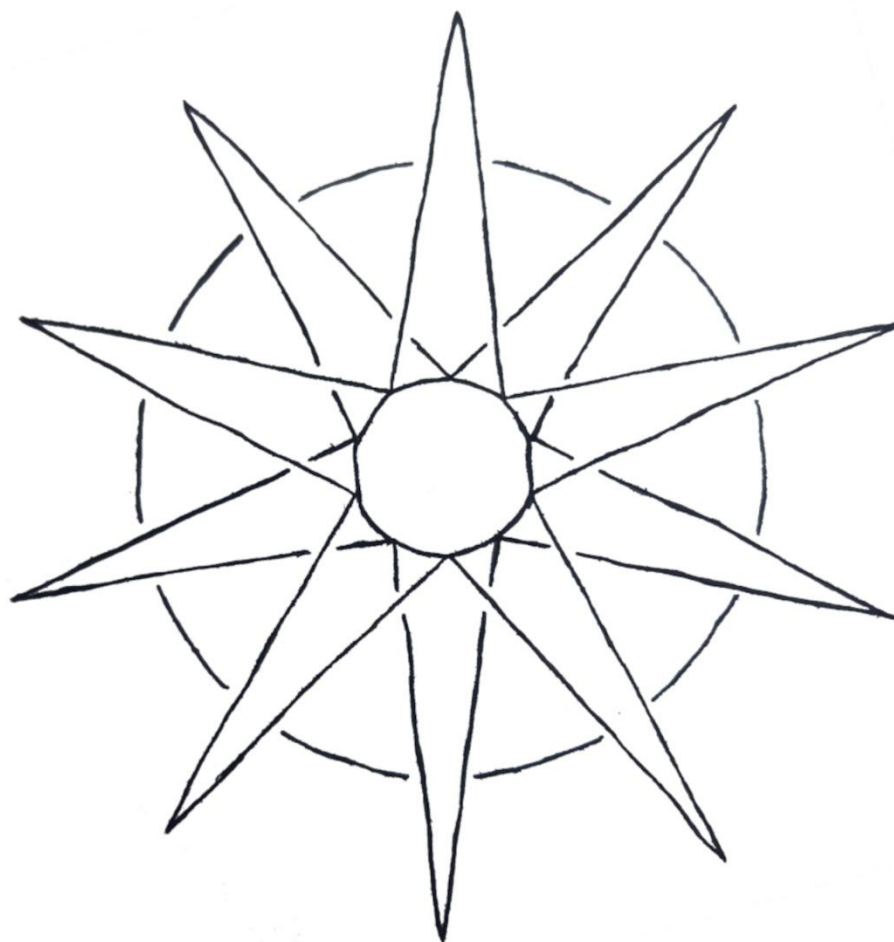


DORYAHL
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HASCRITH

Foreword from Creator

Tiúbh ahgú yqahbhin á Bhérdón Rés! Hello and welcome to Bhérdón Rés. My name is Colm Tomás Kehoe-Nolan and I welcome you to this passion project of mine known as Doryahl which is pronounced as Dor-ee-aahl. Though this is the first foreword I've ever written I hope that it is as engaging and as interesting to you as the story and world are to me.

Bhérdón Rés has been my passion and obsession since I was about fifteen years old and it came from that special kind of creativity that only comes from deep grief and loss. A month after my fifteenth birthday I lost my uncle who in terms of our relationship and his part in my life was much more than my mother's older brother, he was like a father to me. After my uncle Thomas, who this book is dedicated to, died I began using my more creative side as a distraction from the sadness I felt at his loss. That is how Bhérdón Rés – or Vurdune Raeis, as it was called then – came to be. For about a decade of my life I toiled and obsessed over the details of this world, figuring out how the magic worked, creating fantastical creatures and peoples, inventing a history and lineages for the different dynasties, inventing a language, and drawing many, *many* maps. This is a project that I believe has no end, at least none that I can see, and at the time of writing this foreword I have reached a point of contentment with what I have made so that I now feel comfortable sharing it with whoever may find themselves interested.

In the beginning the things that influenced my writings and world building were the books I read and videogames I played at the time, things that in reality I plagerised for the early versions of the world. In the original maps you can clearly see where I stole from *A Song of Ice and Fire*, *The Elder Scrolls*, *The Lord of the Rings*, and *Mistborn*, but with this in mind I worked to change the content I had made. Eventually the world changed and with the introduction of *Dungeons & Dragons* into my life, my creativity began to steal less and really create something that I feel is uniquely mine and something that I can be truly proud of.

For me the most fun and interesting part of creating this game is the huge amount of world building that goes into it and the feeling I get when I sit back and see a new map or a family tree. In this foreword I have included some brief introductions to concepts in the world of *Bhérdón Rés* (pronounced: Vare-down Rays) and more specifically in the continent of *Hascrith* that I feel are important for a first time reader to know and so you will see the titles *On Language*, *On Religion*, *On The Highking*, and *On The Férmóg* following what I have written here.

On Language

Hószcré; or Hascrithian in English is the common language of the Kingships of the continent of Hascrith. Despite varying in accent and dialect, the written form is commonly agreed upon between the different Kingships. Below is a table with a list of the Hascrithian Kingships, how to pronounce them, what they mean, and the ruling King in the year 1096 in the *Era of Kings*.

Note that of the Kingships of Hascrith there are three that do not swear allegiances to the Highking in *Graht Fethyl*. These Kingships are the independent territories *Dahbh Fethyl* and *Saramônah*, and the disputed territory of *Sét del Fethyl* which has been in a state of civil war for about 200 years at the beginning of the year 1096 in the Era of Kings.

Hószcré Name	Pronunciation	English Meaning	King/Queen
Graht Fethyl	<i>Graa-t Feth-eel</i>	Crown Land	Highking Fendon Graht IV
Iúfel Fethyl	<i>Eeoo-fell Feth-eel</i>	Fog Land	King Brenahfary us Radmús II
Belbhac Fethyl	<i>Bell-vack Feth-eel</i>	Bronze Land	Queen Agahr Belbhadon

Qathabh* Fethyl	<i>Chah-thav</i>	Glacier Land	Queen Relathah Bhahra V
Fahjóq* Fethyl	<i>Faa-yowch Feth-eel</i>	River Land	King Ahrbén Iúris II
Dahbh Fethyl	<i>Daav Feth-eel</i>	Dam Land	King Alfons Bhorahnys VI
Sétdel Fethyl	<i>Say-dell Feth-eel</i>	Meadow Land	Disputed: King Brún Dúrmag and Queen Loyah Methis
Saramônah	Sah-rah-moe-nah	A name invented from the word 'Sarañ' meaning 'Humid'	Duke Ôthor Júthah III

*The sound for 'Q' doesn't appear in English and makes a sound similar to the 'ch' in Scottish 'Loch' or the 'خ' letter in Arabic.

In the general setting of the world these are place names you will come across often, however for the book you are about to read I think that it would be important for you to understand the different sounds that letters make when compared with English.

Hószcré contains accents for the vowels and a tilde for the letter 'n', as well as this there is a sound for the letter 'Q' that as you saw above is pronounced like the 'ch' in Scottish 'Loch'. There is also a diphthong 'Bh' which represents the sound of the letter 'V' in English. You may also notice via the word 'Fethyl' that in Hószcré the letter 'y' makes an 'ee' (i:) sound and is considered a vowel. In regards to the accents it is best to separate them into two groups *Fyrah*, meaning the standard ' ' ' accent, and *Szér*, meaning the ' ^ ' circumflex accent. The first of these two groups are the *Fyrah* vowels (á, é, í, ó, and ú) which act the same way as the accented vowels in Gaeilge, Irish. In Irish this accent is known as a *Fada* and like the word *Fyrah* in Hószcré this literally means *long* as in to enlongate the sound of the vowel. I will show the *Fyrah* vowels below in a table that uses English words to show examples of the sounds.

Letter	Sound	Example Word
Á	<i>Aw</i> (ɔ:)	<u>Call</u>
É	<i>Ay</i> (ei)	<u>Eight</u>
Í	<i>Ie</i> (ai)	<u>Eye</u>
Ó	<i>Ow</i> (aʊ)	<u>Now</u>
Ú	<i>Oo</i> (u:)	<u>Blue</u>

The second of the vowel accent groups is the *Szér* (â, ê, ô, and û) which are a little more confusing and significantly less used in Hószcré. The *Szér* letter you will see used most commonly is 'ô' because it is the first letter of God's name; Ôdiséahn, who we will learn more about in this Foreword and at greater length in the book you're about to read. The *Szér* letters are confusing because they don't follow an exact pattern, exactly the same as the table for the *Fyrah* vowel I will show the *Szér* vowels below.

Letter	Sound	Example Word
Â	A short 'A' sound (ə)	<u>Away</u>
Ê	<i>Air</i> (eə)	<u>Where</u>
Ô	<i>Oe</i> (ou)	<u>Home</u>
Û	<i>Uh</i> (ʊ)	<u>Could</u>

The last important thing to understand about pronunciation in Hószcré is the handful of diphthongal (two letter) sounds that appear in words through the language. The most confusing to non-Irish people may be

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the use of 'Bh' for the sound of the English letter 'V', this however is probably the most important diphthong in Hószcré to remember as it appears in many place names, names, and words. Below is a table with the diphthongs, their sounds, and example words like the vowel tables above.

Letter	Sound	Example Word
Ah	A long 'A' sound (ɑ:)	F <u>A</u> ther
Bh	V (v)	<u>V</u> ery
Gh	J (dʒ)	J <u>u</u> dge
Ir	Er (ɜ:)	<u>Tu</u> rn
Iú	Eeoo (i: + u:)	Not present in English
Ōy	Oi (ɔi)	<u>J</u> oin
Sz	A long 'z' sound (z)	<u>Z</u> ebra
Th	A voiceless 'th' sound (θ)	<u>T</u> he
Td	A voiced 'th' sound (ð)	F <u>ath</u> er
Tx	Ch (tʃ)	<u>Ch</u> apter
Ūr	Oor (ʊə)	<u>T</u> ourist
Yr	Eer (ɪə)	<u>H</u> ere

There is a lot more to Hószcré of course than just pronunciation, and for those interested in investigating further into the alphabet, verb conjugations, sentence structure, grammar, etc. there is an extensive explanation of Hószcré to be found in the appendix of this book.

On Religion

Religions in Bhérdón Rés are quite diverse ranging from large-scale widely believed ways of life like *Arady* in most of the continent of Hascrith, to worship of powerful magical beings known as *Dracamyr*, who aspire to be gods in their own rights, and even create dimensions of their own to bring their closest followers; and in some cases, their worst enemies. These *Dracamyr* and their followers tend to fall into a religious group known as *Dahsziúgh*. There also exists primitive, tribal forms of worship that are often pagan in nature and practiced by tribes that live far from the civilised world. Though there have been times in which messengers from the *Arady* and even the High Kings of Hascrith themselves to try and integrate and create peace with these tribes, they prefer to be left alone. The *Leifahian* faith, which is only known to be practiced in the densely forested woodland homes of the *Twybh Sryqó* people on the continent of *Aborford*, is a nature centered religion, which puts *Bhélgun* (The Sun) as their primary God, though little is known of the *Twybh Sryqó* and their religious practices rumours circulate around the lands of *Tamorinth* which neighbours *Aborford* that these people make ritual sacrifices and even cannibalise their enemies.

Central to Hascrith is the faith of *Arady*, a word coming from the adjective *Aratdé*, meaning Peaceful, and the verb *Dyelahbhiú*, meaning Devote. The *Arady* are The Peaceful Devoted and worship the one God *Ôdiséahn* and his celestial wife *Doryahl*. There are three central pillars to the *Arady* faith, *Ôdiséahn*; God, *Doryahl*; the Universe and Magic, and The *Themyr*; Prophets or messengers of *Ôdiséahn*. *Arady* often worship the entire faith, seeing *Ôdiséahn*, *Doryahl*, and The *Themyr* as three parts of one entity, however there are different groups within the faith which place their beliefs entirely on one entity, or one *Themyr* in some cases. Most notably are the mages and mage-knights who do not practice their faith in the typical sense of worship and prayer but still draw magical power from *Doryahl* through intense training and study.

The Hascrithian people themselves are and incredibly religious people and are typically worshippers of all three aspects of the *Arady* faith, using *Ôdiséahn* as a guiding beacon for their lives and work, seeing *Doryahl* as the beautiful and glittering wife of *Ôdiséahn* spreading her magical energy through the entire world of *Bhérdón Rés*, and the *Themyr* as examples of the greatest people to have lived. The *Themyr* are regarded highly regardless of whether a person follows their lessons or not, they are messengers graced with divine prophecy from *Ôdiséahn* himself.

On The Highking

High King Fendon Graht the Fifth is the King of Graht Fethyl and all of Hascrith in the year 1096 of the Era of Kings. He comes from a long line of High Kings that date back to what is taught by the history books as *The Days of Subjugation* which refers to the time when High King Fendon's distant ancestor High King Ferigahr Graht the First, the first High King of Hascrith was still a slave in the continent of Aborford.

The line of High Kings in Hascrith is secured by the fact that High King Ferigahr Graht the First was a prophet of Ôdiséahn and was known as *Themyr Grahtyja*, Prophet High King.

