

Helkara Basic Rulebook

All is Rot and Woe

Five hundred winters ago, the world shook and split asunder. Cities crumbled, and flames licked the skies. The Cataclysm, they called it, a reckoning brought forth by the hubris of sorcerer-kings, dabbling in eldritch powers best left forgotten.

Few survived the destruction and those that did clawed their way through a harsh, unforgiving new world. Warlords rose to power, ruling with iron fists over the scattered remnants of humanity. They turned to dark gods, offering blood sacrifices in exchange for protection.

For centuries, humanity struggled to rebuild. Resources were scarce, and raiders prowled the broken lands. But as the years passed, trade routes were established, and new technologies developed. The warlords' grip on power began to loosen, but banditry and savagery still runs rampant across the land.

Yet, in the ruins of the past, whispers of ancient magic began to surface. Sorcerers delved into forbidden knowledge, seeking to harness the power that destroyed the world once before. And from their ranks, new warlords emerged, wielding eldritch might and carving out their own kingdoms.

Evil priests also rose to power, leading their followers in brutal raids, sacrificing the innocent to appease their dark deities.

Now, the world is a grim and dark place. Warlocks and sorcerer-kings vie for power, and banditry and savagery are a constant threat. The memories of the Cataclysm still linger, a reminder of the fragility of civilization and the danger of playing with powers beyond human understanding. And the people live in fear, fortifying themselves against the constant threat of war and destruction.

A World of Chaos and Sin

Welcome to Helkara, a dark and perilous world where danger lurks around every corner and death is always just a blade's edge away. Here, the strong survive, and the weak fall prey to the many dangers that threaten to consume them.

In this world, you will take on the role of a brave adventurer: an outlander, a warrior, a sorcerer, a bandit, and others. You will journey through the ruins of the old civilization, explore the wild, and brave the dangers of the dark and twisted places.

The road ahead will be fraught with danger and filled with the blood of your enemies. But fear not, for with your sword arm and your spell casting, your name may grace the lips of storytellers and bards across the land.

You will face bandits, warlords, and cultists, all seeking to bring you to your doom. But you will not falter, for the fire of adventure burns in your soul. You will journey to the Necromancer's Domain, brave the dangers of the Undercity, and explore the ruins of the old civilization.

You will be tested, but you will emerge victorious. You will be feared, but you will be respected. You will be a legend, a hero of Helkara.

10 Things to Know About Helkara

Helkara is a fantasy setting like no other. Before you begin a Helkara campaign, here are some things that you should know about the world, its people, and events.

1. Helkara is a brutal, grim world.

The world of Helkara is plagued by corruption, cruelty, and fear. It is a dark, dangerous place where the strong prey on the weak and the gods are seen as unpredictable and malevolent forces. In this world, survival is not guaranteed, and choices carry weight, making each decision and action of the players important and potentially life-altering.

2. The gods are dangerous, alien entities.

In the world of Helkara, the gods are not benevolent beings to be worshipped and revered but rather mysterious and frightening entities that are often more trouble than they're worth. They are seen as aliens because their true nature is unknown, and their motives and desires are beyond the comprehension of mortals. Interactions with the gods can lead to both blessings and curses, and many who seek their favor end up losing everything they hold dear. The fear of the gods is a palpable force in Helkara, and it is said that even the bravest of heroes tremble at the thought of drawing their attention.

3. Sorcerers, necromancers, and priests are usually evil tyrants.

Sorcerers, necromancers, and priests in Helkara are usually evil tyrants who use their powers to control and manipulate others. They are feared and respected but also reviled for their cruel and selfish actions. The sorcerers use their powers to control and manipulate, while necromancers raise the dead to do their bidding. Priests, who have a direct connection to the dangerous gods, often use their divine powers to further their own agendas and maintain control over their followers. This creates a world where trust is difficult to come by, and those with magical abilities are often viewed with suspicion.

4. Magic is rare, deadly, and often leads to catastrophe.

Magic is a force that is both highly sought after and greatly feared in Helkara. Those who possess the ability to wield magic are often seen as powerful and dangerous, with many

viewing their abilities as a threat to the stability of the world. This is because magic has a tendency to have unintended consequences and often leads to disasters, whether through the negligence of the practitioner or through the sheer power of the magic itself. As such, those who use magic are often viewed with suspicion and mistrust, and many nations have strict laws regulating its use and practitioners.

5. Humans are the only humanoid race.

In Helkara, the existence of other humanoid races is a myth or a legend, with humans being the only dominant species. Non-human races, such as elves or dwarves, are considered rare and elusive. These races are known for their distrust towards humans, often keeping to themselves and avoiding any interaction with human society. This makes playing a human character the only option for players in Helkara, as the other races are not open for players to create characters from.

6. Monsters are rare and extremely dangerous.

Monsters in Helkara are not just creatures to be defeated for experience or loot, they are dangerous and unpredictable forces of destruction. They are rarely seen and when they do appear, they wreak havoc on the land and its inhabitants. These beasts should be approached with caution, as they are nearly impossible to defeat without a well-coordinated effort by multiple powerful adventurers. The few survivors of monster attacks are often left traumatized, forever changed by the encounter.

7. The lines between good and evil are blurred.

The concept of good and evil is not as clear-cut in Helkara as in other fantasy worlds. Some characters may appear to be doing good deeds, but in reality, they have hidden motives. On the other hand, some characters who appear to be evil may have a reason for their actions, which is not always clear. This blurring of the lines between good and evil makes the world of Helkara a complex and intriguing place where players must be careful in their alliances and decisions.

8. Technology is relatively simple.

Technology has not advanced much beyond that of the bronze age, with many relying on hand-made weapons, armor, and tools. This simplicity of technology leads to a more primitive, dangerous way of life, where survival is always a top priority and battles are fought up close and personal. Despite this, a few scattered pockets of knowledge and skill have emerged, leading to the creation of powerful magical weapons and other wondrous technologies.

9. Hope does still exist in the world.

Despite the bleak conditions, pockets of resilience and hope can be found among the survivors of the various communities and cultures in the world of Helkara. They believe in a better future and work towards it, despite the constant challenges and obstacles that threaten their existence.

10. Players must work together (and with others) to succeed.

In this world, survival is not guaranteed and choices carry weight, making each decision and action of the players important and potentially life-altering. Characters must build armies, earn the trust of the common folk, and be wary of external threats to succeed in Helkara. Working together, forming alliances and pooling resources are key to success and survival in this brutal and dangerous world.

The Great Powers

In the land of Helkara, eight great powers hold sway, each vying for control and dominance through strength, magic, and manipulation. Know their names.

The Blood Cult of Azathoth

—A dark and twisted religion led by a powerful priestess who performs human sacrifices to grant herself and her followers immense power and immortality. Those who oppose them risk being sacrificed in their twisted rituals.

The Brotherhood of the Blackened Chain

—A powerful and abhorred organization of thieves and bandits that controls the criminal underworld of Helkara, known for their brutal tactics and their ability to infiltrate and sabotage their enemies from within.

The Dark Council of Aruthaz

—A secretive and powerful group of sorcerers who seek to bring about the end of the world, using dark magic to summon ancient and powerful entities to bring about the destruction of all living things.

The Iron Keep of Vrogathar

—A tyrannical warlord who rules over a fortified city and controls a vast army of soldiers and mercenaries known for their brutal tactics and mastery of siege warfare.

