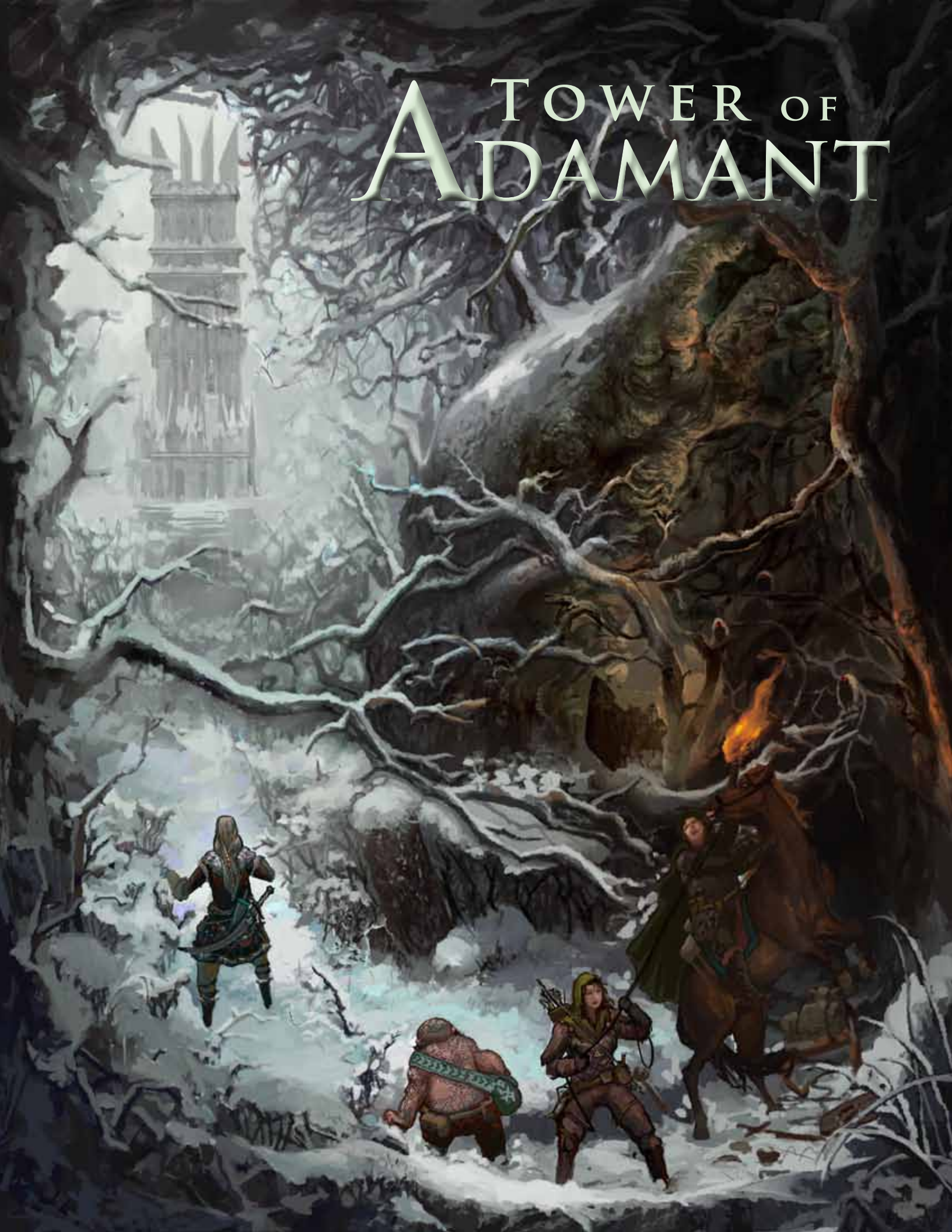# Tower of
Adamant

READ THIS FIRST, PLEASE

A note on this document:

The layout and graphic presentation of this document bear no resemblance to what the final product will look like. The current layout is just a slap-dash placeholder, although each piece of art is an actual commissioned piece.

There will be three more classes and many, many more spells and monsters than what is presented here.

There is currently precious little in the way of GM advice and rulings. These will be added later, as will a sample adventure and sample characters.

There are also probably many spelling errors and inconsistencies in tone and address, as well as straggler terms & rules from previous iterations of the game that I somehow missed. These will all be fixed.

I am most interested in your reaction to the game's direction. If you have questions about why something works the way it does, please ask. If you have suggestions, I'm all ears.

Thank you,
Bill Edmunds
excaliburvideo@roadrunner.com

GAME TERMS

Action Point: the 'meta' currency of Tower of Adamant. Spending an action point(s) allow characters to use some special abilities and invoke a spotlight moment.

Climactic Scene: the drama of a scene shifts to overdrive, as the standard mechanic changes from 2d10 to 1d20. Several special abilities become available and characters may take a spotlight moment.

Disengage: moving out of melee combat by taking a 5' step back. Disengaging does not allow an opportunity attack from the foe. Disengaging counts as a move action.

Heroic Surge: each class has two abilities that may be invoked by spending a surge. These abilities are called Heroic Surges.

Move Action: a combat term, generally moving your character a number of feet equal to his move characteristic.

Opportunity Attack: a free attack made when an adjacent foe moves away from you without disengaging.

Random Direction: roll 1d8. 1=northwest, 2=north, 3=northeast, 4=east, 5=southeast, 6=south, 7=southwest, 8=west

Recovery: by spending a surge, you can recover a number of hit points equal to your class's recovery value, ranging from d6 to d10. Using a recovery is a standard action.

Sickened: sickened creatures cannot make any standard actions. They move at half speed.

Spotlight Moment: the character spends an action point and 'freezes' the narrative around him. He may then make five uninterrupted actions, taking 15 on each.

Staggered: any creature suffering damage from a single blow that equals or exceeds half of their maximum hit points is staggered. Staggered creatures lose their next action.

Standard Action: a combat term, generally a melee or missile attack, the casting of a spell, or the use of a special ability.

Surge: an explosion of effort and energy. Surges can add back lost hit points or allow the character to use a Heroic Surge. Every character begins the day with 8 surges.

"...wall upon wall, battlement upon battlement, black, immeasurably strong, mountain of iron, gate of steel, tower of adamant..."

- JRR Tolkien

DRAMATIC THINGS HAPPEN AT DRAMATIC MOMENTS

This is the most important theme of Tower of Adamant. Amazing acts of heroism, incredible feats of agility, and mighty deeds of prowess simply aren't special if they occur with regularity, or when fighting random mooks. This game posits that such moments should happen when it makes dramatic sense. Thomas Covenant never uses his white gold ring to do something amazing unless it happens *at the most dramatic moment*. Allanon keeps his power under lock and key until it becomes critically important that he use it. Reflective of these sentiments, Tower of Adamant has a set of mechanics that encourage players to use their unique abilities when it counts the most. Using an extraordinary talent for a minor task or encounter may rob you of that potential for the most vital scenes.

THE RULES IN BRIEF

While Tower of Adamant uses Familiar mechanics and game terms, there are some fundamental differences between it and other class and level-based d20 games you may have played. Most of these will become apparent as you read this text, but here are the most significant changes.

THE CORE MECHANIC

Tower of Adamant's core mechanics work just like most other d20 games, with one significant difference: rather than use d20 for standard tests, it uses 2d10. If you have studied dice mechanics at all, you will know that 2d10 rolls disperse results in a bell curve (actually, more of a pyramid), whereas a d20's results are linear. The bottom line for you: 2d10 will cluster results in the 8-13 range, with results at the poles being much rarer. A bell curve system is more predictable than one with linear distribution, where the chance of rolling any number is equal to rolling any other number. The end effect of the 2d10 mechanic means that skilled characters will reliably succeed at what they are good at, while lesser skilled characters will reliably fail. Extreme results are possible, but very rare.

However...

When a scene's level of drama reaches a crescendo, players change from rolling 2d10 to 1d20 for all tests. This higher level of drama is known as a climatic scene. The GM determines when this stage has been reached. The reason for the change is to increase the chances of extreme results. Spectacular success – and failure – become much more common. Characters with lesser skill can achieve success where before they may not have been able to. The chances of rolling a high number, such as a natural 16 or better, jumps significantly; in this case, from 15% to 25%. So too do the chances of rolling disastrously...

Making a Test

Roll your standard dice (2d10 or 1d20) + appropriate attribute modifier + your level. Compare the sum to a Difficulty Class (DC) as determined by the GM. If you equal or exceed the DC, you succeed. The default DC for a task involving some risk and difficulty is 15.

Advantage & Disadvantage

Rather than assess situational modifiers to rolls, Tower of Adamant describes tests made under beneficial or adverse circumstances as having either Advantage or Disadvantage.

Advantage grants the player an extra die on his roll(s). In standard scenes, this means the player rolls 3d10 and chooses the two highest dice. In climactic scenes, the player rolls 2d20 and chooses the highest result.

Disadvantage also grants the player an extra die on his roll(s), but the extra die is to the player's detriment. In standard scenes, the player rolls 3d10 and eliminates the highest die. In climactic scenes, the player rolls 2d20 and selects the lower result.

Double Advantage

There may be times when a character receives two advantages, most likely when trained in a skill and receiving a special benefit from a feat or class ability. When enjoying 'double advantage', the character rolls a second extra die. In the case of standard scenes, this means rolling 4d10 and taking the two highest dice. In the case of climactic scenes, this means rolling 3d20 and taking the single highest roll.

Taking 10, 15, and 20

Instead of rolling dice, characters may opt to use a

static number as their roll result.

Take 10: you can take 10 any time on any roll.
Take 15: you can take 15 if you are trained in a skill and are not under imminent threat. You also take 15 on spotlight moments (see page xxx).
Take 20: you can take 20 if trained in a skill and are under no stress. You cannot take 20 when in combat or a social interaction.

ABILITIES, SKILLS, AND RESOURCES

Characters in Tower of Adamant are meant to be competent at most things. You're an adventurer – you know how to *do stuff*. You can climb, ride, swim, and fight. You know about history and how to make things. You are, in no uncertain terms, superior in virtually every way when compared to the average citizen of the world.

While characters have skills they are trained in, not being trained doesn't mean you are unable to perform a given task or are bad at it. If you are trained in a skill, you roll tests with that skill at advantage. If you aren't trained, you make your attempt as normal.

Characters have a finite collection of resources called Action Points. APs are used to invoke unique abilities, most of which are described in each class's description.

Characters have another resource called Surges. Surges represent the ability to dig deep and find hidden reserves of energy and resolve. Surges can replenish hit points and allow you to use a Heroic Surge (see class descriptions).

Level	APs
1	3
2	3
3	3
4	4
5	4
6	4
7	5
8	5
9	5
10	6

CHARACTER RACES & CLASSES

Tower of Adamant does not segregate race and class. Rather, each class is tied to a specific race. Warriors, Archers, and Lorewardens are all human. Axe Thegns, Artillerists, and Runegravers are all dwarves. Enchanters, Sentries, and Leafblades are all elves. The reason for such precise divisions is to ensure that each class is entirely unique. An elven warrior is very different than a dwarven or human warrior. The magic practiced by dwarves bears no resemblance to that of elves. Each race does not generally share any abilities with another race.

CHARACTER GENERATION OVERVIEW

1. Select a culture
2. Select one primary role and one secondary role
3. Select a class
4. Generate attributes
5. Select skills & combat styles
6. Select feats
7. (Optional) Design story hooks

CULTURES

There are three basic cultures in *Tower of Adamant*: human, dwarf, and elf.

Human characters are from medieval European-inspired settings. Kings, queens, serfs, knights, and outlaw archers are familiar elements of medieval stories. Their themes are heroism, ambition, and defiance.

Dwarves are stout, powerful miners known for their indefatigable and dour nature. Their themes are prowess, determination, and oathkeeping.

Elves are forest-dwelling folk of fey origin. Their are unique for their lithe forms and enchanting presence. Their themes are speed, agility, and wonderment.

ROLES

Roles indicate the character's function in the party and ongoing story at large. Every character has one primary role and one secondary role. Roles may be changed as characters progress.

- Leader: the marshal and planner to the rest of the party.
- Expert: the party's specialist in critical areas of skill.
- Guide: the party's scout.
- Protector: the front line of defense, often tasked with guarding one specific character
- Stalwart: the indomitable heart and spirit of the company

CLASS

Every class is identified with a particular culture. The classes are described below, and detailed further on page XXX.

Humans
- Warrior: archetypal hero of fantasy stories, warriors fight with melee weapons and are often armored.
- Archer: lightly armored masters of the bow or crossbow.
- Lorewarden: traveler and gatherer of ancient knowledge and magic.

Elves
- Scout: the guerilla warrior of the wilderness
- Leafblade: the elven soldier, fighting with keen swords and lightning speed
- Enchanter: communer and summoner of nature spirits

Dwarves
- Axe Thegn: the bulwark fighter of the dwarven ranks, facing foes with heavy armor and axe or hammer
- Artillerist: master engineer and expert with the crossbow, thrown weapons, and incendiary devices
- Rune Graver: master crafter and seeker of mysterious glyphs

ATTRIBUTES

Characters begin with attribute scores between 3 and 18, although they can advance as high as 20 with experience and racial bonuses. Each attribute's score has a corresponding modifier, ranging from -4 to +5 The attributes are strength, dexterity, constitution, intelligence, will, and charisma.

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

Determining Attribute Scores

There are three ways to determine your character's attributes.: spreads, point buy, and randomly. Regardless of the method adopted, each class imparts bonuses to two attributes. The Leafblade, for example, adds +2 to Dexterity and +1 to either Strength or Charisma. You add these bonuses *after* generating the initial attribute score.

- Spreads: choose one of the following spreads, assigning the numbers as you see fit

15	13	12	12	10	10
16	14	12	11	10	8
17	15	12	10	8	8
18	12	10	10	9	8

Point Buy: you have 38 points to purchase attribute scores. Each score has an assigned cost.

Score	Cost	Score	Cost
7	1	13	7
8	2	14	9
9	3	15	11
10	4	16	12
11	5	17	15
12	6	18	19

Brenden wants his character, Baldigar, to possess an incredible will, so he elects to begin with 16 in that attribute, which costs 12 points. He doesn't imagine the sturdy warrior being particularly agile, so he allocates 2 points to begin with an 8 in dexterity. He wants Baldigar to be tough and sturdy, so he gives him 14 in constitution (9 points) and 12 in strength (6 points). He's got 9 points left to allocate. He goes with a 11 for intelligence (5 points), leaving 4 points to spend on charisma, which gives him a score of 10 in that attribute.

Random: Roll 4d6, dropping the lowest result. Do this six times and assign the results wherever you wish.

SKILLS
There are 17 skills available. Your class gives you guidelines on choosing skills. The skills, along with the attributes most commonly associated with them, are:

Athletics (dexterity or strength)
Craft (strength or will)
Diplomacy (intelligence or charisma)
Fight (strength or dexterity)
Guile (charisma or intelligence)
Handle Animal (will or charisma)
Heal (intelligence or dextierty)
Inspire (will or charisma)
Intimidate (will or charisma)
Lore (intelligence)
Perception (intelligence or will)
Perform (charisma or intelligence)
Shoot (dexterity)

Steal (dexterity or will)
Stealth (dexterity or will)
Survival (intelligence or will)
Throw (strength or dexterity)

FEATS
Every class has unique abilities that no other class offers. At first level, you get to choose two of these abilities. At every odd level thereafter, you may add another feat.

HOOKS (OPTIONAL)
Hooks are seeds you develop to give your character motivation and backstory. They are also a way of telling the GM 'These are things I want to affect my character.' If you create the hook 'I am being chased by an assassin', you are making it clear to the GM that you want that assassin to play a part in your adventures. If you design a hook that says 'I was a serf lashed many times by a cruel reeve', you are telegraphing your desire to engage with that reeve, or at least officials who treat others with contempt or violence.

Hooks can be anything you want to play a part in your character's adventures. I suggest limiting them to three, but your GM may be happy for you to develop more.

Hooks should not contradict the mechanical elements of your character. For example, it isn't accurate to say 'I am the greatest warrior in the world' if you aren't trained in fighting. You could, however, amend that to 'I *believe* I am the greatest warrior in the world.' The former hook makes a statement that conflicts with the rules of the game (and your character sheet!), while the latter speaks to your ego. It also informs the GM that you are eager to prove your belief, leaving a lot of room for her to challenge you with many unimpressed challengers.

Here are some non-exhaustive examples of what you may consider when developing your hooks.

A Burden: what is the weight your character must bear? What is hanging over his head? What issue from his past continues to dog him?
A Blessing: who can you always count on? Where can you go for safety? What makes you unique?
Alignment: what group are you associated with? A cult? A small village? An order of knighthood? A single person? A god? A self-defined belief?