What You'll Need to Play

- **Dice:** A 20-Sided Die (D20), A 12-Sided Die (D12), and a 6-Sided Die (D6) **Remember:** The more of these dice you have the easier the game will be to play!
- **Character Sheets:** You will need a character sheet to keep track of all of your Attribute, Skills, and Abilities. You will find a printable version of the character sheet in Appendix A of this book.
- **Players:** You will need players to go on an adventure.
- **A Game Master (GM):** You will need a GM to craft an adventure in the world and to play of the non-player characters (NPCs)
- **Imagination:** The vast majority of this game requires a degree of imagination to play, don't worry about the world or NPCs as that is part of the GM's job. Player's just need to remember their own characters.

Character Creation

At Level 1:

Starting Attributes:

Roll 2D6, take the higher number then repeat this 5 times and apply the results to your Attribute Scores (Strength, Agility, Fortitude, Willpower, and Faith) as desired.

Standard Loadout: 2, 4, 4, 5, and 6

Starting Skills:

You start the game with 15 Skill Points that you can apply to skills as desire. **Remember:** A skill's score cannot exceed the attribute score associated with it.

Race:

Choose from one of the 20 available playable races and apply abilities as relevant. **Remember:** A Bhányl or Srybhán shorter than 1.5 meters cannot play as an Arcane Mage class.

Starting Abilities:

You start the game with 3 Ability Points. Then, choose a class and apply those Ability Points within the Ability Trees of the chosen class.

Home and Background:

Choose a home and choose a background that fit your idea for your character and apply abilities, items, skills, and money as relevant.

Consult with the map to decide where you will come from.

Maximum Hit Points:

Roll a number of D6s relevant to your chosen race and add your Fortitude score to determine what your maximum hit points will be. **Remember:** Keep track of your maximum hit points throughout the game as this is what your current hit points will return to whenever you take a full rest.

Righteousness Scale:

This scale is akin to an honour scale and works to determine your dedication to Ôdiséahn who is the good and righteous God or how much you have been corrupted by Dahszmús who is the evil and necrotic God.

You always start the game at 0 on the Righteousness Scale and can be given more or have some taken away at any point during the game. This can be triggered by spells, actions in the world, background, class, or any number of other things.

Proficiencies:

You start the game proficient with one language and basic weapons.

Level 2 and above:

Hit Point Increase:

As you level up you gain a XD6+Fortitude addition to your maximum hit points. X is equal to the number of D6s relevant to your race. (e.g. 1D6 for Bháníl, 2D6 for Sryqó, 3D6 for Róto)

Ability Points:

Every level above level 1 you gain 1 ability point.

Skill Points:

Every level above level 1 you gain 1 skill point.

Attribute Points:

Every 4 levels you gain 2 attribute points that must be spent immediately.

Attributes

Attribute	Purpose
Strength	To make Strength based rolls including but not limited to Attacking, A skill roll, Crafting an item, etc.
Agility	To make Agility based rolls including but not limited to Attacking, A skill roll, Sneaking/Stealing, etc.
Fortitude	To make Fortitude based rolls including but not limited to A skill roll, Bush Craft/Hunting, Calculating HP, etc.
Willpower	To make Willpower based rolls including but not limited to Casting a Spell, A skill roll, Telling a tall tale, etc.
Faith	To make Faith based rolls including but not limited to Casting a Spell, A skill roll, Magic Skill, etc.

Skills

Skill	Purpose
Athletics	Your ability to do feats of athleticism
Push, Pull, Lift	Your ability to Push, Pull, and Lift objects
Craft	Your ability to work with artisans tools
Acrobatics	Backflips and stuff
Sneak	Your ability to hide
Sleight of Hand	Your ability to pickpocket and do close up hand based magic
Survival	Your ability to survive in the wildness and look out for things
Wellness	Your ability to fight off illness and to be well
Courage	Your ability to fight off fear and to hold firm during difficult moments
Persuasion	Your ability to persuade with the truth
Deception	Your ability to persuade with lies
Lore	Your ability to remember things and know things
Investigation	Your ability to investigate fine details
Magic	Your ability with magic and casting spells
Divinity/Corruption	Your connection with Ódiséahn/Dahszmús
Will to Live	Your ability to survive reaching 0 Hit Points
Perception	Your ability to perceive things that are actually there

Righteousness Scale

You start the game with 0 points in Righteousness, depending on your actions you can become more or less righteous with different abilities being made available to you based on how much or little Righteousness you have. The maximum is 100 and the minimum is -100

Righteousness Value	Ability
-100	You can spend a full year of your life creating a phylactery for your soul, after which time you are considered a lich and are undead Add 2 points to Corruption
-90	Add 2 points to Corruption
-80	You become unmistakeably corrupted and have an aura of dark energy the emanates from you
-70	When you make a critical hit, you can make the damage type Mental
-60	Once per day, you can cast summon demon as a long action
-50	Add 1 point to Corruption
-40	You gain a physical disfigurement as a result of your corruption (hunchback, peeling skin, milky eye, etc.)
-30	You can use Arcane Spell casting with The Corruption of Dahszmús and can now create an Iúbhrô Dô for remembering and casting spells
-20	You become visibly more pale and gaunt from your corruption
-10	Add 1 point to Corruption
0	Nothing
+10	Add 1 point to Divinity
+20	You can cast Summon Familiar
+30	You gain the ability Divine Spellcasting and can craft a Prayer Book
+40	Once per day, you can cast a ritual that takes 30 minutes and exorcizes a demon sending it to hell. While this ritual is happening the demon senses the spell being cast against it and may teleport to you depending on its powers.
+50	Add 1 point to Divinity
+60	Speak with the dead. You gain an ability to cast a 1 hour ritual to speak with someone that is dead, they do not return to a corporeal state but instead communicate through the caster
+70	Hand of Bhélgún. You summon Bhélgún to your aid (Can only be done once per month)
+80	Add 2 points to Divinity
+90	Hand of Ódiséahn. God grants you a wish (Can only be done once per decade)
+100	Ódiséahn grants you a divine prophecy (You are now a prophet)

The Golden Rules

Critical Successes and Failures

Rolling a 20 on a D20 is considered a critical success and always succeeds. Rolling a 1 on a D20 is considered a critical failure and always fail.

The Rule of Cool

If something in this book doesn't exactly cater to your party or campaign needs feel free to add or remove any rules of your own creation.

Rules as Written Versus as Intended

If the base rules in this book are contradicted by a spell description or expansion book always rule in favour of the expansion or spell.

Mountain Noms (Bôcyl Bhányl)

Standing on average at about 1.5m with wider framed bodies, and carrying more fat and muscle than you typical nom. They usually live in and around mountains and hills. They can have the same skin tones as humans.

Darksight: You can see clearly but without colour up to 6m/30cm while in absolute darkness.

Artisan Culture: You gain proficiency with one artisan's tool of your choice.

River Noms (Fahjóq Bhányl)

About 1.3m in height, River Noms have slim bodies, usually no hair and long arms and legs. River Noms don't have an ability to breath under water however, they tend to have much large lung capacities than other noms because of generations of river hunting. River noms skin tone has variety like humans.

Powerful Lungs: You can hold your breath for up to 1 hour.

One with Water: You have advantage when sneaking in a watery environment.

Grassland Noms (Sétdeł Bhányl)

About 1.4m in height with a normally slim and long build. They usually have brown or ginger hair and are pale and freckled. These Noms tend to inhabit vast grasslands, setting their homes inside of meadows, and raising livestock.

Artisan Culture: You gain proficiency with one artisan's tool of your choice.

Natural Survivor: You gain an extra point in Survival (Fortitude).

Sand Noms (Fet Bhányl)

About 1.3m in height Sand Noms have adapted their lifestyles to suit the harsh climates of the deserts of Maritok. This particular type of Nom, though visible all around the world now, is believed to have originally existed for thousands of years undisturbed by outsiders in small societies or religious cults. They typically have dark brown or red coloured skin and grow thick curly black hair and can grow thick beards.

Accustomed to Hunger: You can go can fast for up to a week without suffering a point of hunger.

Sand Walker: You do not suffer the effects of difficult terrain.

Snowy Noms (Íúróq Bhányl)

Usually about 1m tall, Snowy Noms are similar in a way to Mountain Noms in that they tend to live near mountains, other than that however these Noms are only like their kin in their limited magical abilities. They have pale skin and have an extra amount of fat around their bodies from thousands of years of adapting to the harsh cold of the polar ice caps. Only two known communities of Snowy Noms exist, one at each pole of the planet, they have an unknown secretive society and have an intricacy to their building similar to Mountain Noms.

Accustomed to Hunger: You can go can fast for up to four days without suffering exhaustion.

Natural Nomad: You always remember where you have been and you can orient yourself in any environment.

Small Noms (Bhánylbhiúg)

Widely considered the most naturally intelligent of the humanoid beings, Bhánilbhiúg or Small Noms tend to max out their height at between 0.5m and 0.7m. This makes their IQ point to body weight ratio insane. They have a wide variety of skin tones like humans and naturally have brown, black, and blonde hair. They're typically very slim and have bodies proportional to adult humans.

Small Frame: You count as Tiny.

Inventor Culture: You gain proficiency with one Artisan's Tools

Naturally Stealthy: You gain an extra point in Sneak (Agility)

Sryqó

Sryqó are a magical people, in their veins flows the essence of Ódiséahn which allows them to draw from his infinite power. Sryqó are a diverse and incredibly social people who use magic in their day to day lives for all sorts of conveniences. With all the same skin tones as humans.

Age: Sryqó reach adult maturity between 16 and 18 and can live until 90, sometime even 100 or more.

Height: Sryqó typical stand at between 1.6 meters and 1.8/2.0 meters when fully matured.

Speed: 21cm

Health: 2d6

Size: Medium.

Languages: 1 Language of the player's choice.

Earth Sryqó (Boc Sryqó)

Typically pale skinned and broad shouldered, Boc Sryqó usually live in cities or rural towns alongside Mountain Noms and Small Noms.

Darksight: You can see clearly but without colour up to 6m/30cm while in absolute darkness.

Innate Spellcasting: You gain an extra point in Magic (Faith)

Grass Sryqó (Sét del Sryqó)

Found living mostly in the meadow lands known as Sét del Fethyl in the south-west of Hascrith, Sét del Sryqó live in harmony with the nature around them. They seek adventure and exploration, they seek to know the world's many secrets. The Sét del Sryqó have been in a civil war for about two hundred years and has no clear signs of stopping soon, fighting against the Róto Sét del of the southern part of the islands of Sét del Fethyl.

Musical Culture: You gain proficiency with one musical instrument of your choice.

Natural Nomad: You always remember where you have been and you can orient yourself in any environment.

Sea Sryqó (Óqiúr Sryqó)

Sea Sryqó are often referred to as Merfolk because they have webbed hands and feet as well as gills that allow them to live under water. Their skin tones are a mixture of pale blues, dark blues, and greens and their hair is textured like seaweed.

Water Breath: You can hold your breath underwater for up to eight hours.

Swimming Speed: 14cm

Snow Sryqó (Íúróq Sryqó)

Just like their Snowy Nom brethren the Íúróq Sryqó are only located in tribes at the north and south poles of Bhérdón Rés, they are strong and resilient to the harshness of polar environments. They are nomad and move around with the patterns of the weather, usually staying close to the coast of their polar continents.

Accustomed to Hunger: You can go can fast for up to a week without suffering exhaustion.

Snow Nomad: You have advantage on Survival (Fortitude) checks when trying to navigate in snowy environments.

Sand Sryqó (Fet Sryqó)

Mostly coming from the desert wastes of Maritok it is seldom that you would come across the reclusive and hermit-like Fet Sryqó. The vast majority of the Fet Sryqó live in vast libraries and monasteries built all over central Maritok.

Preserver of Knowledge: You gain an extra point in the Lore (Willpower) skill.

Sand Walker: Loose sand and gravel does not count as difficult terrain for you.

Wood Sryqó (Twybh Sryqó)

The woodland Sryqó that can be found in and around most of the forests in Bhérdón Rés, it is rare to see the peace loving Twybh Sryqó anywhere near the chaos and noise of a city.

Climbing Speed: You have a climbing speed of 20cm

Innate Spellcasting: You gain an extra point in Magic (Faith)

Srybhán

Srybhán are the offspring of any Sryqó and any Bhánil, they make up the largest portion of the population of Graht Fethyl.

Age: Srybhán reach adult maturity at about 21 years of age and can live until 90, sometime even 100 or more.

Height: Srybhán grow to about 1.8 meters in height, but can be as short as 1 meter.

Speed: 14cm (if 1.5m-) or 21cm (if 1.5m+)

Size: Small or Medium.

Health: 1d6 or 2d6

Languages: 1 Language of the player's choice.

Jack of all Trades: You gain 2 skill points

Róto

The Róto or Giant Folk come in as wide a variety of skin tones and forms. Their most distinguishing characteristics are the fact that all of them grow to be excess of 3.5 meters and that they are extremely attuned to the presence of Doryahl in the world and as such have a lot of natural magical aptitude.

Age: Róto reach adult maturity at about 14 or 15 years of age and can live to be 110 or 120 years old with the exception of Róto Bocô who usually kill each other before 30.

Height: 0.5 – 1.0 meter (Baby), 1 – 2 meters (Child), 2 – 3 meters (Adolescent), 3 – 4.5 meters (Full Maturity)

Speed: 28cm

Health: 3d6

Size: Medium (less than 3 meters tall), Large (3+ meters tall)

Languages: 1 Language of the player's choice.