The Necromancer's Guild of Keth'Keth

—A powerful organization of sorcerers who have mastered the forbidden art of necromancy, able to raise the dead and control an army of undead soldiers to do their bidding.

The Order of the Crimson Blade

—A powerful and dreaded group of warriors and assassins, known for their deadly proficiency with blades and their willingness to undertake any job, no matter how dangerous or immoral, as long as the pay is good.

The Shadow Council of Norgoth

—A secretive group of sorcerers and assassins who hold immense power and influence over the criminal underworld and political landscape. They are reviled for their ability to manipulate shadows and invisibility, striking from the darkness and eliminating their enemies without mercy.

The Sorcerer King of Nazgar

—A mighty sorcerer whose command of ancient and forbidden magic allows him to bend the minds of his enemies to his will and summon demons to do his bidding. He rules over an empire built on dread and dark magic.

Creating a Character

Character creation is the very heart of adventure, for it is the birth of the hero. It's the time when the player dons the mantle of a warrior, a bandit, a sorcerer, or any other archetype, and sets out on a journey of danger and discovery.

And like any true hero, your character starts with a modest sum of silver, **2d6 x 10 silver (s)**, enough to buy a blade or a spell, a **waterskin** to quench your thirst (d4 days worth), and a **few days (d4) of rations** to sustain you on your journey. But it's not just the coin and provisions that define you, it's the gear you carry, the weapons you wield, and the armor you wear, that makes you truly formidable.

Heed your calling and follow these steps:

1. Randomize your starting equipment.
2. Choose or randomize an archetype.
3. Randomize your weapon and armor.
4. Roll your abilities.
5. Roll your Hit Points.
6. Roll your history.
7. Roll for Omens.
8. Name your character.

Gear

Randomize your starting gear to get a sense of who you are. Of course, you are free to diverge from fate. Your only true master is death.

Containers

d6 Container

- 1–2 Nothing
- 3 Backpack for 4 normal-sized items
- 4 Satchel for 10 normal-sized items
- 5 Small wagon or one item above your choice
- 6 Riding horse or one of the above of your choice

Common Gear

d12 Common Gear

- 1 Bedroll: A portable bedroll, typically made of canvas or leather, used for sleeping on the ground or in makeshift shelters.
- 2 Extra Waterskin: A container made of leather or other durable material, used for carrying and storing water. Carries 6 + Presence days' worth of water.
- 3 Extra Rations: Food supplies, such as dried meat, hardtack, or trail mix, that can be carried and eaten on the go. Comes with 8 + Presence days' worth of food.
- 4 Flint and Steel: A small tool used for making fire, typically used in combination with tinder and kindling.
- 5 Compass: A small instrument used for determining direction. You have advantage on tests to use maps and find your way.
- 6 Map: A document used for navigation and planning. Use it to find your way with a DC 8 Presence test. If you fail the test, you are lost.
- 7 Medicine chest: A collection of medical supplies, such as bandages and healing salves. Comes with 6 + Presence uses. One use heals d4 HP, stops bleeding, or ends an infection.
- 8 Torch: A long stick or pole with a combustible material such as resin or oil-soaked rags wrapped around the end, used for lighting the way in dark or dimly lit areas. You have 6 + Presence torches.
- 9 Rope: A long, durable cord or string used for climbing, binding, or creating makeshift shelters.
- 10 Grappling hook: A small metal hook with a rope attached, used for climbing or scaling walls.
- 11 Healing herbs: A variety of plants used for medicinal purposes, such as willow bark for pain relief or chamomile for calming nerves. Comes with 6 + Presence uses. One use heals d2 HP.
- 12 One random Scroll of Corruption: a dark and twisted tome, its pages filled with ancient and forbidden knowledge. It whispers to you, promising power and immortality in exchange for your soul.

Uncommon Gear

d12 Uncommon Gear

- 1 One random Sacred Scroll: the Sacred Scroll, a holy and ancient tome, its pages filled with ancient wisdom and divine secrets. It calls to you promising wisdom and enlightenment in exchange for your devotion.
- 2 Camouflage netting: a large piece of fabric with various colors and patterns, used to blend in with surroundings and conceal oneself. Grants advantage on Dexterity checks made to hide.
- 3 Poison antidotes: a small vial or pouch of various herbs or liquids that can counteract different types of poison. Comes with 6 + Presence doses.
- 4 Grappling arrow: a special arrow with a grappling hook attached to its tip, used for climbing or pulling oneself up to higher places
- 5 Magic detection amulet: a small charm or pendant that reacts to the presence of magic, used to detect hidden magic or hidden magical creatures.
- 6 Shurikens: small throwing weapons, typically made of metal, used for ranged combat (d2 damage). You have 2d4 of them.
- 7 Poisoned needles: small metal needles coated with a potent poison, used for stealthy attacks. (1 piercing damage plus d4 poison damage)
- 8 Smoke bombs: a small bomb made of a special powder that creates a thick smoke when exploded, used for signaling or obscuring vision. You have d3 bombs.
- 9 Climbing claws: metal claws worn on the hands and feet, used for scaling walls and climbing cliffs. Grants advantage on Strength tests made to climb.
- 10 Disguise kit: a small collection of makeup, wigs, and other tools used for disguising oneself.
- 11 Water purification tablets: small tablets that when added to water, purify it and make it safe to drink. Comes with 6 + Presence tablets.
- 12 Silent footsteps powder: a small pouch of powder that when applied to shoes, makes footsteps silent and less detectable. Grants advantage on Dexterity tests made to move silently.

Weapons

Your archetype tells you what dice to use for your weapons. If you don't wish to use an archetype, roll a d10 or a d6 if you started with a scroll.

d10	Weapon	Damage
	Unarmed: Your fists and feet are your only weapons.	1 bludgeoning
1	Wooden club: A crude weapon hewn from the trunk of a tree, its weight and strength are the only things it has going for it. A tool of the simple folk, it's a weapon that can crack skulls and crush bones with a single blow.	1d4 bludgeoning
2	Stone axe: A primitive weapon, chipped from a boulder, its edges are jagged and rough. It's a weapon that has stood the test of time, and one that has spilled blood for centuries.	1d6 slashing (can be thrown)
3	Iron-tipped spear: A spear with an iron tip, its point is honed to a razor's edge, it's a weapon of the hunter, the warrior, and the king. It's a weapon that can pierce armor and skewer flesh with ease.	1d6 piercing (or 1d8 piercing when wielded with two hands, can be thrown)
4	Rusty sword: A sword that has been used for a long time and is in poor condition, its blade is dull, and its hilt is loose. It's a weapon that has seen better days, but it's still a weapon that can spill blood.	1d6 piercing (fumbles on a 1 or 2)
5	Iron mace: A weapon made of iron, its head is heavy, and its handle is thick. It's a weapon that can crush skulls and break bones with a single blow.	1d6 bludgeoning
6	Short bow: A weapon of wood and sinew, its arms are bent, and its string is tight. It's a weapon of the hunter, the scout, and the rogue, who value speed and stealth above all else. It's a weapon that can strike from the shadows and bring down the prey with a single arrow. But it's also a weapon that requires skill and practice to master, for the inexperienced archer is as likely to hit the tree as the target. Comes with d10 + Presence arrows.	1d6 piercing
7	Flail: A weapon consisting of a handle connected to a ball or chain, it's a weapon that can crush bones and shatter armor with a single blow.	1d8 bludgeoning (ignores shields)
8	Battleaxe: A large axe with a broad blade, its weight is balanced for the killing stroke. It's a weapon that can chop through flesh and bone with ease.	1d8 slashing (or 1d10 slashing when wielded with two hands)
9	War pick: A weapon with a pointed head and a hammer-like back, it's a weapon that can pierce armor and crush bones with equal ease.	1d8 piercing
10	Greatsword: A massive sword with a long, wide blade, it's a weapon that requires great strength to wield. It's a weapon that can cleave through armor and flesh with a single mighty blow.	2d6 slashing

