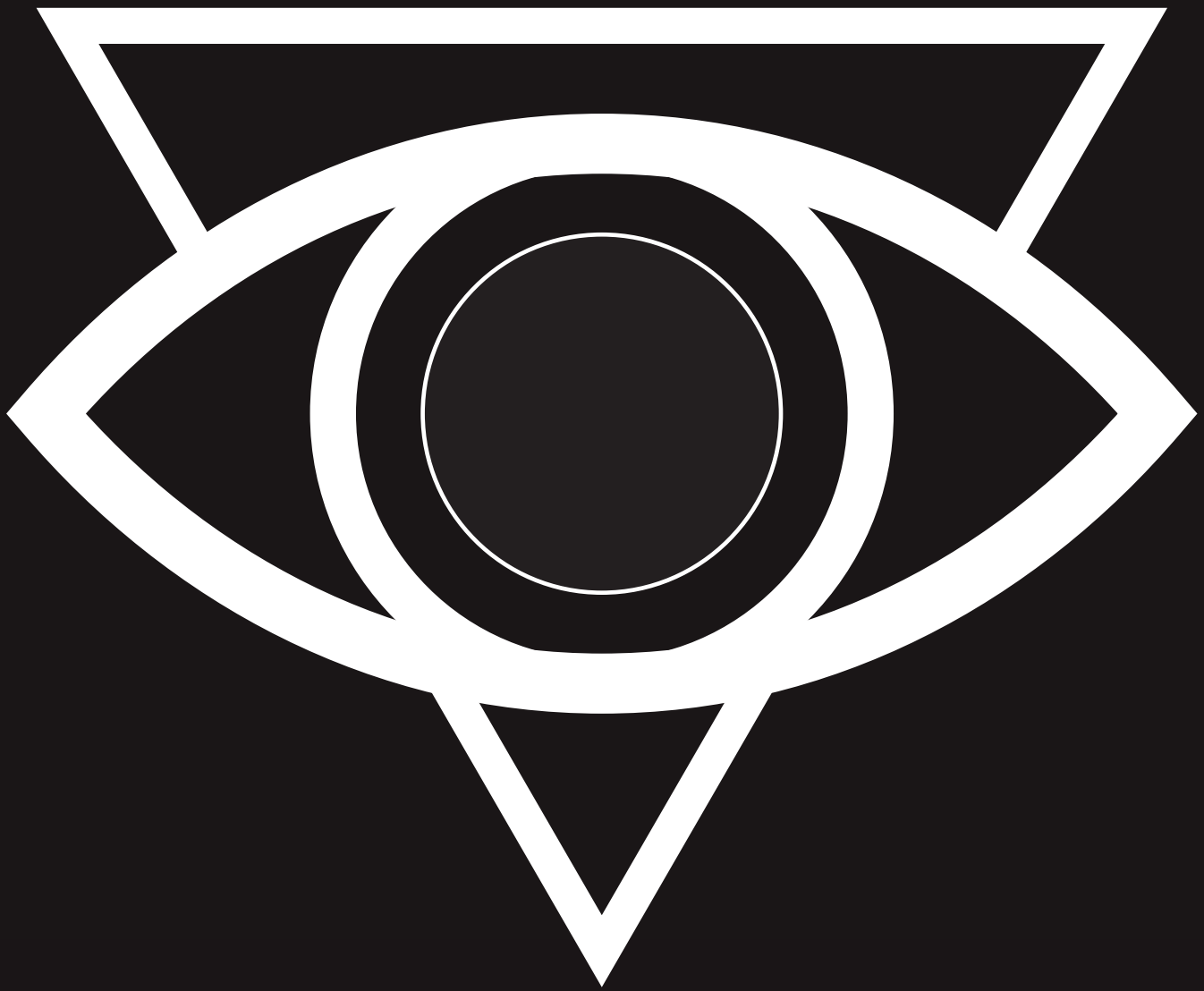


# CHAPTER 7: GAME MASTERY



This section is intended for those that are interested in being the Game Master. If that's you, read on. The role of GM is very different from being a standard player, and so is very challenging and rewarding in its own ways. Your job is actually a few rolled into one: narrator, supporting actor, judge, and host. This section is designed to provide GMs an explanation of their various tasks and some basic guidelines to fulfilling their duties. Ultimately, it can be boiled down to three elements.

## THE GAME MASTER'S ROLE

### PREPARATION

There are two elements that a GM must prepare: the campaign, and the adventure. A campaign is a series of adventures that are connected by an overarching plot. An adventure is a series of challenges to overcome within the campaign, typically concluding with a climactic encounter. A good analogy is that the campaign is much like a book, and each adventure is a chapter within it. A GM can devise their own campaign, use a pre-generated one, or develop some combination of the two. In any case, it is important to provide a campaign that offers a variety of challenges that highlight the strengths of each of the player characters (PCs) as well as force them to face their weaknesses.

### RUNNING

Running a session is much like directing a film or play. You have to present the scenery, coordinate the characters, and even narrate the events as they unfold. Furthermore, you need to familiarize yourself with the actors: your players. Knowing which elements of play interest them, and their preferred styles of play is crucial to keeping the experience enjoyable for everyone.

### RESOLVING DISPUTES

Like the other two tasks, this one is made up of two elements: resolving skill checks and settling rules disputes. In some situations, it may be appropriate to bend or break the rules to alter the outcome of a skill check to keep the game fun. Given the nature of the game, your players are bound to create an unexpected situation that the rules did not take into account. In these situations, it is your job to find a ruling that is fair and reasonable for the group. For skill checks and rule discrepancies, the most important thing is that you are consistent. If you bend a rule for one player, it is only right to do the same for everyone.

## PREPARING CAMPAIGNS & ADVENTURES

Before you even begin to think about the first session, you need to consult your players. What kind of campaign do they want? Would the group prefer a more traditional dungeon crawl, battling legendary beasts to recover lost treasures? Or would they prefer a more balanced campaign, mixing political intrigue, stealth, combat, and mystical elements? Finding a happy medium that fits everyone's wants should be your goal in picking out a pre-generated campaign or designing your own.

Campaigns are the long haul. The ultimate goal. An unprepared GM simply isn't capable of providing an immersive and engaging experience when compared to GMs that take the time to familiarize themselves with the setting, characters, and potential encounters. This holds true for pre-generated campaigns as well. You may not be building the story from the ground up, but the players still depend on you to keep things moving at a steady pace. The better you know the campaign, the smoother play will go, which means the more fun everyone will have.

Now be warned: constructing your own campaign can be a lot of work. This isn't meant to dissuade GM hopefuls, but merely warn you that a

lot of time will be spent between sessions on your own, tweaking story elements, crafting characters, and building locations. Creating your own unique settings, cultures, characters, and so on is called "world building," and is a lot of fun to some GMs. If that's you, take a shot at making your own campaign. If you prefer to focus on the actual roleplaying, or don't find worldbuilding enjoyable, we recommend using a pre-generated campaign.

Between sessions, spend time charting the events and characters that will arise next, so you can familiarize yourself with each of them beforehand. Try to stay five steps ahead of the game's current events, and don't sweat it if the players do something you hadn't planned for because it **will** happen. Get comfortable with improvising on the spot when the players subvert your carefully laid plans. The only thing left is to get everyone together and play.

## RUNNING A SESSION

Being GM is kind of like being a game show host in certain respects. Your goal is to keep the players interested while managing the pace of events. Within the game, your role is similar to that of a film or theater director, as you narrate events and interact with the players. There is no simple step-by-step guide to this part of game mastery, but there are many tips we can share to help things run smoothly.

## KNOW YOUR PLAYERS

Before playing, get to know the players and how they like to play. This is not a comprehensive list, but merely a compilation of player personalities that can rustle some jimmies if they get out of hand. Learning to recognize and address things before they get out of hand is all part of the process.

### THE DERAILER

Derailers are prone to sidetracking the team with current world events, dank memes, and inside jokes. It is not that this player doesn't enjoy the game, they just take the social element a little too far. If it gets to be too much, be sure to speak to the player about the behavior. So long as they can abide by basic rules such as, "No speaking when the GM is speaking," there shouldn't be any major problems.

### THE FOLLOWER

By themselves, they aren't a problem. They'll usually tag along with the "leader" of the group without a fuss and are content to play with minimal input. The problem with this type of player is when there are too many Followers in a party, and no one wants to take action. It is best to add more guidance to the game or convince one of the Followers to take up the mantle of group leader.

### THE GO-GETTER

This player is a mover and a shaker. They hate for play to slow or, heaven forbid, stop. When things start to drag, or other players get distracted by external matters, they can become irritated and pushy. This kind of player can be helpful to keep things rolling and keep up the energy of the group, but excessive pushiness can make for a sour mood at the table. A great way to assuage Go-Getters is to give them additional responsibilities in the game, such as tracking initiative, action points, or having them manage the team's loot.

### THE MARY SUE / MARTY STU

This player tries to live out their own fantasies in game and portrays themselves as their character. These characters are generally perfect, most beautiful, the strongest, and the like. Character usually has some sort of tragic backstory that will draw in other players, has to be the center of attention, and will often find themselves involved in some sort of tragic relationship(s). While they may appear to be similar to the Protagonist, they don't always wish to come out on top, but instead want their fantasy

to play out regardless of story, becoming a thorn in the GM's side if not kept in check. This is most evident when their story ruins the fun of the other players. While these type of players aren't always a problem, the GM may wish to talk to the player privately about their goals and either attempt to accommodate the player more or get the player to understand how they are ruining the game for everyone else.

### THE PLUS-ONE

This player is only here to spend time with someone else and has little interest in the game itself. They may frequently ask others to tell them what to do with their character or distract themselves with a phone or book between actions. This can be a delicate situation to handle. It is best to approach the player in private, present your concerns, and ask for their view on the matter. The goal is to find some element of that game that will encourage proactive participation. This way you still have an engaged group, and the player still gets to spend time with their friends.

### THE PROTAGONIST

This player wants to be the center of attention. They want to do everything, lead every quest, and achieve every victory, often at the cost of their fellow players' interest and excitement. If you encounter a Protagonist, it is important to be mindful that you give each of your player characters a chance to stand out from the team. It is also good to speak to the players. The others may be perfectly happy with letting the Protagonist take the lead. If it becomes a real issue, the only option is to confront the player in question and discuss the matter plainly.

### THE RULES LAWYER

It is a double-edged sword when playing with someone else who has an intimate familiarity with the rules. On the one hand, they can be very helpful when you're uncertain on how to resolve certain situations. On the other hand, Rules Lawyers are prone to challenging a GM's decisions based on their personal interpretation of a rule's phrasing, or when a GM makes a decision that strays from the book. Be firm in your rulings. A good way to turn this personality to the group's benefit is to assign them as a mentor to a brand new player if you have one.

### THE VIKING

These players want nothing more than to fight everything, and we mean everything. They view the game through a blood-soaked lens. They look at every NPC you present as a potential foe and every encounter as a battle waiting to happen. If they're not rolling the dice of battle, Vikings quickly grow bored of things. This isn't typically an issue unless the lull between fights grows long. Good pacing will usually keep this type of personality from complaining, but if they're growing restless, try to spice up interactions between fight sequences. Arguments with shop owners, the occasional bar brawl, or a chance to defend helpless Feneryans might appease them for the time being.

## FOCUS ON THE PLAYERS

As a GM, it is important to remember that Shattered is a game and the point of the game is to have fun with your friends. To that end, ensuring your players feel like their characters are contributing to the story is paramount. Do your best as a GM to avoid getting too wrapped up in telling a great narrative that the players are neglected. Try to get to know your players intentions going into the game so that everyone has a chance to shine or take the lead. If the stealthy illusionist never has the chance to complete an objective covertly, they may feel useless or slighted, and lose interest in your game. This all ties back to Knowing Your Players; if a GM understands what the players enjoy, they can tailor the experience to fit the players' expectations or even exceed them.

## PAINT A PICTURE

Making a heartfelt effort to immerse the players within the narrative is an important task of the GM. While it takes time to balance exactly how

much story and action your group likes in their game, it's important to remember your players' inclinations. If the players are almost entirely Vikings, brief descriptions about the surroundings and short blurbs regarding plot points should suffice. However, with most groups, a little enhancement goes a long way. Use colorful language to help the players envision the scenery and their characters. Often, visual aids are a powerful tool. If you have artistic inclinations, drawing important symbols such as flags or insignias or even going as far as a custom miniatures map may help immerse the players. A popular enhancement among GMs is to make handwritten letters or notes that the players can find in game. Physical tokens are a great way to connect the player to the setting even without much artistic ability. Don't let all the responsibility fall on you: encourage your players to draw or vividly describe their characters.