Rock Giant (Róto Bocô)

Large and lumbering with grotesque faces and fat round bodies with sexual habits akin to rabbits, Róto Bocô are the most common of the giant folk and typically live in tribes of up to 10 and act on base instinct. They are violent and lack all form of common sense. Tribes usually kill themselves out fast. Though Róto Bocô are typically something to avoid, there are a few outliers in terms of behaviour and they typically act in a manner that is civil and friendly; these are called the Buntava and they are native to mountains in the north of Tamorinth across Rótóqiur qét Themyr Grahtyja to the east of Hascrith.

Darksight: You can see clearly but without colour up to 6m/30cm while in absolute darkness.

Brutal Culture: You gain proficiency with unarmed fighting.

Sky Giant (Róto Íuryahl)

Typically live in small family units at the highest and coldest peaks of mountains, they are often referred to as 'Goliaths' or 'Glydér' (meaning 'To Glide') is Hószcré, this is a reference to the Róto Íuryahls' ability to glind through certain types of rocks.

Earth Glide: You can move at a rate of 5cm through solid stone. You are limited by how long you can hold your breath (Fortitude in minutes)

Mountain Dweller: You do not suffer any negative effects from being at high altitude.

Fire Giant (Róto Yr)

Typically live in large volcano based communities, their skin looks like running lava, and their hair is typically either bright orange or the deepest of blacks. Róto Yr are extremely family oriented and remember insults forever.

Fire Resistance: You are resistant to Fire damage and only take half damage against Fire.

Weapon Training: You gain proficiency with one weapon of your choice

Sea Giant (Róto Ógill)

Often lone-hunter types, they're known to be able to hold their breath for 8 hours at a time while they dive into the deep ocean to find their food.

Water Breath: You can hold your breath underwater for up to eight hours.

Swimming Speed: 25cm

Meadow Giant (Róto Sétdel)

Often grow long hair similar to a cow's and live in large nomadic communities, usually in meadows or river lands.

Natural Nomad: You easily recall anywhere you've been and can always orient yourself while above ground.

Natural Survivor: You gain one extra skill point in Survival (Fortitude)

Scaled Giant (Rótdrec)

Covered in scales and lizard-like in appearance the Rótdrec can have scales of any colour, sometimes just one colour and sometimes many. The Rótdrec are historically a violent, slave owning people but have begun to stop such things and make up for their wrongdoings in the past. Scaled giants are often just called 'Lizard Folk' or the slurs 'Big Lizards' or 'Snake People' as it is believed that scaled giants were the product of an ancient cult of wizards attempting to strengthen themselves and prolong their lives using reptile's blood.

Four Legs: When moving on your hands and feet you have a movement speed of 30cm.

Darksight: You can see clearly but without colour up to 6m/30cm while in absolute darkness.

Férqó

Férqó are sentient insect people that resemble bipedal ants.

Age: Férqó reach adult maturity at about 15 years of age and can live for up to 70 or 80 years.

Height: Férqó grow to about 2 meters in height, but can be as short as 1.5 meters.

Speed: 21cm

Size: Medium.

Health: 2d6

Languages: 1 Language of the player's choice.

Four Arms: You have four useable arms and can make 1 unarmed strike using a short action.

Soldier Férqó

Soldier Férqó are often more robust and built for battle.

Additional Attack: You can use your extra arms to make an additional weapon attack as a short action

Natural Armour: While not wearing armour your base armour is 10+Agility+Fortitude

Drone Férqó

Typically smaller in stature and much faster in their general movements.

Scuttle: You can move at a rate of 28cm when using all of your legs

Hive Defence: You gain a +2 to Armour when fighting alongside 1 or more of your kind

Worker Férqó

Typically larger in build and more capable of heavy lifting and menial work.

Strong Body: You gain a +1 in Push, Pull, Lift (Strength)

Natural Crafter: You gain a +1 in Craft (Strength)

Backgrounds

A player's background is a means of giving them additional items, skills, abilities, and money to start the game with.

Acolyte

- **Items:** A holy symbol of Ôdiséahn, prayer beads, a prayer book, priest's vestments, common clothes, a quarter staff or walking cane, 5 days of rationed food, and incense
- **Skills:** You gain one point in Divinity (Faith)
- **Abilities:** Ôdiséahn's Blessing (A player may find refuge in any church of Ôdiséahn)
- **Money:** 5 Silver and 20 Copper

Squire

- **Items:** Leather armour or Scale mail armour, Sword or Mace or Bow, A note book, fine clothes, common clothes, a walking staff, and 10 days of rationed food
- **Skills:** You gain one point in Athletics (Strength)
- **Abilities:** Military Rank (Beginning at the lowest rank, you start the game as a member of a military)
- **Money:** 10 Silver and 30 Copper

Farmer

- **Items:** A scythe or hoe, a walking staff, work clothes, common clothes, 20 days of rationed food
- **Skills:** You gain one point in Push, Pull, Lift (Strength)
- **Abilities:** Agricultural Knowledge (You know what can be grown in any environment during any season)
- **Money:** 5 Silver and 20 Copper

Criminal

- **Items:** A forgery kit or a poisoner's kit or a disguise kit, a dark, hooded cloak, common clothes, fine clothes, a dagger, a ledger of criminal contacts, and 5 days of rationed food
- **Skills:** You gain one point in Sneak (Agility) or Sleight of Hand (Agility)
- **Abilities:** "I know a guy." (As long as you are in your home nation, you can spend one week to find a person to find you resources)
- **Money:** 20 Silver and 40 Copper

Gradesman

- **Items:** The tools of your trade, common clothes, work clothes, a hammer and axe, a toolbox, and 5 days of rationed food
- **Skills:** You gain one point in Craft (Strength)
- **Abilities:** The Man for the Job (Once per day, you gain advantage in any Craft (Strength) roll.
- **Money:** 10 Silver and 30 Copper

Slave

- **Items:** Raggy clothes and 2 days of rationed food
- **Skills:** You gain one point in Will to Live (Faith)
- **Abilities:** Go Unseen (Once per day, you gain advantage in any Sneak (Agility) roll.
- **Money:** 1 Silver and 4 Copper

Nomad

- **Items:** A quarterstaff or a walking cane, common clothes, travelling clothes, a map of you home nation, a compass, a bow, and 5 days of rationed food.
- **Skills:** You gain one point in Survival (Fortitude)
- **Abilities:** One with the Land (You have advantage on rolls made to navigate or forage)
- **Money:** 5 Silver and 15 Copper

Aristocrat

- **Items:** A walking cane, a duelling staff, fine clothes, a signet ring, and 30 days of rationed food.
- **Skills:** You gain one point in Persuasion (Willpower)
- **Abilities:** Well Educated (You gain proficiency in one artisan's tools or language of your choice)
- **Money:** 50 Silver and 100 Copper

Illegitimate Aristocrat

- **Items:** A walking cane, a bastard sword, fine clothes, common clothes, and 10 days of rationed food.
- **Skills:** You gain one point in Survival (Fortitude)
- **Abilities:** Upper Class Background (You have advantage on roles to seem sophisticated)
- **Money:** 30 Silver and 80 Copper

Entertainer

- **Items:** A tool kit relating to your performance or skill, a rapier, common clothes, a costume, a makeup kit, and 10 days of rationed food
- **Skills:** You gain one point in Sleight of Hand (Agility) or Acrobatics (Agility) or Lore (Willpower)
- **Abilities:** Charismatic Performer (Once per day, you have advantage on any roll made to entertain a crowd)
- **Money:** 10 Silver and 20 Copper

Royalty

- **Items:** A walking cane, a duelling staff or heirloom sword, two sets of fine clothes, a signet ring and 50 days of rationed food.
- **Skills:** You gain one point in Persuasion (Willpower) or Deception (Willpower)
- **Abilities:** Well Educated (You gain proficiency in one artisan's tools or language of your choice)
- **Money:** 10 Gold, 100 Silver, and 200 Copper

Illegitimate Royal

- **Items:** A walking cane, a cutlass, two sets of common clothes, fine clothes, and 25 days of rationed food.
- **Skills:** You gain one point in Survival (Fortitude) or Deception (Willpower)
- **Abilities:** Courtly Knowledge (You can easily remember the names and details of royal and aristocratic families.)
- **Money:** 2 Gold, 70 Silver, and 120 Copper

Alchemist

- **Items:** An alchemy kit or a medicine kit, a mortar and pestle, common clothes, walking cane, and 10 days of rationed food.
- **Skills:** You gain one point in Craft (Strength)
- **Abilities:** Forager's Eye (You can identify any known alchemical ingredient in the wild)
- **Money:** 10 Silver and 20 Copper

Prisoner

- **Items:** Shackles, a small piece of sharpened metal, raggy clothes, and 3 days of rationed food
- **Skills:** You gain one point in Survival (Fortitude)
- **Abilities:** Intimidating (You have advantage on rolls made to intimidate other characters)
- **Money:** 1 Silver and 5 Copper

Wandering Peasant

- **Items:** Raggy clothes, a pet rat, a bundle, travelling clothes (raggy), and 3 days of rationed food
- **Skills:** You gain one point in Survival (Fortitude)
- **Abilities:** Scrounger (You have advantage on rolls made to find leftover food)
- **Money:** 1 Silver and 5 Copper

Sailor

- **Items:** A belaying pin, 10m of hemp rope, waterproof clothes, common clothes, work clothes, fishing equipment, 10 days of rationed food, and a lucky totem
- **Skills:** You gain one point in Push, Pull, Lift (Strength)
- **Abilities:** Star Traveller (You know how to navigate using the stars and moon alone)
- **Money:** 15 Silver and 35 Copper

Pirate

- **Items:** A belaying pin, 10m of hemp rope, waterproof clothes, common clothes, work clothes, fishing equipment, 10 days of rationed food, and a lucky totem
- **Skills:** You gain one point in Deception (Willpower)
- **Abilities:** Intimidating (You have advantage on rolls made to intimidate other characters)
- **Money:** 20 Silver and 40 Copper

Healer

- **Items:** Medicine kit, common clothes, nurse's scrubs, sewing kit, and 15 days of rationed food.
- **Skills:** You gain one point in Wellness (Fortitude)
- **Abilities:** Diagnosis (You have advantage on rolls made to determine an ailment of any kind)
- **Money:** 10 Silver and 20 Copper

Care-Giver

- **Items:** Medicine kit, common clothes, sewing kit, a holy symbol of Ódiséahn, a walking cane, and 15 days of rationed food.
- **Skills:** You gain one point in Courage (Fortitude)
- **Abilities:** Parental Knack (You have advantage on Persuasion (Willpower) check made against people who you have fed)
- **Money:** 10 Silver and 20 Copper

Homes

Depending on where a player character comes from will determine an additional amount of starting money and items, and in some cases abilities. These additions will be outlined in the following pages.

Graht Fethyl

Rural

- **Items:** A map of your home town/village
- **Money:** 40 Silver and 60 Copper
- **Abilities:** Natural Hunter (You have proficiency in using any kind of bow)

Urban

- **Items:** A map of your home city
- **Money:** 100 Silver and 150 Copper
- **Abilities:** Higher Education (You gain one skill point in Lore (Willpower))

Belbhac Fethyl

Rural

- **Items:** A map of your home town/village
- **Money:** 50 Silver and 70 Copper
- **Abilities:** Hiker (You don't suffer the effects of difficult terrain while in mountainous terrain)

Urban

- **Items:** A map of your home city
- **Money:** 120 Silver and 170 Copper
- **Abilities:** Air of Affluence (You can blend in to high society gathering with ease)

Qathabh Fethyl

Rural

- **Items:** A map of your home town/village
- **Money:** 25 Silver and 45 Copper
- **Abilities:** Ice Walker (You do not suffer from the effects of difficult terrain while in icy or snowy environments)

Urban

- **Items:** A map of your home city
- **Money:** 75 Silver and 100 Copper
- **Abilities:** Ice Walker (You do not suffer from the effects of difficult terrain while in icy or snowy environments)

Iúfel Fethyl

Rural

- **Items:** A map of your home town/village
- **Money:** 40 Silver and 60 Copper
- **Abilities:** Musical Culture (You gain proficiency in one musical instrument of your choice)

Urban

- **Items:** A map of your home city
- **Money:** 100 Silver and 150 Copper
- **Abilities:** Watery Roads (You have proficiency in using Canal Boats)

Sétdel Fethyl

Rural

- **Items:** A map of your home town/village
- **Money:** 15 Silver and 35 Copper
- **Abilities:** Grassland Hunter (You have advantage with Survival (Fortitude) rolls made to hunt in meadow and grassland environments)

Urban

- **Items:** A map of your home city
- **Money:** 60 Silver and 80 Copper
- **Abilities:** Religious Culture (You gain one skill point in Lore (Willpower))

Fahjóq Fethyl

Rural

- **Items:** A map of your home town/village
- **Money:** 30 Silver and 50 Copper
- **Abilities:** Fishing Culture (You have advantage on Survival (Fortitude) rolls made to go fishing)

Urban

- **Items:** A map of your home city
- **Money:** 80 Silver and 100 Copper
- **Abilities:** Watery Roads (You have proficiency in using Canal Boats)