Armor

Your archetype decides your armor. If you don't wish to use an archetype, roll a d4 (or a d2 if you started with a scroll).

d4	Armor	Protection	Tier	Strength	Stealth	Cost
1	No armor: Naked and unadorned, you stand, relying on your strength and skill to protect you. You are a true warrior, unencumbered by the weight of armor, free to move and strike with lightning speed. But you are also vulnerable, for a single blow can fell you, and death is always just a blade's edge away.	—	0	—	—	—
2	Studded leather: The studded leather armor, a covering of tough leather reinforced with iron studs. It's not as heavy as plate armor, but it's still a formidable protection. It's a favored armor of the rogue, the scout, and the assassin, who value mobility and stealth above all else.	-d2 damage	1	—	—	45s
3	Scale mail: The scale mail armor, a covering of metal scales sewn onto a leather or cloth undergarment. It's a formidable protection against blades and arrows, but it's also heavy and restrictive. It's a favored armor of the knight, the soldier, and the warrior, who value strength and protection above all else, but cannot afford the heavier armors.	-d4 damage	2	—	Disadv.	50s
4	Splint armor: The splint armor, a covering of metal plates or strips sewn onto a leather or cloth undergarment. It's a formidable protection against blades and arrows, but it's also heavy and restrictive. It's a favored armor of the heavy infantry, who value strength and protection above all else.	-d6 damage	3	+2	Disadv.	200s
	Shield: The shield, a wall of wood and metal, its surface is adorned with the symbol of its bearer. It's a weapon of the warrior, the knight, and the soldier, who value protection and defense above all else. It's a weapon that can deflect blades and arrows, and protect its bearer from the deadliest of blows. But it's also a weapon that requires strength and skill to wield, for the shield is as much a burden as it is a protection.	-1 damage (you can choose to ignore all damage from one attack, but the shield breaks).	—	—	—	50s

Archetypes

Choose or roll for one of the optional archetypes.

1. The Assassin

A cold-blooded killer whose skills in stealth and silent death are unmatched. You move like a ghost, striking from the shadows and slipping away into the night.

Abilities

Charming: Add 1 to your Dexterity and Presence scores.

Weak: Subtract 1 from your Strength score.

HP: d8 + Constitution

Omens: d2

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: You start with a bow, or you may roll d6 for your weapon. Roll d2 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Stalker.** Able to move quietly and unseen, like a ghost. You have an advantage on Dexterity checks made to move silently and hide.
2. **Chameleon.** A master of disguise, able to blend into any crowd. You have an advantage on Presence tests made to hide using disguises.
3. **Marksman.** A deadly shot with a bow or crossbow. You gain a +2 bonus on attack tests and damage rolls made with ranged weapons.
4. **Assassin.** Able to strike swiftly and silently, killing with a single blow. You score crits on a roll of 18-20.
5. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.
6. **Poisoner.** A skilled poisoner, able to brew deadly toxins. Once per day, you can create a simple poison with 4 doses (DC 10 Constitution, d8 damage). If you coat your weapon with the poison, it deals an additional d8 damage on a hit. You must reapply the poison each time you use it.

Your Origin

Choose or roll d6 for one.

1. Trained by a secret society of assassins, honing skills in stealth and murder.
2. Taught by a retired assassin, seeking redemption by passing on skills.
3. Self-taught, honing skills through a life of robbery and murder.
4. Trained by a powerful warlord, becoming a weapon of death in battle.
5. Taken as an apprentice by a skilled and deadly assassin.
6. Trained by a shadowy organization, becoming a weapon in their secret wars.

2. The Bandit

A ruthless outlaw, who plunders and pillages the weak for your own gain. You are a master of deception, able to charm and manipulate your victims before striking.

Abilities

Charming: Add 2 to your Presence score

Weak: Subtract 1 from your Strength score

HP: Constitution + d8

Omens: d2

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: Roll d6 for your weapon and d2 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Rogue.** Skilled in the art of thievery and pickpocketing. You have an advantage on Dexterity tests made to pick locks and pockets.
2. **Slippery.** Able to navigate rough terrain and avoid pursuit. When fleeing from enemies through lightly or heavily obscured terrain, you can make a DC 10 Dexterity test. On a success, you successfully escape or hide from your enemies.
3. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.
4. **Intimidator.** Able to intimidate and coerce others into submission. At the start of combat, you can force the enemies to make a morale check before anyone takes their turn.
5. **Horsemaster.** A skilled horseman and expert in mounted combat. You have an advantage on tests made to ride, care for, and interact with horses. Additionally, you gain a +2 bonus on close combat and defense tests made while mounted.
6. **Silver-Tongued Devil.** Able to charm and deceive others, able to talk their way out of trouble. You have an advantage on Presence tests made to interact with others.

Your Origin

Choose or roll d6 for one.

1. Raised by a band of ruthless outlaws, honing skills in thievery and violence.
2. A former soldier turned bandit, using military tactics to rob and plunder.
3. A desperate farmer driven to banditry by poverty and starvation.
4. A member of a secret bandit society, sworn to protect their own at any cost.
5. Once a successful merchant, now turned bandit to escape debt and ruin.
6. Formerly enslaved, now leading a band of escaped enslaved people seeking revenge.

3. The Cultist

A devout follower of dark deities who offers blood sacrifices in exchange for power and immortality.

Abilities

Devout: Add 2 to your Presence score.

Frail: Subtract 2 from your Strength score

HP: Constitution + d6

Omens: d4

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: You start with a random scroll (your choice of corrupted or sacred). Roll a d6 on the weapon's table and a d2 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Silver-Tongued Devil.** A master of manipulating the minds of the weak-willed, using their fears and desires to bend them to the cult's will. You have an advantage on Presence tests made while interacting with others.
2. **Chameleon.** A skilled infiltrator, able to blend into any crowd and gain access to forbidden knowledge and secrets. You have an advantage on Presence tests made to hide using disguises.
3. **Concealed Weapons Master.** An expert in wielding the hidden blades, striking swiftly and silently to eliminate any who would oppose the cult. When you are wielding a weapon that deals d4 or d6 slashing or piercing damage, you can use your Dexterity score for your attack tests and damage rolls instead of Strength, and you have an advantage on initiative checks.
4. **Spellcaster.** You are proficient in the ancient rituals and sacrifices, able to appease the dark gods and summon their power. You have a +2 bonus on Presence tests made to use magic and powers.
5. **Infernal Mark.** Your association with dark powers grants you supernatural defenses. You have an advantage on defense tests, and you subtract -d2 from damage when you aren't wearing armor.
6. **Stalker.** A deadly assassin, trained in the art of death, can strike from the shadows and vanish without a trace. You have an advantage on Dexterity tests made to move silently and hide.

Your Origin

Choose or roll d6 for one.

