roll the effect die and immediately gain the listed effect, usually with a negative effect on a lower die. Unlike other effects, gambits are optional, and effects are not cumulative.
- **Haste (+):** Positive status. When free moving, go +2 spaces
- **Heavy:** Use a heavier version of an ability. If you do, you are unable to attack or use a heavy ability until the end of your next turn..
- **HP:** Hit points. Reduced by damage. At 0, a character is defeated.
- **Immobile:** Can't voluntarily move. Not a status.
- **Impact**: Triggers on any foe that would move into an obstruction as part of this ability.
- **Isolate:** Gains increased effects if there are no characters other than you adjacent.
- **Job:** A character's experience, skills, and abilities, coalesced into a package. There are 48, that go from 1-4.
- **Level:** Roughly how skilled and powerful you are. When you level up, you can gain a new ability. Every even level, you gain a talent. Levels go from 0-12.
- **Limit Break:** A character's most powerful ability, that takes *resolve* to use.

- **Line X:** A line area effect of X spaces long. Lines must be drawn orthogonally (no diagonals). Each space of a line must be drawn further away from its origin point than the previous space.
- **Main job:** Your primary job. Gives you your traits, basic attack, and limit break, which cannot be changed.
- **Mark:** A persistent effect attached to a character. You can only place a mark from an ability once (placing it on a new character will remove the old mark).
- **Overdrive:** Triggers at round 3 or later.
- **Phasing**: Can move through but not end your turn in obstructions.
- **Pierce:** Damage can't be reduced in any way.
- **Pull X:** Move a character X spaces towards you. Each space must be closer than the last.
- **Push X**: Move a character X spaces away from you. Each space must be further away than the last.
- **Power die**: A d6 die that is used to track benefits from an ability and can be spent, discarding it. Each die is tied to a specific ability and ticks up or down when called for.
- **Quick:** An ability that doesn't take an action to use.
- **Reckless:** Push yourself to the limit, gaining extra effects but inflicting yourself with the Reckless (-) unique status. You take +1 damage from all sources per stack of reckless. You may only discard reckless with effects that clear a negative status.
- **Rescue:** A player can rescue another defeated player character by spending 1 action adjacent to them and ending their turn. That character gets up at 50% hp. *Wounded* characters cannot be rescued.
- **Resolve:** A special resource used for limit breaks. Gain 1 per round (party), and 1 per combat (personal). Party resolve goes up by 1 per round, and resets after combat. You can keep personal resolve, but it dissipates if you camp.
- **Sacrifice X:** Spend X HP. This is not damage and additionally cannot take you past 1 hp. You can continue to sacrifice even if it would take you lower than 1 hp.
- **Shield (+):** Positive Status. When attacked, gain +2 DF.
- **Slow (-): Status.** When free moving, go -2 spaces.
- **Soul:** 3 jobs, linked by theme

- **Stance:** A powerful ongoing effect. You can only maintain one stance at a time. You may exit a stance for free at the start of your turn.
- **Status**: An ongoing effect, represented with a token. Discard after fulfilling its 'when' condition.
- **Strength (+)**: Positive Status. When attacking, gain +2 base damage
- **Sturdy (+)**: Positive status. When you would be forcibly moved, ignore it.
- **Stun (-)**: Negative Status. When taking a turn, deal 1/2 damage this turn.
- **Summon:** Summons are entities with an effect or ability attached to them. They don't occupy space or obstruct and can share space with characters. They are not characters and don't typically take damage or trigger effects unless abilities specifically mentioned. Summons have a maximum number active in (parentheses) and may have a summon action, which can be activated as a quick ability, or a passive summon effect. When they are dismissed, remove them from the battlefield.
- **Stealth (+):** Positive status. As long as you have one stealth token, cannot be directly targeted by foes except from adjacent spaces. After using any ability, or when ending any turn adjacent to a foe, discard one.
- **Talent:** Passive ability, gained every second level. You can't have more talents from a job than you have levels in that job, but they apply to all jobs.
- **Teleport X:** Instantly move to a space in X range, counting as moving 1 space.
- **Unstoppable**: Can't be involuntarily moved. Doesn't trigger any negative statuses. Movement cannot be reduced or stopped for any reason.
- **Vigor:** Temporary hit points. Damage goes to vigor first, and it benefits from all damage reductions and effects. Lose all vigor at the end of combat. A character can't have more than 25% of their max hp in vigor.
- **Weave:** When you use a weave effect, you gain the effect immediately, and then may repeat a copy of it as part of the very next ability you use. If multiple weave effects trigger, you can choose the order. Copies of a weave effect cannot weave further.
- **Wounded**: A character becomes wounded when they are defeated. A wounded character that is defeated is fallen.
- **Zone:** Changes or affects an area of the battlefield, causing persistent effects. Unless

specified, placing a new zone replaces the last one placed. Zones from self or allies cannot overlap each other. You can dismiss a zone as a quick ability.