Ðahbh Fethyl

Rural

- **Items:** A map of your home town/village
- **Money:** 50 Silver and 70 Copper
- **Abilities:** Watery Roads (You have proficiency in using Canal Boats)

Urban

- **Items:** A map of your home city
- **Money:** 120 Silver and 150 Copper
- **Abilities:** Arcane Culture (You gain one skill point in Magic (Faith))

Saramónah

Rural

- **Items:** A map of your home town/village

- **Money:** 20 Silver and 40 Copper
- **Abilities:** Island Dweller (You have proficiency in using Fishing Equipment)

Urban

- **Items:** A map of your home city
- **Money:** 50 Silver and 70 Copper
- **Abilities:** Island Navigator (You have proficiency in using Ships and Boats)

Classes

Priest

Divine Spellcasting

You can cast any spell marked with “Divine” in its type. You start with a prayer book that keeps track of your spells and know 5 spells to begin with

Healer

Righteousness

You begin the game with a +1 in Righteousness

- **Novice Healer (1 Point)**
Whenever you make a roll with a healing spell you add +2
 - **Radiant Healer (1 Point)**
Whenever you heal someone, you heal equal to them
 - **Group Healing (2 Points)**
All of your healing spells may target up to 3 additional targets
 - **Passive Healing (2 Points)**
At the beginning of every turn you heal every ally within 14cm of you equal to your Faith score
 - **Regenerative Healing (2 Points)**
Whenever you heal someone you can also choose to remove one type of low level poison or sickness from them.
 - **Potent Healer (1 Point)**
Whenever you make a roll with a healing spell you add 1D6
 - **Purifier (2 Points)**
You can purify food and water at will
 - **Healing Touch (2 Points)**
You can heal an amount equal to your level by touched any target
 - **Resistant Body (2 Points)**
You gain resistance to one damage type of your choice
 - **Defender (1 Point)**
You can use your shield to defend anyone within 2cm of you
 - **Protective Aura (2 Points)**
Once per battle, everyone within 21cm of you gains armour equal to your Faith score
 - **Sentinel Armour (2 Points)**
As long as you move no more than 5cm during a round of combat you add +2 to your armour
 - **Banishing Protector (2 Points)**
Whenever you hit an undead creature it must make a Faith check against you or be banished to another dimension for 5 rounds of combat
 - **Expert Healer (4 Points)**
Whenever you make a roll with a healing spell you add 2D6

Paladin

Righteousness

You begin the game with a +1 in Righteousness

- **Squire (1 Point)**

You gain proficiency in any 5 weapons and/or armours of your choice

- **Holy Warrior (1 Point)**

You add your Faith score to melee attacks

- **Smiting Strike (2 Points)**

Whenever you attack may expend a spell slot and add 1D6 Divine Damage per spell slot used

- **Prayer of War (2 Points)**

You may spend 10 minutes praying and gain an additional +2 damage to all attacks for the next 24 hours

- **Smite the Wicked (2 Points)**

All damage you deal to undead is Divine

- **Champion of God (1 Point)**

You add your Divinity (Faith) Score to attack rolls

- **Oath of Protection (2 Points)**

All allies within 21cm of you get a +1 to armour

- **Divine Sense (2 Points)**

You can use a long action to sense if there are any undead creatures within 28cm of you

- **Oath of Health (2 Points)**

All allies within 21cm of you gain +2 HP at the beginning of each of your turns

- **Blessed Tank (1 Point)**

Once per battle, you can add your Faith score to your armour

- **Walking Shield (2 Points)**

You can use your shield to defend anyone within 5cm of you

- **Blessed Blood (2 Points)**

You have immunity you poisons

- **Shield Wall (2 Points)**

You can duel wield shields

- **Divine Crusader (4 Points)**

You add 2D6 Divine damage to all attacks made with melee weapons

Shaman

Righteousness

You begin the game with a +1 in Righteousness

- **Druidic Lifestyle (1 Point)**

You gain a point in Survival (Fortitude)

- **Wild Forms (1 Point)**

You can transform into any creature of equal or lesser level to you as long as you have seen it in a book or in person

- **Lycanthropy Immunity (2 Point)**

You are immune to the negative effects of Lycanthropy but can still get the curse

- **Monstrous Transformations (2 Points)**

You can transform into any monster of equal or lesser level to you as long as you have seen it in a book or in person

- **Flora Forms (2 Points)**

You can transform into any plant as long you have seen it in a book or in person

- **Ritual Caster (1 Point)**

You can cast any spell as a ritual without using a spell slot, spending 10 minutes per spell slot on the ritual

- **Premonition (2 Points)**

You can reroll any one roll once per day

- **Exorcism (2 Points)**

You can cast a 1 hour long ritual to remove any one curse

- **Quickened Rituals (2 Points)**
Rituals take half the time to cast for you
- **Sheppard (1 Point)**
You can tame any wild animal by making a Survival (Fortitude) check of 7 or greater
 - **Friend of Nature (2 Points)**
You can speak with wild animals
 - **Warrior Pets (2 Points)**
Any wild animal that is loyal to you will fight for you
 - **Tree Speaker (2 Points)**
You can speak with plants and trees
 - **One with Nature (4 Points)**
You have advantage on all nature based rolls (including spells)

Warlock

Righteousness

You begin the game with a -1 in Righteousness

- **Corrupted Soul (1 Point)**
You can choose to make any Divine damage Necrotic instead
 - **Chaotic Control (1 Point)**
You can reroll 1s and 2s on spell damage dice
 - **Void Walker (2 Points)**
You can teleport up to 21cm to anywhere that you can see
 - **Void Sight (2 Points)**
You can see anything invisible within 21cm of you
 - **Redirect Spells (2 Points)**
Once per day, whenever a spell is made against you, you can choose to make a Willpower roll against the caster to redirect it to any target of your choice
 - **Fiendish Fighter (1 Point)**
You add 1D6 Fire or Necrotic damage to melee attacks you make
 - **Necromancer's Touch (2 Points)**
You can deal Necrotic damage up to your level by touch
 - **Swords of Hell (2 Points)**
You can conjure a number of swords equal to your Magic (Faith) score that are all directed at one enemy in sight
 - **Corrupting Stare (2 Points)**
You can make a Willpower roll against anyone to attempt to mind control them for up to 1 hour, you repeat the Willpower roll every turn as long as the person is corrupted by you
 - **Unholy Defence (1 Point)**
Once per battle, you may increase your Armour equal to the number of points you have in the Corruption skill on the character sheet
 - **Luck of Dahszmús (2 Points)**
Once per day, you can reroll one of any other character's rolls
 - **Life-Stealing Strike (2 Points)**
You gain life equal to the damage you deal to other characters
 - **Unnatural Dodge (2 Points)**
You can increase your Armour by 5 as a reaction
 - **Child of Corruption (4 Points)**
You add 2D6 Necrotic damage to all spell attacks that you make

Warrior

Weapon Mastery

You become proficient with 5 Weapons of your choice

Soldier

- **Weapon Speciality (1 Point)**

You may choose one weapon to permanently gain +2 on attacks with

- **Swordsman (1 Point)**
As a reaction you may make one sword attack against someone in range
 - **Storm of Swords (2 Points)**
You have an extra attack as long as you are using a sword
 - **Blade's Finesse (2 Points)**
You reroll 1s and 2s on damage with swords
- **Axeman (1 Point)**
As a reaction you may make one axe attack against someone in range
 - **Headsmen (2 Points)**
With GM's discretion, on a critical hit you either behead the enemy or deal an additional 4D6 of damage
 - **Mighty Cleave (2 Points)**
Once per day, you may use your long action to roll an attack with an axe that will deal an additional 2D12 damage
- **Hammer Jockey (1 Point)**
As a reaction you may make one hammer attack against someone in range
 - **Skullcrusher (2 Points)**
With GM's discretion, on a critical hit you either crush the enemy's head or deal an additional 4D6 of damage
 - **Loyal Hammer (2 Points)**
Any hammer you use counts as a thrown weapon with a maximum range of 15m or 35cm and will always magically return to your hand
 - **Weighted Head (2 Points)**
Hammers you use deal an addition +2 damage
- **Duel Wielder (1 Point)**
You may duel wield any light weapon that you are proficient with
 - **Ambidextrous Finesse (2 Points)**
Duel wielded weapons do not need to be light but cannot be heavy or two-handed
 - **Master-at-Arms (4 Points)**
You gain proficiency with 10 weapons of your choice

Hunter

- **Novice Hunter (1 Point)**
You gain one point in Survival (Fortitude)
 - **Bowman (1 Point)**
You gain proficiency in Short Bows, Longbows, and one type of Crossbow
 - **Precise Shot (2 Points)**
Once per day, you may gain advantage on a ranged attack
 - **Disarming Shot (2 Points)**
Once per day, you may choose to have an enemy make a Strength roll against the amount of damage that was done to them with this attack. On a failure they drop the weapon they are holding
 - **Multi-Shot (2 Points)**
You gain an extra attack when using ranged weapons
 - **Beast Lore (1 Point)**
You have advantage on any Lore (Willpower) roll made for knowledge about fauna of any kind
 - **Animal Companion (2 Points)**
You get an additional character sheet containing the stats of an animal companion who levels up alongside you
 - **Empowered Pets (2 Points)**
Your animal companion gets an addition 1D6 of HP every level
 - **Helpful Familiar (2 Points)**
You get a pet ally that can aid you in basic tasks
 - **Stealthy Familiar (2 Points)**
Your pet ally has a Sneak (Agility) skill equal to double your Sneak (Agility)

- **Stalker (1 Point)**
You have advantage on Survival (Fortitude) rolls when attempting to track a single enemy
 - **Predator's Instinct (2 Points)**
You have advantage on Lore (Willpower) rolls made to uncover information about anything that you are tracking
 - **Stalker's Persistence (2 Points)**
You can go up to 7 days without food before suffering from hunger
 - **Expert Hunter (4 Points)**
You have advantage on all rolls made to do with hunting

Berserker

- **Primal Rage (1 Point)**
While in battle you can use your Primal Rage ability to gain advantage on attack rolls. Primal Rage lasts as long as you remain in combat.
 - **Divine Zealot (1 Point)**
Once per day, if you would fall to 0HP you instead fall to 1HP
 - **Unholy Fury (2 Points)**
While using your Primal Rage ability all damage you deal is Necrotic
 - **Blind Rage (2 Points)**
While using your Primal Rage ability you have resistance to Blunt, Slashing, and Piercing damage
 - **Psychotic Endurance (2 Points)**
While using your Primal Rage ability you can reroll 1s and 2s on damage dice
 - **Drunken Anger (1 Point)**
You gain any and all benefits of Primal Rage while intoxicated
 - **The Grand Improviser (2 Points)**
You are proficient with improvised weapons (i.e. a chair, table, piece of stone, etc.)
 - **Drunken Speed (2 Points)**
While intoxicated you have an extra attack
 - **Intoxicated Resistance (2 Points)**
While intoxicated you have resistance to all forms of damage
 - **Bull's Fury (1 Point)**
While using your Primal Rage ability you deal an additional 1D12 of damage with all attacks
 - **Bloodlust (2 Points)**
While using your Primal Rage ability you deal an additional 1D6 of damage to anyone that is below their maximum hit points
 - **Mighty Horns (2 Points)**
You grow a pair of bull's horns that count as weapons and deal 2D6 of damage
 - **Stone Endurance (2 Points)**
Once per day, you can use your reaction to reduce any damage dealt to you by 1D12
 - **Anger Incarnate (4 Points)**
While you are using Primal Rage you do not fall unconscious after hitting 0HP, you instead receive permanent bodily damage from incoming attacks

Martial Artist

- **Unarmed Novice (1 Point)**
You gain proficiency with unarmed strikes and deal 1D6 (B) Damage with your unarmed strikes
 - **Elemental Adept (1 Point)**
Your unarmed strikes deal elemental damage (Fire, Cold, Lightning, Thunder, or Force) which you choose when dealing the damage
 - **Champion of Air (2 Points)**
Once per day, you can use your long action to teleport up to 21cm from your position within sight, you do this in the form of a gust of wind
 - **Flow like Water (2 Points)**
You gain swimming speed equal to your walking speed and can hold your breath under water for a number of hours equal to your Fortitude score
 - **Flaming Fury (2 Points)**

- When you use Fire damage with your unarmed strikes you gain an additional attack
 - **Move Earth (2 Points)**
Whenever you use an unarmed strike you can cause an earth based projectile to fly at your target dealing an additional 1D6 of damage and rolling a separate attack roll
- **Grappler (1 Point)**
You have advantage on rolls made to grapple
 - **Choke to Death (2 Points)**
You can choke someone unconscious without dealing any damage, you must make contested Strength vs Fortitude rolls
 - **Broken Legs (2 Points)**
When grappling someone's legs if you roll a critical strike you break the target's leg
 - **Broken Arms (2 Points)**
When grappling someone's arms if you roll a critical strike you break the target's arm
- **Blind Monk (1 Point)**
You lose all vision but gain Blind Sight up to 21cm or 9m
 - **Sightless Precision (2 Points)**
As a reaction you may deal an additional 1D6 of damage with an unarmed strike
 - **Enhanced Hearing (2 Points)**
You have echolocation up to 42cm or 18m
 - **Unarmed Expert (4 Points)**
Your unarmed strikes deal 1D12 (B) Damage