## BE FLEXIBLE

Players will inevitably obliterate even the best laid plans. As a GM, learn to improvise quickly or prepare multiple campaign paths. For example, the players have found a way to bypass a fight with the villain's second-in-command, but fear not, as they've created the perfect opportunity for you. In the wake of his boss's defeat, he could start his own organization or perhaps he appears during the boss battle to help the villain turn the tide of the battle. This sort of dynamic storytelling is part of what makes RPG's such thrilling games, and GMs are encouraged to embrace it.

## PRESENT A CHALLENGE

A GM can easily fall into the trap of offering a campaign that lacks any challenge. This might be appealing. After all, the players will enjoy the sense of power from facing weaker opponents and overcoming every obstacle placed in their path. Our tip to you is: make them earn it. Things should not be easy. At least, not everything. If you're starting from scratch, the characters are intended to be only slightly above average, and only in a few areas.

It should take them time to truly feel powerful, and that progression is far more rewarding than a series of easy encounters. The losses make the wins feel that much greater. A fight that comes down to the last few hit points is exhilarating! Don't rob your players of the chance to have truly epic moments and feel deeply accomplished by overcoming monumental adversity. Challenge them, and everyone will feel more rewarded for it.

That said, there are many GMs that push toward the opposite end of the spectrum. They constantly challenge the upper limits of the players and create encounters that are simply impossible to overcome. Introducing characters beyond the player's capacity is perfectly normal, but regularly pitting them against such antagonists can be cruel.

Simply put, do not make it your goal to kill the players, but do not hesitate to enforce the rules if they make a bad call that ends in their character's demise. Of course, that decision is ultimately up to you, which is called...

## GM FIAT

GM Fiat is a term common to tabletop RPG's that means the GM is the final authority on what is and is not. Simply put, things are the way they are because the Game Master says so, and that is their right as Game Master. To quote everyone's favorite uncle, "With great power comes great responsibility," and this is the GM's ultimate power. They should approach its use with caution. Fiat ranges from implementing a house rule, such as changing the starting experience points, to altering the outcome of a die roll, perhaps to save a character's life. If used properly, the players will either already be familiar and comfortable with the ruling when it comes up, or never notice it was implemented in the first place.

Of course, no situation is perfect. Players are bound to discover when the GM changes something, and some may argue. Politely remind them that you are the GM and that you are standing by your decision. The definition of GM Fiat suggests you do not need to explain yourself, or

even have a reason for making the call you did, but it may be wise to do so. If it is a drastic change, make sure that it serves to improve the story and campaign, or enhance the players' enjoyment of the game. Never forget to focus on the players.

## THE MAN BEHIND THE CURTAIN

One of the easiest things a GM can do to keep players on the edge of their seats is to hide all their dice rolls. You can do this by using a GM screen, or propping up folders or other objects to block your dice from view. Listening to the players make conjectures about that dice roll you made can be some of the most entertaining moments in Game Mastery.

Imagine your players are stealthily infiltrating a cult sanctuary. You roll dice in the middle of the mission while your players are plotting their course. You just want to save yourself the trouble of choosing how many cultists are in the final room by rolling a die or two. Suddenly, the players get nervous. They think they may have been discovered, and begin to panic. They try to form a plan B. You could ease their anxiety... or you could see just how far it goes.

Concealing your rolls also makes it easier to enforce GM Fiats. If the players can't see that you rolled a perfect 16 to kill their sharpshooter, then they'll have no issues believing you when you say it was only a 15, and describe him collapsing to the ground as his leg is shorn off.

It is also wise to conceal the difficulty of UCs. When you inform players of the difficulty to pick a lock or get a better bargain from the shopkeeper, you alter their perception of the game. You take away some of the edge from their decision making by making it mathematical. To quote everyone's favorite rogue, "Never tell me the odds." Simply telling them the facts should suffice. "It appears to be a sturdy lock of an unfamiliar design," is much better than telling them, "It's a lock of UC 14." Don't reduce the game to mere numbers and probability. That element should serve as a vehicle to further the more interesting elements: the story, characters, and their development.

## INFORMATION MANAGEMENT

### PEN & PAPER

If you want to run things old school, or simply prefer writing over typing, buy a 1-subject notebook for your campaign. You can write down everything you need, and organize it in any order you desire. The downside of this method, obviously, is that it can get messy if things aren't in a functional order, or you need to frequently erase and rewrite certain details.

### PC DOCUMENT / SPREADSHEET

These are incredibly useful tools. A word processor comes with the obvious benefits over its analog counterpart. Namely, it is easier to edit and reorganize. Spreadsheet wizards can also find great benefit from devising some basic calculations to track numbers for them, such as effect durations and initiatives.

### PLAY MAT

These have gained increasing popularity in recent years. They're gridded mats that are wet-erase friendly so the GM can reuse them for every location the players visit. These make a great visual aid, especially if you have...

### MINIATURES

More common among tabletop wargames, miniatures have gained popularity in RPG's as well. Coupled with a playmat, it helps players visualize the setting you've created for them. Many players enjoy the game much more with this tactile addition.

## WHITE BOARDS

These are excellent means of handling temporary information, such as NPC health, or quickly illustrating something for the players. Naturally, it lacks the permanence of previous options but can be a useful tool when combined with others.

## DIGITAL MEDIUMS

There are several pieces of software designed to facilitate tabletop gaming over the internet, such as roll20 or Tabletop Simulator. Some of these come with a price tag, and there is a learning curve to using them, but if you're willing to invest the time they can be excellent GM tools. Most have integrated GM utilities to simulate various aspects, such as secret dice rolls, maps, and miniatures.

## RECRUITING

So, what do you do if you don't know enough people that are interested in playing? You could convince the players' significant others, but you run the risk of enlisting Plus-Ones. Instead, we encourage you to check out your local gaming stores or online websites, such as Giant in the Playground. You can also try recruiting on the INDE forums (<http://nvrdrk.link/recruit>) and Discord chat (<http://nvrdrk.link/discord>). If you're done with GM-ing and want to be a player, these are also good resources to find games run by other GMs.



<http://nvrdrk.link/recruit>

INDE FORUMS



<http://nvrdrk.link/discord>

INDE DISCORD

## VAMPIRES & COVEN AID

Each Vampire coven in Shattered comes with certain benefits and drawbacks that apply to its members (page 70). If your players are members of covens, it is important to remember that Vampires offer aid to one another for the purpose of survival. To them, helping others is an investment, one that will pay dividends down the road. If a player or NPC fails to honor a debt, they may be subjected to a fine, exile, execution, or another form of penance.

For example, if a player was discovered dying of thirst in the Ashlands by an Aldinnian Vampire and nursed back to health, the player owes the other Vampire, and by extension their coven, a debt. This debt is often agreed upon prior to the exchange, but in certain cases, it can be made as a demand after the fact. In the case of a life debt, defending the coven from attack, entering indentured servitude, or repaying the favor would be acceptable repayments. In the traditional Vampire culture, the only thing worse than denying one's debt is demanding an exorbitant repayment, and it is an easy way to sever ties with potential allies.

# LOST FENERYAN LORE

With civilization's destruction millennia ago, swathes of knowledge were lost to fire and earth and silence. You, however, are not a Feneryan, and therefore not bound by their constraints of time and space. This section details a number of interesting facts about Feneryss that is either completely unknown by the inhabitants or known by an incredibly scarce few. Those in possession of this knowledge might wage secret wars to keep it that way or strive to reveal it to the world. It is offered here to help Game Masters create and develop their campaigns.

## DRAGONS

These creatures from Ragnarok's realm are as powerful as they are elusive. This is especially true in recent decades after a startling number were killed by the clever Shades. Their greatest weakness is their hubris, something the hunters of the Glass Forest learned to manipulate. Now, they mostly keep to themselves, tucked safely behind the walls of Dragonskeep and its mad Vampire residents. They are aloof and asocial creatures, content to reign over the ruins of the keep and leave the world to its absurd devices. To break this secret treaty would be to risk the wrath of all dragonkind.

Dragon whelps (page 260) occasionally roam beyond the confines of the nest, like ultra-violent explorers. Even in their youth, they are perched comfortably at the top of the food chain. Other powerful creatures, such as Absolox or dross whales, tread carefully in their presence. Adults are arguably deities, given their power and intellect. Many are capable arkänists and psykics, but their staggering egos deny them the opportunity of marshals.

## DRAGONSKEEP

The rumors of feral Vampires haunting the hollow spaces beneath Dragonskeep are entirely true. They were some of the first Vampires to ascend to the surface and depart the caverns. Driven mad by the sun and westward by the undead, they arrived in Dragonskeep and have remained there since. Civility is long lost to the **Aldranni** Coven. Food is scarce in this portion of Feneryss, and cannibalism of the truest sort is common among them when in dire straits. The dragons manipulate them like unwitting guard dogs. The Vampires deter the more stubborn explorers, and the Dragons feed on the coven when suffering a food shortage. Otherwise, the dragons leave them to their aimless efforts.

## DRONES

The rumors about Drones kidnapping or purchasing other Feneryans for use in experiments is founded in some truth. Patients are typically suffering mortal wounds or severely mutilated when they are rescued. Utilizing the latest tools and techniques, the Drone will attempt to graft a number of high-caliber prosthetics to the subject. Both success and failure help them hone future procedures. Drones performing these "upgrades" are members of the Uplift faction. They believe their superior synthetic bodies should be gifted to all the races, and hope to illuminate the benefits of being a Drone with these uplift operations. A rare few take this to the logical extreme, purchasing slaves or kidnapping healthy patients for their work. Opposing the Uplifts are the Augments, who believe it a waste to expend resources on the other races. They argue that their efforts should focus solely on advancing themselves; the other races are doomed to suffer fate dealt by the fickle hand of biological evolution.

If there are any players that choose a Drone character, consider discussing this information with them privately. They may want to incorporate this into their character's personality. If for some reason their Drone was born or created outside of Dronus, they may be entirely unaware of this split, and it is acceptable not to share this information.

Finally, be certain to clarify that they do not need to side with one faction or the other; ignoring or refusing to debate the matter is also an option.

## FROM THE OTHER SIDE

Ragnarok was not the only one waiting on the other side of the divide. Several of the creatures now occupying Feneryss first stepped foot on the continent in the wake of the Reckoning. The chirshun were sentient beings until the Reckoning ruined their minds and dumped them on Feneryss at the height of their golden age. It was a classless society inhabiting vast caverns which they had meticulously sculpted and adorned with all manner of precious metals and gems. Dragons likewise were inhabitants of another world, and are covered in more detail in their own section.

Molten shivas and Scorn of All are pieces of Ragnarok, intent on sowing destruction upon the descendants of his incompetent worshipers and their compatriots. Both are physical manifestations of his psychic presence. The shivas represent his anger and destructive nature that was spurred by the sudden severance of the ritual. Scorn of All embodies his lust for power, and continues to siphon it discretely from communities across Feneryss while trying to avoid detection.

## GIANTS

The Giants were lumbering war machines of the Old World. They fell with the rest of civilization during the Reckoning. Now they lie scattered and dissembled across Feneryss. There are 4 giants that continue to stand vigil. Shilmegga kneels atop the central structure of Sylvan Hollow, robed in leechvine and shrouded in pale dust. While it is nearly whole, too many systems have faulted and it shall never move again. It is a popular tourist stop.

The other three Giants continue to function in a reduced capacity. One-armed Karheles towers over the southwestern shore, the heat of the Maw peeling away the remaining flecks of identifying color. In the age of the Old World, those emblematic lines could rouse a chorus of cheers at first sight. Nelmir is posted opposite, wandering the empty northeastern corner of Feneryss. It searches for enemies that only exist in the sense that the chemicals of their making persist somewhere in the world. It wears a cloak of rime and hoarfrost that thickens with each passing year. The last, Wuk Sunong, faces its final days in stillness, trapped as it is on an island just broad enough to accommodate his equally broad stance. Though the ocean of lava occasionally licks at his metallic greaves, there is little evidence of melting or wear.