A Mystery: something happened - or keeps happening - to you, and you don't fully understand it. Are you marked for some sort of destiny? Did you witness something you shouldn't have?

Here are some sample hooks:

(Burden) I accidentally killed Rufous Ringbrand, the local seneschal. The murder has gone unsolved but I am haunted by it and worry that some day I may be accused.

(Burden) I was given coin from Thurgis Greenhood, a local fence, in return for a favor he hasn't yet named. I may be called upon to honor this pact at anytime.

(Burden) I have left the Lady Edith with child. If her husband finds out, he will kill me. I have fled the area and adopted an alias.

(Blessing) While wandering in the woods, I came across a half-buried treasure chest. I pilfered its contents and have kept them secret for many years.

(Blessing) The bailiff of Gulf Manor is my half-brother. He will help me in matters dealing with the crown.

(Blessing) I discovered a series of secret hideaways under the tangled roots of many willow trees throughout the Arken Forest. The trees are marked in a unique way that only I understand. To others they appear undistinguished.

(Mystery) one day I happened across a cave with strange runes engraved upon the walls. When I returned there with a friend, the runes were gone.

(Mystery) As a young child I became friends with an old hermit who appeared at the edge of the woods. Over many moons, he taught me the meanings of stars and dreams. When I described him to my mother, she said that old man died ten years ago, stoned to death by frightened villagers.

(Mystery) On the day of a full moon, I cast no shadow even in the brightest sun.

(Mystery) My family and I were caught in a raging fire that burned our house to the ground. My parents and siblings died, but I was pulled out of the fire by something I did not see. Its grip felt like the jaws of a great beast.

(Alignment) I am devoted to the people of Jinhurst, a small hamlet on the western steppe. I value their traditions of hard work and honesty. But I am most passionate of their hatred of the hill people. We of Jinhurt will eradicate them.

(Alignment) I am an adherent to the Order of the Black Oak. We will spread our goodness to the farthest shore with our gentle words. Failing that, our swords will cut and our torches burn those who do not see the beauty of our message.

(Alignment) I follow Queen Elsbeth and her consort, Tomas. They have brought peace to our land and put food on our tables.

ROLES: A CLOSER LOOK

Every character selects a role that best describes his purpose at a given moment. While class is an overarching theme that defines a character over the course of a campaign, roles tend to be more malleable, sometimes changing as the party evolves.

There are five roles in Tower of Adamant: Expert, Guide, Leader, Protector, and Stalwart. Some roles may exist many times over within a group, while others may only exist once. By selecting your roles, you are making a deliberate statement as to the level of importance you want your character to have in specific moments. A player selecting leader, for example, might be saying he wants his character to take charge at critical junctures. A player selecting stalwart could be expressing a desire to inspire his comrades.

Characters who have a given role as their primary role also gain the feature offered by the secondary role.

Changing Roles

Whether through a change of story, the evolution of the character, or a player's dissatisfaction with his character's role, it is inevitable that roles will change.

If a player wishes to swap his primary and secondary roles, he may do so after there is a defined break in the group's current 'mission.' This usually means at the end of a session or two of play, and indicates a respite of a day or more from adventuring.

If a player wishes to replace his primary role with his secondary role and choose a new secondary role, he gains the primary role after a break as defined above. He gains the new secondary role upon the beginning of a new adventure. Note that a new adventure does not mean a new campaign, only a new 'chapter' in the ongoing campaign.

If a player wishes to keep his primary role but gain a different secondary role, he gains the new role at the start of a new adventure (as above).

A character may only gain a new primary role by promoting his current secondary role.

EXPERT

Experts are the skill monkeys, the reliable heroes who are able to succeed when no one else can.

Features (Primary Role)

Expert Advantage: The Expert is highly skilled in two areas. A number of times per day equal to his level, the Expert can take 20 for one roll when using one of those skills. He does not need to spend an action point to do so. Any circumstances that would normally put the skill at disadvantage instead render it at its normal level.

Competitive Bond: Two - and only two - expert characters may form a competitive bond. Once per day, one expert may challenge his friend in a contest. When rolling their dice, each expert is considered to be at advantage when using a non-trained skill, or may take 20 with a trained skill.

When both experts are 7th level or higher, they may use competitive bond for an entire scene, including combat.

Enduradon and Tacitus are both experts. They are trapped in a pit where the walls are closing in. Enduradon challenges Tacitus to a climbing contest to get out. Enduradon is untrained with athletics while Tacitus is trained in it. Enduradon makes his roll with advantage, while Tacitus may take 20 on his role, which is already at advantage since he is trained.

Feature (Secondary Role)

In a Pinch: When the expert is attempting a skill that he and any allies present are untrained with, he may roll with advantage. He may do this a number of times per day equal to half his level, rounded up.

GUIDE

The guide navigates the party through its journeys. He is in charge of executing the course selected by the leader and scouting areas for enemies and safe passage.

Features (Primary Role)

Advantageous Terrain: a number of times per day equal to half his level, the guide may immediately inform the GM of a feature of the terrain that he may benefit from. Examples of advantageous terrain might include
- discovering a wooded knoll overlooking an enemy camp
- finding a tree that towers over all others, allowing the guide to climb to the top and gain a clear vantage point

of the surrounding area
- finding scree on a hill that is easily kicked free to slide down onto enemies
- discovering an abandoned bear den that offers perfect shelter and hiding

Fauna Expertise: Guides are familiar with wild animals, including potentially dangerous ones like bears, wolves, and snakes. When the guide tries to avoid, detect, or fight such animals, he may take 20 if under moderate duress, or take 15 if under significant stress He may use this rule when fighting only once per scene.

Feature (Secondary Role)
Reconnoiter: Guides are trained to be alert. When scouting ahead of his party by at least 100 yards (outdoors) or 100 feet (indoors), he makes any perception rolls at double advantage when making a reconnaissance test to sniff out a trap or ambush, assuming the guide is trained in perception. If he isn't trained, he makes the roll with advantage.

LEADER
The burden of leadership must fall on the shoulders of one person in every adventuring party. The leader is responsible for the well-being of the group as a whole, as well as the mission at large. A leader is only as good as his decisions, and his ability to inspire is dependent on how far his resolve and charisma can take him.

Features (Primary Role)
Helping Hand: the leader may convert one action point into two APs, both of which must be given to allies. The leader must be able to communicate with these allies. He may do this a number of times per session equal to half his level, rounded up.

Rise From Defeat: When the leader or an ally suffers a defeat, usually after being reduced to 0 hp, the leader can recover himself or inspire an ally to rise from defeat for one round by spending an AP. The recipient may take one action at advantage. The action may interrupt any other character/creature's action. An unconscious warrior may rise to hurl a weapon at an enemy about to kill a defenseless child. A humiliated debater may turn and make a devastating retort before his opponent declares victory, perhaps sending doubt rippling through the watching crowd.

Feature (Secondary Role)
We Band of Brothers Once per day the leader may make an inspiring speech before a scene to boost his allies' momentum. He makes an inspire roll and generates a number of extra bonus points to skill/combat rolls used during the struggle. The number of bonus points equals the roll's total minus 10 (minimum result of 1). These points may be used all at once or rationed over the course of the scene.

PROTECTOR
The protector provides steadfast defense for his charges. He is willing to sacrifice his own well-being to protect the success of the quest. Each scene, the protector must select a charge to defend. The charge benefits from the protector's presence.

Features (Primary Role)
Doughty Defense: When the protector stands adjacent to his charge, the charge's armor class is one point higher. Further, the protector deals extra damage to an enemy if the enemy is attacking the charge. The extra damage is equivalent to half the protector's level, rounded up. The protector does not have to be engaged with the enemy to deal this damage.

Bear the Fallen: when carrying a fallen comrade, the protector's movement is not penalized. Any damage from melee attacks made against the comrade are automatically assessed against the protector, even if the opponent is attempting to strike the ally being carried.

Feature (Secondary Role)
Valiant Step: If the protector is within his normal movement value of his charge, he can move and be hit by an attack that would have struck the charge. He is now considered engaged with the charge's opponent if the latter was engaged in melee fighting. The protector's player may announce this maneuver after the charge has been hit to retroactively deny it. If the protector was engaged with an enemy, the enemy may take an opportunity attack on the protector.

STALWART
The stalwart is the heart of any group, the material on which it is built. Though their role is not normally flashy, without such persons, most groups would fall into quarrels and clashes of personality. They take great comfort in being part of a group in such dangerous circumstances, and don't like functioning without their

fellows

Features (Primary Role).
The Spirit of Friendship A stalwart can give one of his APs to any other player who does not currently have one. In turn, the stalwart is the only role that may freely receive an AP from any other character when he is out of them.

Take Up the Slack The Stalwart gains the secondary feature of any other role desired if that role is missing, even temporarily.

Feature (Secondary Role)
A Beacon of Hope The stalwart begins each journey with a spirit level of 'hopeful' and can never fall below 'forlorn.'

SKILLS: A CLOSER LOOK

Possessing training in a skill allows the character to make an appropriate test roll with advantage. While each skill has one or two attributes most commonly associated with it, the GM is free to demand a roll based on any of the six attributes. For example, an athletics test is usually based on strength or dexterity, but could be based on others, such as:

- Constitution: keeping yourself from drowning as you try to swim across a raging river.
- Intelligence: estimating the chance of success of making a perilous jump
- Will: maintaining your control over a panicked riding horse

Athletics: anything related to moving the body, such as swimming, climbing, jumping, riding, and leaping.

Crafting: a character's ability in using his hands to create. Craft assumes ability in many fields, including carpentry, smithing, and stonecraft.

Diplomacy: the skill of engaging in political discussion, statecraft, and negotiation. Use diplomacy for formal interactions, such as entreating help from a local official, convincing a king to go to war, or demonstrating one course of action is better than another.

Fighting: the skill of engaging an enemy in melee combat. Fighting assumes the use of a hand-held weapon, such as a sword or axe.

Guile: manipulating others through honeyed words, seduction, pity, or logic. Also includes basic cunning and deduction.

Handle Animal: the ability to train and calm common mammals, including horses, oxen, mules, swine, and sheep. This skill also covers driving carts.

Healing: setting broken bones, staunching bloodloss, curing ailments and fighting disease. See page XXX for more information about healing. A successful healing roll stabilizes an unconscious ally, preventing him from suffering failed death saves and allows the character to use a recovery.

Inspire: the ability to rally allies through sheer force

of personality. Inspire can be used to lift the morale of companions. Once per combat encounter, the trained character with the highest charisma bonus can attempt to rally his allies. Using a standard action, he makes a skill roll. For each fallen ally, reduce the roll by 2. Success gives each ally +2 to all combat-related tests for their next turn.

Intimidate: using force of personality and sheer presence to cow an adversary. Make an intimidate roll versus an enemy's will attribute. If the roll succeeds by up to 5 points, the enemy takes its next action at disadvantage. If the roll succeeds by 5 or more points, the enemy pauses for one round. If the roll succeeds by 10 or more points, the enemy retreats until reinforcements arrive. Intimidate may be used only once per encounter on each enemy faced. It may be used in social situations as well as combat. A roll failing by more than 5 allows the enemy an immediate action. A roll failing by 10 or more allows the enemy an immediate action with advantage.

Lore: Formal knowledge a character has about the world at large. Lore assumes knowledge of history, law, heraldry, politics, legends, and cultures.

Perception: using the senses to detect subtleties. Perception allows characters to hear faint noises, spot hidden objects, catch an animal's scent, and so on.

Perform: the ability to sing, dance, and play musical instruments. Perform assumes knowledge of a variety of forms, the details of which are not necessary to describe unless desired by the player.

Shoot: the skill to aim and fire arrows and bolts with accuracy.

Steal: the art of pilfering and bypassing. Stealing includes picking pockets, palming items, forgery, and

picking locks.

Stealth: the ability to move without making sound and to hide from suspicious eyes.

Survival: the know-how to stay alive in wilderness environs by finding or creating shelter, tracking prey, foraging for food & water, and snaring or hunting animals.

Throw: the ability to throw spears, axes, daggers, javelins, and use a sling.

CLASSES

Level	Action Points	Benefit
1	3	Pick two feats
2	3	Gain training in one skill
3	3	Pick one additional feat
4	4	+2 to one attribute or +1 to a pair, gain training in one skill
5	4	Pick one additional feat
6	4	Gain training in one skill
7	5	Pick one additional feat
8	5	+2 to one attribute or +1 to a pair
9	5	Pick one additional feat
10	6	Gain training in one skill

CLASS ANATOMY

Culture: the culture the class is associated with; human, dwarf, or elf.

Hit Points at First Level: the number of hit points a character begins play with.

Hit Points at New Level: the number of hit points the character gains as they achieve a new level.

Recovery Die: the die used to determine replenished hit points when using a s recovery.

Move: the number of feet the class may move in one round.

Skills:. lists how many trained skills the character may begin with.

Weapons & Armor: choices of weapons and armor the class may begin play with.

Weapon Qualities: some classes bear a weapon that possess a beneficial quality that may be invoked by spending an action point. The qualities available are listed on the next page.

Inherent Abilities: special features every character from the class receives

Feats: unique talents the player may choose for his character at first level and every odd level thereafter

WEAPON QUALITIES

Weapon qualities bear attributes that indicate they may be magical. In fact, that isn't the intention at all. The concept behind weapon qualities is a unique synergy the character has with his weapon. In another's hands, this quality does not exist. The owner has developed an intuitive feel for his weapon; its weight, its balance, its strengths and weaknesses. He knows how to use it like an extension of his own body.

Weapon qualities come into play when the character's player spends an Action Point. Why aren't these qualities inherent in every scene? That is a legitimate question and the answer goes back to the game's primary goal: dramatic things happen at dramatic moments. To have a sword that causes bleeding with every stroke is cool, but it grows stale. But if that sword's ability comes to the fore when it really counts, the dramatic impact is that much greater, the effects more heroic.

Bane: the weapon has advantage for an entire scene against a single enemy.

Bleeding: the weapon draws a fountain of blood that won't staunch. The victim loses a number of hit points per round equal to the attacker's level.

Brutal: the weapon ignores all armor – natural or created – for an entire scene.

Fast: take an extra attack action every turn. May not be stacked with feats that grant an extra action.

Fearful: when the weapon's blow kills a non-minion, the dead foe's allies attempt to flee if their will is less than 10 + the attacker's level.

Heartening: when the weapon's blow kills a non-minion, the bearer's allies make their next action at advantage.

Heroic: when the bearer is below half his maximum hit points, the weapon's damage is boosted by one step, from 1d8 to 1d10, etc. If the bearer's hit points are 25% of maximum or lower, the damage dice remain boosted and are maximized with every hit.

Hindering: the weapon strikes the foe in the legs, making it difficult to maneuver. The foe cannot take any move actions and loses any dexterity bonus to AC.

Knockdown: the weapon's blow knocks the foe to the ground. The bearer gets an immediate second attack and the foe makes its next attack at disadvantage. This works against foes size L or smaller.

Last Stroke: when the weapon's bearer is staggered, he makes an immediate attack against his foe that deals maximum damage. No attack roll is needed. This attack does not count against his normal action allotment.

Ornate: the weapon's beauty is distracting. Succeed at any guile or diplomacy check if the weapon can be clearly seen and used as an enticement or symbol. An NPC who cares nothing for wealth is immune to the effect, in which case the player does not lose the action point.

Piercing: the weapon bypasses all armor and jabs deep into the foe's body. The foe's actions are made at disadvantage for a number of rounds equal to the attacker's level.

Precise: when the character gets within tight range of a foe, successful attacks from this weapon deal double its normal maximum damage. Tight range indicates the combatants are close enough to embrace without taking a step.

WARRIOR

Culture: Human
Hit Points at First Level: 10 + Constitution
Hit Points each level: 3
Recovery Die: d10
Attribute Adjustments: +1 Str, Con, and Dex
Skills: Fight is trained. Choose three more skills as trained from Athletics, Craft, Inspire, Intimidate, Survival, Throw.

Weapons & Armor
You begin with three weapons. Typical warrior weapons include:
- Light Melee/Thrown: dagger, hand axe
- Medium Melee/Thrown: longsword, spear, battle axe, mace
- Heavy: Melee greatsword, halberd, greataxe
- Light Bow: shortbow
- Heavy Bow: composite bow

Category	Damage
Light Melee/Thrown	1d6
Medium Melee/Thrown	1d8
Heavy Melee†	1d10
Light Bows	1d6
Heavy Bows	1d8
† Heavy weapons may not be used with a shield	

Select one type of armor. You may include a shield if desired.

Armor	AC	Modifiers
None	10 + Dex mod.	All melee/thrown damage increase by one step
Light	12 + Dex mod.	Light thrown damage becomes 1d8
Medium	14 + Dex mod.	none
Heavy	16	-1 Dex tests
Shield	+1 to AC	none

Weapon Qualities
You may assign one of the following qualities to one of your weapons: Heartening, Fearful, Last Stroke, Bane

Inherent Abilities:
Heroic Surge: you can burn a recovery to do any of the following during a climactic scene:
- maximize damage on a successful melee attack
- take 20 on any test involving strength, including melee attacks. This does not count as a critical success.