1. Raised in a secretive cult, trained in the dark rituals and practices of the sect.
2. A former scholar who discovered forbidden knowledge and joined a cult to further your studies.
3. A desperate individual who turned to the cult for power and protection.
4. A victim of mind control and manipulation by a powerful cult leader.
5. A wealthy individual who joined a cult for personal gain and status.
6. A former prisoner who joined a cult to survive and gain power within the prison hierarchy.

4. The Inquisitor

The Inquisitors of Helkara, sworn to the service of the Great Powers, hunt down rogue spellcasters with ruthless efficiency, their blades sharpened and their minds set on one goal: to rid the land of the arcane corruption

Abilities

Resilient. Add 2 to your Dexterity score

Damaged. Subtract 1 from your Constitution score

HP: Constitution + d8

Omens: d4

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: Roll d10 for your weapon and d4 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Truesight.** You can see through deception and lies, revealing the true nature of those around you. You can see in the dark (mundane and magical), see through illusions, and detect the true form of shapeshifters.
2. **Iron-Willed.** You are immune to the mind-altering magics of rogue spellcasters. You automatically pass all tests to resist magical effects that would charm, confuse, or frighten you.
3. **Concealed Weapons Master.** An expert in wielding the hidden blades, striking swiftly and silently to eliminate any who would oppose the cult. When you are wielding a weapon that deals d4 or d6 slashing or piercing damage, you can use your Dexterity score for your attack tests and damage rolls instead of Strength, and you have an advantage on initiative checks.
4. **Resilient.** You can endure harsh conditions and push through physical pain to complete your mission. You have an advantage on Constitution tests to resist poisons, extreme temperatures, and other harmful effects.
5. **Magic Resistance.** You can recall every detail of a spell or incantation, making them formidable opponents in magical duels. You have an advantage on tests to avoid and defend against magical effects.
6. **Shadowstalker.** A deadly assassin, trained in the art of death, can strike from the shadows and vanish without a trace. You have an advantage on Dexterity tests made to move silently and hide.

Your Origin

Choose or roll d6 for one.

1. Raised in the shadow of the Iron Throne, trained to hunt rogue spellcasters and stamp out the heretical.
2. A survivor of the Blood Cult's sacrificial rites, now seeking vengeance against all dark magic.
3. Once a powerful sorcerer, now a hunted outcast seeking redemption through the destruction of others like himself.
4. A zealot of the Shadow Council, tasked with rooting out traitors and dissenters within the organization.
5. A member of the Necromancer's Guild turned against you, using their own forbidden knowledge to hunt you down.
6. A former member of the Sorcerer's Court, now seeking to atone for past misdeeds by hunting rogue spellcasters.

5. The Mercenary

A hired sword who fights for coin and cares not for the cause. You are a battle-hardened warrior, able to wield any weapon with deadly efficiency.

Abilities

Trained: Add 1 to your Strength and Dexterity scores.

Wretched: Subtract 1 from your Presence score.

HP: Constitution + d8

Omens: d2

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: Roll d10 for your weapon and d4 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Marksman.** A deadly shot with a bow or crossbow. You gain a +2 bonus on attack tests and damage rolls made with ranged weapons.
2. **Durable.** You can shrug off mortal wounds and keep fighting. When your hit points fall to 0, you can make a DC 12 Constitution test. On a success, you fall to 1 hit point instead.
3. **Silver-Tongued Devil.** A master of manipulating the minds of the weak-willed, using their fears and desires to bend them to the cult's will. You have an advantage on Presence tests made while interacting with others.
4. **Hawk-Eyed.** You can spot enemies from great distances. You have an advantage on Presence tests made to perceive.
5. **Rogue.** Skilled in the art of thievery and pickpocketing. You have an advantage on Dexterity tests made to pick locks and pockets.
6. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.

Your Origin

Choose or roll d6 for one.

1. Raised among the ashes of war, you learned to fight and survive in the most brutal of conditions.
2. A soldier of fortune, you sold your sword to the highest bidder and bathed in the blood of her enemies.
3. Abandoned by your comrades in the heat of battle, you learned to trust only yourself and your blade.
4. Born into a clan of warriors, they trained you from birth to be a weapon of war.
5. A veteran of countless conflicts, you have seen the horrors of war and emerged victorious.
6. Betrayed and left for dead by those you once called brothers-in-arms, you now fight for coin alone.

6. The Outlander

A hardened survivor who has mastered the art of surviving in the wild. You are a skilled tracker, able to find food and shelter in the most inhospitable places.

Abilities

Trained: Add 1 to your Strength and Dexterity scores.

Wretched: Subtract 1 from your Presence score.

HP: Constitution + d10

Omens: d2

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: Roll d10 for your weapon and d2 for your armor.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Hunter.** Born with the gift of survival, you can track prey through the harshest of wilds. You have an advantage on Presence tests made to track creatures in the wild. You can't be surprised so long as you're conscious.
2. **Survivalist.** Fiercely independent, you have a knack for living off the land and are not afraid to fight for your survival. So long as you have access to the wilderness, you always have food and water available. Additionally, given a couple of hours, you can create basic tools, weapons, shelter, or anything else that's reasonable with the resources you have on hand.
3. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.
4. **Horsemaster.** A skilled horseman and expert in mounted combat. You have an advantage on tests made to ride, care for, and interact with horses. Additionally, you gain a +2 bonus on close combat and defense tests made while mounted.
5. **Polyglot.** A nomad at heart, you have traveled far and wide, learning the ways of different cultures, and can speak many tongues. You can understand and speak all languages spoken by humanoids except for extremely rare, esoteric, or magical languages.
6. **Marksman.** A deadly shot with a bow or crossbow. You gain a +2 bonus on attack tests and damage rolls made with ranged weapons.

Your Origin

Choose or roll d6 for one.

1. Raised by wolves in the wilds, you learned to survive by hunting and fighting with your bare hands.
2. Abandoned as a child in the desert, you learned to survive on your own and now wander in search of a new family.
3. Sold into slavery at a young age, you learned to fight and kill to survive and eventually escaped.
4. Raised in a tribe of barbarians, you honed your fighting skills through constant battles and raids.
5. Orphaned in the mountains, you had to learn to survive on your own and become a skilled hunter and tracker.
6. Grew up as a farmer in the middle of nowhere, never had contact with civilization, but was forced to defend yourself from wild animals constantly.

7. The Scavenger

The scavenger is a creature born of the ruins, a survivor in a land of death and decay. They scour the wastelands for scraps, driven by hunger and the will to survive.

Abilities

Adapted: Add 2 to your Constitution score.

Uncivilized: Subtract 2 from your Presence score.

HP: Constitution + d10

Omens: d2

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: You start with three pieces of random equipment (2 from the common table and 1 from the uncommon table) in addition to those you already rolled. You roll d10 on the weapons table and d4 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Scavenger.** You can accurately spot valuable items or resources amidst the debris. When you roll on the “Discover Something Valuable” table, you can roll two d6s and keep the result you like best. Discard the other result.
2. **Hauler.** You can carry an extraordinary amount of goods without appearing encumbered. You can carry Strength + 15 normal-sized items without a problem (instead of Strength + 10). After that, you have disadvantage on Strength and Dexterity tests. It is impossible to carry more than twice Strength + 15.
3. **Reactive.** You have an uncanny ability to avoid dangerous situations and find safety in unexpected places. You have an advantage on Dexterity tests made to avoid taking damage from sources that you can see, such as magic and traps. You must be able to see, hear, and not be incapacitated to gain this advantage.
4. **Barterer.** You have proficiency in bartering and negotiating for goods and services. You have an advantage on Presence tests made to barter for goods and services. Additionally, you can automatically detect a product's quality and whether or not it is authentic.
5. **Stalker.** A deadly assassin, trained in the art of death, can strike from the shadows and vanish without a trace. You have an advantage on Dexterity tests made to move silently and hide.
6. **Survivalist.** Fiercely independent, you have a knack for living off the land and is not afraid to fight for your survival. So long as you have access to the wilderness, you always have food and water available. Additionally, given a couple of hours, you can create basic tools, weapons, shelter, or anything else that's reasonable with the resources you have on hand.