## KAARTU'GHAL & THE KALLOGORYN EMPIRE

While the concept of worshiping nature and its aspects was still in its infancy, Kaartu'ghal could have been considered a primeval god of death. Much like Ragnarok, it had great aspirations for one day subjugating the entirety of Feneryss. It drew strength from the souls of its worshipers. It was just a small bite, but enough that as its constituency grew, Kaartu'ghal became the greatest power on Feneryss.

When its growth stagnated, the god called on its high priests to begin an age of crusades. They would convert others by word or sword. Those that still refused were executed in rituals designed to feed Kaartu'ghal their strength as they perished, but it was imperfect, and much of it was wasted and slipped away to the Lost Abyss.

Unfortunately for this god of death, it underestimated the strength of the south and sorely misjudged Tae'k and his army. By the time the threat was noticed, its worshipers were spread too thin and Tae'k's forces easily trampled even his empowered warriors, the Order of Shattered Steel.

With its empire crushed, Kaartu'ghal's power was diminished to the point that its presence was no longer felt by most believers. But it survived, and clung to its handful of remaining parishioners. Unique among them was Valkaerus, who had been locked away in a dark realm since the age of crusades. In an effort to reestablish itself, Kaartu'ghal set him free, and continues to manipulate his broken mind to inflate the Tide and feed the weakened god. Destroying Valkaerus prior to reestablishing a following would be enough to end Kaartu'ghal forever.

## LOST ABYSS

A seemingly endless chasm lies in the Maw northwest of the continent. Many rumors surround its existence, and some of them bear merit. It is a powerful, arkāne site that draws the souls of the dead. The innate forces of the Abyss then reanimate them as undead of varying kinds. These souls are the fuel behind the Undead Tide. They are drawn from these caverns by ancient forces instated by Kaartu'ghal all those years ago. This urge eventually leads them into the labyrinthine undercity of Hel before breaching the surface. The god of Nath'Kaartu used these undead to reinforce his might.

When shamblers and their ilk are destroyed, souls that are too weak are obliterated. The rest find their way back to the Lost Abyss to repeat the cycle and perpetuate the Tide.

It is possible to enter here naturally, though incredibly difficult. No one has successfully visited the Abyss and survived. Taking players into this region should not occur until they have gained great strength, or as a last ditch effort to resurrect allies. Resurrection is covered in greater detail in its own segment below.

## PULSE

Pulse's wall is not the only piece of architecture that is permanently growing. The Axis, the five towers that dominate Pulse's skyline, are also expanding. The walls will grow taller, and the peaks of the towers will reach down like furtive fingertips. After six or seven hundred years, they will unite with the wall to form a protective hemisphere around the city, like an opaque snow globe. This is its purpose. The architects had intended for the process to occur much faster, but it is no longer being fed the raw resources it needs to progress. Instead, the Axis structure slowly scours the earth beneath the city for the necessary minerals and collects "unattended matter" from Pulse's lower districts, such as the deathpits. It functions off technology similar to that of Sylvan Hollow's Feeder.

## THE RECKONING

Many of the event's consequences are known: arkāna came to Feneryss; the world was destroyed; many creatures crossed over from Ragnarok's realm; but the real reason behind the failure was lost to time.

The truth of the matter is that not everyone had committed to the pact. Many Alypse who had boasted their courage in the weeks leading up to the ritual backed out just hours or minutes prior. Some didn't get cold feet until they were already holding the knife over their hearts. Many never had the inner will to take their own lives, and many others were distraught by how Ragnarok's presence distorted their physical appearances.

In the end, there were not enough souls committed to the ritual to complete Ragnarok's transition. He lashed out psykically in those final moments to curse the minds of the weak among his worshipers before the collapsing ritual shunted him back into his world. The severance of the connection also trapped the souls of many faithful Alypse between two worlds. They now plague Feneryss as phantoms referred to as phased (page 252).

Even if Ragnarok wished to return, there will not be enough Feneryans, let alone believers, to perform the ritual for several thousand years at the current rate of growth, but thousand years is mere moments to an entity that operates on the scale of gods and natural forces. He bides his time with preparations for a second coming.

## RESURRECTION

When a character dies, their soul leaves their body and enters the Lost Abyss. If characters wish to reclaim this lost soul, they may venture into the Abyss. There they will be forced to fight through hordes of undead to reunite the cold corpse of their friend with its soul.

Finding it will be difficult, but noc'shala, necromancers, and marshals of death can ease this process with their connections to the dead (or undead), guiding their allies toward the soul. Once found, the soul must be defeated in combat to subdue it. Once subdued, a necromancer or marshal of death may reunite the soul with its corpse. If neither are

present, it will have to be captured and taken to such an individual willing to perform the operation. Recovery takes up to a week, depending on how long the two were separated.

## VORTEM

The Vortem were scrubbed from the history books, but many of Pulse's oldest families remember them vividly. Many also harbor grudges several generations old. This is because the political elite of Pulse created the Vortem.

The decade beginning with Devus Brecht's coup was a turbulent time, rife with political and military espionage. Many were vying for greater power and influence as the paradigm shifted from the old Iron Ring to Brecht's usurpers. To accomplish this, they employed spies, assassins, and thieves. It was a chance encounter between two such women, Human Lorallis Pell and Alypse Garrhorra Lessht, that would ultimately lead to the formation of this infamous society. Together, they began to draw in fellow shadow operatives to create an expansive network of information and skilled rogues. When the dust settled, and the upper echelons attempted to cast off their servants, the Vortem retaliated violently. The Vortem melded silently into the common folk as Brecht's new Iron Ring flailed helplessly in the chaos their betrayal had wrought.

In the years since, the group has frayed into loose threads haphazardly bound together. Very few know who truly controls the Vortem. Most are little more than contractors at this point, hired by deeply embedded members to perform tasks with little to no knowledge of the true goals of their employers. The scuffles in Pulse's Quarterlock district between Vortem and Pathfinders are a measured distraction utilizing members of the lowest rung and least importance to maintain the illusion that they are all that remains of the Vortem.

# TRAPS

Traps are an integral part to any GM's repertoire to combat adventuring players. In Shattered, GMs build the traps they want using a UC point buy system to choose from an array of triggering mechanisms and effects. We at INDE recommend keeping the UC less than four times the current Session number at early sessions.

## SPOTTING & DISARMING

If a trap is spotted using an Awareness Check versus the Trap's UC (plus Concealment if applicable), players may attempt to disarm the trap with a Security Check against the same UC. Once disabled, the trap is considered disarmed. However, it can be reset by the characters for the same UC as the Security check to disarm it.

## TRIGGERING TRAPS

If a character enters a trap's trigger range, it activates. They still have a chance to dodge or block. The UC to avoid damage and other effects is equal to the trap's creation UC.

## TRAP EXAMPLES

### THE ASSASSIN'S FRIEND

UC: 7

Trigger: Manual Release      Effects: Potion Dispenser, Quickset

### THE CHOMPER

UC: 11

Trigger: Snare      Effects: Alarm, Concealed

### MAJOR INCONVENIENCE

UC: 8

Trigger: Tripwire      Effects: Concealed, Earthshaker

**SILENT ALARM**

UC: 5

**Trigger:** Pressure Plate **Effects:** Alarm, Concealed**TARGET AREA**

A trap's target area is the space where its effects will be applied. Characters standing here will have to dodge or block the trap if it is sprung. Target area is measured in square yards. Each square yard increases UC by 1.

**TRIGGERS**

A trap's trigger determines what will activate the trap. Every type of trigger, except manual, must be placed inside the target area. A trap may have 1 trigger per square yard of target area.

**MANUAL RELEASE**

UC: 1

This requires a creature or player to actively press a button, pull a lever, or some other action for the trap to trigger.

**PRESSURE PLATE**

UC: 2

Applying any weight to this trigger will activate the trap. This trap can be integrated with the natural design to gain the concealment effect without increasing UC.

**SNARE**

UC: 1

The simplest trigger, as it is also the trap. It ensnares one of the victim's legs. They or someone else can attempt to free them with either a Security or Strength check with a UC of 5. In combat, freeing someone from a snare costs 3AP. Can only have a target area of 1sq.yd and the snare and suspended effects.

**TRIPWIRE**

UC: 2

When an unwitting victim stumbles over a tripwire, the trap is activated immediately.

**TRAP EFFECTS**

Effects define what happens after a trap is activated. This ranges from noise alarms and snares to spike pits and moving walls. Without an effect a trap does nothing. Most effects may be taken multiple times.

**ALARM**

UC: 1

A set of bones, a bell, or other noisome arrangement is set off when the trap is tripped, alerting everyone within 20 yards.

**CONCEALMENT**

UC: 2

Increases the difficulty of Awareness checks to find the trap by 2.

**DAMAGE**

UC: 3

The design includes stakes, broken glass, or other dangerous material that inflicts 1d6 damage to anyone in the target area.

**DELAY**

UC: 1

Every time this effect is applied to a trap, it delays the other effects by 1 round.

**EARTHSHAKER**

UC: 4

A wall of earth / rocks either raises / drops down, blocking movement in the target square. This does not cause damage on its own. This can be destroyed if it is directly attacked, making the square difficult terrain.

**PIT**

UC: 1

The trap has been built with a 5 yard deep pit intended to maim or kill any who fall in. Each consecutive purchase increases the pit's depth by 5 yards.

**POTION DISPENSER**

UC: 4

A potion is deployed in 1sq.yd. of the target area. Additional potions can be applied to the same or other portions of the target area. Each potion must be purchased or crafted separately.

**PROJECTILE**

UC: 3

Fires into 1sq.yd. If it misses, it continues until striking something. Maximum range of 10 yards.

**PROTECTED**

UC: 2

This trap has been built with redundancies and false circuits, increasing the difficulty of disarming the trap by 2.

**SERRATED**

UC: 3

Victims injured by the trap suffer from *bleed* for 1d4 rounds.

**SUSPENSION**

UC: 5

Upon triggering, this trap suspends all creatures and items in a 1 sq. yard in a snare or a net high enough to cause minor fall damage when released. In order to get free, they must cut the part of the trap attached to them or remove the limb to which the trap has attached. If this occurs, the trap is considered disabled but also destroyed. As such, no parts may be recovered.

**WIDGET**

UC: 5

A series of pulleys, gears, and other systems are arranged to open trap floors, reveal hidden doors, and similar functions. Typically used in combination with the pit effect, or as a way to hide secret entrances. Each application can move 1 square yard of material.

**WIRED**

UC: 2

When this trap is activated, it triggers all other traps within a 10-yard radius that are also wired.

**XP PROGRESSION**

In Shattered, experience (XP), is the lifeblood of the game and allows the players to advance their characters. While the XP is handled on a session basis, you may wish to award bonus XP for amazing feats or witty dialogue. There are three recommended XP progression tracks for varying play styles.

**Slow:** Base 150xp + 20xp × session number.

**Normal:** Base 150xp + 25xp × session number.

**Fast:** Base 150xp + 30xp × session number.

While we recommend following the XP progression charts, XP can be gained in other ways per GM discretion. For example, a GM could award players bonus XP for performing daring feats or even killing a difficult monster.

# BANK NOTES

**Bank Notes** (shortened to Notes, Nts., or ₳) are the primary monetary system in used on Feneryss. With it, players can purchase equipment, goods, and services. We recommend GMs provide a certain scaling quantity of Notes for each player per session. GMs should feel free to adjust these values if their campaign needs it, but understand this may affect balance. Weapon and armor progression, especially, has been calculated with these numbers in mind.

- Slow:** Starts at 20 Notes times the session number.
- Normal:** Starts at 25 Notes times the session number.
- Fast:** Starts at 30 Notes times the session number.

# MASTERMINDS

Some GM's are content to allow their campaign's narrative and adversaries to unfold on the fly. Others may prefer to have their players' nemesis in mind well before characters even encounter them. In that regard, we have established rules to assist GMs in creating their "Big Bad Evil Guy." We call them Masterminds.

Before the first session begins, the GM creates a character similarly to a normal player character gaining 200 XP to start; however, there are some differences. The Mastermind's stats start at 1 instead of 2 and earns XP at an increased rate. Additionally, their health, armor, and damage grow in relation to the current session.

## EXPERIENCE

Traditionally, Masterminds gain XP at a slightly higher rate than players; gaining a base of 200xp plus a modifier based on the chosen progression (slow, normal, or fast). Of course, while we do not recommend it, the GM may modify these rates as they see fit.

For a balanced game, it is recommended to use half of the Mastermind's XP for stats up to session 10, then 1/3 of the Mastermind's XP on stats after session 10. For ease of use, we have broken down XP into three categories, slow, normal, and fast.