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Character Creation

Your character starts at **level 0**, with an **apprentice job**. Pick one of the four. You get its **traits** and **attack**. Pick **two** of its starting abilities.

Apprentice Jobs
- **Stalwart:** A tough, vigorous martial warrior, focusing on battlefield defense and control.
- **Vagabond:** An agile, midrange fighter focusing on damage and movement.
- **Mendicant:** A supportive all rounder focusing on boosting the capabilities of allies and suppressing foes.
- **Wright:** A versatile mage able to blast large numbers of foes at long range and punch through tough defenses.

After you play **one tactical combat** at level 0, win or lose, you may improve your apprentice job to an **advanced job** of the same color as your apprentice job. You switch to that advanced job as your primary job, giving you its *trait* and *limit break.* You can then pick one of its **tier 1** abilities. You keep your starting abilities, trait, and talent from your apprentice job. If you like, you can also switch your apprentice job before improving.

Advanced Jobs and Souls

Advanced jobs represent the powerful array of warriors, adventurers, healers, and travelers across Arden Eld. Since you are an Icon, you are not limited to just one of these jobs, but may learn from any of them. Each has its own unique *trait* and *limit break*, which cannot change.

Each advanced job is part of a **soul**. These souls offer no restriction, but are rather a theme that unites three jobs together. If you want to play a character that exemplifies the knight archetype for example, you could take levels in all three of the knight jobs.

Improving Jobs

You may improve jobs up to level 4. When you improve a job, you gain a level in it and pick one of its abilities. Abilities are split into three tiers.
- **Basic (I)** abilities can be taken with the first level or more in a job.
- **Advanced (II)** abilities can only be taken with the second level or more in a job.
- **Master (IV)** abilities can only be taken with the fourth level in a job, when that job is considered **mastered.**

You may also gain a new job when you improve, from any color. If you do, gain it at level 1 and you can improve it with further levels.

You can always choose **apprentice abilities** from that job when taking a level in a job, as they are basic (I).

Talents

Talents are special passive abilities that apply to **all** of the jobs you have unlocked. You gain a **new talent every even level** (2/4/6, etc), chosen from any job you have at least one level in. However **you can't have more talents from a job than you have levels in that job (**so if you wanted 2 talents from a particular job, you'd have to be at least level 2 in it).

Main Job

You can have any number of jobs, but only one job is considered your **main job.** You must use that job's **traits** (its advanced and apprentice trait)**, statistics, limit break** and **basic attack**, but you may have up to **six** active abilities and up to **six** talents from **any** other jobs you have learned. You can switch jobs and which abilities are active during an interlude or at camp.'

Your active job's basic attack **does not count** against these 6 abilities.

Improving

Each time you:
- **fight in a tactical combat**
- **defeat a powerful or noteworthy foe**
- **are defeated** b**y a powerful or noteworthy foe**, **accomplish a major objectiv**e

mark 1 xp in your job, for each category

Every 3 xp marked, clear your track and you may gain a new **level in any job.**
- You can **pick the same or a new job**. If you pick a new job, you level that job up to level 1.
- When you level up, pick **one ability from any of the jobs you have unlocked.** You can only pick a job's advanced ability (II) if this is your second level or more in a job, and you can only pick the master ability (IV) if it's your fourth level.
- If it's an even level (2, 4, etc) you gain a new talent slot and can pick **one talent** from any of the jobs you have unlocked. You can't have more talents from a job than levels you have in that job.
- You can always choose from a new job's apprentice abilities if you so choose when picking new abilities or talents.
- You can **swap one ability or talent out** for another one you qualify for, if you so choose.

Each time you level up, increase the amount of xp required for the next level by +1. As a shorthand, each level costs that level+2 in xp (so level 12, for example, costs 14 xp).

Level Cap

Your total level cannot exceed 12. Level 12 icons are considered world changing heroes of myth. They are not to be trifled with.

Refocus

If you feel like your current job isn't for you, you can reallocate all your ability, job, and talent choices during an interlude. Doing so erases any xp you have gained.