Your Origin

Choose or roll d6 for one.

1. Raised among the refuse and ruins of a war-torn city, you learned to survive by scavenging for scraps and trinkets among the debris.
2. A former member of a criminal underworld, you turned to a life of scavenging after a falling out with your former associates.
3. The descendant of a nomadic tribe known for their ability to survive in harsh environments, you learned the art of scavenging from your ancestors.
4. A former thrall of the sorcerer-kings forced to scrounge for food and supplies, you honed their skills and eventually gained your freedom through their scavenging abilities.
5. A shipwreck survivor who washed up on a deserted island, you learned to survive by scavenging the wreckage of your ship and hunting the island's native creatures.
6. A scholar sent on a mission to explore Nothing's Edge, you learned to survive by scavenging the area's resources and adapting to its harsh conditions.

8. The Shifter

The shifter, a being of primal power, able to take on the form of beasts and strike fear into the hearts of men, a hunter without equal, a creature of the wild, feared and respected in equal measure.

Abilities

Quick: Add 2 to your Dexterity score.

Lacking: Subtract 1 from Strength, Constitution, or Presence.

HP: Constitution + d6

Omens: d2

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: Roll a d4 on the weapon's table and d2 on the armor table.

Special Talent: Shapeshift

You begin with the ability to change into one of the following animals. Roll d6 or pick one that you like. Whenever you improve, choose or roll for another animal into which you can shift. All of the animals' statistics are included in the adversary section.

d6	Animal	Armor	Attack	Special
1	Bear	-d2	Bite/claw d8	—
2	Fox	—	Bite/claw d2	Advantage on defense tests
3	Hawk	—	Talon d2	Flight and advantage on Presence tests made to see
4	Stag	—	Gore d4	Fast movement
5	Wolf	—	Bite/claw d6	Advantage on close combat tests when an ally is near
6	Serpent	—	Bite 1 + poison	Poison deals d2 damage for d6 rounds

When you transform, you may stay in your beast shape as long as you like. However, once each hour, you must test Presence with a DC equal to 5 + 1 for each hour you've been in that form. If you fail the test, you revert to your normal form, and you're winded for d4 rounds (can't take actions, can only move). If you succeed, you remain in your form. If you roll a fumble, you can't transform again for d10 days. And if you roll a crit, your animal brain takes over, and you start forgetting that you were ever a human in the first place. If you fall unconscious or your HP falls to 0, you immediately revert back to your human form.

While you are transformed, you are that animal and can only do what that animal can do. You retain your ability to think as a human, but you can't speak or use magic or perform any actions that you only could as a human (pick locks, play the lute, dance a jig, etc.) You replace the damage you deal with the animals and gain any natural armor it has, but otherwise, you still use your own ability scores for tests, attacks, and defense.

Your equipment and gear aren't transformed and instead fall wherever you transformed, assuming your form is smaller than your normal form.

Your Origin

Choose or roll d6 for one.

1. Born into a tribe of nomadic shape-shifters, you honed your skills in the wilds, learning to harness your powers to survive in the harsh landscapes of Helkara.
2. A victim of a cursed bloodline, you struggle to control your shifting abilities and seek to understand the source of your powers through adventure and battle.
3. A former member of a secret society of shapeshifters, you were forced to flee from persecution and have now turned to a life of adventure to survive.
4. A powerful sorcerer granted the gift of shifting through a dark pact, you use your powers to further your own ambition and gain control over others.
5. A wild and untamed creature, you have always been a shifter, living alone in the forests, and now seek to discover the world and its inhabitants.
6. A former thrall, you were experimented on by a twisted sorcerer, gaining the ability to shift but losing all memories of your past life. Now you roam the land seeking answers and revenge.

9. The Sorcerer

A wielder of ancient and forbidden magic, able to harness the powers that destroyed the world long ago. You are often a reviled and respected figure, able to summon demons and bend the elements to your will.

Abilities

Connected: Add 2 to your Presence score.

Sickly: Subtract 1 from your Strength and Constitution scores.

HP: Constitution + d4

Omens: d4

Starting Silver: 2d6 x 10s

Starting Weapons and Armor: You start with a random scroll (your choice of corrupted or sacred). Roll a d4 on the weapon's table and a d2 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Truesight.** You can see through deception and lies, revealing the true nature of those around you. You can see in the dark (mundane and magical), see through illusions, and detect the true form of shapeshifters.
2. **Demon-Voiced.** You can command and control the minds of others. You can make a Presence test against a DC equal to the target's morale. If you succeed on the test, the creature must follow whatever course of action you tell it to. The creature pursues the course of action you described to the best of its ability. The suggested course of action can continue for at least 24 hours. If the target can complete the suggested activity in a shorter time, the spell ends when the subject finishes what they were asked to do. If your check fails, you take d2 damage, and you can't use this talent on that creature ever again; furthermore, it is always hostile towards you, even if it was previously friendly. Using this talent doesn't expend your powers.
3. **Telekinetic** You can weave and shape reality with a mere gesture. You can move small objects weighing no more than 10 pounds using only your mind. You can't move an item more than 30 feet from you, and you may only move one item at a time.
4. **Spellcaster.** You are proficient in the ancient rituals and sacrifices, able to appease the dark gods and summon their power. You have a +2 bonus on Presence tests made to use magic and powers.
5. **Chaos Mage.** You can summon and control the elements at will. You can shoot acid, fire, cold, or any other element of your choice from your hands. You attack with a DC 12 Presence test and deal d8 damage on a hit. Doing so doesn't use your powers.
6. **Lucky.** You can bend fate and destiny to serve your desires. You always roll the maximum number of Omens possible.

Your Origin

Choose or roll d6 for one.

1. Forged a pact with an ancient demon to gain forbidden knowledge and power.
2. Sold their soul to a powerful deity in exchange for magical abilities.
3. Studied under a reclusive wizard, mastering forbidden arts at a terrible cost.
4. Inherited a cursed bloodline, granting you powerful magic but at the cost of your sanity.
5. Trained in secret by a sect of heretical mystics channeling dark energies.
6. Discovered an ancient spellbook and delved too deep into its forbidden knowledge.

10. The Warrior

A fierce and mighty fighter, able to wield any weapon and armor easily. You are a formidable force on the battlefield, feared by your enemies and respected by your allies. You fight for glory, honor, or gold, striking down your foes with brutal efficiency and standing tall in the face of danger. You are a true warrior, a fierce and unstoppable force, dreaded by your enemies and respected by your allies.

Abilities

Powerful: Add 2 to your Strength score.

Dull: Subtract 2 from your Presence score.

HP: Constitution + d12

Omens: d2

Starting Silver: 1d6 x 10s

Starting Weapons and Armor: Roll a d10 on the weapon's table and a d4 on the armor table.