- Slow:** Base 200xp + 25xp × session number.
- Normal:** Base 200xp + 30xp × session number.
- Fast:** Base 200xp + 35xp × session number.

Additionally, Masterminds may increase their stats (but not skills) beyond rank 10. The rank costs of stats beyond 10 are:

### STATS PAST RANK 10

<b>Rank 11:</b> 594xp	<b>Rank 12:</b> 702xp	<b>Rank 13:</b> 819xp	<b>Rank 14:</b> 945xp	<b>Rank 15:</b> 1080xp
<b>Rank 16:</b> 1224xp	<b>Rank 17:</b> 1377xp	<b>Rank 18:</b> 1539xp	<b>Rank 19:</b> 1710xp	<b>Rank 20:</b> 1890xp

## HEALTH, DAMAGE & ARMOR

Each Mastermind begins with a base armor of 3, and a base damage of 2d6. Their health is determined using the same method that is used for players: Strength, Toughness, and Agility add 2 health per rank; Intelligence, Willpower, Perception, and Charisma add 1 health per rank.

## SLOW PROGRESSION

SESSION	PLAYERS		Starting XP		MASTERMIND	
	XP	TOTAL XP	Nts.	TOTAL Nts.	XP	TOTAL XP
1	170	570	20	520	225	425
2	190	760	40	560	250	675
3	210	980	60	620	275	950
4	230	1,210	80	700	300	1,250
5	250	1,560	100	800	325	1,525
6	270	1,830	120	920	350	1,875
7	290	2,120	140	1,060	375	2,250
8	310	2,430	160	1,220	400	2,650
9	330	2,760	180	1,400	425	3,075
10	350	3,110	200	1,600	450	3,525

## NORMAL PROGRESSION

SESSION	PLAYERS		Starting XP		MASTERMIND	
	XP	TOTAL XP	Nts.	TOTAL Nts.	XP	TOTAL XP
1	175	575	25	525	230	430
2	200	775	50	575	260	690
3	225	1,000	75	650	290	980
4	250	1,250	100	750	320	1,300
5	275	1,525	125	875	350	1,650
6	300	1,825	150	1,025	380	2,030
7	325	2,150	175	1,200	410	2,440
8	350	2,500	200	1,400	440	2,880
9	375	2,875	225	1,625	470	3,350
10	400	3,275	250	1,875	500	3,850

## FAST PROGRESSION

SESSION	PLAYERS		Starting XP		MASTERMIND	
	XP	TOTAL XP	Nts.	TOTAL Nts.	XP	TOTAL XP
1	180	580	30	530	235	435
2	210	790	60	590	270	705
3	240	1,030	90	680	305	1,010
4	270	1,300	120	800	340	1,350
5	300	1,600	150	950	375	1,725
6	330	1,930	180	1,130	410	2,135
7	360	2,290	210	1,340	445	2,580
8	390	2,680	240	1,580	480	3,060
9	420	3,100	270	1,850	515	3,575
10	450	3,550	300	2,150	550	4,125



# SHENTORR : MAD NECROMANCER

## A PREBUILT MASTERMIND

Shentorr was once a proficient and powerful Gravekeeper, but she eventually succumbed to madness after being beleaguered by years of battle and loss. It is her true belief that the act of sparking her stitches is actually resurrecting her old friends and colleagues. The greatest success of all is the colossal stitch, constructed from a core made from the remains of her deceased wife. During Shentorr's downward spiral, a heated argument with her wife was ended abruptly when Shentorr slew her in order for them to live together forever.

The once great leader of the **Gravekeepers** now opposes them at every turn. She rarely engages them directly, instead reinforcing the Undead Tide with unique creations of her own, each branded with her personal insignia on their forehead. Shentorr fiercely fights for her "friends," who have been caught up in the Tide, and seeks to crush anyone who would stand between them and their homes. Whether that's the walls of Pulse, or the armadas of Lanis, Shentorr fears no enemy and will stop at nothing to accomplish the goals in her twisted heart of gold.

Race: **Alypse**    XP: **395 Spent / 5 Remaining**    Gender: **Female**  
 Languages Known: **Common, Synthri**

HEALTH	INITIATIVE	DAMAGE
<b>20 / 20</b> <small>Current    Max</small>	<b>1d4</b>	<b>2d6</b>
<b>0 / 1</b> <small>Current    Max</small>	<b>5</b>	<b>3</b>
FATIGUE	ACTIONS	ARMOR

RESOLVE	PHYSICAL
	<b>2 + 0 = 2</b>
RESOLVE	MENTAL
	<b>1 + 0 = 1</b>

PARANOIA	0/1	STRIDE	4
	<small>Current / Max</small>		

ARKANA	
Primaltheurgy	<b>1</b>
Range	Overcast
<b>8 yds.</b>	<b>0/4</b>

CONVICTION
DEATH
<b>Conviction Points: 11</b>
<b>Opposition: Life</b>

		Rank	Rating
STATS & SKILLS	<b>STRENGTH</b>	<b>1</b>	<b>1</b>
	Melee	<b>0</b>	<b>1</b>
	Athletics	<b>0</b>	<b>1</b>
	Intimidate	<b>0</b>	<b>1</b>
	<b>TOUGHNESS</b>	<b>1</b>	<b>1</b>
	Block	<b>0</b>	<b>1</b>
	<b>AGILITY</b>	<b>2</b>	<b>2</b>
	Dodge	<b>0</b>	<b>2</b>
	Hand-to-Hand	<b>0</b>	<b>2</b>
	Acrobatics	<b>0</b>	<b>2</b>
	<b>INTELLIGENCE</b>	<b>5</b>	<b>5</b>
	Arkana	<b>5</b>	<b>10</b>
	Lore: History(Reckoning)	<b>2</b>	<b>7</b>
	Medicine	<b>0</b>	<b>5</b>
	<b>WILLPOWER</b>	<b>1</b>	<b>1</b>
	Resolve	<b>0</b>	<b>1</b>
	<b>PERCEPTION</b>	<b>1</b>	<b>1</b>
	Ballistic	<b>0</b>	<b>1</b>
	Awareness	<b>0</b>	<b>1</b>
	Scrutiny	<b>0</b>	<b>1</b>
Search	<b>0</b>	<b>1</b>	
<b>CHARISMA</b>	<b>3</b>	<b>3</b>	
Devotion	<b>3</b>	<b>6</b>	
Diplomacy	<b>2</b>	<b>5</b>	
Inquiry	<b>0</b>	<b>0</b>	

## TALENTS

CASTING (NECROMANCY) (RANK 2)

CONVICTION (DEATH) (RANK 1)

SCRY

The marshal can force the dead to do their bidding. 1 AP grants the marshal the ability to control a single dead creature within their range of influence and access to all its senses. This connection is too tenuous to engage in combat, and cannot be used on stitches or the undead. Control is lost if the subject is harmed in any way.

OPPOSITION AURA

As their connection with death fades, they grow soft, plump, and healthy. Intimidate checks suffer a -4 penalty and their Nosferatu grace is nullified.

## TRAITS

FLESH MASK

Gain a +2 to Mental Resolve checks.

SNAKETONGUE

If an Alypse succeeds on a Diplomacy, Deceit, or Inquiry skill check, they gain a +1 bonus the next time one of these skills is used against the same target.

HERITAGE

All Alypse gain 2 ranks in Lore: History (Reckoning)

PERSONA NON GRATA

Alypse gain a +1 bonus to Intimidate checks against non-Alypse when their Flesh Mask is not in use.

TIRELESS RETRIBUTION

Alypse take 1 point of *paranoia* per 2 points of *fatigue*, and immediately fall *unconscious* if their *fatigue* exceeds their Physical Resolve.

KISS OF RAGNAROK

On a successful grapple, spend 1 AP to bite target and transfer *paranoia* equal to half the target's Willpower.

ZEALOTRY

Alypse gain 1 bonus conviction point for every rank in Conviction.

# VALKAERUS : DREADLORD OF HEL

## A PREBUILT MASTERMIND

Race: **Human** XP: **398 Spent / 2 Remaining** Gender: **Male**  
 Languages Known: **Common**

		Rank	Rating
STATS & SKILLS	<b>STRENGTH</b>	3	3
	Melee	3	6
	Athletics	0	3
	Intimidate	3	6
	<b>TOUGHNESS</b>	2	2
	Block	2	4
	<b>AGILITY</b>	3	3
	Dodge	0	3
	Hand-to-Hand	0	3
	Acrobatics	0	3
<b>INTELLIGENCE</b>	1	1	
Medicine	0	1	
<b>WILLPOWER</b>	1	1	
Resolve	0	1	
<b>PERCEPTION</b>	1	1	
Ballistic	0	1	
Awareness	0	1	
Scrutiny	0	1	
Search	0	1	
<b>CHARISMA</b>	2	2	
Deceit	0	2	
Diplomacy	0	2	
Inquiry	0	2	

HEALTH	INITIATIVE	DAMAGE
20 / 20 <small>Current Max</small>	1d4	2d6
0 / 1 <small>Current Max</small>	5	3
FATIGUE	ACTIONS	ARMOR

PHYSICAL	2 + 0 = 2
	MENTAL
1 + 0 = 1	
PARANOIA	0/1 <small>Current / Max</small>
STRIDE	4

Valkaerus was born in the year 2386 PR to the prominent nobles of Clan Arrenkath, situated in Nath'Kaartu, capital of the Kallogorryn Empire. Even in his youth, the only child was a towering youth with shoulder length raven black hair, a trimmed goatee, and deep sapphire eyes. For as long as he could remember, he wanted to join the Order of Shattered Steel, the military caste of the Empire. On his seventeenth birthday, Valkaerus swore the oath.

All enlistees were required to perform the Binding, which would form a permanent connection between them and their god, Kaartu'ghal. It would grant him access to an arkane well of power, increased longevity, enhanced strength, and resistance to disease. He was understandably anxious but submitted himself for the sake of the Order and his family's honor.

Valkaerus was frequently at odds with the tasks he was assigned. Policing the lower castes, subjugating foreigners, and exterminating other religions all made the young bladesman uneasy. It felt wrong, even if he couldn't properly explain why. Yet, he believed the Empire must have good reasons for the command. In the name of family and god, he complied.

Then came the turning point in Valkaerus's life. He was tasked to execute a family of rebels, a seemingly happily married couple with six children. The youngest girl begged and pleaded that they were innocent. That they should not be killed for wanting to be free. Still, he complied.

But that atrocity never left him. It haunted his days for weeks and his sleep for all the rest of his years. So the bladesman sought redemption, liberating 'enemies' of the Empire from prisons, purchasing freedom for debt-slaves, and smuggling slaves beyond its reach. He never knew if the people would make it out in the wasteland, but hoped they fared better beyond the iron fist of his fearsome god. For ten years Valkaerus continued on this way until he could no longer dodge the task of public execution. He refused the duty, instead slaughtering his superiors when faced with violence. He anticipated his own execution, but the High Prophets of Kaartu'ghal had other plans.

It was in the company of the Prophets that he learned many truths. The "benevolent" god bound the souls of all his followers upon joining, typically at birth. He drew his power directly from their souls; the larger his Empire, the greater his power. He shared some of this with the High Prophets and the bladesmen of the Order of the Shattered Steel to propagate Kallogorryn's expansion. When presented with this new knowledge, Valkaerus lashed out impotently at the Prophets. They seized him and flung him to a realm where he knew only utter darkness and the company of a mad god. Every moment in this purgatory felt like centuries. True time was immeasurable there.

During his absence, the Empire fell. Tae'k's Crusade, culminating in the Battle at Death's Door, threw the Empire into chaos as its most powerful necromancers were slain. Slaves, debt-slaves, and prisoners pitched an uprising. Turmoil was the new law of the land, and the Empire was helpless to suppress it. Nath'Kaartu was decimated.

Centuries later, Valkaerus was flung from his world of darkness into the gritty gutters of Hel. Kaartu'ghal set out to rebuild his Empire with his last living servant. Though he reigns over the Grave City, dubbed, the Dreadlord, the sole survivor of Clan Arrenkath does so against his will. Bound to his god directly, he can only watch as his hands commit the dark deeds the dying god desires. In moments of control, he still seeks to free the slaves. But time in that other realm has twisted his mind, and his efforts only strengthen the Undead Tide.

### DETERMINATION

Once per day, Humans add half their Willpower as ranks to any skill check.