True Hero: after you have been struck by an attack that staggers you in a climactic scene, your next attack or action is made at advantage.

Additional Weapon Quality: at 3rd, 6th, and 9th level you may add a quality to any of your weapons. You may use this to add an additional quality to a weapon that is already blessed with one or more.

Feats:
Broadened Experience: you have learned martial traditions from different cultures. You may select any of the following feats from other classes:

Axe Thegn: Brutal Swing, Immovable Object
Leafblade: Crippling Deed, The Soft Spot

Heroic Defense: when you are the only member of your party who has not suffered the loss of any hit points after at least two full rounds of combat, your armor class improves by 1 point and continues to accrue by one point each round until you are struck. The total improvement is limited to your level.

Strategist: you can organize your allies to better coordinate their battle strategy. At the start of every battle, you can take note of each ally's initiative roll. You may then organize the order any way you wishe. For example, if four allies roll 19, 14, 10, and 8 for initiative, the you may assign any of your allies to any of the initiative results, effectively choosing the order of your actions and those of your friends. Thus, the player who rolled the 8 may be assigned the 19 spot if desired, and so on. This does not work if you are surprised. Surprised companions cannot benefit from this ability either.

Undaunted: you shake off odd-numbered staggered hits when a scene turns climactic. This means you can shrug off the first, third, fifth (etc) times you are staggered .

Tide of Iron when you kill an uninjured foe with a single blow, you may take a step and attack another foe. This process may continue *ad infinitum* as long as you drop your opponent with one swing or thrust of your

weapon.

Fallen Comrade: when an ally is knocked out of the fight within your field of vision, your melee damage increases by half your level (standard scenes) or your level (climactic scenes) for the remainder of the battle.

Weapon of Lineage: you have received an heirloom weapon. You and the GM must decide its significance and from whom the weapon is derived. The weapon is non-magical in nature, but provides a bonus to attack and inspire rolls (the latter when the weapon is held high and invoked as a source of inspiration) equal to half your level At the GM's discretion, this feat may be chosen only at first level.

Mortal Enemy: you have an NPC nemesis. When fighting this antagonist or its minions, you ignore damage suffered from each attack against you equal to half your level. If picked after first level, the nemesis should be based on a foe you have encountered in gameplay.

Hero's Rebuke: When you are hit by a blow that staggers you, your next attack is made at advantage and the damage of this attack, if it hits, is maximized. The effects of being staggered are felt after the attack is made.

Fearless: when you are facing a creature size L or bigger by yourself, your AC improves by half your level. The bonus goes away if an ally joins the battle.

Dangerous When Wounded: when you are below half your maximum hit points, your crit range improves by two for the rest of the battle.

AXE THEGN

Axe thegns are the sturdy battle tanks of the dwarven soldiery. They are experienced with heavy armor and wield mighty axes and warhammers. They receive minimal training in missile weapons.

Culture: dwarf
Hit Points at First Level: 12 + Constitution
Hit Points each level: 3
Recovery Die: d10
Attribute Adjustments: +2 Con, +1 Str or Will
Skills: Fight and Craft are trained. Choose two more trained skills from Inspire, Intimidate, Survival, Throw.
Weapons & Armor
You begin with three weapons. Typical axe thegn weapons include:
- Light Melee/Thrown: dagger, hand axe
- Medium Melee/Thrown: warhammer, battle axe, mace, flail
- Heavy Melee: maul, greataxe, mattock
- Light Bow: light crossbow
- Heavy Bow: heavy crossbow

Category	Damage
Light Melee/Thrown	1d6
Medium Melee/Thrown	1d8
Heavy Melee†	1d10
Light Bows	1d6
Heavy Bows	1d8
† Heavy weapons may not be used with a shield	

Select one type of armor. You may include a shield if desired.

Armor	AC	Modifier
None	11	All melee/thrown damage increases by one step
Light	13	Heavy melee damage becomes 1d12
Medium	15	none
Heavy	17	-1 to Dex tests
Shield	+1 to AC	none

Weapon Qualities
Axe thegns may assign one of the following qualities to one of their weapons: Brutal, Knockdown, Sundering, Bane

Inherent Abilities

Heroic Surge: you can burn a recovery to do any of the following during a climactic scene:

- on a successful melee attack with a medium or heavy weapon, shatter an opponent's shield or wooden weapon (including the haft of an axe, etc) of in addition to dealing your standard damage.
- make an intimidate test to sound a battle cry and cower your enemies. Any foes with a will less than 10 + your level increases their 'flee combat' morale rating by your level. In other words, an owlbear might flee combat when its hit points drop to 5; if a 4th level axe thegn successfully uses this ability, the owlbear will flee when reduced to 9hp. If this ability increases the flee rating to the enemy's current hit points, the enemy flees (even if it is at maximum hp).

Hardy: Every battle, you ignore the first time you are staggered.

Oathkeeper: every session, you can make a promise to your allies. You can take 20 on any trained skill attempt related to the fulfillment of that oath. You may do this once per session.

Darkvision: you see in total darkness as if in full moonlight. This ability does not function in magical darkness.

Stone and Steel: when in stressful situations such as fleeing enemies, you can take 15 on perception checks to detect anomalies in any stonework, such as weak structural makeup or secret doors.

Feats:

Broadened Experience: you have been exposed to martial techniques not taught to their strict ranks. You may select any of the following feats from other classes:
Warrior: Tide of Iron, Strategist
Brawler: Head Smash
Artillerist: I Know You're There

Smash Armor: you pound dents in the enemy's armor. For every three full points your attack exceeds your opponent's AC (metal armor only), the foe's AC degenerates by 1 point.

Hobble: you have been taught to target the knees of larger opponents. If the GM decides you can reach the enemy's knee, you can make an attack at -2. If the attack hits and the damage dealt exceeds the amount listed below, the knee is shattered. The foe falls to the ground, loses its next attack and must fight from a kneeling position. The attacks must be made with a warhammer, mace, mattock, or battle axe.

> Medium: 6
> Large: 10
> Huge: 14

Immovable Object: you assume a stance that renders you as hard as stone. If you commit to standing in a single space and only attack every other round (defending on odd rounds), all melee attacks against you do only half damage, as long as you are not surprised. Once you move from the space for any reason, the benefit is lost.

Indomitable: once per day, you may reduce any damage against you by a value equivalent to your constitution score plus your level.

Hard as Steel: you may use your constitution score instead of your strength score to modify your melee damage.

My Last Breath: when you are reduced to three or fewer hit points, all physical damage against you drops by two points.

Your Threats Mean Nothing: against any opponents other than the undead, you are at advantage for will tests against attempts to intimidate or coerce you, including methods of torture, poisoning, mind control, and so on.

Brutal Swing: any attack that damages a foe for more than half its maximum hit points stuns it. For one round, the enemy may not act. You have advantage on any attack rolls against your foe while it is in this state. This ability can lead to you stunning your opponent round after round.

That Which Does Not Kill Us: Withstanding pain and punishment only makes you fiercer and angrier. If you suffer two or more consecutive rounds of damage from one opponent without damaging the foe in either round, you may then strike with dreadful force. Your next successful melee attack against the same opponent

deals maximum damage.

Songs of Yore: when you sing a solemn song for one continuous hour, your spirit cannot drop below 'determined' for 12 hours. Note that singing can often attract unwanted attention...

LEAFBLADE

Leafblades are the warriors of elven nations, lithe fighters wielding precise slashing weapons. Their speed and athleticism are greatly feared by their adversaries.

Culture: elf
Hit Points at First Level: 9 + Constitution
Hit Points each level: 3
Recovery Die: d8
Attribute Adjustments: +2 Dex, +1 Str or Cha
Skills: Athletics and Fight are Trained. Choose two more trained skills from Craft, Handle Animal, Intimidate, Perception, Shoot, Stealth, Survival.
Weapons & Armor
You begin with three weapons. Typical leafblade weapons include:
- Light Melee/Thrown: rapier, longknife
- Medium Melee/Thrown: longsword, scimitar, spear
- Heavy Melee: glaive
- Light Bow: shortbow
- Heavy Bow: composite bow

Category	Damage
Light Melee/Thrown	1d6*
Medium Melee/Thrown	1d8
Heavy Melee†	1d10
Light Bows	1d6
Heavy Bows	1d8
* See 'Slashing Blades' in Inherent Abilities, below † Heavy weapons may not be used with a shield	

Select one type of armor. You may include a shield if desired.

Armor	Base AC	Modifier
None	11 + dex mod	May use 'slashing blades' with medium weapons. Light melee damage becomes 1d8
Light	13 + dex mod	Light melee damage becomes 1d8
Medium	14 + dex mod	none
Heavy	15	-1 to dex skills
Shield	+1 to AC	none

Weapon Qualities

Warriors may assign one of the following qualities to one of their weapons: Graceful, Fearful, Bleeding, Bane.

Inherent Abilities:

Heroic Surge: you can burn a recovery to do any of the following during a climactic scene:

- make a melee attack at +5 at any time, including interrupting another's turn. This does not count against your normal actions.
- charge through a battle and make an attack on any enemy that could normally make an opportunity attack on you. Any successful attack you make denies the enemy an opportunity attack on you.

Moon and Stars: When the moon is bright and the night sky clear, your spirit automatically improves by one level. If the following day is sunny and clear, the benefit lingers. It does not stack if the next night is also conducive to this ability.

Slashing Blades: you can attack twice per round when wielding a light weapon and wearing light or no armor. When wearing no armor, this benefit applies to medium weapons as well.

Night Vision: you can see in moon or starlight as if it were daylight. A cloudy night is as dusk to you.

Feats:

Broadened Experience: you have been exposed to traditions of other elves and even other races. You may select any of the following feats from other classes:
Warrior: Undaunted
Sentry: Instinctive Shot, Tactical Advantage
Enchanter:

Feat of Agility: Once per encounter, you may take an extra action during your turn. The move must be an athletics test to do something *spectacular*. There are no restrictions on what may be attempted as long as it doesn't eviscerate the boundaries of physics and is not an attack. Feat of Agility may not be used with a Spotlight Moment. You must be wearing light or no armor. Here are some examples:

Keverne the leafblade is locked in combat with a big orc chieftain. He uses his Feat of Agility to attempt a flip over

the orc and land on his feet behind the beast. The GM rules anything better than a modified 15 athletics roll will allow Keverne to succeed as described. If Keverne manages this roll, he will use his standard action to attack the orc from behind, gaining advantage on this attack.

Later that day, Keverne enters a cavern in search of a mythic necklace. Upon entering, he sees the item is guarded by a group of wildmen. He does not wish to take on so many grunts all at once, but he sees a way to escape with the talisman if he can just he past them. He uses his Feat of Agility to attempt a cinematic maneuver. He wants to run at full speed toward the left flank of the wildmen and leap onto the cave wall, running along the vertical surface for a few feet to circumvent the guards. The GM decrees that if Keverne can gain modified Athletics roll of 18 or better, he can use a second move action to run toward the necklace, grab it, and continue on down a tunnel at breakneck speed. If the roll fails, Keverne has fallen and is now prone at the feet of the wildmen.

Fast as Lightning: you may take an extra move action or standard action if your initiative roll is 5 points or more than that of your opponent. This benefit is good only for one round against one opponent. It may not be used with a spotlight moment.

Dodge & Parry: when choosing to defend and forgo your attack, you receive a +4 bonus to your AC and halve any damage against you.

No Quarter: you may immediately attack an opponent you have disarmed.

Tactical Advantage: you are master of your environment. When fighting in a forest setting, you always act before any non-elf as long as you are not surprised.

The Elf Warrior is Loose!: the aura of an especially skilled leafblade is terrifying to orcs and goblins. They will attack any non-elf characters before engaging with you in any melee encounter. If you attack an orc or goblin, the creature must roll 2d10 and get a result of 10+ or flee when it is reduced to half its hit points or lower.

Sixth Sense: you are extremely difficult to surprise. Any enemy attempting to sneak up on you is at disadvantage on its stealth roll. If the attacker fails, you gain a free melee attack on your would-be assailant.

The Soft Spot: you can immediately recognize vulnerable spots. Light and medium armor AC are reduced by 1 point against your melee attacks.

Crippling Deed: you can make a slashing melee attack against an enemy that damages its muscles or tendons. The intent must be announced before an attack roll is made. The attack does half damage but leaves the foe making all attacks and dexterity-related moves at disadvantage.

Extended Spotlight Moment: once per day you may make a sixth action during a Spotlight Moment.

Unearthly Presence: in dim or dark light, you can emit a soft glow that heartens your allies and provokes doubt in your enemies. Any negative effects of low spirit in your allies is ignored for one scene, while enemies make all tests at -1 for the scene.

ARCHER

Culture: human
Hit Points at First Level: 9 + Constitution
Hit Points each level: 2
Recovery Die: d8
Attribute Adjustments: +2 Dex, +1 Str or Cha
Skills: Perception and Shoot are trained. Choose two more trained skills from Athletics, Handle Animal, Stealth, Survival, Throw.
Weapons & Armor
You begin with three weapons. Typical archer weapons include:
- Light Melee/Thrown: dagger, shortsword, handaxe
- Medium Melee/Thrown: longsword, spear
- Heavy Melee: long spear
- Light Bow: shortbow
- Heavy Bow: longbow

Category	Damage
Light Melee/Thrown	1d6
Medium Melee/Thrown	1d8
Heavy Melee†	1d10
Light Bows	1d8
Heavy Bows	1d10*
* See 'Killing Shot' in Inherent Abilities, below	
† Heavy weapons may not be used with a shield	

Select one type of armor. You may include a shield if desired.

Armor	AC	Penalty
None	10 + dex mod	Heavy bows damage becomes 1d12
Light	13 + dex mod	none
Medium	14 + dex mod	-1 to dex tests
Heavy	15	-2 to dex tests
Shield	+1 to AC	-2 to Dex tests

Inherent Abilities

Heroic Surge: you can burn a recovery to do any of the following during a climactic scene:
- bend your bow well past your ear and maximize damage on a successful attack. You may announce this ability after a successful attack but before you roll damage.
- on a successful melee attack with your bow, use the

bowstring to hook the enemy's weapon and disarm it. Your strength must be no less than 5 points lower than that of the opponent. You can forego the attack roll if you agree that your bowstring snaps.

Killing Shot: if you take an entire round to line up your shot, you may fire an arrow with devastating effect the next round. The attack is made at double advantage and deals either 8 + level damage or 1d12 + level damage to the enemy (your choice).

Warning Shot: when you fire an arrow to accomplish a dramatic statement, without intent to harm, the shot *always* succeeds as long as you can clearly see what you are aiming at (the GM may require a perception roll if in doubt). Examples may include shooting a 'wanted' poster out of the evil sherriff's hand, lodging an arrow between an intended's legs (just shy of its nether region), shooting the hat off a pompous politician, or knocking the lute out of a bad musician's hands. Shooting through a rope wrapped around some poor sap's neck standing on the gallows is *not* included in the scope of this ability.

Feats
Broadened Experience: to be developed

Final Shot: when you are down to your last arrow in a climactic scene, you may achieve a shot for the ages. This final shot is made at double advantage and deals damage equivalent to *twice* your maximum damage value plus your level. Thus, a 5th level archer with a d10 damage value making a final shot would deal (2×10) + 5 = 25hp damage. You must not have the opportunity to scavenge other arrows; this must truly be the last arrow left to you. If you don't count arrows, you can declare 'this is the final arrow in my quiver' once per day.

Saving Shot: you can interrupt a surprise attack on one of your allies. Even if you have already acted in a round, if you see an ally about to be taken unawares, you may fire off a shot at the attacker. If the attack hits, the enemy halts its action and stands stunned for one round. The GM may require a perception roll (default DC 15) to determine if you notice the impending attack.

Bow Trick: elves see it as disrespecting the weapon, but you regard your bow as a tool that does so much more than shoot arrows. You can use it to trip enemies, aid in climbing, use in a pole vaulting maneuver, and any number of creative uses you can think of. While theoretically anyone with a bow could try these stunts, you almost always succeeds Most GM-ordered skill rolls will be based on athletics. Your bow will never break when attempting a bow trick. The GM should generally rule that rolls are not required for standard scenes; success is guaranteed for all but the most daring exploits. Some more examples of bow tricks might include:

- slide down an angled rope, hanging from the bow like a thrill-seeker on a zip line, and knock an enemy over
- pull an ally out of danger
- yank an enemy backward by wrapping the bow around its neck
- unstring the bow and use it as a makeshift whip

Don't Do That!: you can save an ally who is about to make a big mistake, such as a lorewarden about to imbibe a deadly potion, a leafblade pulling a trapped lever, or a warrior running toward a crumbling floor. When a PC is about to do something foolish such as previously described, the GM should ask everyone who is witnessing the act to make a perception roll. If one of the rolls achieves a modified 20 or better and the character shouts out, you automatically react and shoot an arrow to stop the action, if possible. For example, you could knock the poison out of the lorewarden's hand, pin the leafblade's arm sleeve to the wall before pulling the trapped lever, or trip the warrior running toward the collapsing floor. The intended goal of the shot automatically succeeds if within 50'. Anything beyond this range requires a modified attack roll of 15 or better.