Artisan

Artisan Apprentice

You gain proficiency with 5 Artisans Tools of your choice

Inventor

- **Novice Inventor (1 Point)**
You have advantage on rolls made with Artisan's Tools that you are proficient with
 - **Magical Inventor (1 Point)**
Spending 1 week per spell increment you can infuse your inventions with magical spells
 - **Arcane Storage (2 Points)**
You add your Willpower score to rolls made to invent new things
 - **Divine Infusions (2 Points)**
You add your Faith score to rolls made to invent new things
 - **Alchemical Versatility (2 Points)**
You gain the ability to infuse your alchemical inventions with divine or arcane magic spells
 - **Scientific Inventor (1 Point)**
You can build inventions using clockwork technology
 - **Physics Knowledge (2 Points)**
You add your Lore (Willpower) score to rolls made to invent new things
 - **Mechanical Servant (2 Points)**
You can spend 1 week working to create a mechanical servant of your own design. Your mechanical servant has its own stat block and place in the turn order of combat
 - **Enhanced Mechanical Servant (2 Points)**
You can make your mechanical servant into a mountable being, this can be in the form of a cockpit or a saddled back
 - **Chemist (2 Points)**
You have advantage on rolls made to use an alchemist's kit
 - **Blue Printer (1 Point)**
You have advantage on Lore (Willpower) and Agility rolls made to create plans for new inventions
 - **Master Planner (2 Points)**
You gain an attribute point in Willpower and have advantage on Lore (Willpower) rolls made to plan out new inventions
 - **Graphic Designer (2 Points)**

You gain proficiency with one graphic based artisan's tools of your choice

- **Nuclear Inventor (4 Points)**

You gain an attribute point in Willpower and are able to use radioactive materials in your inventions

Weapon Smith

- **Enhanced Weaponry (1 Point)**

All weapons you make benefit from a +1 in damage rolls

- **Melee Weapon Smith (1 Point)**

You gain proficiency in Blacksmith's Tools and have advantage on rolls made to design melee weapons

- **Sword Infusions (2 Points)**

Spending one week per spell increment you can infuse any spell permanently into a sword

- **Axe Infusions (2 Points)**

Spending one week per spell increment you can infuse any spell permanently into an axe

- **Hammer Infusions (2 Points)**

Spending one week per spell increment you can infuse any spell permanently into a hammer

- **Fletcher (1 Point)**

You gain proficiency in Fletcher's Tools and have advantage on rolls made to design bows and crossbows

- **The Perfect Bow (2 Points)**

Whenever you make a new bow it gains +2 in attack and damage rolls

- **Arrow Maker (2 Points)**

You can spend one week per spell increment to infuse 10 arrows with a magical spell

- **Crossbow Crafter (2 Points)**

Whenever you make a new crossbow it gains +2 in attack and damage rolls

- **Gunsmith (1 Point)**

You can use your Fletcher's Tools to design and craft guns

- **Flint Lock (2 Points)**

Guns you craft have +2 to attack and damage rolls

- **Optics Expert (2 Points)**

You can spend 1 week crafting a scope that will double the effective range of any crossbow or gun

- **Rifle Expert (2 Points)**

You can spend 1 week longer designing and crafting any gun to increase its range by double and add one additional damage dice to it

- **Explosives Expert (4 Points)**

You can spend 1 week and use black powder to design and craft explosives such as dynamite

Armour Smith

- **Armourer (1 Point)**

Armour you craft add an additional +1 to armour

- **Blacksmith (1 Point)**

You gain proficiency in Blacksmith's Tools and Tanner's Tools

- **Tanner (2 Points)**

You can craft a full set of any light armour in 1 week, as long as you have the necessary materials

- **Medium Armour Expert (2 Points)**

You can craft a full set of any medium armour in 2 weeks, as long as you have the necessary materials

- **Steel Crafter (2 Points)**

You can craft a full set of any heavy armour in 3 weeks, as long as you have the necessary materials

- **Shield Maker (1 Point)**
Any shield you make gives an additional +1 to armour
 - **Tower Shields (2 Points)**
You can craft shields that provide half cover
 - **Resistant Steel (2 Points)**
Spending one week and casting any spell of your choice you can create shields that provide a form of damage resistance
 - **Weaponised Shields (2 Points)**
You can craft shields with built in weapons
- **Magical Armourer (1 Point)**
You can spend one week per spell increment to infuse a piece of armour with a spell that the wearer can then cast
 - **Divine Aura (2 Points)**
You can spend one week per spell increment working with a priest to infuse a piece of armour with a spell that will produce a passive aura
 - **Adamantine Resistance (2 Points)**
You can spend addition weeks to increase the armour value of any piece of armour by +1 at a rate of 2 weeks per +1
 - **Unbreakable Steel (2 Points)**
Armour you make out of steel or any stronger metal is immune to acid and corrosion
 - **Férmóg's Exoskeleton (4 Points)**
You can use any material taken from a monster to craft new armour

Farmer

- **Agricultural Apprentice (1 Point)**
You gain one skill point in Survival (Fortitude) and one skill point in Push, Pull, Lift (Strength)
 - **Animal Farmer (1 Point)**
You have advantage on Lore (Willpower) rolls made to learn anything about farm animals
 - **Cattle Caterer (2 Points)**
You have advantage on rolls made to befriend bovine animals and can have them fight with you
 - **Herder (2 Points)**
You have advantage on rolls made to befriend any herd or pack animal and can have them fight with you
 - **Poultry Prowess (2 Points)**
You get a sentient pet chicken that is invulnerable to all damage
 - **Crop Farmer (1 Point)**
You have advantage on Lore (Willpower) rolls made to learn anything about crops
 - **In Season (2 Points)**
You gain one point in Divinity (Faith) and now by appearance if a seed is in season or not
 - **Fertile Fingers (2 Points)**
You can grow any food crop in half the standard time
 - **Fast Growth (2 Points)**
You can instantly grow hostile and carnivorous plants for use in battle
 - **Weaponised Livestock (1 Point)**
You gain one point in Persuasion (Willpower) and have advantage on rolls made to convince any animal to fight by your side
 - **Bovine Brigade (2 Points)**
You can magically conjure spectral cows equal to your Magic (Faith) score, they will fight to the death for you
 - **Horse Lord (2 Points)**
You have advantage on rolls made to tame wild horses and you have advantage on Lore (Willpower) rolls made to understand equine husbandry
 - **Rodent Speaker (2 Points)**
You can summon an army of either Rats, Hamsters, Squirrels, or Racoons equal to 5 multiplied by you Magic (Faith) score

- **Agricultural Master (4 Points)**
You gain two points in Survival (Fortitude) and two points in Push, Pull, Lift (Strength)

Arcane Mage

Any Bhányl race or Srybhán shorter than 1.5m cannot be an Arcane Mage

Arcane Spellcasting

You can cast any spell marked with “Arcane” in its type. You also have a spell book and already know 5 spells.

Conjurer

- **Find Familiar (1 Point)**
At will you can cast a long action spell that will allow you to find a small non-combat companion
 - **Arcane Shield (1 Point)**
While not wearing armour your armour score is equal to 10 + Fortitude
 - **Protective Response (2 Points)**
As a reaction you can create a shield that gives you a +5 to armour
 - **Deflection (2 Points)**
You can use your reaction to cause your Arcane Shield to send incoming spells back where they came from
 - **Counter Attack (2 Points)**
As a reaction you can conjure a rat to attack someone that has just attacked you
 - **War Mage (1 Point)**
You gain proficiency with All Armour and Shields
 - **Summoned Weapon (2 Points)**
You can use your long action to summon a Military Weapon. You are proficient with any weapon that you summon this way
 - **Summoned Mount (2 Points)**
You can use your long action to summon a Warhorse
 - **Elemental Conjunction (1 Point)**
You can infuse your Conjure Spells with any elemental damage type that you choose at the moment of casting
 - **Earth Golem (2 Points)**
You can use your short action to summon an Earth Elemental to fight by your side
 - **Watery Warrior (2 Points)**
You can use your short action to summon a Water Elemental to fight by your side
 - **Fire Striker (2 Points)**
You can use your short action to summon a Fire Elemental to fight by your side
 - **Air Assistant (2 Points)**
You can use your short action to summon an Air Elemental to fight by your side
 - **Master Conjurer (4 Points)**
All of your conjurer summon attack with one additional damage dice

Sorcerer

- **Innate Magic (1 Point)**
You get one additional spell to cast per day on top of any that you can already cast
 - **Dark Mage (1 Point)**
You can replace any damage from spells you cast with Necrotic damage
 - **Blood Letter (2 Points)**
You can choose to inflict 1D6 (S) Damage to yourself in order to deal one additional damage dice with a spell you cast
 - **Servant of Dahszmús (2 Points)**
You get -3 points on the Dahszmús/Ôdiséahn scale. Once per day, you can choose to turn any spell attack roll into a critical hit
 - **One with the Shadows (2 Points)**
You can use your short action to teleport up to 21cm. You must be teleporting from a shadow to another shadow

- **Living Swarm (1 Point)**
You can carry a swarm of insects around with you that are loyal to you and your allies
 - **Insect Speaker (2 Points)**
You gain one point in Survival (Fortitude) and can communicate with insects
 - **Deadly Swarm (2 Points)**
You can produce a deadly swarm of insects that attack with one additional damage dice
 - **Hive Mind (2 Points)**
You can telepathically communicated with any willing ally as long as they are carrying or touching one of your insects
- **Chaos Incarnate (1 Point)**
Whenever you cast a spell, roll a D12. On a roll of 12 you produce an effect from the chaos table
 - **Controlled Chaos (2 Points)**
Whenever you roll on the chaos table you can roll 2 dice and choose your preferred effect
 - **Void Manipulator (2 Points)**
Whenever you roll for Chaos Incarnate you can roll 2 dice and choose your preferred outcome
 - **One with Chaos (2 Points)**
Whenever you cast a spell you can choose to have a chaos table effect happen
 - **Dual Caster (4 Points)**
You can cast two spell with one long action. Spell slot expenditure applies as normal

Chaos Table (Roll a D20)

1	You turn into a goat for 5 turns
2	Your spell fails
3	Your spell deals damage equal to its base multiplied by 10, if it is a non-damaging spell it fails
4	You cast the Divine Spear spell instead
5	The target of the spell enlarges to twice its size
6	The target of the spell shrinks to half its size
7	Only glitter comes out
8	An explosion dealing 4D6 Fire Damage with a radius of 21cm or 9m happens centred on you
9	A black cat appears (you can try to tame it)
10	A golden retriever appears (its tame and loyal to you)
11	A mastiff appears (its tame and loyal to the target of the spell)
12	A portal opens and a herd of 20 Bhrúga come from it
13	You shrink by 2mm permanently
14	You grow by 2mm permanently
15	You grow a mighty beard
16	A zebra appear wherever the spell hits
17	You get tinnitus for 10 minutes
18	The spell backfires and hits you instead
19	A rain cloud appears above your head and stays there until you fall asleep
20	An adult Férmóg appears and it's not happy

Illusionist

- **Minor Illusion (1 Point)**
As a long action you can create a small and harmless illusion
 - **Illusory Text (1 Point)**
As a long action you can make any text appear to say something that it does not
 - **Forgery (2 Points)**
As a long action you can make any handwriting look like someone else's handwriting
 - **Mimicry (2 Points)**
As a long action you can make yourself sound like anything that you have heard before

- **Illusory Body (1 Point)**
As a short action you can make yourself look like any race with any physique
 - **Self-Copy (2 Points)**
As a long action you can make a perfect copy of yourself that can act as a distraction in battle
 - **Enemy Copies (2 Points)**
As a short action you can create identical copies of any humanoid enemy that you are facing
 - **Monstrous Copies (2 Points)**
As a long action you can create illusory versions of any monster that you have seen in person or in a book
- **Illusory Terrain (1 Point)**
As a long action you can make any terrain look like any other terrain
 - **False Chasm (2 Points)**
As a long action you can create false chasms that will damage those affected by the illusion with mental damage as if they had fallen the depth of the chasm
 - **Maze Maker (2 Points)**
As a long action you can create an unsolvable maze that an affected person must make a Willpower roll against you to see through
- **Harmful Illusions (1 Point)**
Illusion that you create of hostile things deal mental damage to affected people and creatures
- **Entertaining Illusions (1 Point)**
You can create entertaining illusion that can provide you with advantage on Persuasion (Willpower) and Deception (Willpower) rolls
 - **Master of Illusions (4 Points)**
If you spend 1 week casting the same illusion on the same place or object it becomes permanent

Enchanter

- **Enchantment Novice (1 Point)**
As a long action you can cast a spell that provides you with advantage on Persuasion (Willpower) and Deception (Willpower) rolls against a specific target
 - **Mind Manipulation (1 Point)**
You use your magical ability to suggest an idea into someone's mind, you must have a full length conversation with the person for this to be effective
 - **Telepathy (2 Points)**
You can communicate telepathically up to a distance of 21cm or 9m as long as you share a language with the target
 - **Suggestion (2 Points)**
As a long action you can make a one word, non-harmful suggestion to a target and if they fail a contested Willpower roll against you they must do it
 - **Command Word (2 Points)**
As a long action you can make a one word, non-harmful command to a target and if they fail a contested Willpower roll against you they must do it
 - **Object Infusions (1 Point)**
You can spend 1 week casting a spell on an object every day and it becomes permanently infused with that spell and its effects
 - **Elemental Enchantments (2 Points)**
You can temporarily infuse an object with a form of elemental damage of your choice, this effect lasts until the object next hits a target
 - **Utility Enchantments (2 Points)**
You can create up to 3 one use magical object that are infused with a spell you know
 - **Smiteful Enchantments (2 Points)**
You can spend 1 week to infuse a weapon with divine energy, this gives it a permanent 1D6 of additional divine damage
 - **Charming Presence (1 Point)**