### FATED

Once per day, a Human may choose to take one die at its maximum, assuring they put their best foot forward.

### HUMAN INGENUITY

Alypse gain a +1 bonus to Intimidate checks against non-Alypse when their Flesh Mask is not in use.

### SKILLED

At character creation, Humans may acquire the first rank of any Non-Combat Skill they desire.

### STUBBORN

Once per day after a Human successfully self-stabilizes, they roll a 1d6 and gain that much health.

## TALENTS

### I AMBIDEXTERITY

Through rigorous life training, the character has adapted to using multiple weapons simultaneously. Reduce penalties for multi-attacks by 2.

### I TAUNT

Successful Intimidate checks in combat force the target to attack the taunting character until one of them is dead or *unconscious*.

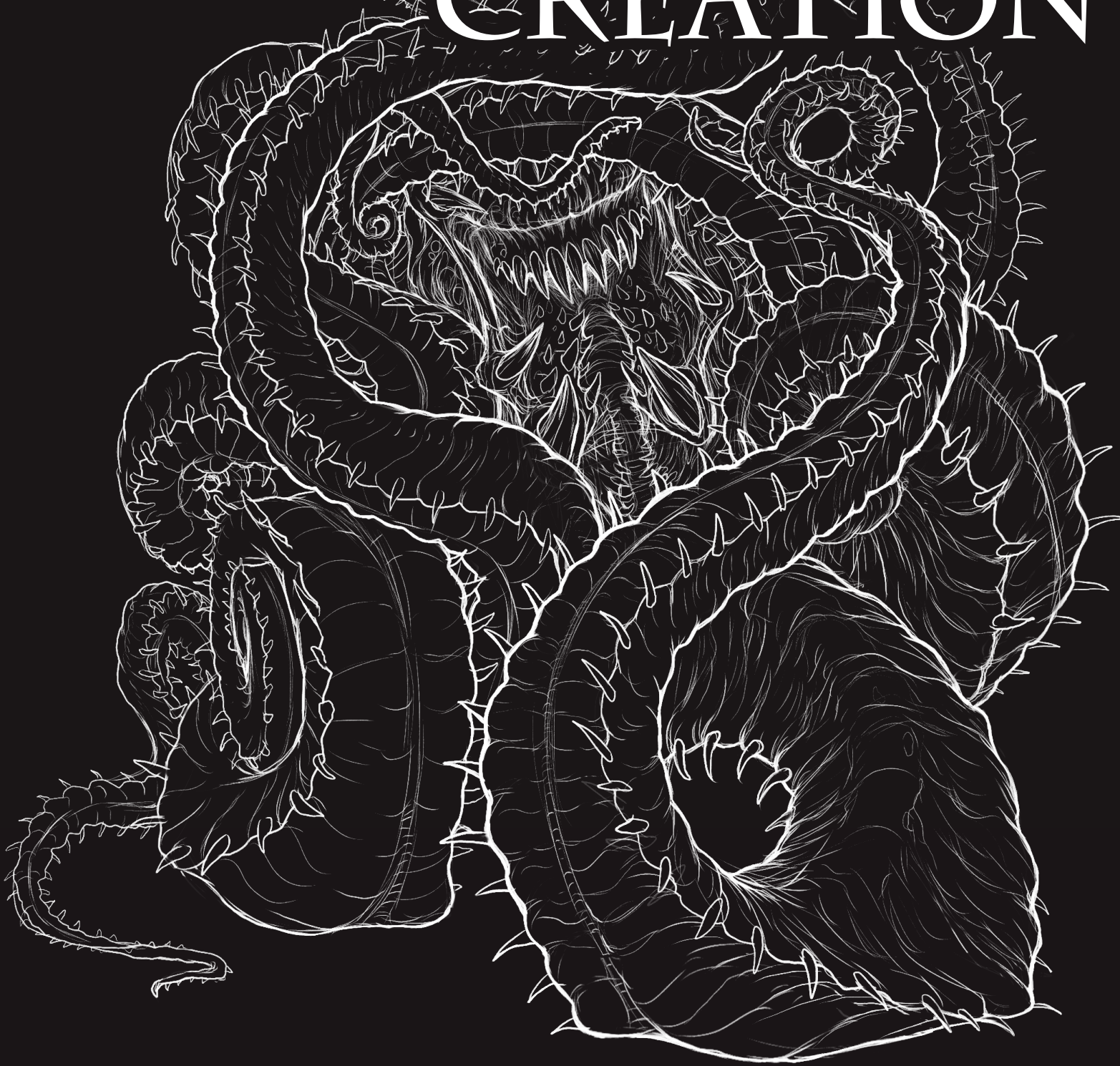
## TRAITS

### BIGOTRY

Humans gain a +1 bonus to Scrutiny against Deceit and Diplomacy checks made by members of the other races. They also suffer a -1 penalty to all other social interactions with all other races.

# CHAPTER 8:

# CREATURE CREATION





Creating unique enemies for a campaign can be challenging. Determining the right amount of health, armor, and damage output can be a daunting task. To reduce the challenge, this creature creation section will guide a GM through the process using toolsets we've developed to do just that.

Once you have a concept, start with the creature's genus, which adjusts its base health and grants it a free trait. Next is size, which modifies the creature's strength stat and block and dodge skills. Larger creatures are stronger and more capable blockers, but poor at dodging since they're larger targets. The opposite is true for smaller creatures. A creature's type will determine how many points it has in stats and skills, its health calculation, armor, base damage, and the number of possible traits. The 4 types from weakest to strongest are: grunt, veteran, lord, and remnant. Grunts are a dime a dozen and common enemies with little skill. Veterans are elevated above the average rank and file and may lead small groups. Lords are very strong foes, typically stronger than any player character during the session for which it is rated. Remnants are absurdly powerful beings, and should be avoided whenever possible.

Once the creature has a clear set of abilities, it still needs attacks and traits to make encounters with the creature unique. Attacks have a base damage determined by the creature's type, and they can be modified with effects like knock back or increased damage. Doing so uses enhancement points, which are also determined by the creature's type. Traits are also limited by creature type, and alter the way an enemy behaves, such as giving it the ability to fly, or see all living things within a certain distance.

Note that stats, skills, and armor cannot be less than 0 and damage cannot be less than 1d6. Health bonuses are added after base health is determined.

## GENUS

When creating a new creature, the genus is selected first. Feneryss bears a plethora of diverse potential enemies, each of which will fall into one of eight genera (shown below). The genus grants a general classification of the creature by grouping it with similar creatures. It also determines its base health and provides a free trait.

### AVIAN

Base Health: 3

These creatures call the wicked, turbulent skies of Feneryss their home, and gain the Flight trait for free.

### BEAST

Base Health: 5

Predators and prey. Each attuned to their own survival in a way that Humanity has never known. These creatures gain the Keen Senses trait for free.

### DRAGON

Base Health: 8

They continue to elude scientific study, and their greatest hunters — the Shade — are reticent on the matter of these great beasts.

### ELEMENTAL

Base Health: 3

These creatures are attuned to an element. Most are affixed to one of the physical elements and often display physical changes to reflect this, such as flaming locks of fur or an earthen hide. They gain the Elemental trait for free.

### FRAGMENT

Base Health: 6

The official Lanisian term for creatures born of Ragnarok, they may possess other monikers in other cultures such as demons, tormentors, or djinn. All such creatures gain the Extract of Ragnarok trait for free.

### HUMANOID

Base Health: 4

While this genus generally denotes Humanity and its descendants, it has also been used to describe creatures with observably sophisticated social structures. If the creature is a member of one of the races they may gain access to their respective racial traits.

### INVERTEBRATE

Base Health: 2

This category is generally reserved for creatures whose bodies are not situated around a central spinal column, though the spinewretch has prompted some scholars to seek a better definition. This can present in many different ways, ranging from formless oozes, to beetles shielded within exoskeletons. Regardless of their form, these creatures gain the Indeterminate Physiology trait for free.

### MECHANICAL

Base Health: 6

Mechanical parts serve a critical function in the physiology of the creatures, but some also possess biological components. Most have unclear origins, and much of Feneryss blames the Drones out of hand. Mechanical enemies gain the Armor trait for free.

### UNDEAD

Base Health: 2

It is believed by some that these creatures are the shadows that living souls cast as they walk the boundary between life and death. They are full given to their baser desire. Regardless of their origins or motivations, their connection to both life and death gives these creatures the Soulsight trait.

### VERDURA

Base Health: 4

Previously a subset of invertebrates, this categorization has been separated on account of the Florvana. These plant- or fungus-based creatures are the heartiest of the flora that Feneryss has to offer and each one gains the Taproot trait for free.

## CREATURE TYPE

Creatures fall into one of four types: **Grunt, Veteran, Lord, or Remnant**. These types primarily dictate the creature's Stats, Skills, Health, and Armor. This is also intended to establish the challenge that they should pose to a party. Grunts are the weakest and will be encountered more frequently than the others. Remnants are considerably more powerful, the greatest of which possess godlike powers, and are best met with an army at the ready.

### GRUNT CREATURES

This is the weakest category of enemies and includes many beasts, random guttersnipes, and common foot soldiers. They are the most prevalent and frequently serve as meat shields for more powerful and important foes.

**Stats:** Grunts start with 1 rank in each stat. At creation they gain 1 bonus rank that can be assigned to any stat. Each session, they increase a single stat by 1 rank.

**Skills:** All grunts start with 0 ranks in each skill. Each session, they increase a single skill by 1 rank. Excluding Stealth and Intimidate, all non-combat skills have effective ranks equal to their respective stats.

**Health:** Grunts start with their base health, plus 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

**Armor:** A grunt starts with a base armor of 0, which increases by 1 every 5 sessions.

**Damage:** Each of a grunt's attacks start with a base damage of 1d6.

**Traits:** Grunts gain 1 trait of any kind and 1 vision trait at creation. They can gain 1 additional trait per 5 ranks in their highest stat.

**Enhancement Points:** Each creature gains enhancement points (EP) equal to their total stat ranks.

## VETERAN CREATURES

Veteran creatures have been elevated beyond the teeming ranks of Grunts either by superior experience, stature, or raw ability. Veterans might include sergeants, alphas, or predatory beasts higher on the food chain.

**Stats:** Veterans start with 1 rank in each stat. At creation they gain 4 bonus ranks that can be assigned to any stat. Each session, they increase a single stat by 1 rank.

**Skills:** All veterans start with 1 rank in each skill. At creation they gain 1 bonus rank to any skill. Each session, they increase a single skill by 1 rank. Excluding Stealth and Intimidate, all non-combat skills have effective ranks equal to their respective stats.

**Health:** Veterans start with their base health, plus 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

**Armor:** A veteran starts with a base armor of 1, which increases by 1 every 4 sessions.

**Damage:** Each of a veteran's attacks start with a base damage of 2d6.

**Traits:** Veterans gain 2 traits of any kind and 1 vision trait at creation. They can gain 1 additional trait per 5 ranks in their highest stat.

**Enhancement Points:** Each creature gains enhancement points (EP) equal to their total stat ranks.

**Traits:** Lords gain 3 traits of any kind and 1 vision trait at creation. They can gain 1 additional trait per 5 ranks in their highest stat.

**Enhancement Points:** Each creature gains enhancement points (EP) equal to their total stat ranks.

## REMNANTS

These are unique persons and creatures that have exceptional strengths and unique abilities. Among them are godlike creatures, including physical manifestations of Ragnarok's psyche, a colossus swimming beneath the dunes of the Ashlands, and even the Historian of All Time. Avoid them at all costs, but if you're mad enough to engage them, an armada of airships is recommended.

**Stats:** Remnants start with 1 rank in each stat. At creation they gain 16 bonus ranks that can be assigned to any stat. Each session, they increase a single stat by 1 rank.

**Skills:** All lords start with 3 ranks in each skill. At creation they gain 3 bonus ranks to any skill. Each session, they increase a single skill by 1 rank. Excluding Stealth and Intimidate, all non-combat skills have effective ranks equal to their respective stats.

**Health:** Remnants start with their base health, plus 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

**Armor:** A remnant starts with a base armor of 3, which increases by 1 every 2 sessions.

**Damage:** Each of a remnant's attacks start with a base damage of 4d6.

**Traits:** Remnants gain 4 traits of any kind and 1 vision trait at creation. They can gain 1 additional trait per 5 ranks in their highest stat.