Clinch Shooter: when you are pinned in a situation where you cannot escape, such as being cornered by a group of bandits, you make all bow attacks at double advantage and your damage value increases one die step. Further, you make two shots every odd-numbered round.

Flying Rope: ever the enterprising archer, you have one arrow pre-tied to a sturdy, but lightweight, length of rope. You can shoot the arrow to make a basic rope bridge, offer a last-ditch rescue line for a falling companion, aid in fording a river, and other heroically creative feats. Unless the surface into which the arrow is lodged is very hard (brick) or very soft (rotting wood), the GM should assume the arrow finds strong purchase. Only in very questionable circumstances should an attack roll be required. If timing is critical, such as shooting a rescue line

to the falling ally, an attack roll should be made against an AC of 15 (50' or less away) or 20 (more than 50' away).

Competitive Streak: you have spent a great deal of time at tourneys. When competing against another bowman, your shots are always made with double advantage. This benefit could encompass a 'duel to the death' scene between you and an enemy archer as you square off in a deadly shooting challenge.

Outlaw: men cast out of society for real or imagined crimes often turn to a life in the forest among other ne'er do wells. You are especially suited to this life, as your longbow skills are dearly valued for hunting. You have 4d4 compatriots in the forest of your primary abode and know all secret signs, passwords, and hideouts used. Any other forests within a 50 mile radius of your primary home will have 1d4 fellow bandits known to you. You know the rough location of their primary hideouts and basic secret signs and passwords. The GM may demand a charisma roll to determine their attitude toward you. All survival and stealth rolls made in your primary forest are made at Advantage. Reroll any survival rolls of 5 or less regardless of whether you have Advantage.

Second Chance Shot: during climactic scenes, you may make an immediate second shot if your initial shot misses. If the second shot misses, that's too bad. You may not combine this with clinch shooter.

Last Hope: if you are the final PC standing after your allies have all been defeated in a climactic scene (minimum of two allies), you may automatically deal an amount of damage equal to your level × 10. You may distribute this damage amongst up to four different targets. You must have enough available arrows. No attack roll is required, but you may do this only one time per scene.

SENTRY

Sentries patrol the borders of elven forests, remaining hidden to all but the most trained eyes. They strike and retreat with snake-like speed, often dispatching their enemies without revealing their presence. Sentries are expert survivalists and trackers, far more at home in a tree than in a house or keep.

Culture: elf
Hit Points at First Level: 9 + Constitution
Hit Points each level: 2
Recovery Die: d8
Attribute Adjustments: +2 Dex, +1 Wis or Con
Skills: Perception, Shoot, Stealth, and Survival are Trained. Choose one more trained skill from Athletics, Handle Animal, or Heal.
Weapons & Armor
You begin with three weapons. Typical sentry weapons include:
- Light Melee/Thrown: longknife, hand axe, sling
- Medium Melee/Thrown: javelin, scimitar
- Heavy Melee: sentries rarely carry heavy weapons
- Light Bow: shortbow
- Heavy Bow: hornbow

Category	Damage
Light Melee/Thrown	1d6
Medium Melee/Thrown	1d8
Heavy Melee[†]	1d10
Light Bows	1d8*
Heavy Bows	1d10
* See 'Double Shot' in Inherent Abilities, below	
[†] Heavy weapons may not be used with a shield	

Select one type of armor. You may include a shield if desired. Sentries rarely, if ever, wear heavy armor.

Armor	AC	Modifier
None	12 + dex mod	May use 'double shot' with longbows
Light	13 + dex mod	none
Medium	14 + dex mod	-1 to dex tests
Heavy	14	-2 to dex tests
Shield	+1 to AC	-1 to dex tests

Weapon Qualities
Sentries may assign one of the following qualities to one

of their weapons: Piercing, Bleeding, Fast, Hindering

Inherent Abilities: to be developed

Heroic Surge: you can spend a recovery to do any of the following during a climactic scene:

- you move 5' and leap into the air, shooting an arrow to attack an opponent normally blocked by an M-sized creature or ally. The attack is made at +5.
- take 20 on any test involving dexterity, including bow attacks. This does not count as a critical success.

Child of Nature: in woodland environments, your AC improves by +1.

Double Shot: when you wear light or no armor, you can shoot two arrows per round from a shortbow. When you wear no armor, you may use this feat with longbows.

Night Vision: you see in moon or starlight as if it were daylight. A cloudy night is as dusk to you.

Moon and Stars: When the moon is bright and the night sky clear, your spirit automatically improves by one level. If the following day is sunny and clear, the benefit lingers. It does not stack if the next night is also conducive to this ability.

Feats:
Broadened Experience: the elf has been exposed to more than the normal sentry.
Archer: Second Chance Shot, Flying Rope
Leafblade: Extended Spotlight Moment
Enchanter: Gentle Stride, Breeze Through the Grass

Stab & shoot: you can use a single arrow to make a melee attack (trained, 1d6 damage). If you kill an opponent by stabbing it with the arrow, you may immediately extract that same arrow and fire off another shot at a different enemy.

Skipping shot: you may skip an arrow off the ground or even water in order to hit your foe from a seemingly impossible angle, usually the foe's undercarriage. The shot is made at -2 but, if it strikes, accomplishes a desired effect such as burying itself in the soft underbelly of a beast or the unarmored regions of a warrior. A skipping shot can also fire around corners by skidding off a wall. In those cases, you must make a perception roll to best

guess where your intended target is. Regardless of what is intended, the GM must agree to the effect. The surface the arrow bounces off must be relatively flat or calm; otherwise you cannot predict the accuracy of your shot with any certainty.

In One Side and Out the Other: if you kill an opponent with a single shot that delivers 5 or more points of damage, the arrow has gone clean through the victim and may strike another enemy if there is one in line with the arrow's flight and is no more than 10' away from the first victim. There is no attack roll needed for the 'second' arrow. It deals damage one die step below your standard damage value.

Instinctive Shot: when you are surprised, you may make an athletics test to react quickly. If the modified result of the test is higher than the stealth roll of the stalker, you fire off an arrow at -2 at your enemy before the latter can attack.

Shoot on the Run: When you race across a relatively flat surface, you may shoot an arrow every 5'. Each shot is made at an accrued -1. Thus, the first arrow is penalized at -1, the second at -2, the third at -3, and so on.

Double Shot: you load your bow with two arrows and shoot them simultaneously. One attack roll is made. If the attack hits, the dual arrows deal d12 total damage (short bow) or d20 damage (long bow). Note that this uses up two arrows for those keeping track. If not keeping track, this ability should only be allowed once per scene.

Pivot Enemy: you may interrupt an enemy's attack and potentially turn its blow/shot on one of its allies. When an enemy attacks an ally, you make an athletics test vs DC15. If successful, you may make an attack on the enemy (either missile or melee). The damage dealt is one damage step below normal, but disrupts the enemy's action. If the latter was engaged with one of your allies or about to loose a missile at one, your interrupting shot causes the foe's attack to land on one of its nearby allies. If the initial athletics test fails, your next standard action is made at -2. This may be attempted only once per round.

Laurelan the sentry sees a goblin about to shoot a crossbow bolt at Baldigar, Laurelan's ally. The elf uses his Pivot Enemy feat to turn the goblin away from Baldigar. His shot defeats the goblin's AC, dealing 3 hp

of damage and, more importantly causing the crossbow to shoot at another goblin. The GM rolls an attack for the goblin's errant shot on his unfortunate fellow.

Preternatural Speed: you can react to arrows fired in your direction with astonishing agility. Your AC versus missile attacks you can see is improved by +2.

Hide in Plain Sight: You are a master at hiding in wooded terrain, and while within that terrain, you can use the stealth skill to 'disappear', even while being observed. Any movement you make must require another stealth roll or be detected.

Tactical Advantage: When fighting in a forest setting, you always acts before any non-elf as long as you are not surprised.

ARTILLERIST

Artillerists are the missile weapon experts of the dwarven nations. They generally use heavy crossbows which shoot thick, deadly bolts at their enemies. They are also deadly spear throwers. Artillerists are often trained at climbing and hiding so as to gain better vantage points and cover when scoping out the enemy.

Culture: dwarf
Hit Points at First Level: 10 + Constitution
Hit Points each level: 2
Recovery Die: d8
Attribute Adjustments: +1 Dex, +1 Con, +1 Str
Skills: Craft, Shoot, and Throw are trained. Choose one more trained skill from Intimidate, Perception, Stealth, Survival.

Weapons & Armor

You begin with three weapons. Typical artillerist weapons include:

- Light Melee/Thrown: dagger, shortsword, handaxe, shortspear
- Medium Melee/Thrown: mace, warhammer, battle axe, spear
- Heavy Melee: mattock, greataxe
- Light Bow: light crossbow
- Heavy Bow: heavy crossbow

Category	Damage
Light Melee/Thrown	1d6
Medium Melee/Thrown	1d8
Heavy Melee[†]	1d10
Light Bows	1d8
Heavy Bows	1d10*
* dwarven crossbow only, 1d8 for other heavy bows	
[†] Heavy weapons may not be used with a shield	

Select one type of armor. You may include a shield if desired.

Armor	AC	Modifier
None	11	All thrown attack damage is one step higher
Light	13	Light thrown weapon damage is 1d8
Medium	14	none
Heavy	16	-1 to Dex tests
Shield	+1 to AC	-1 to Dex tests

Inherent Abilities:

Heroic Surge: you can burn a recovery to do any of the following during a climactic scene:

- pull your crossbow's bowstring back over a rear catch that only a hand crank could normally manage. Roll double damage. You may announce this ability after a successful attack but before you roll damage.
- on a successful throw attack with a shortspear, javelin, or spear, you may announce that you have pinned your enemy's limb to a wall, a tree, the ground, etc. This ability is limited to creatures size L and smaller. On the enemy's next turn, it must use a standard action to break free. Doing so causes 1d4 hp damage. You may announce this ability after a successful attack

Instant Reload: you can load and shoot a heavy crossbow in one round, unlike other characters, who take two rounds to accomplish this act.

Fire & Brimstone: you understand the use of incendiary powder. You know exactly when to light and throw it in perfect time, without risk of blowing your hands off.

Knockback: when you shoot a crossbow bolt and stagger your enemy, the enemy is knocked back 5'. This ability is often used to force an enemy out of melee range from an ally.

Oathkeeper: every session, you can make a promise to your allies. You can take 20 to any trained skill attempt related to the fulfillment of that oath. You may do this once per session.

Engineering: you have a special ability to find the weakness in any structure, wagon/cart, ship, or mechanical device. Since there are so many possibilities for how this feat may be used, there are no fixed benefits. Use the opportunity to tell the GM "Tell me the best place to strike the wall for maximum damage." It is then in the GM's hands to adjudicate a proper resolution. The feat also grants you the ability to best shore up a weak structure or device.

You also carry an assortment of gears, rope, rods, cord, pitons, block & tackle, and other tools of the trade. These items are invaluable in creating on-the-spot devices such as traps, pulleys, and swings. Every time you announce your intent to build an improvised device and you haven't noted whether you have the tools, you can make a DC15 intelligence roll. A successful roll indicates you have the proper tools to make the device. You then make a craft roll to create the mechanism. The GM should take into consideration the complexity of the device when assessing the result of the craft roll.

Feats:
Broadened Experience: to be developed

Thunder Bolt: you have learned to affix a special mixture of explosive powder to some of your crossbow bolts. The act of preparing a bolt takes two rounds and involves tying a packet of powder to its tip. Combining the various types of powder creates a small, powerful blast when a solid object is struck; the bolt must *not* be lit on fire. When it strikes an object, the bolt tip explodes with enough force to blow a fist-sized crater in brickwork or thick wood. If it strikes a living object, it delivers an extra 1d8 damage to the subject and 1d4 damage to anyone adjacent.

Songs of Yore: when you sing a solemn song for one continuous hour, your spirit cannot drop below 'determined' for 12 hours. Note that singing can often attract unwanted attention...

Concussive Orb: you can create and hurl detonating globes. These orange-sized orbs are made of hardened clay and filled with incendiary powder. The globes have fuses. Once lit, they will explode within 10 seconds. The concussive force of an exploding orb will knock down anything L-sized or smaller within a 10' radius of the landing point. Anyone within 5' of the explosion will suffer 1d6 damage. You may generally carry up to twenty globes in a standard backpack.

Gruesome Wound: the bolts used by artillerists are broad, with large, vicious heads. When you spend an entire round aiming at an opponent, you can deliver extraordinary damage when you loose the bolt the next round. The shot deals double damage.

Unlocking Shot: you are a are master of lockcraft. If you fire a bolt at a lock within 40', you can trigger the locking mechanism and unlock/lock the door or chest. The default DC is 15. This ability may also be used to wedge a door shut or open.

Crossbow Smash: dwarven crossbows are made of a unique blend of metals and contain no wood. They are incredibly sturdy. Many dwarves learn to use these crossbows as melee weapons. You may fire off a shot when moving into melee range and make an immediate melee attack against the same foe.

Unbreakable Grip: such is the difficulty of cocking a dwarven steel crossbow that you have stronger hands and forearms than virtually anyone else. You gain advantage on any strength test related to grip and may not be disarmed in combat. Such 'grip tests' might involve climbing, grasping a dangling ally's hand, maintaining a hold on a grappled foe, and armwrestling.

Low Center of Gravity: like farriers with their hammer and horseshoes, you spend a lot of time hunched over your tools. In this case, the dwarven steel crossbow. While not especially attractive, you have a lower center of gravity than others. You gain +2 to AC when standing in place against attacks you can see, including melee attacks. Strength tests to resist being moved or knocked down are always made with advantage.

I Know You're There: Incursions from orcs and other enemies often take the form of ambushes from high ledges in the mines. You are trained to be wary of these attacks, and can react to them with surprising speed. You make any active perception test to detect an overhead attack at advantage. Even when not actively searching, the GM should make a standard perception test for you to detect an ambush from above. If your check beats the enemy's stealth effect, you may react immediately by shooting your crossbow (if loaded) or issuing a warning to your friends (if not). You may instead dive for cover before the enemy makes its own attack or move.

Stalwart Ally: artillerists and axe thegns make effective allies in combat. If you stay behind an axe thegn as you walk together into the fray, balancing your crossbow on the thegn's shoulder, your crossbow shots are made at double advantage to attack. This benefit lasts only so long as the axe thegn does not engage in melee combat. Moreover, you cannot be hit by attacks from the front; the axe thegn will take the full brunt of the damage.

ENCHANTER

Enchanters are the wise men and women of the elven forests, shapers of and communicators with nature. They weave subtle spells of illusion to persuade invaders to leave, and borrow the spirits of wood, stream, and beast to protect themselves and their kin.

Culture: Elf
Hit Points at First Level: 8 + Constitution
Hit Points each level: 2
Recovery Die: d6
Attribute Adjustments: +2 Cha, +1 Wis, or Int
Skills: choose four trained skills from Athletics, Craft, Heal, Guile, Inspire, Lore, Perform, Perception, Stealth, Survival.
Weapons & Armor
You begin with a staff and one other weapon. Typical enchanter weapons include:
- Light Melee/Thrown: longknife
- Medium Melee/Thrown: staff, scimitar, javelin
- Heavy Melee: glaive
- Light Bow: shortbow
- Heavy Bow: composite bow

Category	Damage
Light Melee/Thrown	1d6
Medium Melee/Thrown	1d8
Heavy Melee[†]	1d10
Light Bows	1d6
Heavy Bows	1d8
[†] Heavy weapons may not be used with a shield	

Select one type of armor. You may include a shield if desired.

Armor	AC	Modifiers
None	11 + Dex mod.	none
Light	12 + Dex mod.	none
Medium	13 + Dex mod.	-1 Dex tests
Heavy	14	-2 Dex tests
Shield	+1 to AC	-2 Dex tests

Inherent Abilities:
Entreat Nature Spirit: you begin play with the ability to speak with the spirits of one natural realm: river & stream, earth & stone, wood & flower, wind & sky, or beast & bird. See page XXX for further details on this feat and its various iterations.

Night Vision: you see in moon or starlight as if it were daylight. A cloudy night is as dusk to you.