Special Talents

You begin with one of the following talents. Roll d6 or pick one that you like. You gain one extra talent every time you improve.

1. **Opportunist.** You can spot weaknesses in armor and strike with precision. Whenever you succeed on a defense test by 5 or better, you can make one free attack against the attacker.
2. **Martial Artist.** You can crush a man's throat with a single blow. You can make one extra attack each round using your unarmed strike, and your unarmed strikes deal 1d4 + Strength bludgeoning damage.
3. **Thick-Skinned.** You can shrug off blows that would fell a lesser man. You subtract 1 from all damage that you take.
4. **Stalker.** A deadly assassin, trained in the art of death, can strike from the shadows and vanish without a trace. You have an advantage on Dexterity tests made to move silently and hide.
5. **Fearsome.** You can inspire fear in the hearts of enemies. Enemies with morale scores of 7 or lower check for morale every turn while you are present and conscious.
6. **Quickdraw.** Able to read people and anticipate their actions. You have an advantage on initiative checks.

Your Origin

Choose or roll d6 for one.

1. Raised among barbarians, honed in the crucible of war, your bloodlust is only quenched by the clash of steel.
2. Abandoned at birth, surviving only through strength and ferocity, your past fuels a never-ending battle lust.
3. Scarred by a life of battle and betrayal, you fight on, driven by the ghosts of fallen comrades.
4. A thrall turned gladiator, you know the thrill of the crowd, the rush of battle, and the taste of freedom.
5. A soldier broken by the horrors of war, you now wander, seeking redemption in the next fight.
6. A noble's child trained in the art of war, you fight for honor, glory, and the thrill of battle.

Abilities

Abilities are the very essence of a hero, for they define your strength, skill, endurance, and charisma.

- Strength, which measures the might of a warrior's arm and the power of your blows.
- Dexterity, which measures the speed and precision of a rogue's hand and the agility of your foot.
- Constitution, which measures the stamina and fortitude of a soldier's body and the resilience of your spirit.
- Presence, which measures the charm and persuasion of a leader's words and the power of your presence.

Generating Ability Scores

Roll 3d6 four times and use the table below to generate each ability score from -4 to +4. The sum is not used in the game once the character is created, only the table's value. Assign the values to any ability score you like.

Characters not created with the optional archetypes may roll 4d6 and drop the lowest die for two of their abilities. When the character is later improved, an ability can never exceed +5 or -5.

Abilities

3d6	Ability Score	3d6	Ability Score
1	-5	12–13	+1
2–3	-4	14–15	+2
4–5	-3	16–17	+3
6–7	-2	18–19	+4
8–9	-1	20	+5
10–11	±0		

Tests

Tests are the trials of a hero, for they measure your skill, your luck, and your bravery. They are the moments when your's mettle is put to the test when you must roll the dice and hope for the best. Tests are when you must prove yourself, whether by picking a lock, sneaking past a guard, or lifting a heavy stone. Tests are the moments that separate you from the commoner, for they are the moments when you prove your worth and earn your glory.

Tests are made against a Difficulty Class (DC). You make a test by rolling a d20 and adding your ability score. If the result is equal to or greater than the DC, you succeed on the test.

Difficulty Classes

DC	Difficulty
5	Easy
10	Medium
15	Hard
20	Very Hard
25	Nearly Impossible

Advantage and Disadvantage

Advantage and disadvantage are the twists of fate, for they can either aid or hinder you in your trials. Advantage is when fate smiles upon you, granting you an extra edge in your tests—you roll an extra d20 and take the higher of the two results.

Disadvantage is when fate frowns upon you, making your trials harder—you roll an extra d20 and take the lower of the two results.

Carrying Capacity

You can carry Strength + 10 normal-sized items without a problem. After that, you have disadvantage on Strength and Dexterity tests. It is impossible to carry more than twice Strength + 10.

Hit Points

Hit points are the measure of your life force, for they represent the amount of damage you can sustain before falling in battle. You lose hit points whenever an enemy's weapon or spell strikes you. When your hit points reach zero, you are incapacitated and may be killed if not treated promptly. And if your hit points fall below zero, you are dead. No more songs are sung of your deeds.

Your archetype determines the number of hit points (HP) that you start with. If you choose not to have an archetype, you start with a number of HP equal to d10 plus your Constitution score—in the worst case, 1 HP, but never less.

Omens

Omens are the signs of fate, the whispers of the gods, guiding you on her journey. They are the moments when you are given a glimpse of what is to come, whether it be good or ill. Every archetype lists the number of omens with which you starts. If you choose not to take an archetype, you start with d2 Omens. After your Omens are depleted, you must rest for six hours to regain the archetype's designated die roll (or d2) worth of Omens.

You may use your omens to gain one of the following benefits:

- One of your attacks deals maximum damage
- Reroll a die roll (yours or someone else's)
- Lower damage dealt to you by d6
- Neutralize a Crit or a Fumble
- Gain advantage on a test

Rest

There are two types of rest.

A **short rest** is a time when you take a moment to catch your breath and tend to your wounds. It's the time when you take stock of your resources and prepare for the next leg of your journey. She regains d4 HP.

A **long rest** is a good night's sleep. She regains d6 HP.

You must have access to food and drink. Otherwise, she regains no HP. And after two days of starving, you lose d4 HP per day.

An infected hero does not benefit from resting. Instead, she loses d6 HP daily.

Background

Who are you? Why do you do what you do? Use the tables below to learn more about you.

Flaws

Roll a d20, or choose one that fits your hero.

1. Cowardly: You are easily frightened and may flee from danger.
2. Weak: You have a frail physique, making her unable to lift heavy objects or strike hard blows.
3. Clumsy: You are uncoordinated, making her prone to accidents and mishaps.
4. Slow: You are sluggish and slow, making her easy to outmaneuver.
5. Fragile: You have a weak constitution, making her susceptible to injuries and illnesses.
6. Dumb: You have a dull mind, making it hard for her to understand complex concepts.
7. Uncharismatic: You have a weak presence, making it hard for her to persuade or influence others.
8. Loud: You are not able to move quietly, making it hard for her to sneak up on her enemies.
9. Unresourceful: You are unable to find solutions to problems, making her helpless in dire circumstances.
10. Unperceptive: You have a poor sense of awareness, making it hard for you to spot potential danger or opportunities.
11. Unlucky: You is plagued with bad luck, making her tests harder than usual.
12. Dishonorable: You lack a sense of morality, and may resort to underhanded tactics and deception.
13. Greedy: You are driven by a strong desire for wealth and material possessions, and may make decisions based on personal gain.
14. Vengeful: You hold grudges easily and seek revenge for perceived slights.
15. Arrogant: You have an inflated sense of self-worth, and may overestimate your abilities.
16. Impulsive: You act without thinking, and may make rash decisions that put yourself and others at risk.
17. Paranoid: You are suspicious of others and may see enemies or plots everywhere.
18. Self-centered: You are focused on your own needs and desires, and may neglect the needs of others.
19. Addicted: You are dependent on a substance or activity, and may make dangerous choices to feed the addiction.
20. Corrupted: You have been exposed to dark magic, and may be struggling with its negative effects on your mind and soul.

Physical Features

Roll a d20 or choose one that fits your hero.