You have advantage on Persuasion (Willpower) and Deception (Willpower) roll against anyone within 7cm or 3m of you

- **Beguiling Influence (2 Points)**

You have advantage on Persuasion (Willpower) and Deception (Willpower) rolls made against shopkeepers and people of commerce

- **Benevolence (2 Points)**

You have advantage on Persuasion (Willpower) and Deception (Willpower) rolls against allies and people that work for you

- **Fear (2 Points)**

As a long action you can force someone to make a contest Willpower roll against you or become deathly scared of you

- **Master Enchanter (4 Points)**

You can use any of your Enchanter abilities on up to 3 targets at a time

Entertainer

Entertainer's Luck

You can use your short action to give a target an additional 1D6 onto an ability, skill, or tool check

Musician

- **Singer/Songwriter (1 Point)**

You gain proficiency in 5 musical instruments of your choice

- **Stringed Speciality (1 Point)**

You have advantage on all rolls made to use a stringed instrument

- **Battle Bard (2 Points)**

As a short action you can give ally an additional 1D6 to any roll

- **Enthralling Solo (2 Points)**

As a long action you can play a solo that grabs the attention of everyone who fails a contested Willpower roll within 21cm or 9m of you. Those affected have disadvantage on attack rolls while under this effect

- **Gentle Weeping (2 Points)**

You can play a sorrowful tune that forces a target to make a contest Willpower roll or they fall to the ground in tears unable to take any actions while under your influence

- **Percussive Speciality (1 Point)**

You have advantage on all rolls made to use a percussive instrument

- **War Drums (2 Points)**

You play a war tune and provide all allies with 21cm or 9m with advantage on attack rolls as long as you maintain the tune

- **Thundering Booms (2 Points)**

You roll a Faith attack roll that deals 1D6 Thunder damage on a hit

- **Keep the Rhythm (2 Points)**

You get advantage on any action that is a repeat of the last action you took in combat. This only applies to 3 actions in a row

- **Wind Speciality (1 Point)**

You have advantage on all rolls made to use wind instruments

- **Element of Air (2 Points)**

While playing a wind instrument you can create slashes of wind that deal 1D6 (S) damage and use Faith for the attack roll

- **Strong Lungs (2 Points)**

You can hold your breath for up to 1 hour

- **Warrior's Trumpet (2 Points)**

While playing a wind instrument you can create slashes of wind that deal 1D12 Force damage and use Faith for the attack roll

- **Sight Read (4 Points)**

You double your Faith score for rolls made with an instrument that you are proficient with

Acrobat

- **Flexible Body (1 Point)**

You are immune to being grappled

- **Gymnast (1 Point)**

You have advantage on all Acrobatics (Agility) rolls

- **Contortion (2 Points)**

You have advantage on rolls made to escape from binds

- **Daredevil (2 Points)**

You are immune to being frightened

- **High Flying (2 Points)**

If you fall more than 14cm or 6m before making a melee attack it is an automatic critical hit

- **Circus Performer (1 Point)**

You gain proficiency with Disguise Kit

- **Suspenseful Performance (2 Points)**

As a long action you can force a target to make a contested Willpower roll or they become enraptured by you and take no actions on their next turn in combat

- **Quick Change (2 Points)**

It only takes you 30 seconds to Donn or Doff any armour

- **Inspiring Performance (2 Points)**

As a long action you can choose to inspire an ally with a glorious performance providing them with an additional 1D12 to any roll

- **Dancer (1 Point)**

You have proficiency with one style of dance of your choice. You get one point in Acrobatics (Agility)

- **Fabulous Footwork (2 Points)**

You can use your reaction to decrease an oncoming attack by 1D6

- **Take the Lead (2 Points)**

You can get an additional 2D6 to any roll as long as an ally helps you

- **Partner in Crime (2 Points)**

You can help an ally by giving them a 2D6 addition to any roll

- **Bodily Mastery (4 Points)**

You gain 1 attribute point in Agility

Chef

- **Porter (1 Point)**

You gain one point in either Craft (Strength), Courage (Fortitude), or Will to Live (Faith)

- **Baker (1 Point)**

You gain proficiency with Baker's Utensils

- **Rising Tension (2 Points)**

You gain advantage on tool rolls during tense situations or combat

- **Patient Wait (2 Points)**

You can stand so still and be so quiet that you become invisible

- **Perfect Pastry (2 Points)**

If you bake someone a pastry they gain advantage on Faith rolls for the next 24 hours

- **Chocolatier (1 Point)**

You gain proficiency with Chocolatier's Utensils

- **Sweet Tooth (2 Points)**

As long as you have eaten something sweet in the last 24 hours you have advantage on Faith rolls

- **Candy Crafter (2 Points)**

You can make a variety of candy that give advantage on Courage (Fortitude) rolls

- **Comfort Food (2 Points)**

You provide someone with the perfect comfort food and allow them to double their Wellness (Fortitude) score for the purpose of fighting illnesses

- **Cook (1 Point)**

You gain proficiency with Cook's Utensils

- **Knife Work (2 Points)**

Any knife from your Cooks Utensils can be used as a 1D6 light weapon and can be thrown up to 21cm or 9m

- **Hearty Meal (2 Points)**

You make a hearty meal for the party and provide advantage on Wellness (Fortitude) rolls for the next 24 hours

- **Take the Heat (2 Points)**

You have resistance to Fire damage

- **Head of the Kitchen (4 Points)**

Your insults and commands count as Willpower based attacks and deal 1D6 mental damage

Actor

- **A Face for all Occasions (1 Point)**

You gain proficiency with Disguise Kit and have advantage on rolls made to use it

- **Comic (1 Point)**

You have advantage on Persuasion (Willpower) and Deception (Willpower) rolls against anyone that you have told a joke

- **Hold for Applause (2 Points)**

As a long action you can force someone to hold perfectly still, this takes a contested Willpower roll

- **Uncontrollable Laughter (2 Points)**

As a long action you can immobilise someone with laughter, make a contested Willpower roll

- **Witty Sketch (2 Points)**

You can give your whole party advantage on Willpower or Faith based rolls by spending 10 minutes performing a comedic sketch for them

- **Emotional Performer (1 Point)**

You gain one point in Deception (Willpower)

- **Cry on Command (2 Points)**

You have advantage on Deception (Willpower) rolls to convince someone that you are upset

- **Feign Death (2 Points)**

You can perfectly mimic a dead body, even a priest would have difficulty telling you're actually alive

- **Keep their Attention (2 Points)**

When you start spinning a yarn nobody can take their attention away, make contested Willpower rolls against everyone within 21cm or 9m of where you are telling your story

- **Musical Theatre (1 Point)**

You can give 1D6 addition to any roll of an ally within 21cm or 9m

- **Song and Dance (2 Points)**

You have advantage on anything you do as long as it is done through song, dance, or both (Role-Play Required)

- **Poetic Story-Telling (2 Points)**

You recite a poem that provides your allies with resistance to any damage type of your choice

- **Key Change (2 Points)**

Your song changes key and can either deal 1D6 mental damage to enemies or heal 1D6 to allies

- **Lore Keeper (4 Points)**

You gain 2 points in Lore (Willpower)

Rogue

Sneaky Nature

You gain an additional point in your Sneak (Agility) score

Thief

- **Petty Criminal (1 Point)**

You gain proficiency with Thieves Tools

- **Pickpocket (1 Point)**

You gain one point in Sleight of Hand (Agility)

- **Light Fingers (2 Points)**

You have advantage on Sleight of Hand (Agility) rolls made to pickpocket

- **Magical Assistance (2 Points)**

You can pickpocket from a distance using the Spectral Hand spell

- **Blend into the Crowd (2 Points)**

You have advantage on Sneak (Agility) rolls made to blend into large crowds

- **Burglar (1 Point)**

You can spend 1 week planning a burglary and get advantage on all non-combat rolls made during the endeavour

- **Lock Picking Expert (2 Points)**

You have advantage on rolls made with Thieves Tools

- **Safe Cracker (2 Points)**

You have advantage on rolls made to isolate small sounds

- **Eye for Value (2 Points)**

You have advantage on rolls made to determine the value of expensive objects

- **Embezzler (1 Point)**

You gain one point in Deception (Willpower)

- **Book Keeper (2 Points)**

You have advantage of Lore (Willpower) rolls made to remember the details of financial transactions made by a business

- **False Ledger (2 Points)**

You gain proficiency in Forgery Kit

- **Tax Evasion (2 Points)**

You can spend 2 weeks clearing all official records of your identity

- **Grand Larson (4 Points)**

You gain two points in Sneak (Agility)

Assassin

- **Cold Blooded (1 Point)**

You gain an additional 1D6 per point in Sneak (Agility) when attacking someone from a hidden position

- **Poisoner (1 Point)**

You gain proficiency in Poisoners Kit

- **Tasteless Death (2 Points)**

Poisons you craft are tasteless and scentless

- **Resistance to Poisons (2 Points)**

You gain resistance to poison damage

- **Tainted Weapons (2 Points)**

You can make poisons specifically to coat your weapons in

- **Ranged Expert (1 Point)**

You gain proficiency in 3 ranged weapons of your choice

- **Never Seen (2 Points)**

You permanently have advantage on Sneak (Agility) rolls

- **Eye for Weakness (2 Points)**

- You have advantage on attack rolls against any enemy that you have secretly observed for more than 1 minute
 - **Penetrating Arrows (2 Points)**
Your ranged attack ignore half cover
 - **Up Close and Personal (1 Point)**
You have advantage on attack rolls against enemies that you're in melee range of and fighting alone
 - **Shank (2 Points)**
When using a dagger you have two attacks per round
 - **Rip and Tear (2 Points)**
Once per day, you can add 2D6 to an attack and leave permanent damage on the target
 - **Deadly Strike (2 Points)**
Once per day, you can add 4D12 to an attack
 - **Hardened Killer (4 Points)**
You gain an additional 1D12 per point in Sneak (Agility) when attacking someone from a hidden position

Sleuth

- **Astute Detective (1 Point)**
You gain an additional point in Divinity (Faith)
 - **Investigator (1 Point)**
You have advantage on Divinity (Faith) rolls made to investigate
 - **Eye for Detail (2 Points)**
You have advantage on Divinity (Faith) rolls made to see difficult or easily missed details
 - **Underworld Contacts (2 Points)**
You can spend 1 week to find out any piece of knowable information through a series of underworld contact
 - **Photographic Memory (2 Points)**
You can easily recall details
 - **Interrogator (1 Point)**
You have advantage on Persuasion (Willpower) rolls made when trying to be intimidating
 - **Ear for Deceit (2 Points)**
You have advantage on rolls contested with Deception (Willpower)
 - **Intimidating Presence (2 Points)**
You double your Persuasion (Willpower) score when trying to intimidate someone
 - **Entrapment (2 Points)**
You have advantage on Deception (Willpower) rolls
 - **Studious Intrigue (1 Point)**
You have advantage on Lore (Willpower) roll made to study information
 - **Bookworm (2 Points)**
You have advantage on Persuasion (Willpower) rolls when trying to get a discount on books
 - **Quick Study (2 Points)**
You double your Lore (Willpower) score when studying information
 - **Master Researcher (2 Points)**
You may not know everything but you know where to find any piece of information and can spend 1 week searching it out
 - **Private Investigator (4 Points)**
You double you Sneak (Agility) score when sneaking alone

Smuggler

- **Evasive (1 Point)**

You gain an addition point in Sneak (Agility)

- **Secret Entrances (1 Point)**

You have advantage on Divinity (Faith) rolls made to find secret or hidden entrances

- **Shady Persona (2 Points)**

You can spend 1 week creating a perfect false identity

- **Alley Dealings (2 Points)**

You have advantage on any roll made to attempt to find a black market dealer

- **Fence Contacts (2 Points)**

You know a reliable fence in your home nation

- **Port's Passage (1 Point)**

You know a corrupt guard in every major port

- **Fisher's Guild Contact (2 Point)**

You have a contact in the Fisher's Guild

- **Sail in the Dark (2 Points)**

You have advantage on Sneak (Agility) rolls made while sailing at night

- **Corrupting Influence (2 Points)**

You have advantage on Persuasion (Willpower) and Deception (Willpower) rolls made to convince some to break the law for you

- **Land Smuggler (1 Point)**

You have proficiency with Land based vehicles such as wagons and carriages

- **Border Knowledge (2 Points)**

You have a good idea where the safest places to smuggle across borders is

- **Under the Table Deals (2 Points)**

You have advantage on Persuasion (Willpower) and Deception (Willpower) when trying to corrupt a lawman