**Enhancement Points:** Each creature gains enhancement points (EP) equal to their total stat ranks.

## GM NOTE

Remnants and lords should not be introduced into a campaign without careful consideration as they will pose a great risk to your players and may wipe the party.

## LORD CREATURES

Lords are the pinnacle adversarial forces. They are skilled in combat and blessed with superior mental or physical prowess. Potential lords include highly skilled warriors, apex predators, and powerful eldritch monsters.

**Stats:** Lords start with 1 rank in each stat. At creation they gain 9 bonus ranks that can be assigned to any stat. Each session, they increase a single stat by 1 rank.

**Skills:** All lords start with 2 ranks in each skill. At creation they gain 2 bonus ranks to any skill. Each session, they increase a single skill by 1 rank. Excluding Stealth and Intimidate, all non-combat skills have effective ranks equal to their respective stats.

**Health:** Lords start with their base health, plus 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

**Armor:** A lord starts with a base armor of 2, which increases by 1 every 3 sessions.

**Damage:** Each of a lord's attacks start with a base damage of 3d6.

## SIZE

Size has a significant impact on a creature's abilities and mobility. For starters, larger creatures have significantly greater strength and improved ability to block in combat, but their superior size curtails their ability to dodge. The opposite is true for smaller creatures: they are weaker and less capable at deflecting damage, but much more difficult to strike. It also affects how much space they take up. Large-sized creatures and smaller occupy 1 square yard. Huge creatures take up 2 square yards. Massive creatures take up 4 square yards. Colossal take up 9 square yards.

SIZE	BLOCK	DODGE	STRENGTH MOD
	MOD	MOD	
Fine	-5	+5	No Strength to damage
Tiny	-3	+3	1/2 Strength to damage
Small	-1	+1	1 × Strength to damage
Medium	0	0	1 × Strength to damage
Large	+1	-1	1 × Strength to damage
Huge*	+3	-3	1.5 × Strength to damage
Massive**	+5	-5	2 × Strength to damage
Colossal**	+7	-7	4 × Strength to damage

\* Huge creatures gain their full Toughness to their DR.

\*\* Massive and Colossal creatures are treated as airships for the purpose of DR calculation when in combat with opponents smaller than themselves.

# CREATURE ATTACKS

Creature attacks are comprised of a name, enhancements, AP cost, and a primary skill. Every good creature attack starts with a good name.

**Enhancements** do as the name suggests: they improve the attack by adding effects or modifying its performance. Examples include adding the knock prone effect, or giving it an area of effect. They serve to make each attack unique and to give the creature abilities that will challenge the players they are pitted against. Each enhancement requires **enhancement points (EP)** to be spent. The total EP available to a creature is equal to the sum total of its stat ranks. If the GM wants to add a custom enhancement not listed here, they may do so at the cost of 7 EP.

At base, a creature's attack costs 2 AP. This increases for each unique enhancement added to the attack past the third. As an example, adding additional damage dice along with the grapple and life leech enhancements would count as having 3 unique enhancements and the attack's AP would remain at 2. Adding additional damage dice would not change this because it has already been used, but adding the knock prone enhancement would increase the number of unique enhancements to 4 and would consequently increase the attack's AP to 3.

Finally, specify the combat skill that the creature uses for the attack. The skill used also dictates the attack's base range, if any. Melee and Hand-to-Hand attacks have a range of 1 yard and cost 0 EP, where as Ballistic, Arkāna, Psy, and Devotion start with a base range of 3 yards and cost 2 EP.

## GM NOTE

**As a rule of thumb, we do not put a limit on the amount of EP that can be used for a single attack. With that in mind, we recommend that Lords and Remnants use no more than half of their available EP on a single attack.**

### AREA

EP: 6

This attack targets an area with a 1-yard radius, centered on the desired target. Each additional purchase increases the attack's radius by 1 yard.

### CONDITIONS

EP: 4

Choose 1 Condition. The effect lasts for 1d4 rounds per purchase of the same condition (page 85).

### CONE

EP: 4

The attack affects all creatures in a 3-yard cone in front of the attacker. Spend 4 additional EP to increase this to 6 yards.

### DAMAGE DIE

EP: 3

Add +1d6 damage to the creature's attack.

### DAMAGE BONUS

EP: 1

Add a +1 bonus damage to the creature's attack. Cannot exceed the number of damage dice in the attack.

### DEFENSIVE STANCE

EP: 6

The attack deals no damage, but the creature gains Toughness to armor for 1 round. This stacks with the Armor trait.

### DISEASE TRANSMISSION

EP: 4

Choose 1 Disease. On successful hit, the target is afflicted with the disease (page 87).

### ELEMENTAL

EP: 2

Change the attack type to one of the following elements: Air, Earth, Fire, Water.

### FATIGUE

EP: 4

Causes 1 point of *fatigue* per purchase.

### GRAPPLE

EP: 2

Success locks the attacker and target in a grapple (page 85). Must have Hand-to-Hand as the primary skill.

### INFLECT PARANOIA

EP: 3

The creature increases the target's *paranoia* by 1.

### KNOCK BACK

EP: 4

The creature is able to push back opponents 1 yard. Like bullrush, this can be blocked.

### KNOCK PRONE

EP: 4

On successful hit, the target is knocked *prone*.

### LIFE LEECH

EP: 5

After performing a successful melee or hand-to-hand attack, the creature gains health equal to half the damage dealt.

### LINE

EP: 3

The attack strikes all creatures in a 3-yard line in front of the attacker. Additional purchases increase the distance by 1 yard.

### LOSE ACTIONS

EP: 8

Target loses 1 AP per purchase for 1d4 rounds.

### MULTI-STRIKE

EP: 8

The attack is so quick it lands multiple times. Roll the Attack and Damage check twice and apply the results of each. Increases AP cost by 1.

### RANGE INCREASE

EP: 2

Doubles the range of the attack; multiple purchases increase the multiplier by 1. (e.g. 4 points for 3x, 6 points for 4x, etc.)

### RECKONING BLAST

EP: 14

Regardless of success or failure, this ability permanently changes the ground beneath the target to Dangerous Terrain and the ground in a 3-yard radius around them to Difficult Terrain. The attacker ignores the terrain penalties.

### REDUCE COMBAT SKILL

EP: 5

Choose a Combat Skill. This attack now reduces the indicated skill by 1 rank per purchase for 1d4 rounds.

---

**REDUCE NON-COMBAT SKILL****EP: 2**

Choose a Non-Combat Skill. This attack now reduces the indicated skill by 1 rank per purchase for 1d4 rounds.

---

**REDUCE STAT****EP: 6**

Choose a stat. This attack now reduces the indicated stat by 1 rank per purchase for 1d4 rounds.

## TRAITS

Every living and unliving thing on Feneryss has acclimated to the post-Reckoning world. This has led to a great variety of unique survival traits.

Each of the following traits are acquired at a 1:1 ratio, however if a GM wishes to create a custom trait they are welcome to do so, but we suggest that it require 2 traits. A GM may also elect to add fewer traits than allowed or none at all.

A creature's senses are prime among these traits, and every creature has gains one vision-based trait at creation: **Darksight**, **Daysight**, **Dusksight**, **Thermal Vision**, **Sonar**, **Soulsight**, or **Tremorsense**. If the GM wishes, they may sacrifice the creature's senses to gain an additional trait to be used elsewhere.

---

**ARKÄNA**

The creature has tapped into one of the schools of arkäna. The first time this trait is taken, the creature has an effective rank of 1 in the chosen school. Each additional time this trait is taken, the creature's effective rank increases by 3, up to a maximum of 10.

---

**ARKÄNE RESISTANCE**

The creature gains a bonus to their DR against arkäne-based damage equal to half their Toughness. This may only be taken once.

---

**ARMOR**

The creature gains armor equal to half its Toughness.

---

**BIOMOD**

The creature possesses the desired biomod (page 162). They must follow the rules of biomods when purchasing upgrades.

---

**CALL CREATURE**

The creature calls 1 specified creature to its aid, which appears at a location specified by the GM after 2 rounds. This may be taken multiple times to call different creatures, or to call more than one of the same creature.

---

**CONVICTION**

The creature was chosen or is aligned with an aspect. The creature gains access to miracles and auras in accordance with its effective rank in conviction. The first time this trait is taken, the creature has an effective rank of 1. Each additional time this trait is taken, the creature's effective rank increases by 3, up to a maximum of 10.

---

**CORPSE FEAST**

The creature can spend 1 AP to consume a corpse within 1 yard and regain 1d6 health.

---

**COUNTERATTACK**

If the creature is successfully attacked, they may immediately retaliate with a free basic attack. This may only occur once per round and only if the attacker is within the creature's reach.

---

**DARKSIGHT**

This vision enhancement typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light. (Vision rules on page 93)

---

**DAYSIGHT**

Creatures with Daysight are the most dependent on light sources to function, but suffer the least in bright conditions. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness. (Vision rules on page 93)

---

**DUSKSIGHT**

This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness. (Vision rules on page 93)

---

**ELEMENTAL**

The creature gains an affinity towards one of the following elements: air, earth, fire, or water. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment (for example, a creature with an affinity for electricity would gain a +2 bonus against a spell with the volt attribute).

---

**ENHANCED COMBAT SKILL**

The creature has 1 bonus rank in the specified combat skill.

---

**ENHANCED MOVEMENT**

Increases the creature's Stride to Agility + 4.

---

**ENHANCED NON-COMBAT SKILL**

The creature has 1 bonus rank in the specified non-combat skill.

---

**ENHANCED STAT**

The creature has 1 bonus rank in the specified stat.

---

**EXPLOSIVE DEATH**

Everything within 1 yard of the creature takes 1d6 damage on creature's death, which bypasses armor. This can be taken multiple times to increase range and damage one step each.

---

**EXTRACT OF RAGNAROK**

These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

---

### FLIGHT

---

The creature may move their stride in any direction, vertically or laterally, and hover indefinitely.

---

### FLURRY

---

The creature incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

---

### HASTE

---

The creature has 6 AP per turn.

---

### IGNORE TERRAIN

---

The creature may move over difficult terrain without hindrance.

---

### IMMUNITY

---

The creature ignores the effects of one of the following conditions: *stunned, paralyzed, blinded, ablaze, or bleeding.*

---

### INDETERMINATE PHYSIOLOGY

---

Critical successes do not occur as a result of checks made against this creature.

---

### KEEN SENSES

---

The creature gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

---

### MANY FROM ONE

---

Upon reaching 0 health, the creature splits into 1d6 other creatures, which must be specified at creation. This number increases by 1d6 for every size category greater than large.

---

### MARTIAL ARTS

---

Available for Humanoid creatures only. Choose one impact and style from Martial Arts. The first time this trait is taken, the creature's effective rank in the Martial Arts is 1. Each additional time this trait is taken, the creature's effective rank increases by 3, up to a maximum of 10, gaining all chosen abilities and bonuses.

---

### MULTI-GRAPPLE

---

The creature may grapple one additional target.

---

### PSY

---

The creature has tapped into one of the psychic disciplines. The first time this trait is taken, the creature has an effective rank of 1 in the chosen discipline. Each additional time this trait is taken, the creature's effective rank increases by 3, up to a maximum of 10.

---

### REGENERATION

---

The creature heals 1d6 health every round. This can be taken multiple times to increase the number of dice per round.

---

### SONAR

---

More an aural enhancement than a visual one, this allows for observation using reverberating sound waves which build a three-dimensional map of the surrounding area.

---

### SOULSIGHT

---

This type of perception allows the creature to determine if creatures within 100 yards are living, dead, or undead.

---

### SWARM

---

This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkana and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

---

### TAPROOT

---

If the creature is killed, and 3 rounds pass before the encounter ends, the creature resurrects once, returning with half its maximum health.

---

### THERMAL VISION

---

This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

---

### TREMORSENSE

---

The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

---

### UNASSAILABLE

---

The creature can grapple all adjacent enemies thanks to multiple limbs, incredible speed, or some other factor. Initiating a grapple still requires 2 AP per enemy.