Moon and Stars: When the moon is bright and the night sky clear, your spirit automatically improves by one level. If the following day is sunny and clear, the benefit lingers. It does not stack if the next night is also conducive to this ability.

Celestial Light: on a clear and bright night, you may capture the light of the moon and stars in your crystal staff. This light may be stored in the staff until needed. The staff casts the equivalent of strong moonlight in a 30' diameter or a 100' conical beam. A 'fully charged' staff lasts for 24 hours. You may instead use this ability to create floating spheres of moonlight for the purpose of illuminating a path or camp site. The spheres are approximately the size of grapefruits. Each sphere uses up a percentage of the normal 24 hours the staff provides, depending on how many globes the enchanter creates. For example, you could cast four globes that last six hours each. The globes are not physical objects and may thus not be destroyed. You may dispel them at will.

Feats:
Broadened Experience: to be developed

Additional Nature Spirit: you gains the ability to speak with another spirit of the natural world.

Gentle Stride: you may walk on one surface and leave no trace of your passing or be hindered by the terrain. Select from grass, brush, snow, and earth. Each time this ability is chosen, and new surface may be selected.

A Breeze Through the Grass: your stealth skill is always at advantage (or double advantage if trained) when hiding or moving silently in woodland environs.

Shaper: you can gently shape plants and trees with your hands as a potter shaping clay. You can create steps in trees, coax branches to bend and twist in unique ways, straighten bent plants, and other otherwise manipulate flora. The time required depends on the intended task, but generally range between five seconds (permanently bending a young branch a foot in any direction without stressing it) to several minutes (shaping a few dozen steps in an oak tree).

Beacon of Hope: when darkness and despair threaten to cast their pall over the company, you may emit a halo of white light to raise their hope in climactic scenes. In one round, you can increase spirit by one level. In three rounds, you can increase spirit by two levels. In five rounds, you can increase spirit by three levels. In all cases, the maximum spirit that can be achieved by this power is 'glad.'

You may not take any actions during this time, although your thoughts of reassurance are projected into your allies' minds. If used more than once in a day, subsequent uses of *beacon of hope* take twice as long. The ability's effects last for the duration of the scene.

RUNE GRAVER

Rune gravers are dwarven oddities. Reclusive, slightly mad (or at least mad looking), and covered in graven burns and tattoos, they stand out in any environment.

Rune gravers quest for arcane carvings known as glyphs. These glyphs are usually found graven on stone fragments. By combining different glyphs together, the rune graver creates a master rune, a symbol capable of creating unique magical effects. Once a rune is created (or assembled) from different glyphs, the dwarf burns the image onto his skin. The glyphs then crumble to dust.

It takes three glyphs to create a master rune: an impetus glyph (abjuration, enchantment, or transmutation), an attribute glyph (strength, dexterity constitution, intelligence, will, charisma), and a form glyph (an element, object, or sense). Identifying each glyph's specific impetus, attribute, or form takes one hour of study.

Each time the dwarf uses the power of one of his runes, the skin on which the rune is graven burns and the rune begins to obscure. After five uses, it weakens and ceases to function.

Rune gravers never wear armor, as it makes accessing their runes difficult. They seldom wear anything that covers their arms or torso.

Culture: dwarf
Hit Points at First Level: 10 + Constitution
Hit Points each level: 2
Recovery Die: d8
Attribute Adjustments: +2 Con, +1 Str or Wis
Skills: Lore and Craft are trained. Choose two more trained skills from Heal, Intimidate, Perception, and Survival.

Weapons & Armor
You begin with two weapons. Typical rune graver weapons include:
- Light Melee/Thrown: dagger, shortsword, handaxe, light hammer
- Medium Melee/Thrown: mace, warhammer, battle axe
- Heavy Melee: mattock, greataxe
- Light Bow: light crossbow
- Heavy Bow: heavy crossbow

Category	Damage
Light Melee/Thrown	1d6
Medium Melee/Thrown	1d8
Heavy Melee[†]	1d10
Light Bows	1d6
Heavy Bows	1d8

[†] Heavy weapons may not be used with a shield

Rune gravers never wear armor. They may use a shield if desired.

Armor	AC	Modifiers
None	12+Dex	none
Shield	+1 to AC	-1 to Dex skills

Inherent Abilities:

Heroic Surge: you can burn a recovery to do any of the following during a climactic scene:
- grab three random, unidentified glyphs and crush them with such force that they fuse together in some crude fashion. Throwing these glyphs results in a random effect:

d8 roll	Result
1	Explosion! Anything within a 10' radius of the landing point takes 1d8 damage
2	Spacial Warp! Creature hit with the glyphs teleports 20' away in a random direction. This may result in reappearing in a solid object, such as a wall.
3	Mutation! Your hand turns into an exact copy of the hand of the most recent creature you touched. The effect lasts 1d4 hours.
4	Oil slick! The ground where the glyphs land is covered with a 20'x20' slathe of grease. Anyone within the mess makes all physical action at disadvantage. All movement requires an athletics roll. Failed rolls result in the creature falling prone. Getting up requires another athletics roll. Both rolls are made at disadvantage.
5	Burst of health! All creatures within a 10' radius of the landing point gain back 1d8 hit points.

6	Oh, the stink! An explosion of sulphurous fumes engulfs a 40'x40' area centered on the landing point. Anything within must make a constitution roll vs DC15 or be sickened for 1d4 rounds.
7	Thunderclap! Everyone in an enclosed space is deafened for 1d6 rounds. Anyone in an open space is deafened if standing within 100' of the explosion's center.
8	Twister! A small tornado erupts at the landing point. Anyone at its center is thrown 2d20' in a random direction. Anyone within a 10' radius of its center is thrown 1d20' in a random direction. The twister moves 1d4x5' in a random direction each round. The tornado lasts for 1d10 rounds.

- gain damage reduction equal to half your level (rounded up) for an encounter

Create Rune: by gathering sufficient glyphs, the dwarf can bind them together to create a rune. He may then brand his body with the symbol, gaining a magical ability that takes effect when the dwarf traces the rune's pattern with his fingers. The process of binding them together safely takes 24 hours.

Armor of scars: at levels 3, 6, and 9, the dwarf gains one permanent point of AC from the scars accruing on his body.

Oathkeeper: every session, you can make a promise to your allies. You can take 20 to any trained skill attempt related to the fulfillment of that oath. You may do this once per session.

Due North: even dwarves can become lost in newly discovered tunnels. You can inscribe basic directions on stone walls using a temporary arcane brand to help themselves find your way back to safety or to signify which tunnels have already been explored. The brand lasts up to 10 days, at your discretion.

Feats:
Broadened Experience: to be developed

Fire Resistance: you are used to the heat of the forge and the burning of your runes. You reduce any fire damage by 1 hit point per level.

Read Stone: merely by touching stone and concentrating for a minute, you can ascertain the strength of the construction surrounding the stone and how to best strengthen or collapse the structure. You can also draw rough visions of its construction or mining in your mind's eye, learning aspects such as the age, culture, and purpose of the structure. The GM should describe such divinations in terms of image flashes, sound echoes, and general emotions (pride, fear, anger, and so forth).

Strange and Fearful: With their scarred bodies and haughty demeanors, the appearance of rune gravers can be intimidating. If you cultivate this potential, you can rile even the bravest of opponents. You make all intimidate tests at advantage (or double advantage, if trained) against any creature of a lower level than yourself.

Fear is the mind-killer: searching the depths of the earth for strange and hidden items inevitably leads to encounters with strange and hidden creatures. You have learned to master your fear of such perils in pursuit of precious glyphs. You have advantage on will tests against any fear-inducing power, creature, or occurrence.

Songs of Yore: when you sing a solemn song for one continuous hour, your spirit cannot drop below 'determined' for 12 hours. Note that singing can often attract unwanted attention...

LOREWARDEN

Lorewardens are the seekers and guardians of ancient knowledge. Virtually all lorewardens live alone, often in forgotten caves, ruined towers, or temporary shelters. They travel extensively, searching for lost knowledge or combating rising evils.

Culture: Human
Hit Points at First Level: 8 + Constitution
Hit Points each level: 2
Recovery Die: d6
Attribute Adjustments: +2 Int, +1 Wis or Con
Skills: Lore and Survival are trained. Choose two more trained skills from Craft, Diplomacy, Heal, Intimidate, Inspire, Perception, Performance, Persuade, Stealth.

Weapons & Armor
You begin with two weapons. Typical lorewarden weapons include:
- Light Melee/Thrown: dagger, hand axe, sling
- Medium Melee/Thrown: staff, longsword, spear
- Heavy Melee: long spear
- Light Bow: shortbow, light crossbow
- Heavy Bow: heavy crossbow

Category	Damage
Light Melee/Thrown	1d6
Medium Melee/Thrown	1d8
Heavy Melee†	1d10
Light Bows	1d6
Heavy Bows	1d8
† Heavy weapons may not be used with a shield	

Select one type of armor. You may include a shield if desired.

Armor	AC	Modifiers
None	10 + Dex mod.	none
Light	11 + Dex mod.	none
Medium	12	-1 Dex tests
Heavy	13	-2 Dex tests
Shield	+1 to AC	-2 Dex tests

Inherent Abilities

Heroic Surge: you can burn a recovery to do any of the following during a climactic scene:

- find the energy to use an encounter spell twice in one encounter
- maximize the damage or healing effect of a single at-will or encounter spell

Spell Lore: through the discovery of ancient scrolls and tomes, you have amassed a collection of spells. You begin play knowing every cantrip as well as three spells.

Every day, you prepare a group of spells, selecting them as at-will, encounter, or daily. Each spell has its own iteration of these three categories. You can, for example, select magic missile as an at-will spell one day and select it as an encounter spell the following day. You could even select it as both on the same day. At-will variants are weaker than encounter and daily spells, and encounter spells are weaker than daily spells.

The number of spells you may prepare each day is dependent on your level.

Level	At-will	Encounter	Daily
1	2	1	1
2-3	2	2	1
4-5	3	2	2
6-7	3	3	2
8-9	4	3	2
10	4	4	3

Mithsulunar, a 5th level lorewarden, can prepare 3 at-will, 2 encounter, and 2 daily spells each day. He knows the spells heal wounds, magic missile, illusory image, cast fire, charm person, sanctuary, and feather fall.

Today he prepares the following spells::
- *At-will: heal wounds, magic missile, feather fall*
- *Encounter: cast fire, illusory image*
- *Daily: heal wounds, charm person*
Note that Mithsulunar has chosen the at-will and daily versions of heal wounds.

You can burn a recovery to cast the same encounter spell a second time in one encounter. Recoveries used in this manner do not add to the character's hit points.

On a Mission: any time you miss a gaming session, your character is assumed to have gone seeking for information or allies, if possible. When he returns, the

GM must divulge an important piece of information to you that will aid the group's quest, or allow your character to return with an important ally (or allies).

Long Lived: exposure to the ancient arcane secrets of the world extends the lives of lorewardens many times past that of normal humans. They seem to age slower than other humans as well. For each new spell grouping they obtain, you extend your life by ten years. Normal life expectancy for a human is 60 years. First level lorewardens are often over 40 or 50 years of age, although they do not look it.

Mithsulunar has learned four spell groups, adding 40 years to his life expectancy. His life expectancy is now 100 years (60 base + 40 for the four groups).

Feats:

Broadened Experience: Lorewardens are among the most well-traveled people in the world. They may select the following feats from other classes:
Warrior:
Archer:
Enchanter:
Artillerist:

Refuges: because lorewardens travel far and wide, they often keep personal refuges throughout the land. This feat *must* be selected at first level; further refuges are developed through gameplay. You begin play with four refuges. The first refuge is considered the primary one. The other three must be placed anywhere within a 100-mile radius of the primary. When you are within a ten mile radius of a refuge, you have advantage (or double advantage) on all survival and stealth checks. Each refuge is assumed to be stocked with maps, scrolls, salves, and herbs. Any healing or lore check made within the refuge receives a +2 bonus. Most refuges are small caves, ruined towers, yurts, or sturdy lean-tos.

Well traveled: the wandering pilgrim meets many people on his travels. You have developed contacts all over the land. Any time you arrive at a province, town, city, or tribal nation, you may meet a prior acquaintance. Roll 2d10 + your level. Subtract 1 from the result for every 25 miles (or fraction thereof) the location is beyond a 50 mile radius of your nearest refuge. Consult the table below.

Total	Number of Contacts
1-10	No contacts.
11-15	1. Roll on next table for the contact's attitude.
16-20	2. Roll on next table for each contact's attitude.
21+	2. Roll on next table for each contact's attitude.

Now make another roll, this time based on guile, and consult the following table:

Total	Contact's Attitude
5 or lower	Actively hostile to lorewarden
6-10	Suspicious of lorewarden
11-15	Will help if compensated in some way
16-20	Will actively help lorewarden
21+	Will give his life for lorewarden

Vital Knowledge
There is always a chance you have a piece of crucial information that may help your mission. Once per day, you may take double advantage on any lore check.

Skilled with Arms
When engaged in climactic action, the lorewarden's skill with medium weapons improves from Familiar to Trained and all Unskilled combat values improve to Familiar.

NADEZHDA SLUMPED AGAINST A TREE,
HER SEVERED ARM STILL GRIPPING THE
SWORD THAT DEFEATED HER FOE. SHE
HAD WAITED 62 YEARS FOR THIS
MOMENT. IT WAS A GOOD DEATH.

COMBAT

Violent conflict in Tower of Adamant is based on the concept of increasing risk and drama. As battle is engaged, combatants generally test their opponent or, in the case of minions, slay them outright. Injuries to characters tend to be minor in these early stages. When confronted by threats of a mounting dramatic nature, characters risk permanent consequences. Death is the most obvious risk, but so is lasting physical scarring, the breaking of an item of lineage, and so forth.

There are two stages to a combat, 'standard' and 'climactic':

Standard: combat begins. Minor enemies are usually dispatched with relative ease.
Climactic: real drama begins. Remaining combatants represent formidable challenges. Heroic action takes center stage.

There are no hard and fast rules for the changeover from standard to climactic stages. The GM may draw up a series of conditions for each scene that will result in the switch to climactic action, or he may just use his intuition. Examples of both approaches are given on page xxx.

SURPRISE
The majority of the time two opposing sides will be ready for each other. Other times, however, one side may be attempting to ambush another.

The side attempting the ambush makes a stealth roll for each ambusher. The other side makes perception checks for each potential ambushee (if that's an actual word). The GM should note the results, with the highest roll either detecting every ambusher (if using perception) or evading detection (if using stealth). Each successive check result gains a desired effect over every lesser result.

Every actor in the scene may use either a move or standard action, except the poor sap who comes dead last.

Nadezhda, Chetana, and Bala are walking a forest road. Unknown to them, a group of three bone collectors lies in wait amongst the brush. The GM asks the players to make perception rolls for each of their characters, while she makes stealth rolls for each bone collector. The results are:

> *Bala (perception): 19*
> *Bone Collector 2 (stealth): 17*
> *Bone Collector 1 (stealth): 16*
> *Nadezhda (perception): 13*
> *Bone Collector 2 (stealth): 10*
> *Chetana (perception): 7*

The results indicate that Bala sees the ambush coming and is prepared for it. She can take a move or standard action before anyone else. Bone Collectors 1 and 2 manage to avoid detection by Nadezhda and Chetana and may use a move or standard action against them. Nadezhda can act against Bone Collector 2, while Chetana doesn't get to do anything until the round is over.

Initiative order remains the same going forward as the order of the surprise round.

The GM may determine that circumstances may dictate an automatically successful ambush. These instances could involve, for example, one side hiding behind a door while a loud noise, such as a nearby river, drowns out any chance of a successful perception check.

INITIATIVE
Unless an ambush occurs, every combat encounter begins with each side rolling initiative.

The simplest way to determine initiative is to have each side roll 2d10. The higher result allows that side to act first. Ties always favor the adventurers.

A more granular method is to have each player roll 2d10 for their character. The GM rolls for the creatures she controls. Actions are taken starting with the highest results going first. This method means initiative order is mixed with characters and creatures often alternating to some extent. As above, ties always favor the adventurers. If two adventurers tie, they can decide the order amongst themselves.

The GM may wish to roll once per group of similar

creatures. More important NPCs or creatures may warrant their own rolls.

Initiative does not change from round to round until the onset of climactic action, when 1d20 is rolled for each side (or combatant) to determine order.

ACTIONS

There are four types of action: minor, standard, move, and reaction. Each combatant may perform one of the following combinations on their turn:
- one minor, one standard, one move
- two minor, one standard *or* one move
- two move, one minor

A minor action is one that a character can accomplish quickly, such as shouting or dropping an object.

A standard action involves making an attack, casting a spell, or using a special ability.

A move action involves moving your move stat or making an athletic maneuver (climb, jump, etc.). Players already engaged in melee combat may not move safely without first *disengaging*. Disengaging is a 5' move action. See *opportunity attacks*, next page.