1. A distinctive birthmark on the cheek
2. A missing finger on the left hand
3. A noticeable limp due to an old injury
4. A distinctive facial mole
5. A deep, raspy voice
6. A scar above the left eyebrow
7. A set of missing teeth
8. A tattoo of a ship on the upper arm
9. A set of calloused hands from years of hard labor
10. A noticeable limp due to an old injury
11. A scar across the knuckles from a knife fight
12. A distinctive birthmark on the thigh
13. A set of piercing eyes
14. A noticeable limp due to an old injury
15. A scar on the left cheek from a burn
16. A scar on the right hand from a sword fight
17. A distinctive facial mole
18. A set of missing fingers on the right hand
19. A deep, raspy voice
20. A set of calloused feet from years of hard travel.

Bad Habits

Roll a d20 or choose one that fits your hero.

1. Constant drinking: You are never seen without a bottle in hand, and are often drunk.
2. Gambling: You are always looking for a game of chance, and will bet on anything.
3. Smoking: You are always seen with a cigarette or pipe, and will smoke wherever she goes.
4. Lying: You are a habitual liar, and are not to be trusted.
5. Stealing: You have a penchant for taking what you want, whether it belongs to you or not.
6. Cheating: You are not above cheating to get what she wants, whether it be in a game or in life.
7. Greed: You are driven by a desire for wealth and power, and will do whatever it takes to get it.
8. Gluttony: You have a voracious appetite, and will eat anything she can get her hands on.
9. Sloth: You are lazy, and will avoid any task that requires effort.
10. Envy: You are jealous of others and their possessions, and will do whatever it takes to get what they have.
11. Wrath: You have a quick temper and is prone to violent outbursts.
12. Lust: You have a strong desire for pleasure, and will indulge in any opportunity that arises.
13. Pride: You are arrogant and believes yourself to be better than others.
14. Despair: You have a tendency to give in to feelings of hopelessness and depression.
15. Blasphemy: You are disrespectful of religion and sacred things.
16. Impudence: You have a tendency to be rude and disrespectful.
17. Disrespect: You do not show respect for authority or elders.
18. Excess: You have a tendency to indulge in everything to the extreme.
19. Indecency: You have a tendency to act in an inappropriate or offensive manner.
20. Intolerance: You have a tendency to discriminate against certain groups or individuals.

Story from Your Past

Roll a d20 or choose one that fits your hero.

1. Framed for a crime and had to flee the law.
2. Kidnapped by a rival bandit clan and had to escape.
3. Hunted by a vengeful sorcerer.
4. Imprisoned in a cursed temple, had to fight off possession by a demon.
5. Held for ransom by ruthless pirates, had to find a way to escape.
6. Falsely accused of heresy and had to clear their name.
7. Betrayed by a trusted ally, had to survive in the wilderness alone.
8. Imprisoned by a tyrannical ruler, had to find a way to escape.
9. Tracked by a powerful witch seeking revenge.
10. Trapped in a haunted castle, had to find a way to escape the ghostly inhabitants.
11. Forced to participate in gladiatorial combat, had to survive and find a way to escape.
12. Kidnapped by a cult, had to escape before being sacrificed to their deity.
13. Lost in an underground labyrinth, had to find a way out before running out of supplies.
14. Pursued by a powerful dragon seeking revenge.
15. Confined by a blizzard, had to survive and find a way to safety.
16. Kidnapped by slavers, had to escape before being sold.
17. Trapped in a cave-in, had to find a way out before running out of air.
18. Hunted by a powerful undead warlord.
19. Locked in a sinking ship, had to find a way to escape before drowning.
20. Stalked by a powerful demon, had to find a way to banish it back to the underworld.

Improving

Improving, also known as leveling up, is the moment when you become stronger, wiser, and more capable. It's the moment when the GM recognizes her achievements and rewards her with new abilities, skills, and powers. When she improves, the following things happen

Ability Score Improvements

Roll a d6 against every ability score. If the result is equal to or greater than the ability score, increase it by 1 to a maximum of +5. If the result is less than the ability score, decrease it by 1.

Abilities from -5 to +1 always increase by 1 unless the d6 result is 1. The ability is then reduced by 1, but never below -5.

Increase HP

Roll 6d10. If the result is greater than your current hit point maximum, increase your hit points by d6. Otherwise, it remains the same.

Choose a New Talent

If You took one of the optional archetypes, she may choose another talent available to that archetype. You may never take the same archetype more than once.

Discover Something Valuable

You find something in the debris or suddenly recognize the value of a previously discovered trinket.

d6	Discovery
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1-3	Nothing
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4	3d10 silver
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5	A scroll of corruption
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6	A scared scroll
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Violence

Violence, or combat, is the very heart of adventure, for it is the moment when your strength, skill, and courage are put to the test. It's the moment when you must face her enemies, whether they be bandits, monsters, or other heroes. It's the moment when you must use her weapons and her abilities to strike down his foes and emerge victorious. Combat is a dangerous and unpredictable thing, for a single blow can mean the difference between victory and defeat. It's a test of your skill, your endurance, and your courage, for in combat, you must be willing to risk everything for glory.

Reactions

Although enemies lurk in every shadow, violence is not the only solution. When you meet creatures whose attitude is unclear, roll 2d6 to determine how they react.

2d6	Reaction
2–3	Murderous
4–6	Hostile
7–8	Indifferent
9–10	Friendly
11–12	Helpful

Initiative

When combat begins, you and the enemies determine their order of engagement by making initiative checks. Every hero rolls a d20 and adds their Dexterity score. The GM or one of the players rolls a d20 for the enemies. Play then proceeds in descending order—you or the enemy with the highest result goes first, then the next highest, and so on.

Rounds

Combat is broken down into rounds during which you and your adversaries take turns. A round is enough time to make an attack (or use a Power) and traverse a normal-sized room. There are usually 10 rounds in one minute. But only fools care for such trivial matters.

Turns

Players roll for both their attacks and their defenses. Creatures and enemies don't roll dice in combat.

When you use a close combat weapon such as a sword, mace, or club, you must make a DC 13 Strength test. On a hit, you deal damage to the target equal to the weapon's damage plus your Strength score (never less than 1).

When you use a ranged weapon, such as a bow or sling, you must make a DC 13 Presence test. On a hit, you deal damage to the target equal to the weapon's damage plus your Presence score (never less than 1).

When you must defend yourself, you must make a DC 13 Dexterity test. If you fail your test, you take damage from the enemy's weapon. Enemies attack only once per round unless noted otherwise.

Crit (Natural 20)

When you score a natural 20 on their test, something amazing happens.

If the test was an attack, they deal double damage to the target, and the target's armor/protection is reduced one tier.

If the test was a defense, you gain a free attack against the attacker.

Fumble (Natural 1)

When you roll the dreaded 1 on a test, your luck turns against you.

If the test was an attack, your weapon breaks, or you lose it.

If the test was a defense, you take double damage, and your armor/protection is reduced by one tier. Armor reduced below 1st tier is ruined and cannot be repaired.

Death and Injury

Survival is never guaranteed in combat.

When your hit points fall to 0, you become injured. Roll a d4 to determine what happens to you.

Injuries

d4 Injury

1 Fall unconscious for d4 rounds; awaken with d4 HP.

Roll a d6: 1–5: broken or severed limb. 6: lost eye.

2 Additionally, you can't act for d4 rounds. At the end of that time, you become active with d4 HP.

Bleeding; you dies in d2 hours unless treated. All tests

3 have a -2 penalty in the first hour and -5 in the second hour.