# CREATURE LIST

## GRUNTS

NAME	SESSION ◆	PAGE
Anklebiters	2	213
Airship Pirate	4	213
Bogmouth	4	214
Bonehead	18	214
Cadavian	KS 4	215
Carrion	2	215
Chaos Eater	3	216
Cutpurse	1	216
Exotherm	7	217
Gargoyle	9	217
Glass Beetle	9	218
Goreface	19	218
Heartwood Sloth	10	219
Keelmender	KS 15	220
Ku Vash	KS 9	220
Mechanidiver	6	221
Necrite	KS 9	221
Oozing Cultist	1	222
Phage	KS 8	222
Porcelain	KS 11	223
Pusfly	5	223
Putrefact	9	224
Qatil (Larvae)	KS 2	224
Repressed	8	225
Shambler	1	225
Skourge	15	226
Soldier	6	226
Thrask	10	227
Thug	1	227
Vermin	1	228
Wither	KS 12	228

## VETERANS

NAME	SESSION ◆	PAGE
Airship Brigand	5	229
Armored Brute	13	229
Assassin	9	230
Broodhive	4	230
Chirshun	10	231
Chronoghost	KS 7	232
Gatling Beetle	KS 6	233
Hamour	KS 5	233
Harvester	11	234
Hel Knight	15	235
Horrortank	22	236
Ku Vash Queen	KS 10	236
Manticore	2	237
Necrite Hulk	KS 11	237
Pale Raiders	22	238
Pariah	KS 9	238
Qatil (Pupae)	KS 4	239
Raidwolfe	KS 10	239
Red Eye	KS 15	240
Scoundrel	2	241
Sepsis	10	241
Sergeant	7	242
Shadowfiend	9	242
Silicor	4	243
Sklo'Meč	KS 8	243
Skulker	KS 5	244
Slag	6	244
Spinewretch	20	245
Wendigo	15	246
The Wrapped Ones	10	246

## LORDS

NAME	SESSION ◆	PAGE
Admiral	8	247
Asper	10	247
Assassin Savant	9	248
Caelesti	17	248
Coeurfin	13	249
Corrupted Mage	10	249
Hangels	15	251
King Cadaver	3	251
Molten Shiva	16	252
Phased	14	252
Ponderfleisch	8	253
Qatil (Female)	KS 6	253
Rhachis	10	254
Sandman	9	254
Sanguine Knights	23	255
Skathe	KS 13	255
Skywhale	KS 28	256
Smoke Reavers	2	257
Snarler	KS 19	257

## REMNANTS

NAME	SESSION ◆	PAGE
Absolox	19	258
Annalis Misellus	24	259
Dragon Whelp	21	260
Dross Whale	KS 15	260
Impedance	KS 16	261
Kravaa	KS 15	262
Land Kraken	28	262
The Last	31	264
Lazarus	23	264
Nemesis	14	265
Painbearer	KS 16	265
Qatil (Male)	KS 12	266
Raviginis	36	266
Scorn of All	25	267

# GRUNTS

## ANKLEBITERS

HEALTH	ARMOR
16	0

**2** SIZE: Small GENUS: Undead  
SENSES: Dusksight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	1	3	1	1	1	1
1d4	1d4	1d8	1d4	1d4	1d4	1d4
Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	0	1	N/A	N/A	0	N/A
1d4	1d4-1	1d10+1	n/a	n/a	1d4	n/a
Resolve	H2H	Resolve				
0	1	0				
1d4	1d10	1d4				
Intimidate	Stealth	Initiative				
0	0	1d4				
1d4	1d8					

These diminutive undead are the reanimated remains of stillbirths, young children, and abortions. These often disfigured creatures crawl into dark spaces and ambush the living in order to feed. Some, however, can look humanoid enough on a passing inspection to lure in the unaware for feasts of opportunity.

Anklebiters can also occur more commonly from those that are pregnant and die, bursting their way out of their mothers and joining the ranks of the undead. It should be noted that just like most undead, these are unintelligent, their ambush tactics are a result of their diminutive size and being difficult to detect. Fortunately, the anklebiter is exceptionally frail; they are easily dispatched once discovered.

**GRASP & GNAW** **2** SKILL: H2H DAMAGE: 1d6+2

If the target is *unaware* of the anklebiter, it is immediately *grappled* as if the target did not resist. If it is aware, roll Grapple check as normal.

**DUSKSIGHT:** This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

**LEECH:** Whenever the anklebiter successfully grapples a target, it siphons 1d6 health from the target that bypass damage reduction, and heals itself for the same amount.

**SOULSIGHT:** This type of perception allows the anklebiter to determine if creatures within 100 yards are living, dead, or undead.

## AIRSHIP PIRATE

HEALTH	ARMOR
21	0

**4** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	3	2	1	1	3	1
1d4	1d8	1d6	1d4	1d4	1d8	1d4
Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	0	2	N/A	N/A	3	N/A
1d4	1d8	1d10	n/a	n/a	1d10+1d6	n/a
Resolve	H2H	Resolve				
0	0	0				
1d8	1d6	1d4				
Intimidate	Stealth	Initiative				
0	0	1d8				
1d4	1d6					

A normally drunken sailor of the sky who likes their grog and swearing profusely. Nothing is entirely terrifying about them besides their breath. One of these bullies isn't likely to be a problem for a seasoned fighter, but a full crew could spell trouble. Simple tunics and trousers are common, with overcoats and headgear to safeguard their bodies from the chill of high altitudes.

The modern pirate is an opportunist, rarely attacking any target of equal strength or readiness. Privately owned, or even stolen arkänik drives are extraordinarily precious and even pirates will hesitate to endanger theirs without ample reward.

The largest pirate threat comes from city-state sponsored piracy. While these corsairs are rare, their predilection for merciless violence is unrivaled. This is in large part thanks to the hefty bounty usually offered to them per ship sunk, based on its class.

**SALT & BATTERY** **2** SKILL: Ballistic DAMAGE: 2d6+3

The pirate loads a specialized firearm with rock salt to slow the target. It has a maximum range of 3 yards, inflicts 1 point of fatigue.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED COMBAT SKILL (BALLISTIC):** The airship pirate has 1 bonus rank in the Ballistic skill (accounted for).

## BOGMOUTH

HEALTH	ARMOR
24	0

**4** SIZE: Medium GENUS: Beast  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	3	2	1	1	2	1
1d6	1d8	1d6	1d4	1d4	1d6	1d4

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
0	1	0	N/A	N/A	0	N/A
1d6	1d10	1d6	n/a	n/a	1d6	n/a

Resolve	H2H	Resolve
1	1	1
1d10	1d8	1d6

Intimidate	Stealth	Initiative
1	0	1d6
	1d6	

These warted amphibians are found solely in the acidic bogs of Gnawtow Mire, lying in wait for smaller creatures to wander by. They catch their prey using a sticky prehensile tongue then devour their victims whole. Bogmouths rarely leave their homes for any reason as they require the acidic waters to aid with digestion. Small gills seep water through their ribs directly to the stomach; because of this, it is not uncommon to witness a bogmouth “exhaling” the blood and other bodily fluids of their victims during consumption.

**ADHESIVE TONGUE** **2** SKILL: H2H DAMAGE: 2d6+2

The bogmouth lashes out with its adhesive tongue, *grappling* its target in an attempt to drag them into its gullet. This attack has a reach of 3 yards.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**DEVOUR:** Any creature that was hit and successfully *grappled* by an adhesive tongue attack will be dragged inside the bogmouth after a failing to break free from 3 consecutive Grapple checks. Creatures dragged inside the bogmouth take 2d6 damage each round and must make a UC 10 Athletics or Acrobatics check to escape. They may not take any other actions while devoured.

**KEEN SENSES:** The bogmouth gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

## NEMZUL'S NOTE

Bogmouths are surprisingly formidable creatures thanks to the incredulous length of their glossa, or tongue. Spotting a bogmouth before being spotted is key to foiling their dinner plans. Use bright lights and flares to illuminate their highly reflective eyes. Though caution is best advised: fire in a bog is likely to attract attention one would much rather elude.

## BONEHEAD

HEALTH	ARMOR
50	3

**18** SIZE: Medium GENUS: Beast  
SENSES: Blind, Deaf, Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
7	5	4	2	3	3	2
1d10+1d8	1d10+1d4	1d10	1d6	1d8	1d8	1d6

Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
6	4	4	N/A	N/A	0	N/A
3d10+1d4	2d10+1d4	2d10	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
2	0	2
1d10+1d8	1d10	1d10+1d4

Intimidate	Stealth	Initiative
2	0	1d8
1d10+1d8	1d10	

Commonly found in the wastelands to the northeast of the continent, boneheads were previously Human. Unfortunately for them, their mutations were neither beneficial nor benign. Boneheads have gained highly accurate tremorsense to make up for their complete loss of vision and hearing. While previously humanoid, their skin has become a pale tan color. In addition, the majority of the creature's head including their ears and eyes have become entirely engulfed by their massive horns. These creatures hunt in packs with highly coordinated attack patterns. The boneheads received their name from how they attack their prey, lowering their heads and charging their victim. This allows the bonehead's spine to lock into a single column. They use this strength to batter their victim until dead.



**PULVERIZING RUSH** **3** SKILL: Melee DAMAGE: 3d6+1

The bonehead lowers its neck and barrels at full speed, towards a target. If the attack is successful, the target is knocked *prone* 1 yard away.

**JACK HAMMER** **4** SKILL: Melee DAMAGE: 2d6

The bonehead attempts to grapple its target. If successful it pounds its skull into its prey repeatedly until all that remains is a pile of bloody paste. Roll the Attack and Damage check twice and apply the results of each.

**ARKĀNE RESISTANCE:** Boneheads gain a bonus to their DR against arkāne-based damage equal to half their Toughness.

**IGNORE TERRAIN:** Boneheads may move over difficult terrain without hindrance.

**KEEN SENSES:** The bonehead gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

**TREMORSENSE:** The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.



# CADAVIAN

HEALTH	ARMOR
21	0

**4** SIZE: Medium GENUS: Avian  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 1d4	2 1d6	3 1d8	1 1d4	1 1d4	3 1d8	1 1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
0 1d4	0 1d6	1 1d10	N/A n/a	N/A n/a	1 1d10	N/A n/a
Resolve		H2H	Resolve			
0 1d6		1 1d10	0 1d4			
Intimidate	Stealth		Initiative			
1 1d6	0 1d8		1d8			

These ravenous creatures roam the Alecian Plains, scavenging corpses of settlers, slavers, and adventurers alike. The cadavian is a medium sized bird whose head appears to have been fossilized, bearing only a thin veneer of skin to cover its gaunt features. They find carcasses by following essences of death that pervade the world like rivers and capillaries.

Weak when singled out, it is common to find the cadavian in flocks and are occasionally led by a larger alpha, called an Apex, which gains a +2d6 bonus to its attack damage, twice its health and armor, and +1 bonuses to stat and skill ranks. When attacked, they will regurgitate partially digested and fossilized feces, launching them at dangerous speeds from their gullets.

**BILE SPOUT** **2** SKILL: Ballistic DAMAGE: 2d6+2

Like a biological blunderbuss, cadavians use chemical reactions in their digestive tracts to expel compacted, fossilized food particles at their victims. This attack has a range of 3 yards.

**PECK** **2** SKILL: Ballistic DAMAGE: 2d6+2

The cadavian pecks at its target with its beak.

**CORPSE FEAST:** A cadavian can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**FLIGHT:** The cadavian may move their stride in any direction, vertically or laterally, and hover indefinitely.

## NEMZUL'S NOTE

My first witness of these fowl scavengers (pardoning the play, if you please) was in the midst of a greater misfortune whereupon I found myself enveloped by the unholy throes of the Tide. I was traversing Alecia bound for Lokoran with a scathing dossier on the now aptly named War of Fools brewing in my skull. That vile, ivory beak plucking at the flesh of my friends stole away whatever righteous indignation still fluttered in my breast and filled that space with revulsion. I have avoided the eastern flatlands of the Plains ever since.

# CARRION

HEALTH	ARMOR
17	0

**1** SIZE: MEDIUM GENUS: BEAST  
SENSES: DAYSIGHT

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 1d6	1 1d4	2 1d6	1 1d4	1 1d4	1 1d4	1 1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
1 1d8	0 1d4	0 1d6	N/A n/a	N/A n/a	0 1d4	N/A n/a
Resolve		H2H	Resolve			
0 1d4		0 1d6	0 1d4			
Intimidate	Stealth		Initiative			
0 1d6	0 1d6		1d4			

Generally docile, these flightless, avian scavengers have powerful talons to shred through dead flesh. They can survive long stretches of time without a meal and it is considered a bad omen to see them gathering nearby. They become enraged when feasting on the flesh of the undead and will attack anything alive in the area. Undead being eaten by a carrion ignore the birds unless they interfere with their movement.