The reaction action may only be performed on *another* player's turn. Reactions generally involve defending an attack by using a special ability.

ATTACKING

Using a standard move, you may attack an opponent. You announce your intent and roll 2d10 (or 1d20 in climactic scenes) and add your level, modified by strength (melee or thrown) or dexterity (missile). The result is compared to the defender's AC. If the roll equals or exceeds the AC, the attack is successful. A roll of an unmodified 20 is a critical hit (see below). Some abilities expand the range of critical hits to include rolls of 19 or even 18!

WEAPON DAMAGE

Each class has five weapon damage stats, expressed as light, medium, and heavy melee/thrown attacks and light/heavy bow attacks. Each stat line tells you how much damage you deliver with that type of weapon. A leafblade, for instance, deals 1d8 with medium melee/thrown weapons. You add your strength bonus to melee and thrown weapon damage and your dexterity modifier to your bow damage. Damage is subtracted from the defender's hit points.

You add your level to damage dealt with a weapon you are trained in. Further, you deal damage on a miss equal to your level when attacking with a weapon you are trained with.

CRITICAL HITS

Critical hits deal the maximum amount of your weapon's damage die *plus* the value of another damage die roll. You then add your strength or dexterity modifier, depending on the weapon you're using.

Nadezdha rolls a natural 20 on her attack roll versus a bone collector. Her damage die with a longsword is 1d10 and her strength bonus is +2. The critical hit delivers 10 + 1d10 + 2 damage to the bone collector.

LIVING AND DYING

Hit points measure toughness, defensive skill, luck, and a nebulous 'heroic quality'. As long as your hit points are above zero, you're functioning. When they drop to zero, you are in some degree of trouble.

At zero hit points and lower, you fall unconscious. After that, you must start making 'death saves.' Every subsequent round, make a core mechanic roll (2d10 or 1d20, depending on the scene). If the result is 10 or higher, you show signs of improvement. If you make three rolls of 10+, you regain consciousness at wake up with 1 hit point. If the roll is lower than 10, you begin slipping toward death. When you roll 9 or less three times, you are dead.

Nadezhda has dropped below 0 hit points and falls unconscious. The next round, she rolls 2d10 (it is a standard scene) and gets an 11. That's one success. The next round, she rolls a 7; failure. That's one success versus one failure. If she rolls two more successes before rolling two failures, she will awaken. If the opposite happens, she will die.

The GM may rule that death is only possible during climactic scenes. If so, she should develop a shortlist of substitute results for failing three death saves. The list may vary from scene to scene. Some examples include staying unconscious for the rest of the encounter, getting captured, suffering a debility for the rest of the day (such as not being able to use a feat or ability), and

so on.

Staggered

Every character and creature has a staggered value equal to half of their maximum hit point total (rounded up). When a character takes their staggered level in damage from a single blow, they are deprived of their next standard action. Their AC remains unaffected.

Healing Recoveries

Every character has the ability to catch their wind and regain hit points. By spending a surge, a character can gain back some hit points. The character rolls their hit die and adds that amount back to his hit point total, up to his maximum. A character can use any number of recoveries during a short rest as long as they have surges left. Using one during combat takes a standard action.

OPPORTUNITY ATTACKS

An opportunity attack is a free attack triggered by the movement or action of an opponent. You gain an opportunity attack when:

- you are unengaged and an opponent leaves an area adjacent to you
- an opponent makes a ranged attack or casts a spell while adjacent to you and you are not engaged with another opponent
- the opponent you are engaged with takes a move action without first disengaging

DIRTY TRICKS

If you make an athletics test as a standard action and, if it equals or exceeds an opponent's AC, you successfully throws dirt in the opponent's eye, kick it in the groin, or some other dishonorable tactic. The unlucky opponent suffers disadvantage on its next attack action. You can also withdraw up to your move speed without worrying about an opportunity attack.

Option: the Meatshield Save

You know these moments: a split second before the hero receives a nasty blow, someone steps in his way and (often unintentionally), takes the damage instead. Or perhaps the character instinctively ducks behind an unsuspecting villager before the proverbial hammer falls.

Characters can spend an action point to invoke the mighty meatshield as long as the GM determines there is an NPC or creature close by to fulfill the obvious requirement. This may be declared after the character has been struck, retroactively denying the hit on the PC at the expense of an unfortunate NPC. This is most easily done in crowded rooms, city squares, festivals, and other situations where large numbers of people congregate.

The meatshield save automatically kills a no-name NPC or minion. A named NPC or significant creature takes the actual damage the attack would have caused to the character.

CLIMACTIC SCENE ACTION

The entire game changes when the GM announces a scene has switched from standard to climactic. Heroism takes center stage, wounds become life threatening, and the unassuming naive hero finds his courage. These changes occur immediately:
- test dice change from 2d10 to 1d20
- certain class abilities become available or improve.
- characters can spend action points and take a Spotlight Action.
- lucky 7 and unlucky 13 become a factor

The most significant change occurs when switching from 2d10 to 1d20. While 2d10 rolls are more than 64% likely to fall between 7 and 14, 1d20 results are distributed evenly. In practical terms, changing to 1d20 means characters with low skill scores will be able to perform better than before, while characters with higher skill scores will find failure a slightly more common occurrence. This is intentional. 1d20 allows the Sam Gamgees of the world to suddenly find the ability to perform heroically in situations when it counts most. Greater heroes, while still achieving amazing feats, will fail at sometimes devastating moments.

GMs might want to make a list of events that must

occur during a given scene for it to become climactic. Some requirements might involve any of the following:

- half of the party is knocked out of the fight
- a major protagonist enters the fray and is willing to fight to the death
- a significant plot development is revealed
- someone is captured
- every member of the party is reduced to less than half their maximum hit points against foes who want to kill them
- the defeat of the characters would spell the end of their journey
- a vitally important NPC is about to be killed
- a character has a once-in-a-lifetime opportunity to accomplish something amazing

The latter example brings up another possibility. The GM can rule that a single player, rather than the entire party, can make rolls as if in a climactic scene *even in a standard scene*. In general, these exceptions should last only one or two rounds, unless the PC is alone.

LUCKY 7 and UNLUCKY 13

Unmodified results of 7 and 13 during a climcatic scene bring interesting benefits and complications. These rolls bring elements to the fold that are independent of character skill; they're random bits of fun to enliven already exciting action.

A roll of 7 will often indicate some sort if failure. In that case, read the result as "no, but". A roll of 13 is usually a success. Read that as "yes, but". The circumstances of the battle will be the best indicator of what these yeses and buts mean, but the default result of a 7 is to allow the character's next roll to enjoy a +2 bonus, while that of a 13 is to penalize the character's next roll by 2. Here are some quick tables to help the GM in a pinch when the defaults are boring. Each result lasts for one turn.

1d6	Lucky 7 Result
1	Lucky positioning: improve AC by 2
2	Lucky slip: enemy's next attack fails
3	Lucky hands: disarm foe
4	Lucky equipment: ???
5	Lucky environment:???
6	Lucky???

1d6	Unlucky 13 Result
1	Unlucky positioning: you must disengage or fight defensively next turn
2	Unlucky slip: you suffer -2 penalty to AC next turn
3	Unlucky hands: you drop your weapon after attacking or lose ability to cast spells next turn
4	Unlucky equipment: you spill your arrows, your shield strap breaks, you drop your spellbook, or you jab yourself for 1d2 damage.
5	Unlucky environment:???
6	Unlucky???

THE SPOTLIGHT ACTION

By spending action points in a climactic scene, a character gets a moment in the spotlight. This is the everything-else-stops bit in big action film where the hero accomplishes a jaw-dropping series of moves. It's a cut scene in your favorite video game.

The player whose character is in the spotlight first proposes a complex maneuver. He may take up to a combination of five move and/or standard actions. So a PC could take three standard actions and two move actions, one standard action and four move actions, and so on. All actions are assumed to be taking 15; that is, instead of rolling a d20, the result of the 'roll' is 15. If taking 15 isn't enough to succeed on the given action, the character can take 20 by using up two actions. If the character doesn't have two actions to burn, he may roll the d20.

Move actions that involve anything other than running or walking will probably require an athletics roll.

The spotlight moment doesn't end until the final action is taken. Enemies and allies can't attack or react to the actions until then.

The cost in action points of a spotlight action depends

on how damaged you are; the more damage you have taken, the cheaper the cost.

Current Health	AP cost
Uninjured	3
Less than 1/2 hit points remaining	2
Less than 3/4 hit points remaining	1

Example 1: *Graymoss, a leafblade, crouches behind a tree on a knoll overlooking a mystical vernal pool. His companions have been poisoned and lie dying in a grove one mile away. The healing properties of the pool's water is their last hope. Unfortunately, the water is being guarded by some orcs and a pair of slimewyrms. Graymoss' player, Gary, knows he cannot hope to defeat the creatures in open combat, but a spotlight moment might be what he needs to swoop in and scoop up his prize. The GM confirms that this is a climactic scene, and thus a spotlight moment is appropriate. Graymoss is uninjured, so this will cost him three action points.*

Gary announces his plan. His first action will be to throw a grappling hook into the upper branches of a tree on the opposite side of the pool. The GM agrees this is an athletics test. Assuming success, Graymoss will swing down upon the scene like Tarzan (another athletics roll), strike an orc or slimewyrm if it obstructs his way (melee attack), scoop up the water in a flask (you guess it, athletics), and land on the bank, running off like a frightened deer (oh let's see... athletics).

Graymoss' athletics score is +5 and his attack score with a longsword is also +5.

The GM assesses the first Athletics test to hook the grapple in a tree is DC15; by taking 15 and adding his athletics score of 5, he easily accomplishes this goal. The grapple is nicely lodged in the tree. The GM sets the DC for swinging down toward the pool is at 18, so that also succeeds. Not wishing to make things too easy, the GM announces a slimewyrm does indeed block his way. The slimewyrm's AC is 16, so Graymoss hits it automatically, delivering 1d8 + strength modifier damage to the slimewyrm and allowing him to proceed to the next test. Scooping the water up is set at DC20, so he just manages to succeed there. Finally, landing on the bank and running away is easy (DC12). He makes off with his prize before the orcs can react!

Why didn't the orcs get a chance to shoot Graymoss as he made these actions? Normally, they would have surely noticed him when the grappling hook landed in the tree. At the very least, the GM would allow them to make missile attacks when Graymoss started his swing. *The reason none of that happened is because this is a spotlight moment.* It's all about Graymoss. The camera focuses on him alone, leaving the orcs and the slimewyrms as mere window dressing.

Let's look at that scene again, but this times it takes place earlier in Graymoss; career. His athletics and attack scores are both only +3. The first three actions succeed as the did previously, but it's a different story when it comes to scooping up the water:

Scooping the water up is set at DC20, so he cannot succeed by taking 15. He uses two actions to take 20. This leaves him one action short of his goal. His opponents can now act before he tries to make his getaway!

COLLABORATION: RISK AND REWARD
While most combat exchanges will be described by attack and damage, there will be times when the player and GM wish to collaborate on an exchange and eschew the normal methods of combat resolution. Normally this could be handled by a spotlight moment, but those aren't always an option. In these instances, GM-player collaboration is your best bet.

Here's how it works. The player devises what he believes is a suitably dramatic moment. He then describes an equally dramatic consequence for himself. The GM considers the proposal and can either accept, reject, or revise the suggestion. There can be reduced dice rolling or none at all. Here is an example.

After several rounds of fighting, the evil nemesis Rathbind and his minions have devastated the PCs at the climactic end of a week-long pursuit. Three of the characters are dying, and only a warrior named Enton is still left standing against Rathbind and two orcs. He has already used his spotlight moment earlier in the fight. Enton is down to his final 4 hit points and knows the story will come to an end of Rathbind lands another blow. Enton's player, Mark, realizes the only way out of this is to propose a climactic collaboration with the GM, named Beth.

Mark: I can't let this end in such a tragic manner. I'm going to propose a deal.

Beth: Let's hear it.

Mark: Here is how I see this unfolding. Enton, almost hobbled by his injuries, realizes he has one last chance. I would like to use a variation on Enton's 'don't count me out' ability. Rather than defend Rathbind's attack, he will swing away and ignore his own safety.

Beth: So he's leaving himself completely open?

Mark: Yes. His swing and that of Rathbind land simultaneously. Rathbind's vicious stroke severs Enton's shield arm, while my swing catches Rathbind in the neck. The villain falls to the ground, spurting blood and clutching his throat in his final throes.

Beth: what about the two remaining orcs?

Mark; Hmmmm... they run off when they see their leader has been killed. Enton falls unconscious. The party wakes up an hour later, bloodied and bruised.

Beth: So you're basically trading Enton's shield arm for Rathbind's demise?

Mark. Yep.

Beth: That's a bit too much in your favor, I think. Rathbind is a major antagonist, not just some mook. What if the orcs take your unconcscious bodies and strip them of possessions? You all wake up in a cell hours later. Your arm stump has been crudely bound and cauterized. And you're not entirely certain that Rathbind is dead.

Mark: Oh, man. We're naked, injured, and held in a foul orc dungeon?

Beth: Either that, or you can take your chances with the dice in combat with Rathbind.

Mark: So, how big is this cell?

Such examples of compromise needn't involve such severe consequences. Players can suggest lesser results or make 'bets.' The player highlights a feat he would like to accomplish, one he doesn't think he will qualify for, or a supersized version of a normal feat. He then 'bets' the GM he can obtain a specific result, such as an ***inspiring*** result or better. If he succeeds on the

risk, the feat succeeds and he obtains a desired result. The tradeoff is, if the bet fails, the character suffers an equally dire consequence. The player and GM must agree on the specifics of both success and failure before any dice are rolled.

Enton and his companions have woken up in their cell. Every hour, two orcs check on them. Upon investigation of their new home, Enton discovers a shivered bone from a previous resident. The bone is pointed and would make a good weapon.

Mark: I want to take a spotlight moment.

Beth: Sorry, this isn't a climactic scene.

Mark: Okay, I want to make a bet.

Beth: Bring it on!

Mark: Okay, when the orcs arrive to check on us, I'm going to make sure I'm leaning against the bars. Then, when Baldigar makes a fuss to distract them, I'm going to stab one orc in the throat, spin around and stab the other one in the eye with one swift maneuver.

Beth: That sounds more like an elf move. What are you willing to risk?

Mark: If I get an 18 or better on an athletics test and an attack, I succeed. If I roll worse than that on both rolls, I break the bone I'm using and end up with an orcs gripping my arm on the outside of the cell.

Beth: I like the idea, but such feats of agility are really elf moves. A human's move should be more last-second heroism. Take another shot.

Mark: What about this... we cause a ruckus by fighting amongst ourselves over this 'magic' bone. The orcs will hopefully enter the cell, or at least one will. Baldigar will spit at the orc, goading it to attack. When this happens, I will make my move just a split second before the hammer falls (so to speak). I fatally stab the orc and stick my foot in the door to prevent it from closing. If I fail, Baldigar takes a nasty wound and we're in big trouble.

Beth: You're risking Baldigar? How does Brent feel about

that?

Brent: You had better make those rolls, man. I'm in.

Beth: Just to make sure, you need to achieve at least **respectable** *effects on athletics and attack tests in exchange for an instant kill and propping the door open?*

Mark: yes.

Beth: Okay, the orcs appear a the cell door...

MAGIC

LOREWARDENS

Casting a Spell

Spells do not require a roll to be cast; they always work. However, many spells allow a target to resist the spell's effects. To overcome this resistance, the lorewarden may need to make an attack roll against the target's attribute value. The roll is based on 2d10 (or 1d20 in climactic scenes), modified by an attribute and the caster's level. The end result is compared to the target's appropriate attribute.

Mithsulunar casts the encounter version of fireball at a goblin chief, which requires an attack roll. Fireball's attack is based on the caster's intelligence modifier plus his level. The spell is resisted by the target's dexterity. Mithsulunar's intelligence modifier is +2 and his level is 5. The goblin chief's dexterity is 12. Mithsulunar rolls 2d10 + 7 and gets a 14, which hits the goblin!

LOREWARDEN SPELLS

CAUSE FEAR	
At-Will	Standard Action
Range 10' per caster level **Target** one enemy **Duration** 1 round **Attack** Will + 1/2 level vs Will **Effect** the affected creature is shaken (disadvantage on its next action)	
Encounter	Standard Action
Range 10' per caster level **Target** one enemy **Duration** 1 round **Attack** Will + level vs Will **Effect** an engaged creature will withdraw from combat a distance equal to its move stat, spurring an opportunity attack from its opponent. An unengaged creature will flee for one round at double its movement rate, provoking opportunity attacks from any adjacent enemy it passes.	
Daily	Standard Action
Range 10' per caster level **Target** all enemies in a 10' radius of the spell's end point **Duration** 1+ round (Will saves end effect) **Attack** Wis + trained proficiency vs Will **Effect** the affected creatures flee double their movement rate each round until they make a successful Will save against the caster's original attack roll. This movement can provoke opportunity attacks.	