4 Death

If your hit points fall below 0, you die. Likely, no one will remember you.

Morale

Most adversaries will not fight to the death. Roll for morale whenever the leader is killed, half the group is eliminated, or a single enemy has only 1/3 of its HP left.

Roll a d20 and the highest Presence score. It is demoralized if the value matches or exceeds the enemy's Morale value. Roll d6 to determine what the enemy does: 1–3: the enemy flees; 4–6: the enemy surrenders.

Powers

Powers are the gifts of ancient magic, remnants of a time long past. They are granted by scrolls, whether they be corrupted or sacred, and they give you abilities beyond those of mortal men.

At the start of each day, a power wielder may roll d4 and add their Presence score to determine how many times they may use Powers that day, choosing from available scrolls. When using a power, test DC 12 Presence. If you succeed, the Power is activated, and you subtract one use from your daily total. But if you fail, the Power doesn't work, and you lose d2 HP and become dizzy for one hour. During this time, all Powers fail in the worst possible way.

Scrolls of Corruption

Roll a d10 to determine the power offered by the scroll.

1. **Shadow Walk:** The power to slip through shadows, unseen by the enemies, like a ghost in the night. You or a willing creature becomes invisible for 1 minute or until it is damaged. During this time, the target's attacks and defense tests are made with an advantage.
2. **Soul Drain:** The power to suck the life force out of your enemies, leaving them a withered husk. For the next minute, when you hit a creature with a close combat attack, the target takes 3d6 damage, and you regain HP equal to the damage the creature takes.
3. **Summon Demon:** The power to call forth a fiend from the pits of hell to do your bidding. A minor demon (see adversaries) follows you for 1 hour, then returns to hell. If you fall unconscious or die, the demon frees itself from your magic and attacks your allies. If you use this power when you already have one demon summoned, the two demons break free of your enchantment and attack you. If they kill you, they drag your soul to hell, where they will torment you for all eternity.
4. **Necromancy:** The power to raise the dead and command them like an army of the damned. Choose a pile of bones or a corpse. It returns to life as a skeleton or zombie under your command. The statistics for these creatures are in the adversaries section.
5. **Mind Control:** The power to bend the wills of your enemies, enslaving them. Make a Presence test with a DC equal to 5 + the target's morale. If you succeed, the creature must do as you will it for 8 hours or until it takes damage.
6. **Blood Magic:** The power to spill blood and gain dark power, a pact with the devil himself. You have an advantage on all tests for 1 hour. At the end of the hour, your HP falls to 0. Beware—the High Priestess of Blood always knows when someone uses blood magic.
7. **Curse:** The power to lay a hex upon her enemies, bringing them misfortune and doom. Choose a target. All attacks made against that target are made with an advantage, and all defense checks made to avoid the target's attacks are made with an advantage. The curse lasts until you die or use this power on another creature.
8. **Elemental Control:** The power to command the elements, fire, water, earth, and air, to do your will. You create a ball of elemental energy (fire, ice, water, earth, etc.) and slam it into d2 creatures you can see. Each creature takes d8 damage.

9. **Dimension Door:** The power to open gateways to other realms, to travel in the blink of an eye. You and up to one willing creature teleport to a location you specify up to 400 feet away.
10. **Time Warp:** The power to twist time and space, to slow it down or speed it up, to even travel through time. The GM determines the effect, but heed this warning: altering time often has dire consequences for the caster. Tread lightly.

Sacred Scrolls

Roll a d10 to determine the power offered by the scroll.

1. **Divine Shield:** The power to summon a shield of divine energy, protecting you from harm. You have an advantage on defense tests for 8 hours.
2. **Healing Touch:** The power to heal the wounds of your allies, restoring them to health. For the next 24 hours, your touch heals 2d4 + 2 hit points to non-evil living creatures and deals 2d4 + 2 damage to evil and dead creatures.
3. **Light's Fury:** The power to call down bolts of divine energy, smiting your enemies. One creature that you can see takes d8 damage. A creature cannot benefit from cover against this ability.
4. **Tongues:** The power to understand and speak any language, a boon for any adventurer. This effect works for 1 hour.
5. **Divine Smite:** The power to imbue her weapons with holy energy, making them deadly against her enemies. The next time you hit a creature with a close combat attack, it is instantly destroyed in a brilliant flash of light. All evil creatures who witness this must immediately test morale.
6. **Divine Flight:** The power to soar through the skies as if you had wings of your own. You can fly for 1 hour.
7. **Divine Sight:** The power to see through lies and deception, revealing the truth. You automatically know whenever you hear a lie for 1 hour.
8. **Divine Protection:** The power to shield your allies from harm and keep them safe. All creatures of your choice within 30 feet of you subtract d2 from damage as if they were wearing light armor.
9. **Divine Summoning:** The power to summon angels, to fight by your side. You summon a celestial being (see adversaries) who serves you for 10 minutes, then vanishes. The celestial being will protect you if you fall unconscious or become incapacitated but leaves if you die. You may only have one such creature assist you at a time.
10. **Divine Inspiration:** The power to grant your allies temporary hit points and increased abilities, giving them the strength they need to fight on. You and up to three creatures of your choice gain d8 extra hit points. These hit points may exceed the targets' hit point totals, but they cannot be recovered once they are lost.

Arcane Catastrophes

Whenever you attempt to read a scroll and roll a 1 on her check, an arcane catastrophe occurs. Roll a d20 to determine what happens. If you ever roll the same result twice, you explode, and all creatures within a few feet of you take d6 damage.

1. The magic backfires and causes your hand to wither and die.
2. Your hair turns white and falls out.
3. You are wracked with terrible pain and lose consciousness for d4 rounds.
4. Your skin becomes covered in painful sores and blisters. You have disadvantage on Strength and Dexterity tests until you complete a long rest.
5. Your eyesight is permanently damaged. You have disadvantage on Presence tests that require you to see (including ranged attacks).
6. Your limbs become paralyzed. The effect wears off in d4 days.
7. You are aged $2d4 \times 10$ years in an instant.
8. You are struck with a terrible illness and will suffer for weeks. During this time, you have disadvantage on all tests, and you can't recover hit points. If your hit points drop to 0 while diseased, you die.
9. You are cursed and will suffer terrible luck for a year and a day. You can't use Omens.
10. A powerful demon appears and demands a terrible sacrifice. If you do not give the demon what they ask for in 24 hours, it drags you to hell.
11. A powerful curse is placed on you, causing you to suffer terrible nightmares. Until you find magic to remove the curse, you can't gain the benefits of resting.
12. Your soul is bound to an object or place, trapping you in that location. You can never go more than $d6 \times 100$ feet from that location.
13. Your body is wracked with terrible mutations, making you an outcast. You have disadvantage on all Presence tests made to interact with other people.
14. Your mind is consumed by madness, and you become a danger to yourself and others. You become a monster and lose control of your character until someone cures the madness.
15. You are consumed by a terrible hunger that can never be satisfied. You become a monster and lose control of your character until someone cures the hunger.
16. Your body is taken over by a powerful evil spirit. You lose control of your character until the spirit is exorcised.
17. Your body is wracked by terrible pain, and you die a slow, agonizing death.
18. Your loved ones are cursed and suffer terrible fates.
19. You are dragged to the underworld and forced to serve a powerful demon.
20. Your soul is consumed by the darkness, turning you into an undead monster.