- **Uninhibited Traversal (2 Points)**

You and vehicle you control do not suffer the effects of difficult terrain

- **Master Smuggler (4 Points)**

You have a reliable contact for selling stolen goods in every nation

Adventuring Gear

1 Gold = 100 Silver, 1 Silver = 10 Copper

Name	Cost
Backpack	5 Copper
Tent	1 Silver
Sleeping Bag	5 Copper
1 Day of Rationed Food	1 Copper
10m of Hemp Rope	2 Copper
Common Clothes	4 Copper
Travelling Clothes	4 Copper
Fine Clothes	4 Silver
Costume	5 Silver
Holy Symbol	1 Copper
Hunting Trap	1 Silver
Crowbar	2 Silver
Bottle of Oil (500ml)	5 Silver
Mining Pick	8 Copper
Mess Kit	5 Copper
Whetstone	2 Silver
Black Powder (1kg)	50 Silver
Telescope	10 Silver
Compass	1 Silver

Pencil	1 Copper
Pen	2 Copper
Paper	1 Copper
Ink	2 Copper
Candle	2 Copper
Ball Bearings (Bag of 1000)	5 Copper
Caltrops (Bag of 20)	5 Copper
Potion of Healing	5 Silver
Quiver	2 Silver
Scabbard	2 Silver
Water Skin	1 Copper
Iron Spike	1 Silver
Tinderbox	2 Copper
10m Silk Rope	5 Copper
Robe	5 Copper
Merchant's Scales	2 Silver
Shovel	5 Copper
Soap	1 Copper
Grappling Hook	10 Silver
Hip Flask	5 Copper
Chalk	1 Copper
10m Steel Chain	20 Silver
10m Iron Chain	10 Silver
Fishing Rod	2 Copper
Fishing Tackle	1 Copper
Fishing Bait	1 Copper
Bell	1 Copper
Shackles	2 Copper
Hooded Cloak	2 Silver
Hourglass	8 Copper
3m Wooden Pole	5 Copper
3m Wooden Ladder	2 Silver
Lock and Key	1 Silver
Steel Mirror	5 Copper
Glass Mirror	1 Silver
Spell Book	25 Silver
Prayer Book	5 Copper
Note Book	1 Copper
Chess Set	1 Silver
Dice Set	5 Copper
Playing Cards	2 Copper
Basic Poison	5 Silver
Portal Ram	15 Silver
Magnifying Glass	2 Silver
Alchemist's Kit	15 Silver
Brewer's Kit	25 Silver
Carpentry Kit	25 Silver
Calligraphy Kit	2 Silver
Cartography Kit	2 Silver
Cobbler's Kit	10 Silver
Cook's Utensils	5 Silver
Baker's Utensils	8 Silver
Glassblowers Kit	15 Silver
Jewellers Kit	50 Silver
Tanners Kit	10 Silver
Masonry Tools	15 Silver
Painters Kit	20 Silver
Potters Kit	10 Silver
Blacksmiths Tools	25 Silver

Weavers Tools	5 Silver
Woodcarvers Tools	10 Silver
Chemistry Kit	30 Silver
Disguise Kit	50 Silver
Forgery Kit	50 Silver
Poisoners Kit	100 Silver
Herbalism Kit	20 Silver
Medicine Kit	20 Silver
Sewing Kit	2 Silver
Thieves Tools	50 Silver
Navigation Tools	10 Silver
Bagpipes	2 Silver
Guitar	2 Silver
Drums	8 Copper
Hurdy-gurdy	1 Silver
Flute	5 Copper
Tin Whistle	3 Copper
Lute	1 Silver
Lyre	1 Silver
Fiddle	5 Silver
Viola	5 Silver
Horn	1 Silver
Trumpet	2 Silver
Pan Flute	5 Copper
Viol	5 Silver
Tuba	5 Silver
Cymbals	2 Silver
Bass Guitar	2 Silver
Mandolin	3 Silver
Banjo	3 Silver
Ocarina	5 Silver
Ukulele	3 Silver
Piccolo	5 Copper
Jaw Harp	1 Copper
Harp	10 Silver
Kazoo	1 Copper
Maracas	2 Copper
Double Bass	10 Silver
Clockwork Kit	30 Silver
Tinkers Tools	25 Silver
Fletcher's Tools	20 Silver
Chocolatier's Utensils	8 Silver

Languages

Language	Description	Status	Place
Hószcré	Common language of Hascrith	Alive	Hascrith
Imbryn	Common language of the subterranean territories of Hascrith	Alive	Imburrel
Rôbhá	Native language of Belbhac Fethyl	Endangered	Belbhac Fethyl, Hascrith
Férigán	Native language of the giant ants known as Férmóg	Alive	Hascrith
Sarahmon	Native language of Saramônah	Revived	Saramônah, Hascrith
Cilqér	Native language of Dahbh Fethyl	Alive	Dahbh Fethyl, Hascrith
Bhánadé	Old language of the Bhányl of Hascrith	Dead	Hascrith
Sryqôbhah	Old language of the Sryqó of Hascrith	Dead	Hascrith
Qathiú	Native language of Qathabh Fethyl	Dead	Qathabh Fethyl, Hascrith
Iúfyah	Native language of Iúfel Fethyl	Revived	Iúfel Fethyl, Hascrith

Húahgah	One of the native languages of Sétdel Fethyl	Alive	Sétdel Fethyl, Hascrith
Lyrahn	One of the native languages of Sétdel Fethyl	Alive	Sétdel Fethyl, Hascrith
Jonrahf	Old language of Fahjóq Fethyl	Dead	Fahjóq Fethyl, Hascrith
Scegyô	Old language of Saramônah	Dead	Saramônah, Hascrith

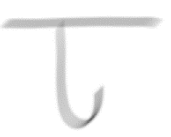
Hószcré

Hascrithian or Hószcré is the main spoken and written language of the The United Royals of Hascrith (Hascrith), though dialects and accents differ in the different kingdoms and even in the smaller towns and villages within the kingdoms, Hószcre remains the same across the continent in terms of writing, conjugation, and grammar. Below is a translation of the Hascrithian Alphabet.

Vowels

Latin Letter	Hószcre Letter	International Phonetic Alphabet	Sound Example (English)
A / a		æ	C <u>A</u> T
Á / á		ɔ:	C <u>A</u> LL
Â / â		ə	<u>A</u> WAY
Ah/ah		ɑ:	F <u>A</u> THER

E/e		e	B<u>E</u>D
É/é		ei	<u>E</u>IGHT
Ê/ê		ea	W<u>HE</u>RE
I/i		i	S<u>I</u>T
Í/í		ai	F<u>I</u>VE
Iú/iú		(i: + u:)	<u>EE</u>-<u>OO</u>

Ír/ír		3:	<u>T</u>URN
O/o		o	H<u>O</u>T
Ó/ó		au	<u>N</u>OW
Ô/ô		ou	<u>H</u>OME
U/u		Λ	<u>C</u>UP
Ú/ú		u:	BL<u>U</u>E

Ū/û		ʊ	<u>COULD</u>
Ūr/ûr		ʊə	<u>TOURIST</u>
Y/y		i:	<u>SEE</u>
Ōy/ōy		ɔɪ	<u>JOIN</u>
Yr/yr		ɪə	<u>HERE</u>

Consonants

Latin Letter	Hóscraíocht Letter	International Phonetic Alphabet	Sound Example (English)
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B/b		b	<u>B</u>ED
Bh/bh		v	<u>V</u>ERY
C/c		k	<u>C</u>AT
D/d		d	AD<u>D</u>
F/f		f	OFF<u>ER</u>
G/g		g	<u>G</u>O

Gh/gh		dʒ	J <u>D</u> GE
S/s		s	<u>S</u> NAKE
Sz/sz		z	<u>Z</u> EBRA
H/h		h	<u>H</u> ELLO
J/j		j	<u>Y</u> ELLOW
L/l		l	<u>L</u> ONG

M/m		m	<u>M</u> OTHER
N/n		n	<u>N</u> OTHING
Ñ/ñ		ñ	BR <u>ñ</u>
P/p		p	<u>P</u> ILLOW
Q/q		x (Kha)	Like the sound that ' <u>CH</u> ' make in the Scottish word 'LO <u>CH</u> '
R/r		r	<u>R</u> ACIST

T/t		t	<u>TEST</u>
Th/th		θ	<u>THE</u>
Td/td		ð	F <u>ATHER</u>
Tx/tx		tʃ	<u>CHAP</u>
W/w		w	<u>WEATHER</u>
X/x		ʃ	<u>SHUT</u>
Z/z		z	VI <u>S</u> ION

&		and / ahgú	ST<u>AND</u>
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Accents

There are two types of vowel accent in Hóscré. They are Húlah “ ‘ ” (meaning ‘Long’), which makes the sound of a given vowel longer than in its base form. For example, ‘a’ alone makes a short sound like in the word ‘cat’, but by lengthening it with a húlah (‘Á/á’) it becomes more like the ‘a’ sound in the word ‘call’. The second accent is Ghárah “ ^ ” (meaning ‘Short’), which shortens the sound of a given letter. For example, using the letter ‘o’ by itself makes a sound like in the word ‘hot’ while adding a ghárah (‘Ô/ô’) will make it sound more like the letter ‘o’ in the word ‘home’.

There is another special character in the consonants that is called a ‘Bheñah’ (meaning ‘Nose’ or ‘Nasal’), and it looks like this; ‘Ñ/ñ’, it makes a sound like the ‘ng’ in the word ‘bring’.

And (&)

Unlike the modern form of English, Hóscré includes a separate, unique letter for the word and sounds ‘and’. In the Latin alphabet this character is represented with an ‘&’. The translation of ‘and’ in Hóscré is ‘Ahgú’.

Articles

There are four article words in Hóscré; a definite article with a singular and plural form (the equivalent of the word “The”), and an indefinite article with a singular and plural form (the equivalent to the word “A/An”). There are also prepositional articles which serve as single words representing the words “of the” and “of a/an”.

The definite articles are “Qé” (Singular) and “Qô” (Plural)

The indefinite articles are “Lé” (Singular) and “Lô” (Plural)

The definite prepositional articles are “Qét” (Singular) and “Qôt” (Plural)

The indefinite prepositional articles are “Lét” (Singular) and “Lôt” (Plural)

Verb Endings

Hóscré has five regular verb endings which makes it true that the language contains very few irregular verbs.

- 1- -ôabh
- 2- -bhiú
- 3- -riúgh
- 4- -tdahf
- 5- -ér

Pronouns

I – Sed

You – Deg

Ye – Díg (2nd Person Plural)

He – Héah

She – Féah

Him – Heñ

Her – Feñ

They – Ôth

Them – Óth

We/Us – Señ

Diminutive Titles

Young Girl – Nidy
Young Boy – Txahp
Fool/Idiot – Góahl

Formal Titles

Highking/Highqueen – Graht
King/Queen – Gróth
Lord/Lady – Txeth
Sir – Sediún
Madam – Sedahé

Time

This book begins in the year 1096 of The Era of Kings (EK). The Era of Kings is defined as such because it is a time in Hascrithian history where every nation or Kingship has its own ruler called a king.

One year is 404 day and there are 10 months in a year, 6 with 40 days and 4 with 41 days. There are 7 days in a week.

Days of the Week

- 1- Ôdébhôron (Monday)
- 2- Qeñbhôron (Tuesday)
- 3- Nahrybhôron (Wednesday)
- 4- Ábhahbhôron (Thursday)
- 5- Ferybhôron (Friday)
- 6- Lúahbhôron (Saturday)
- 7- Bhélgbhôron (Sunday)

Months of the Year

- 1- Ôdôah (41 Days)
- 2- Fendôah (41 Days)
- 3- Bocdôah (40 Days)
- 4- Yrdôah (40 Days)
- 5- Txahdôah (40 Days)
- 6- Óqdôah (40 Days)
- 7- Bhéldôah (41 Days)
- 8- Iúrdôah (40 Days)
- 9- Ñoqidôah (40 Days)
- 10- Lúahdôah (41 Days)

Religion

“Doryahl; is the most commonly agreed upon name for this universe we live in, the word ‘Doryahl’ also means ‘Infinity’ in Hószcre. For thousands of years now, the peoples of Bhérdón Rés have been aware of a presence; a magical presence, far past the vision of the most brilliant star gazers and far beyond the minds of the greatest scholars; continents apart discoveries were made regarding the existence of our universe and the radiant, and quite potent energies that come from her stars. Bherdón Rés’s star; Bhelgun emits constant waves of this potent energy, far stronger than most observable stars. This, it is believed by those in such scholarly and official positions as mine, is the reason why the people of Bhérdón Rés are so naturally adept in the use of the many magical arts, and why despite the strong forces pulling upon this very large planet our plants, animals, terrains, and peoples can grow so large, and why the Bhányl people with their limited connection and usage of Doryahl’s Gift, grow to be so short and wide in stature. Though her existence is agreed upon by most of the peoples’ Bhérdón Rés the methods people use to worship her are, at times, quite broad in their differences. When talking about Doryahl, her husband must also be mentioned, his name is known by all and his prophets are the subjects of many songs and stories, the mighty and holy; Ôdiséahn.” (An excerpt from: Arady: The Worship of Doryahl and Ôdiséahn by High Cleric Bherinthes ‘The Gifted’ Bralden, 1E428).