CHARM PERSON

At-Will	Standard Action

Range Touch
Target one enemy humanoid not in combat
Duration 1 minute per caster level
Attack Cha + 1/2 level vs Will
Effect target regards you as a friend until it is attacked or the spell ends.
Failed Attack targeted enemy knows you tried to charm it.

Encounter	Standard Action

Range 5 x caster's level in feet
Target one enemy humanoid not in combat
Duration 5 minutes per caster level
Attack Cha + level vs Will
Effect target regards you and your allies as friends until it is attacked or the spell ends.
Failed Attack targeted enemy knows you tried to charm it.

Daily	Standard Action

Range 10 x caster's level in feet
Target one enemy humanoid who can hear you
Duration 5 minutes per caster level
Attack Cha + level vs Will
Effect target regards you and your allies as friends until it is attacked or the spell ends. Target will defend its new allies if they are attacked.
Failed Attack targeted enemy attacks you.

;

CURE WOUNDS

At-Will	Standard Action

Range Touch
Target one ally
Effect An unconscious ally makes two successful death saves.

Encounter	Standard Action

Range Touch
Target caster or one ally
Effect Restore an ally's hit points equal to his recovery stat. The ally does not spend a recovery slot.

Daily	Standard Action

Range 10' radius centered around caster
Target all allies within the radius, including caster
Effect Allies recover a number of hit points equal to their recovery stat. The beneficiaries do not spend recovery slots.

DARKVISION

At-Will	Standard Action

Range 30'
Target caster
Duration 5 minutes per caster level
Effect The caster gains the ability to see 30 feet even in total darkness. His vision is black and white only.

Encounter	Standard Action

Range 60'
Target caster or creature touched
Duration 1 hour per caster level
Effect The subject gains the ability to see 60 feet even in total (non-magical) darkness. The caster sees in black and white only.

Daily	Standard Action

Range 100'
Target caster or creature touched
Duration 1 hour per caster level
Effect The subject gains the ability to see 100 feet even in total darkness, including magically created darkness. The caster sees in full color.

DISGUISE

At-Will	Standard Action

Range self
Target caster
Duration 5 minutes per caster level
Effect you can change the color of your hair, eyes, and face.

Encounter	Standard Action

Range self
Target caster
Duration 5 minutes per caster level
Effect you can change the color of your hair, eyes, and skin. You can also change the shape of your facial features.

Daily	Standard Action

Range self
Target caster
Duration 1 hour per caster level
Effect you can change the color of your hair, eyes, and skin. You can also change the shape of your body as well as the tone of your voice.

FALSE IMAGE

At-Will	Standard Action

Range 20' per caster level
Duration concentration; dispelled if caster makes another standard action
Effect you create an illusion of one object up to the size of a horse. The object does not move, make sound, reflect light, or cast a shadow. Anything touching the illusion will pass through it.

Encounter	Standard Action

Range 20' per caster level
Duration concentration; dispelled if caster takes damage or casts another spell.
Effect you create an illusion of one object up to the size of a horse. The object can make small movements such as moving its arms and turning its head. It reacts to environmental factors like wind and rain, casts a shadow, and reflects light. Anything touching the illusion will pass through it.

Daily	10 minutes

Range sight, up to 100' per caster level
Duration 1 hour per caster level
Effect you create an illusion of an object up to the size of a small keep. Unless touched, the object behaves as a real version of itself would. If imitating a living being, it can move within a radius equal to the caster's level × 10 feet. It can repeat simple sentences such as "I guard this tower" or "Town is 5 miles away". You can program a number of these sentences up to your caster level. The image casts shadows, reflects light, and even has its own smell. It will react to any object that touches it, creating its own illusion of the object bouncing off, breaking, and so on. In reality, the object actually passes through the illusion.

FEATHER FALL

At-Will	Reaction

Range self
Target caster
Duration until the ground is reached
Effect you slow your descent, reducing any falling damage by 3 points per 10' fallen.

Encounter	Reaction

Range self
Target caster and one ally within 20'
Duration until the ground is reached
Effect you slow your descent and that of an ally, reducing any falling damage by 5 points per 10' fallen.

Daily	Reaction

Range self
Target caster and all allies within a 20' radius
Duration until the ground is reached
Effect you slow your descent and that of your allies, preventing all falling damage.

FIREBALL

At-Will	Standard Action

Range Touch
Target one enemy
Attack Dex + 1/2 level vs Dexterity
Damage 1d6 + caster's level

Encounter	Standard Action

Range 20 × caster's level in feet
Target one enemy
Attack Int + level vs Dexterity
Damage 3d6 + caster's level
Miss Half damage

Daily	Standard Action

Range 30 × caster's level in feet, 10' radius explosion
Target anything within the burst
Attack Int + level vs constitution
Damage 3d6 + 1d6 per caster level
Miss Half damage

HOLD PERSON

At-Will — Standard Action

Range touch
Target one humanoid creature
Duration 1 round
Attack: Dex + 1/2 level vs Will
Effect The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech.

Encounter — Standard Action

Range 50 ft. + 10 ft./level
Target one humanoid creature
Duration 1 round/every odd level
Attack: Will + level vs Will
Effect as above, but save DC is 10 + caster's level. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action

Daily — Standard Action

Range 100 ft. + 10 ft./level
Target one humanoid creature
Duration 1 round/level
Attack: Will + level vs Will
Effect as above

HOLD PORTAL

At-Will — Standard Action

Range touch
Target one door or lid
Duration 1 minute per caster level
Effect you prevent a door or lid from opening unless it is destroyed.

Encounter — Standard Action

Range touch
Target one door or lid
Duration 5 minutes per caster level
Effect you prevent a door or lid from opening unless it is destroyed. The DC for destroying the object is increased by 10.

Daily — Standard Action

Range 5' per caster level
Target one door or lid
Duration 1 hour per caster level
Effect you prevent a door or lid from opening unless the spell is dispelled. The object cannot be destroyed or broken.

KNOCK

At-Will — Standard Action

Range 20' per level
Target one door, box, or chest with an area of up to 10 sq. ft./level
Duration instantaneous
Effect opens non-magically locked doors, including secret doors, locked or trick-opening boxes or chests.

Encounter — Standard Action

Range 20' per caster level
Target caster
Duration instantaneous
Effect as above, but also works on doors subject to *hold portal* or *arcane lock*. It also loosens welds, shackles, or chains (provided they serve to hold something shut).

Daily — Standard Action

Range 100' plus 10' per caster level
Target caster
Duration instantaneous
Effect as above, but the spell will raise barred gates and similar impediments (such as a portcullis).

MAGE ARMOR

At-Will — Standard Action

Range self
Target caster
Duration 1 round per caster level
Effect your AC, reflex, and will improve by +2.

Encounter — Standard Action

Range self
Target caster
Duration 5 rounds per caster level
Effect any attack that targets your AC, reflex, and will is made at disadvantage.

Daily — Standard Action

Range self
Target caster
Duration 1 minute per caster level
Effect any attack that targets your AC, reflex, and will is made at disadvantage. You also gain damage resistance equal to your level for the spell's duration.

MAGIC MISSILE

At-Will	Standard Action

Range 100'
Target one enemy
Attack automatic hit
Damage 1d4 + caster's level

Encounter	Standard Action

Range 200'
Target up to three enemies
Attack automatic hit, 3 missiles
Damage 1d6 + caster's level per missile fired

Daily	Standard Action

Range 300'
Target up to five enemies
Attack automatic hit, 5 missiles
Damage 2d6 + caster level per missile

PROTECTION FROM ENERGY

At-Will	Standard Action

Range touch
Target one creature
Duration 1 min./level or until discharged
Effect grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 3 points per caster level of energy damage (to a maximum of 30 points at 10th level), it is discharged.

Encounter	Standard Action

Range touch
Target one creature
Duration 10 min./level or until discharged
Effect grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 6 points per caster level of energy damage (to a maximum of 60 points at 10th level), it is discharged.

Daily	Standard Action

Range touch
Target one creature
Duration 10 min./level or until discharged
Effect grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

SANCTUARY

At-Will	Standard Action

Range 20' per caster level
Target one ally
Duration 1 round per caster level
Effect any creature with a will less than 10 + the caster's level must direct its attention to someone/something besides the target of the spell.

Encounter	Standard Action

Range 20' per caster level
Target one ally
Duration 1 round per caster level
Effect as above, but the creature's will stat must be greater than 15 + the caster's level to overcome the spell.

Daily	Standard Action

Range 20' per caster level
Target one ally
Duration 1 round per caster level
Effect as above, but the creature's will stat must be greater than 20 + the caster's level to overcome the spell.

STINKING CLOUD

At-Will	Standard Action

Range 20' plus 10' per caster level
Duration 1 round/level
Effect creates a bank of nauseating vapor in a 10-ft. radius, 10 ft. high. Living creatures in the cloud become sickened if they do not have a constitution greater than 8 + caster's level. This condition lasts as long as the creature is in the cloud.

Encounter	Standard Action

Range 50' plus 10' per caster level
Duration 1 round/level
Effect as above, but the creature's constitution stat must be greater than 15 + the caster's level to overcome the spell. The size of the cloud is a 20' radius and 20' high. The sickened condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves.

Daily	Standard Action

Range	100' plus 10' per caster level

Range 100' plus 10' per caster level
Duration 1 round/level
Effect as above, the creature's constitution stat must be greater than 20 + the caster's level to overcome the spell and the size of the cloud is a 30' radius and 30' high.

SUGGESTION

At-Will   Standard Action

Range 10'/level
Target one living creature
Duration 1 round/level or until completed
Attack Cha + 1/2 level vs Will
Effect You influence the actions of the target creature by suggesting an activity (limited to two words). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act, to itself or another creature, automatically negates the effect of the spell.

The suggested activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

Encounter   Standard Action

Range 25 ft. + 5 ft./2 levels
Target one living creature
Duration 1 round/level or until completed
Attack
Attack Cha + level vs Will
Effect As above, except the suggestion may be one or two sentences.

Daily   Standard Action

Range 25 ft. + 5 ft./level
Target one living creature
Duration 1 round/level or until completed
Attack Cha + level vs Will
Effect As above, except the suggestion may be up to five sentences and the suggestion may include harming another creature.

ENCHANTER MAGIC

Enchanters use a far more subtle and less destructive form of magic than lorewardens. They do not even regard their skills as magic *per se*. Enchanters believe they merely coax the spirits of nature to do their bidding, and do not actually wield any power over those spirits.

Elves abhor the destruction or alteration of the natural world. The skills of lorewardens are often contrary to this philosophy, as their magic bends reality in an unnatural manner. Enchanters do not necessarily believe lorewardens to be evil or corrupt, but regard them as reckless and rash.

When an enchanter uses his talents, he sings to the spirit in a manner reflective of its nature. To entreat a great tree, the elf chants slowly and deliberately. To speak with a field of flowing grass, he utters a gentle hymn. To send messages on the wind, he sings in fluttering verses.

Nature spirits are unpredictable and moody. Enchanters know they run a certain degree of risk when bargaining with them. A raging river may not react kindly to being asked to slow its course for a group of mortals who want to cross it. As such, many enchanters will be reluctant to beg too much.

Speaking with nature spirits and asking favors or information requires a skill roll. The skill used depends on the type of spirit being dealt with:

Spirit	Skill
Wind, gentle	Perform
Wind, strong	Intimidate
Wind, howling	Guile
Tree, small	Perform
Tree, large	Guile
Tree, mighty	Lore
River, slow	Perform
River, strong	Intimidate
River, raging	Guile
Beast, placid	Perform
Beast, wary	Animal Handling
Beast, aggressive	Intimidate
Earth, sand or soil	Guile
Earth, clay or rock	Craft
Earth, mountains	Lore

The amount of time it takes to complete a successful treaty with a nature spirit depends on the effect of the skill roll(s). Each roll's result is worth a number of points. When a predetermined number of points have been gained, the nature spirit accedes to the enchanter's request.

Modified roll	Points
1-5	-2
6-10	-1
11-15	0
16-20	1
21+	2

The number of points required depends on the request of the enchanter. Easy requests cost only two points. Standard requests require four points, and difficult requests require six. If the *inverse* of the required number of points is reached, the spirit utterly rejects the enchanter. Volatile spirits will react with anger; a raging river may rise up and violently flood the area upon which the enchanter stands, a mighty tree will break off heavy branches, an aggressive beast will attack, a mountain will shake until a landslide comes tumbling down, and a howling wind will become a tornado.

Each skill roll represents one minute of time. An enchanter taking four rolls to reach his goal would have taken four minutes to do so.

Common effects that an enchanter might attempt are explained below. Each entry is divided up into varying degrees of difficulty: easy, standard, and difficult.

These effects are not the limit of what may be attempted; they are merely guides. Players should be encouraged to come up with creative uses for these abilities.

Entreat Spirits Of River & Stream
Easy (2 points): learn where and when something foul has crossed the river's shores, and the general nature of the creatures; ask the river to flow a bit faster or slower.
Standard (4 points): swell a river enough to make crossing more difficult and wash away some of the banks; implore the river to push a drowning ally to the surface.
Difficult (6 points): entreat the river to burst forth in a torrent of violence, sweeping away anything within its path and flooding its banks for hundreds of feet; ask the river to significantly divert its course.

Entreats Spirits of Wood & Flower
Easy (2 points): ask plants if they have been touched by a large animal within the past hour; request a young tree to grow in a certain direction.
Standard (4 points): entreat a mass of flowers and plants to release their pollen at a specific time, creating a thick 'fog' that obscures vision and causes allergic reactions; ask a briar patch to allow passage through it.
Difficult (6 points): supplicate a great willow to entwine its branches with other willows, creating a nigh impassable barrier; ask a field of thorns to wrap around the limbs of pursuing creatures.

Entreat Spirits of Wind & Sky
Easy (2 points): ask the wind to carry a message to a defined location one mile away; request the still air to create a gentle breeze to comfort an exhausted ally.
Standard (4 points): ask the wind to change direction or increase its speed by 50%; entreat wind to kick up dust and leaves in a swirling mess.
Difficult (6 points): implore the wind to pick up several foes and hurl them into a tree; ask the wind to whip so quickly it roars, drowning even the loudest sounds and temporarily deafening anyone in its throes.

Entreat Spirits of Beast & Bird
Easy (2 points): reassure a grumpy badger that the PCs mean no harm; ask bees to allow the removal of some honey from their hive.
Standard (4 points): ask a bird to fly above the canopy to see how close they are to the forest's edge; entreat a squirrel to carry a written message to a known destination.
Difficult (6 points): convince an angry grizzly bear to allow the enchanter as a rider; order the same bear to savagely attack a party of bandits.

Entreat Spirits of Earth & Stone
Easy (2 points): learn the nature of a strange dark stain having recently seeped into the soil; ask a broken rock what sundered it.
Standard (4 points): Ask the soil to deny nutrients to a field of poison plants; request a clay wall to expel

any moisture, leaving it easier to break through or collapse.

Difficult (6 points): ask a mountain to shake; entreat a boulder to dislodge itself at a critical moment and roll down a hill toward a specific creature when it passes by.

Besides specific effects, such as getting a river to agree to flood an area, natural spirits can lend some of their properties to the enchanter. Bonuses do not stack; you cannot gain multiple +1 athletics bonuses by asking a bunch of different squirrels to impart their abilities to you. Likewise, you cannot accrue multiple simultaneous benefits from the same type of spirit. The duration of these effects equals your level in hours.

Below are some non-exhaustive examples.

Large Bear
Easy: +2 to strength
Standard: +2 to strength and grow claws that inflict 1d6 damage
Difficult: as above, plus gain advantage on intimidate tests based on an ability to roar

Squirrel
Easy: +1 on athletics tests
Standard: advantage on all athletics tests
Difficult: as above, plus advantage on all guile tests

Oak Tree
Easy: +5 hit points or +2 to any wisdom-based skill tests
Standard: as above, and be regarded as harmless by all animals
Difficult: as above, and you cannot be moved by anything with a strength of less than 20

Songbird
Easy: +2 on all perform tests when singing
Standard: as above, and advantage on any test to win another's attraction
Difficult: as above, and improve company spirit by one level

(more examples to come)

RUNE GRAVER MAGIC

Dwarf magic comes from manipulating magical glyphs, small stones with arcane symbols graven on them. By combining three glyphs, the dwarf creates a master rune which he brands into his flesh. When a rune is burned onto the skin, its stone form crumbles to dust.

A rune requires three forms of glyph: impetus, attribute, and form.