A plush layer of feathers give them a significantly thicker silhouette than their cadavian cousins, but their size is mostly for intimidation. They are marginally stronger as well, but in the end they are still just scavengers.

**ROTFIEND** **2** SKILL: Melee DAMAGE: 2d6+2

Anytime a carrion deals damage to a target, they suffer *acid burn* for 1d4 rounds.

**CORPSE FEAST:** A carrion can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**KEEN SENSES:** The carrion gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

## NEMZUL'S NOTE

Almost as repugnant as their cadavian cousins, these creatures actually prefer rotting flesh over the living. A little sack of raw meat goes a long way when traveling their scavenging territory. Despite the repulsiveness of this bird, their eggs are quite large and make for a delicious meal. Just avoid breathing while near their nest, they have a habit of marking them with fetid vomit.

# CHAOS EATER

HEALTH	ARMOR
20	0

**3** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	1	3	3	1	1	1
1d4	1d4	1d8	1d8	1d4	1d4	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
0	0	1	1	N/A	0	N/A
1d4	1d4	1d10	1d10	n/a	1d4	n/a
Intimidate	Stealth	Initiative				
1	0	1d4				
1d4	1d8					
Resolve	H2H	Resolve				
0	0	0				
1d4	1d8	1d4				

The bane of wounded soldiers and dying adventurers, the chaos eaters are grotesque, nearly Human scavengers with disproportionate, asymmetric limbs and seemingly fractured facial expressions. Thanks to their heavy exposure to raw magic and the mutations it bore upon them, they are as varied in appearance as any sentient race. They pursue the pulse of raw arkana and the howls of the dying. While stalking prey, they crawl slow and low to the ground but be not fooled. Chaos eaters are capable of supernatural bursts of speed and wield raw arkana to finish their prey before feeding. Most of the flesh on a chaos eater is broken and torn, constantly oozing out streams of a black, eerie essence which acts as their blood. They leave trails of black evaporating discharge they go.

Chaos eaters were all once Human, or at least a sentient race, corrupted and driven mad. The most common areas to find chaos eaters are reality tears, the Tower Lies (within the Wastes of Galaam), and any populated area that may suffer significant loss of sanity. Although they feast on the weak and injured, those close to a mental break, or those that have already felt their minds slip away will suffer a fate worse than death or even undeath. Those poor souls will be turned by the black blood of a chaos eater, doomed to wander the planet as crazed lunatic slowly shattering to the arkane forces.

Although a chaos eater lives, undead completely ignore them. The warped chaos magic fueling them completely masks them from the Soul Sight of undead. It is also worth noting that chaos eaters are physically poor, though it is said older phenotypes will experience a near complete "fracture" that endows them with an awful power.

## CHAOTIC VOLLEY ② SKILL: Arkana DAMAGE: 2d6

The chaos eater vomits pure chaotic energy in a 4-yard line.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED MOVEMENT:** The chaos eater has an increased Stride of Agility + 4

# CUTPURSE

HEALTH	ARMOR
16	0

**1** SIZE: Medium GENUS: Humanoid  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	1	2	1	1	1	1
1d4	1d4	1d6	1d4	1d4	1d4	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
0	0	0	N/A	N/A	0	N/A
1d4	1d4	1d6	n/a	n/a	1d4	n/a
Intimidate	Stealth	Initiative				
0	1	1d4				
1d4	1d8					
Resolve	H2H	Resolve				
0	0	0				
1d4	1d6	1d4				

These individuals use varying tactics such as surrounding the target with children or bumping into the target to slit the purse and steal their Notes or other small valuables. They are clad in ratty, inconspicuous clothing and are visually bland; they easily blend into the crowd.

Chasing a cutpurse on their home turf is about as productive as searching for fresh water in the Maw. Better to cut your losses and let the poor souls be. If you happen to catch one, however, don't expect much of a fight. Don't expect much satisfaction from pulping the impoverished fool, either.

## SHOVE ② SKILL: H2H DAMAGE: 1d6+2

If caught, the cutpurse pushes their assailant with all their might, knocking them *prone* before slipping into the crowd, reducing their target's Awareness by 1 rank for 1d4 rounds.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ENHANCED MOVEMENT:** The cutpurse has an increased Stride of Agility + 4

## EXOTHERM

HEALTH	ARMOR
28	1

**8** SIZE: Small GENUS: Elemental  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	2	3	1	2	3	1
1d10	1d6	1d8	1d4	1d6	1d8	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
3	1	2	N/A	N/A	0	N/A
1d10+1d8	1d8-1	1d10+1d4+1	n/a	n/a	1d8	n/a
Resolve	H2H	Resolve				
1	0	1				
1d8	1d8	1d8				
Intimidate	Stealth	Initiative				
1	0	1d8				
1d10+1d4	1d8					

Exotherms are elusive and dangerous creatures, known for spontaneously combusting as their emotive states travel between extremes. Their explosive nature is caused by the noxious, gelatinous fuel produced in their digestive tract. Any excitement is likely to ignite them, but exotherms are not violent creatures. Quite to the contrary, these reptiles are rather docile and are often harvested to power combustion-based machinery. They are small, scaled creatures about two feet long and six inches tall. They have long snouts, a stubby tail, and short legs with tiny claws. Exotherms are found near highly acidic water sources and eat the plants and small rodents which live around the body of water.

An exotherm with the right temperament, one that is not too excitable, could make for an excellent pet. As long as it is well fed, a single one can fuel a lantern with its flammable gelatin for several hours each day. It should be noted that even a well trained exotherm still runs the risk of ignition, which can lead to serious collateral damage.

### COMBUSTABLE **2** SKILL: Melee DAMAGE: 3d6 EXPULSION

The exotherm vents its digestive tract, lighting any victims in a 1-yard area *ablaze*.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ELEMENTAL (FIRE):** The exotherm has an affinity towards the fire element. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment.

**EXPLOSIVE DEATH:** The exotherm explodes upon death, dealing 1d6 damage that bypasses armor.

## NEMZUL'S NOTE

My bald brows can attest at this time to the adorable and disarming visage of these reptiles. On first sight, I immediately approached, sensing no hostility. They seemed equally as eager to make my acquaintance. So, the gentleman I am, proffered a bite of breakfast from earlier that morn. The nearest declared his excitement with such vehemence that the flames licked my nose and, as previously reported, cooked off my eyebrows.

## GARGOYLE

HEALTH	ARMOR
31	1

**9** SIZE: Large GENUS: Verdura  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	5	2	1	1	3	1
1d10	1d10+1d4	1d6	1d4	1d4	1d8	1d4
Melee	Block	Dodge	Arkāna	Psy	Ballistic	Devotion
3	3	1	N/A	N/A	0	N/A
1d10+1d8	2d10+1	1d8-1	n/a	n/a	1d8	n/a
Resolve	H2H	Resolve				
1	0	1				
1d10+1d6	1d6	1d6				
Intimidate	Stealth	Initiative				
1	0	1d8				
1d10+1d4	1d6					

At first glance, gargoyles can easily be mistaken for armored Florvana. More often they are dismissed as piles of mossy rocks. Gargoyles are flexible moss manipulating a stone skeleton. Over time they gather more sediment in greater quantity and size, theoretically growing ceaselessly until they are slain.

Gargoyles prefer to be left alone while they seek out open areas under thin clouds to sunbathe. Their presence to knowing travelers is considered good luck and often represents fair weather. While most consider them little more than dumb monsters, rumors exist that an enclave of marshals of Light have trained some as guardians or beasts of burden.

### PULVERIZE **2** SKILL: Melee DAMAGE: 3d6+1

While gargoyles are slow to anger, they do on occasion attack by slamming both of their arms to the ground, creating a small crater with a 1-yard radius and knocking anyone caught inside back 1 yard.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**ELEMENTAL (EARTH):** The gargoyle has an affinity towards the earth element. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment.

**SOLAR REGENERATION:** Gargoyles heal themselves for 1d6 health per round that they are exposed to sunlight or when in the presence of a marshal of light.

**TAPROOT:** If the gargoyle is killed, and 3 rounds pass before the encounter ends, the creature resurrects once, returning with half its maximum health.

## NEMZUL'S NOTE

After enduring the horrors of the Tide firsthand, I was in quite the daze. I blame this state of mind for my failure to recognize the gargoyle upon which I sat. Needless to say, the creature wasn't the least enamored with the proximity of my rump and flung me ass over chops a dizzying distance. I earned two broken legs and a shattered wrist for my rudeness. I don't perch on rocks anymore.

## GLASS BEETLE

HEALTH	ARMOR
25	1

**9** SIZE: Medium GENUS: Invertebrate  
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	1	4	1	1	7	1
1d6	1d4	1d10	1d4	1d4	1d10+1d8	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
0	0	2	N/A	N/A	4	N/A
1d6	1d4	1d10+1d6	n/a	n/a	2d10+1d8	n/a
Resolve	H2H	Resolve				
1	0	1				
1d6	1d10	1d6				
Intimidate	Stealth	Initiative				
2	0	1d10+1d8				
1d10	1d10					

These small swarming insects are considered to be pests by the Shade. They collect in colonies that can range from a few hundred to several thousand and have a tendency to build large labyrinthine nests by burrowing into the caps of the obsidian spikes found in the Glass Forest. The process these beetles use to break down stone is also used to defend the nest, each one capable of hurling fiery projectiles that burn at temperatures greater than the Maw itself.

### MAGMATIC BURST ② SKILL: Ballistic DAMAGE: 3d6+3

When threatened, the glass beetle mixes its saliva with other digestive juices, spraying the mixture in a cone up to 6 yards at the threat.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**FLIGHT:** Glass beetles may move their stride in any direction, vertically or laterally, and hover indefinitely.

**INDETERMINATE PHYSIOLOGY:** Critical successes do not occur as a result of checks made against glass beetles.

**SWARM:** This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkana and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

## NEMZUL'S NOTE

The ingenuity of the Shades has ever impressed me. A prime example is their method for combating glass beetles. Rather than burn them, as most would with an insect infestation, they have turned to primaltheurgists who freeze the pests in those thick shells. This nullifies them as a threat, compared to fire, which has a tendency to amplify their danger before they die.

## GOREFACE

HEALTH	ARMOR
46	3

**19** SIZE: Medium GENUS: Undead  
SENSES: Daysight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	3	9	2	4	3	1
1d10+1d4	1d8	2d10+1d4	1d6	1d10	1d8	1d4
Melee	Block	Dodge	Arkana	Psy	Ballistic	Devotion
0	1	6	N/A	N/A	0	N/A
1d10+1d4	1d10	3d10+1d8	n/a	n/a	1d8	n/a
Resolve	H2H	Resolve				
2	6	2				
1d10+1d4	3d10+1d8	1d10+1d4				
Intimidate	Stealth	Initiative				
5	0	1d8				
2d10+1d6	2d10+1d4					

True to their name, gorefaces have the sickening compulsion to cut faces off living victims before turning their bodies inside out. Perhaps more gut-wrenching is their peculiar sense of art: every goreface wears their collection like a robe of hollow emotions. Smiling, frowning, laughing, crying—each fleshy trophy is a twisted impostor of human expression.

### DISEMBOWEL ② SKILL: H2H DAMAGE: 3d6+1

The goreface attempts to grapple its next potential victim. If successful, the goreface tears at their prey's body cavity hoping to feed its compulsion to revel in the viscera of another.

### FACERIPPER ② SKILL: H2H DAMAGE: 3d6

The goreface tackles its victim, knocking them *prone*, and violently rips at their eyes and ears, looking for enough purchase to pull the flesh from their skull. Roll the Attack and Damage check twice and apply the results of each.

**DAYSIGHT:** Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

**FACE OF FEAR:** The goreface has 1 bonus rank in the Intimidate skill. The goreface also gains an additional +2 bonus to intimidate checks if they are currently wearing the face that the characters recognize.

**SOULSIGHT:** This type of perception allows the goreface to determine if creatures within 100 yards are living, dead, or undead.

## NEMZUL'S NOTE

One week prior (it has been that long since I could lay hand on my quill without shaking violently) I endured a waking nightmare. I was dragged from the beauty of dreamless sleep beside my second wife, my blessed Diyana, to the crashing of glass and her shrills of gut-expelling terror. This abomination—the word so poorly expresses the depth of emotion imbued in these harsh scratches—had ripped the face from my life's treasure and wore it like a cheap necklace! A peppering from my pistol slew the monster, but my finger abused the trigger long enough to empty the chambers six times over. I will never love again.