Quick improvement reference

Level	# of available abilities (+basic attack), 6 active max	# of talents	xp required
0	2 (apprentice)	0	0
1	3	0	3
2	4	1	4
3	5	1	5
4	6	2	6
5	7	2	7
6	8	3	8
7	9	3	9
8	10	4	10
9	12	4	11
10	13	5	12
11	14	5	13
12	15	6	14

Quick Job Reference

Stalwart

HP: 40 (25% hp: 10)
Defense: 3
Free Move: 4

RAMPART
You are an imposing sight on the battlefield. Whether through gear, training, or simple toughness, you gain the following benefits:
• You have 1 armor
• Once a round, before you or an adjacent ally is targeted by a foe's ability, you may grant that character +1d3 *armor* against the entire ability.
• Foes must spend +1 movement to exit a space adjacent to you

FUROR
1 action, Attack, Melee
Strike with your heart.
Attack: 2 damage. Hit: +1d6
On hit*:* Gain 2 vigor. If you or your target is in *crisis*, deals damage [+] and double vigor gain.

Vagabond

HP: 32 (25% HP: 8)
Defense: 6
Free Move: 4

SKIRMISHER
You are an agile fighter, able to dodge and weave around the battlefield with skill and precision. You gain the following benefits:
• You can move diagonally
• Once a round, when you make a single move, dash, fly, or teleport, you may extend it by +3
• You reduce all damage from missed attacks and successful saves to 1

WIND'S KISS
1 action, Attack, Range 1-2
A flash of blades.
Effect: Dash 1
Attack: 2 damage. Hit: +1d6
On hit: Gain *haste.*
Effect*:* Dash 1.

Mendicant

HP: 48 (VIT 12)
Defense: 4
Free Move: 4

BLESS
You are a pillar of strength and stability on the battlefield, granting the following benefits.
• Once a round, before an ally in range 1-4 makes any effect roll or save, you can cause them to roll it with [+]. A roll can only benefit from this effect once at a time.
• You may use Rescue to bring up allies in range 1-4 instead of adjacent.
• The first time you use rescue in a combat, it's a *quick* ability.

GLIA
1 action, attack, range 1-5, Pierce
A spark of light.
Attack: 1 piercing damage. *Hit:* +1 piercing damage
On hit [X]: Gain *1d3 strength,* then distribute it in any order to allies in range.

Wright

HP: 32 (25% HP: 8)
Defense: 4
Free Move: 4

MASTER OF AETHER
You are the master of manipulating ethereal currents, granting the following benefits.
• **Aether Surge**: At round 3+, you increase all area damage you deal by +2.
• **Aether Wall:** You have automatic *cover* against abilities used by any character 3 or more spaces away.

MAGI
1 actions, Attack, Range 2-8, Cross 1
Elementary magic, drawing on fundamental chaos, but no less potent.
Attack: 2 damage. Hit: +1d6
Area effect: 2 damage
Effect: Create a difficult and (5+) dangerous terrain space in the center space, even if it's occupied.

FOE REFERENCE

All foes have these basic statistics:

HEAVY
HP: 40 (25%: 10)
Free Move: 4
Defense: 3
Guard: Has 1 *armor* and conveys 1 armor to all adjacent allies with no armor. Adjacent spaces cost +1 more movement for foes to exit.

SKIRMISHER
HP: 32 (25: 8)
Free Move: 4
Defense: 6
Skirmisher: Can move diagonally. Reduces all damage from missed attacks and successful saves to 1.

LEADER
HP: 48 (25%:12)
Free Move: 4
Defense: 4
Cure (1 action): A bloodied ally in range gains 3 vigor. Increase further by +3 if they are in crisis.

ARTILLERY
HP: 32 (25%: 8)
Free Move: 4
Defense: 4
Aetherwall: Takes 1/2 damage from foes 3 or more spaces away.

LEGEND
HP: 40 per player character (minimum 80)
25%: 10 per player (min 20)
Max Vigor: 15
Free Move: 4
Defense: 4
Legend: Takes 1 turn for each player character
Juggernaut (Round Action): At the start of the round, this character may clear a status or mark.

MOB
Members: 2/player
Max vigor on any member: 6
Hits: 2
Free Move: 4
Defense: 4
Mob: This character doesn't trigger effects from being defeated and is removed when defeated. Max one of each mob type per combat. Counts as bloodied when at 1/2 members or lower, and in crisis at 1/4 members or lower.