The impetus signifies the force behind the rune. There are three different impetuses: abjuration, enchantment, and transmutation. Abjuration offers protection, such as against extremes of temperature. Enchantment augments an object, such as the sharpness of a sword. Transmutation changes the makeup of an object, such as the molecular structure of bone.

The attribute glyph is tied to an aspect of a character's physical, mental, or spiritual ability: strength, dexterity, constitution, intelligence, will, and charisma.

The form glyph indicates an element, object, or sense. Common forms include fire, ice, metal, stone, sound, and vision.

Releasing a rune's power is merely a matter of the dwarf tracing the rune on his flesh. There is no dice roll needed to determine success or failure.

Each rune may be used three times before it fades and becomes ineffective. Unless otherwise noted, each rune's effect lasts 24 hours once used.

Whatever the nature of the glyphs, there is one constant: the power unleashed affects the dwarf alone. It does not allow him to 'cast' spells. The runes augment, protect, or change his body. They do not allow the dwarf to hurl fireballs, change the weather, or otherwise affect anything other than himself.

There is a fourth type of glyph: the permanence glyph. These exceedingly rare stones add a powerful aspect to the rune when used: the effect created by the rune is permanent. Enchanted swords stay enchanted forever. Lead changed to gold stays gold. When a permanence rune is used, it becomes ineffective immediately; it does not have two more uses as temporary runes do

There are virtually unlimited numbers of combinations of glyphs that can be used to form runes. Players and GMs alike are encouraged to develop unique effects produced by these combinations. Unique effects may be generated using the same combination of glyphs. For example, rather than a transmutation/strength/metal rune being used to give the dwarf Hammer Hands, (below), it could be used to change an ordinary log into an iron beam.

Below are some standard runes. These are by no means exhaustive or definitive.

Hammer Hands (transmutation, strength, metal): the dwarf's hands become as hard as a smith's hammer. He can pound warm metal and shape it as a smith would. He may strike with his fists as if wielding a mace.

Forge's Fire (transmutation, constitution, fire): the rune graver's hands are as hot as the fiercest forge, glowing like burning embers. He may grasp metal or stone and soften it for smithing or smelting, light wood ablaze, bend metal, and sear flesh. A successful melee attack will cause 1d6 damage. Two successive attacks indicates the dwarf has a grip on his opponent, causing excruciating pain. Each round the dwarf must make a strength test versus the opponent's strength to maintain the grip. Each round in the dwarf's clutches delivers 2d6 damage.

Whetstone (enchantment, dexterity, metal): the rune graver may run his hands along a blade and sharpen it to extraordinary levels. A dwarf with this ability can impart a +1 attack and damage bonus to the weapon. The effect lasts one week and will not work on the same weapon twice.

Living Statue (transmutation, constitution, stone): the dwarf stands as firmly as a statue, his bones as hard as marble and his flesh as resilient as the gems of the earth. His AC improves by +4 and he gains advantage on any constitution or strength rolls to resist being knocked over.

Fool's Gold (transmutation, charisma, metal or stone): by grasping a piece of stone or metal (depending on the glyph), the dwarf may change its very physical form to that of another stone or metal. For example, he could clench an iron key and change it to a gold key, or clutch a hunk of granite and alter it into a huge diamond. After 24 hours, the object reverts to its original state.

Light of the Mines (enchantment, wisdom, metal or stone): by staring intently at a metal or stone object, the dwarf may cause it to glow with a warm light. The strength of the light depends on how long the rune graver is able to maintain his unblinking gaze:
- 5 minutes: phosphorescent glow
- 10 minutes: moonlight
- 15 minutes: dwindling torchlight
- 20 minutes: torchlight

The dwarf must take a will check every few minutes to avoid blinking. A result of 10-14 is good enough for 5 minutes; a result of 15-20 lasts for 10 minutes, and a result of 21+ lasts for 15 minutes. A result of 5-9 means the dwarf must wait an hour to try again, while a result of 1-4 causes the dwarf to burn one use of the rune and wait 24 hours to try again. The light lasts for a number of hours equal to the dwarf's level.

Quake (transmutation, strength, earth): the dwarf's feet are empowered with the strength of the earth. By stomping a bare foot onto a stone or earthen surface, he can make the ground shake. Anything on two legs within 50' with a strength of less than 15 will fall prone. The quake may result in falling branches, broken crockery, or any other reasonable reaction.

Shatter (transmutation, strength, metal or stone or wood): by touching an object related to the form glyph (metal, stone, or wood), the dwarf may render the material brittle. If attempting to touch an object in combat, he must successfully attack the opponent with a melee attack. This will not damage the opponent. The next time the object is struck or dropped, it will shatter. The effect's size is equivalent to that of the dwarf's hand.

Resonance (transmutation, charisma, sound): the rune graver's voice takes on a rich, sonorous tone. This grants advantage to all perform and command rolls for

one day.

Elemental Resistance (abjuration, constitution, fire or ice): the dwarf's body becomes hardened against the extreme effects of the elements, depending on the third glyph. A fire glyph proffers resistance to heat to the tune of a +10 bump to constitution or will rolls. An ice glyph yields the same benefit against extreme cold.

COMPANY SPIRIT

Like real people, characters in Tower of Adamant experience emotional highs and lows. Undertaking long and arduous quests inevitably tests the heart and resolve of even the most experienced hero. As characters triumph and fail, their spirits rise and fall, affecting their ability to perform heroically.

There are seven states of Spirit: Despairing, Forlorn, Downcast, Determined, Hopeful, Glad, and Blessed. The normal state is Determined.

Despairing: you have given up hope. You see the quest as doomed to failure, and your efforts as bound to end in ruin. You cannot use or recover APs. You will act only when necessary, such as when attacked.

Forlorn: you are noticeably depressed about your chances of achieving a goal. You are probably not in the mood to talk, except to express feelings of failure. You cannot recover APs, and must pass a DC 18 test using the Leader's inspire skill to use an AP (the AP is lost even in failure).

Downcast: you are frustrated and slightly pessimistic. You cannot recover APs once spent.

Determined: you are determined but realistic in your outlook. You do not enjoy any special benefits nor do you suffer any drawbacks.

Hopeful: you are optimistic, albeit not unrealistically so. You will often sing while traveling, and offer playful jests aimed at your companions. You have advantage on every first action in a struggle.

Glad: you are beaming with optimism, even in the face of powerful odds. You have advantage on every first action in a struggle and get free use of an AP if you succeed on a DC 18 check using the Leader's inspire skill. You may gain the free AP once per day.

Blessed: you feel as if you are an agent of fate or being guided by a higher power. You have advantage on every first action in a struggle and get a free use of an AP once per day. You start every struggle with a +2 bonus to initiative rolls.

CHANGING SPIRIT

With changes in weather and landscape, characters experience a flux in their spirits. So too does spirit change with victories and defeats, as well as portents both optimistic and ominous. In general, the GM doesn't need to address this issue unless the scenario sees significant changes in tone. When that happens, she will ask for a spirit roll. This is a dice roll that determines if the character's spirit improves or suffers.

With any spirit check, the GM may forego the roll and assign a new level if circumstances make it obvious - or impossible - that the character could not be affected by a new circumstance. In some situations, a change of more than one level is realistic; a Hopeful character who witnesses the kidnapping of his family is going to see his spirits fall immediately, probably to Downcast at least. If the loss of more than one level of spirit seems likely, I suggest assigning a new level without rolling and then have the character roll for/against another level. For example, if the character witnessing his family's kidnapping is assigned a new level of Forlorn, the GM could then ask him to make a roll based on the Leader's inspire skill to avoid falling to Despairing.

Improving Spirit

When something happens that benefits the characters, or at the least signals some coming improvement in their fortune, the GM may allow the players to roll a die to bring their spirit up by one step, from Grim to Hopeful, and so on.

When such a situation unfolds, each player rolls a single d6. Depending on the next level of spirit they are trying to achieve, the results needed are as follows:

Spirit Bump	Roll Required
Any 'negative' Spirit level to a higher level	3,4,5, or 6
Grim to Hopeful	4, 5, or 6
Hopeful to Glad	5 or 6
Glad to Blessed	6

There is no concrete list for when a Spirit check is needed. The GM and players should come to an 'organic' agreement as to when something has

occurred that could reasonably boost the company's Spirits. Some instances could exempt the roll altogether, instead granting an improvement in Spirit automatically. With that in mind, here are some examples:

- A bright, clear day after a week of rain
- Witnessing a dance of faeries under a full moon
- Arriving at a haven after an arduous journey
- Surviving a dangerous journey down some rapids
- Defeating a dangerous foe without any serious injuries to the company
- A single ray of sun piercing a sky of dark clouds
- The reappearance of an ally thought to be dead
- Witnessing a great lord perform a heroic act
- Seeing a great white stag
- Being fed an abundant meal in a warm house during a snowstorm
- Basking in the light of the Three Great Jewels

Declining Spirit

Just as Spirit can wax, so too can it wane. A life of quest and adventure is fraught with peril, disaster, and sadness. When fortune turns against the heroes, the GM may require each player to make a test based on the Leader's inspire skill to resist encroaching despair. Failure results in the character's spirit dropping one level.

The check is made against a difficulty ranging from DC 10 to DC 20.

Spirit Bump	Difficulty
Any 'positive' Spirit level to a lower level	20
Grim to Downcast	18
Downcast to Forlorn	14
Forlorn to Despairing	10

Here are some examples of scenes that might incur a loss of Spirit or at least necessitate a check:

- A downpour that lasts for many days
- Encountering a white stag suffering its last breath
- Seeing the burning of a haven
- The death or serious wounding of a companion
- Having a vital Token or missive stolen
- The death of an animal companion
- Coming across the slaughter of a entire village
- A dream that suggests a specific doom
- No food for a week
- Walking for several days in a wasteland

GAMEMASTERING TOWER OF ADAMANT

CHARACTER ADVANCEMENT

As player characters meet new challenges, overcome obstacles, and even fail in their attempts, they advance their skills and gain new abilities. Vital moments along these roads are called milestones. When a character has achieved a specific number of milestones, he achieves the next level of experience. Upon gaining a new level, characters increase their hit points, add one point to all attribute and skill checks, and gain new abilities.

The number of milestones needed to advance to the next level is equal to 3 + the next level. A 1st level character thus needs five milestones to move up to second level, while a 4th level character needs eight additional milestones to move to 5th level.

There are two types of milestone: personal and company.

Personal milestones represent goals the individual character has: defeating a nemesis, weaseling his way into an enemy camp as a spy, rescuing a family member from orcs, redeeming a past failure.

Company milestones tend to be bigger in scale, and relate to the campaign at large: wiping out 100 kobolds terrorizing a small village, liberating the slaves of the Devil's Pit, overthrowing a crooked mayor and his lackeys, seating the lost queen back on her throne.

DEFINING MILESTONES

At the start of each gaming session, the GM and players should lay the groundwork for what this session's milestones might be. I suggest the GM present two company milestones as goals for that evening's gaming (depending on how long you can play). Likewise, have each player come up with one or two goals they think they can achieve that session. Depending on how quickly your campaign advances characters, the number of goals for each session of play might have be higher or lower in number than suggested above.

Even if milestones aren't reached, GMs should always encourage creative gameplay and reward players who do something unexpected and dramatic. The standard for what meets these ideals is entirely up to the GM. The rate of advancement is thus largely in her hands.

GAINING A NEW LEVEL

The benefits of achieving a new level are detailed on the table on page xxx. Besides these benefits, each character gains more hit points depending on their class.

BESTIARY

Bone Collector

Bone collectors are the warriors of tribal cannibals living in frigid coniferous mountains. They descend upon villages and travelers in unrelenting savagery, intent on capturing the weak and killing the strong. Captured victims are used as sacrifices to their cruel gods, while those killed in raids are eaten raw.

The warriors are named for their bone armor, the collected trophies of their many victims. Warriors only don the bones of those they have personally killed, humanoid and animal alike. The most feared and powerful bone collectors are covered head to foot in bone, to the point that their flesh is almost impossible to discern.

Hit Points	Armor Class
14	15
Move	**Languages**
30	unknown
Attributes	**Skills**
Constitution 13	Perception +3
Dexterity 12	Stealth +2
Will 11	Athletics +3
Morale	**Motives**
Fight to the death	slavery, sacrifice, cannibalism

Melee Attack
- Bone Club +3 – 4 damage
  - ❑ Smash club +5, 10 damage, club is destroyed if attack is successful
- Bone-tipped spear +2, 5 damage

Missile Attack
- Bone-tipped spear +2 – 4 damage, range 40'

Slimewyrm

Hit Points	Armor Class
20	16
Move	Languages
20 (swamp), 30 (land)	none
Attributes	Skills
Constitution 15	Perception +4
Dexterity 11	Stealth +1 (land)
Will 11	Stealth +5 (swamp)
Morale	Motives
Roll 15+ or flee at 5 hp	eat, defend territory

Melee Attacks
• Bite +3 – 6 damage
   ❖ on a natural attack roll of 16+ the victim must save vs DC 12 (reflex) or be dragged into a death roll. Every round the victim takes 3 damage. Victim may make a DC12 reflex save after taking damage each round
• Tail +2 – 4 damage
   ❖ victim must make a DC 12 reflex save or fall prone
   ❑❑ make tail attack in addition to bite

Missile Attack
• ❑❑ Spit acid +4, 3 damage, range 20'
   ❖ ongoing 1 damage/round until the PC makes a DC12 fortitude save after damage is taken

Manticore

Hit Points	Armor Class
60	17
Move	Languages
60 (land) 40 (air)	common
Attributes	Skills
Constitution 19	Perception +6
Dexterity 16	Stealth +4
Will 14	Survival (track) +4
Morale	Motives
Roll 12+ or flee at 10hp	food, territory

Melee Attack
• Claws (2 attacks) +8 – 7 damage per attack
   ❖ If both claws hit the same foe, the manticore can make a bite attack (+10 – 10 damage)

Missile Attack
• ❑❑❑ tail spikes (4 attacks) +4 – 6 damage per attack, range 60'
   ❖ ongoing 1 damage/round until making DC12 fortitude save after damage is taken each round

Orc

Hit Points	Armor Class
10	13
Move	Languages
30	common, orc
Attributes	Skills
Constitution 13	Perception +1
Dexterity 10	Intimidate +2
Will 9	Athletics +1
Morale	Motives
Fight to the death	slavery, cruelty, greed

Melee Attack
• Rusty Falchion +3 – 4 damage

Missile Attack
• spear +2 – 4 damage, range 40'

Dragon, red (huge)   CR 20

Hit Points	Armor Class
160	22
Move	Languages
40 (land) 150 (air)	common, draconic, dwarf
Attributes	Skills
Constitution 25	Perception +15
Dexterity 18	Guile +15
Will 24	Intimidate +15
Morale	Motives
Roll 12+ or fly away at 30hp	cruelty, greed, territory

Action Points 2

Melee Attack
• Teeth, Claws, Tail (2 attacks) +15 – 25 damage per attack
   ❖ spend an action point to make a third attack
   ❖ victim must make a DC 18 fortitude or reflex save (player choice) or fall prone

Missile Attack
• ❑❑❑❑ breathe cone of fire +15 vs fortitude – 25 damage to each creature within the cone, range 60'
   ❖ breath attacks may be made simultaneously with melee attacks.

Owlbear

Hit Points	Armor Class
40	15
Move	**Languages**
30	none
Attributes	**Skills**
Constitution 18	Perception +10
Dexterity 14	Intimidate +5
Will 12	Stealth +1
Morale	**Motives**
Roll 15+ or flee at 5hp	anger, food, territory

Melee Attack
- Claws (2 attacks) +8 – 7 damage per attack
  - ❖ If both claws hit the same foe, the owlbear can make a bite attack (+8 – 8 damage). The foe is grabbed and must make an athletics test vs DC20 to escape. Each round the character is held, he suffers 8 damage.

Minotaur   CR 3

Hit Points	Armor Class
35	14
Move	**Languages**
30	common
Attributes	**Skills**
Constitution 16	Perception +10
Dexterity 14	Intimidate +5
Will 14	Stealth +2
Morale	**Motives**
Fight to the death	slaughter, food, territory

Melee Attacks
- Axe +8 – 10 damage
- Charging gore +4 – 15 damage
  - ❖ must move at least 10' to use charging gore
  - ❖ if successful, charging gore pushes victim back 5'

Griffon   CR 3

Hit Points	Armor Class
35	15
Move	**Languages**
40 (land), 80 (air)	common (cannot speak)
Attributes	**Skills**
Constitution 18	Perception +12
Dexterity 16	Intimidate +5
Will 14	Athletics +3
Morale	**Motives**
Roll 15+ or flee at 10hp	food, territory

Melee Attacks
- Beak, talons (2 attacks) +8 – 6 damage per attack
  - ❖ if at least one of the griffon's attacks is successful and it has moved that round, the victim must make a constitution save vs DC 15 or fall prone