Religions in Bhérdón Rés are quite diverse ranging from large-scale, widely believed ways of life like Arady in most of the continent of Hascrith, to worship of powerful magical beings known as Dracamyr, who aspire to be gods in their own rights, and even create dimensions of their own to bring their closest followers; and in some cases, their worst enemies. These Dracamyr and their followers tend to fall into a religious group known as Dahsziúgh, and they draw upon the powers of the Corruption of Dahszmús. There also exists primitive, tribal forms of worship that are often pagan in nature and practiced by tribes that live far from the civilised world, though there have been times in which messengers from the Arady and even the High Kings and Queens themselves to try and integrate and create peace with these tribes, however, they prefer to be left alone.

Themyr (The Prophets)

Name	Pseudonym	Domain	Symbol	Time of Life
Nahrýsén	The Chosen	Knowledge	An open book	5000 +/- years ago
Sarniús	The Speaker	Wisdom and Intelligence	Three eyes placed in a triangular shape	5000 +/- years ago
Thurys	The Shipwright	Exploration	A ship with large sails	4500 +/- years ago
Balthok	The Worker	Labour and Trade	A coin purse or a hammer	3500 +/- years ago
Hagrestúf	The Lawful	Law and Governance	A balanced scales	3000 +/- years ago
Desmyr	The Peaceful/The Mother	Love and Maternal Affection	Two concentric circles	2000 +/- years ago
Ferigahr	The Prophet King	Freedom and Peace	A dove with wings spread wide	1000 +/- years ago

The Ancient Gods

Before Nahrýsén ‘The Chosen’ heard her message from Ódiséahn there were countless gods and goddesses that were worshipped all over Bhérdón Rés, these gods range from Bhérdón; Nature, to Bhélgun; the Sun, to Boc; the Earth, and Cahszôr; the Shield. The main gods that were worshipped by the pagan ancestors of the people of Bhérdón Rés are listened below. Some of these gods are now the namesakes of the planets that orbit the Sun; Bhélgun.

Name	Domain
Bhélgun, namesake of The Sun	Light and Day
Dygabhus, namesake of Bhérdón Rés’s large moon	Darkness and Night
Lúahñ, namesake of Bhérdón Rés’s small moon	Protection and the Tide
Bhérdón, namesake of Bhérdón Rés (4 th planet from the sun)	Nature, Beasts, and Birds
Doryahl, namesake of the universe	Magic
Boc	The Earth and Soil
Cahszôr, namesake of the 6 th planet from the sun	Soldiers and Law
Cahspar, namesake of the 1 st planet from the sun	Music, Dancing, and Story-telling
Tôryah	Beauty, Romance, and Love
Mandô, namesake of the 3 rd planet from the sun	War and Fighting
Lofleñ, The Maternal, namesake of the 2 nd planet from the sun	Mothers
Barteñ, The Paternal, namesake of the 5 th planet from the sun	Fathers
Húganon	The Sea and Fish
Polomôr	Sport and Adventure
Hermahn, namesake of the 9 th planet from the sun	Death and The Underworld
Goryon	Storms and Earthquakes
Pelamé, namesake of the 7 th planet from the sun	Trade and Craft
Ilgosan	Marriage
Gô, namesake of the 8 th planet from the sun	Victory and Good Fortune
Forgus	Home and Family
Iúbhahl	Life and Heaven

Cetahrôn	Messages and Speech
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The ordering of planets in the star system of Bhélgun go as follows: **Bhélgun** (The Sun), **Cahspar** (1, small and rocky), **Lofleñ** (2, small and rocky), **Mandô** (3, medium and volcanic), **Bhérdón Rés** (4, large and rocky/watery with life), **Barteñ** (5, medium and rocky), **Cahszôr** (6, gigantic gas giant, largest planet), **Pelamé** (7, large gas giant), **Gô** (8, medium gas giant), **Hermahn** (9, small gas giant)

The Tale of Ôdiséahn and Doryahl

During a time before the tick of clocks, in a deep void of endless, immeasurable nothingness, a void of abstract existence, infinite space, and no true concept of existence. Like to remembering the days before you were born, *The Time Before Time*, exists in a clouded blackness, an opaque and obscure thing is the place that birthed Ôdiséahn The Dreamer.

A wandering spirit he was, of wondrous imagination, and fluid in shape and form, Ôdiséahn came into being from a place beyond the knowledge of all the scholars in the universe. All that is known about Ôdiséahn's own first creation is that he exists, that he wanders endlessly bringing all of existence with him. Going about his aimless search for what he does not know, Ôdiséahn spent his eons of boredom imagining and dreaming of a unique creation unlike anything in the mind of his own creator, unlike anything that was, is, or will be. I dreamed of a blazing inferno of trillions of sparkling winged beasts baring scales of pure light, flying around him followed by creations of their own imaginings. For Ôdiséahn the beauty was in the imagining, the dreaming of wondrous things, though he lacked within himself the ability to create his fantastic dreams. Along with his marvelous winged beasts; called Phârahgún (Burning Light) by Ôdiséahn and called Óldrec or Dragons by the Hascrithians, Ôdiséahn imagine a greate body of living, growing spores, like fungus in their nature but connected to Ôdiséahn and to all living things in his imagined universe, it fueled life and being, it existed in all things that were. This fungal body was known at *Bhahrteñ*. Never creating, only dreaming and wandering however, Ôdiséahn was cursed by his own fears of failure, curse by his lacking in the skills of craft.

Despite travelling for eons past counting, not once had Ôdiséahn met another nor chanced upon a strange thing in his path, an infinite lonely life was his expectation and not until he saw a distant glow far beyond sound of voice or flight of bird. Many millenia of solitary, cosmic travel would it take before Ôdiséahn could meet his destined companion.

Created in similar a fashion to Ôdiséahn his chance met companion was of a similar sort though from a different, far off part of the infinite void of space, their meeting was an inevitability for their arches across the vast space between them began to intersect eachother at the moments of their births. Doryahl The Creator, was a spritely and energetic wanderer that did not think and dream but make and fashioned all the things that would appear in her mind, but of these creations came no life and no existence rather simple and pure beauty, in its rawest and most conceptual perfect form. For that was Doryahl's mastery, in the creation of those things most beautiful in this universe for she herself is of indescribable and remarkable beauty that's like to drive a men insane for lack of comprehension. She too led a wondrous and solitary path in the direction of her destined companion but less certain was she of her need and her feelings, more temperate of mood and spirit was she, cooler was her core but far hotter was her potential.

Twas' as they approached near to eachother that both began to call out, inaudible, inconceivable beautiful proclamations of affect, a music of love there did erupt in the emptiness of the void. "Doryahl ét Bhátah!" called out he, "Doryahl ét Bhátah!". Doryahl ét Bhátah; Infinite of Magic, he was saying to her and though his words were of a creation of his own, she somehow felt the comprehension of their meaning. She listened and hearkened to the words of beauty spoken by the being of her chance meeting, she heard his words and held them in an apprehensive and hesitant part of her deep and wondrous mind.

There distanced closed and became smaller and smaller, Doryahl; as he had named her began to turn and dance in magnificent spirals around the form of the wandering dreamer. As she danced with furver and passion, he watched in wonder and dreamed of their potential and their passion for eachother, he observed as her form began to come close and engulf him, and consume his very being. "Ôdiséahn!" She proclaimed from the darkness and as she spoke she began to emit a shining glow of light, "Ôdiséahn ét Iúahlah! Ôdiséahn ét Fybhiú!"; The One Being of Dreams, The One Being of Creation, she whispered in a voice only he could hear or comprehend. *The Whispers of Creation*, this is called by the Arabhiú; The Peaceful Followers, this happened in an instant that to mortal eyes seems forever, to Ôdiséahn a moment in the presence of Doryahl was like a lifetime and a lifetime was like a moment. For in Doryahl, Ôdiséahn saw a kindred spirit, he saw her face where before

he had not eyes, he heard her voice where before he had not ears, he smelled her perfect perfume where before was no nose. To Ôdiséahn, to love was to be, and to love Doryahl was the be true to himself.

For time past reckoning did they intertwine and revolve around eachother, heating and burning together, creating and loving, supporting and nurturing. With the magic of his perfect Doryahl, Ôdiséahn felt the drive to bring his dreams to life, to birth his fantastic imaginings.

In the great passion and love of Doryahl there existed a hesitancy, a hesitancy that could and would break Ôdiséahn, that would change his being to be that which Doryahl is worthy. In their endless spirals of eachother, in their closeness and distance there eventually came within Ôdiséahn a great heat and a fire, his heart burned with his passion but too fiercely and hot for the liking of Doryahl The Magical.

When at once they reached their closest and most passionate of love and affection, when they reached the moment where their combination would be sure the heat of Ôdiséahn became far too much and far too hazardous for the liking of Doryahl and so she moved away, slowly at first and then more rapidly and with great haste. To the farthest edges of his reach Ôdiséahn saw Doryahl run, almost beyond his true sight did he see he beloved go and from this came his vow, his oath, his devotion. Ôdiséahn shrunk into himself, his form became smaller and smaller but in it's shrinking it gained more mass, so much more that eventually it forced all of his energy outward in a great and destructive explosion.

The First Shower of Dragons or *The First Flight of the Phârahgún*, this is called in the history books for without the love of his Doryahl, Ôdiséahn resigned to creating that dream which had always been the focus of his speech, his endless, rambling speech. The Phârahgún flew from Ôdiséahn and beat their burning wings across the universe, as they flew an ever luminous glow came from the countless many of them and as their wings beat and brought them to the farthest reaches of what is, they too spread and released the infinite and invisible spores of the Bhahrteñ which keep them and their own creations connected forever to the great and formless Ôdiséahn from which they were created. For years of wakeful thought and hapless searching Ôdiséahn created more Phârahgún to transverse those places where he had not yet shon his light, searching in vain he waited and waited for millenia and eons he sat in the center of his creation waiting for the day that his Phârahgún using the spores of his Bhahrteñ would give him a message of where his beloved was chased away to, where he might find his queen in this universe.

And so now time moves ever onward, the search of Ôdiséahn and the continual showering of dragons being his means of finding the love which he lost. It is believed that Doryahl sits still within Ôdiséahn's reach however, far from his view, it is said that through her the universe knows magic, and through her the universe finds protection from the void. It is believed and theorised that in the later days of our universes life, Ôdiséahn burning heat and his temper will cool and the Doryahl's will warm until the two are once again drawn together. And together, their majesty and their magic and their creation will know no like, it will be splendid beyond the imagination of Ôdiséahn or Doryahl or The Phârahgún, and it will foster an endless time of peace, harmony, and love within all.

Guilds/Organisations

The Fishers Guild

A guild of smugglers and pirates disguised as a simple fisherman's union that operates out of the city of Óeq Forg and in the waters of Rótóqiúr Ahtymós.

The Royal Guild of Merchants

A guild of merchants that operates all over Hascrith.

The Royal Guild of Tradesmen

A guild of tradespeople that operates all over Hascrith.

The Royal Guild of Inventors

A guild of the most intelligent and creative minds in the kingships of Hascrith that mostly operates out of Graht Forg and is responsible for some of the most significant inventions and innovations in the history of the land.

The Royal Military of Hascrith

The royal military of Hascrith both fall under the control of the Highking and can be commanded from any corner of Hascrith by any of the Kings of the Kingships.

The rankings of the Hascrithian Military are as follows:

- Highking
- King
- General
- Second General
- Colonel
- Commander
- Lieutenant
- Quartermaster
- Sargent
- Knight
- Private
- Squire

The Royal Navy of Hascrith

Commanding the seas around Hascrith is the primary task of the navy though they can be called to arms on land if necessary, like the military they have a clear chain of command with the Highking placed at the top.

The rankings in the Hascrithian navy are as follows:

- Highking
- King
- High Captain
- Captain General
- Captain
- Sea - General
- First Mate
- Sea - Lieutenant
- Sea - Quartermaster
- Sea - Knight
- Sea - Private
- Skivvy
- Squire

The Church of Arady

A church devoted to the worship of both Ôdiséahn and Doryahl that has temples and other places of worship all over Hascrith.

Ranks in The Church of Arady:

- Highcleric
- Archbishop
- Bishop
- Father/Mother
- Son/Daughter
- Acolyte

The Arcane Assembly

The Arcane Assembly are a collection of those gifted in the magical art but who focus their energies on the study of Doryahl; The Infinite Universe, rather than on the worship of God.

Ranks in The Arcane Assembly

- Highmage
- Archmage
- Mage
- Arcanist
- Adept
- Novice

Small Council of the Highking

- Highking
- Highcleric
- Highmage
- High Captain
- General

Combat

Timing and Distances

1 Round of Combat	6 Seconds
10 Rounds of Combat	1 Minute
7cm (Mini Scale)	3m (Human Scale)
21cm (Mini Scale)	9m (Human Scale)

Size

The size scale goes as such:

Size	Comparison	Base Speed	Base HP
Tiny	Half small	7cm	1D6
Small	Half medium, double tiny	14cm	1D6
Medium	Half large, double small	21cm	2D6
Large	Half huge, double medium	28cm	3D6
Huge	Half enormous, double large	35cm	4D6
Enormous	Half colossal, double huge	42cm	5D6
Colossal	Half titanic, double enormous	49cm	6D6
Titanic	Double colossal	56cm	7D6

Individual

An ‘Individual’ in Doryahl Tabletop can be defined simply as a singular character, creature, familiar, pet, etc. that can act on its own or as part of a unit or Guild.

Note: An inanimate, unfixed object or non-sentient creature can be considered as an individual if it is relevant to the situation in game.

Unit

Not exceeding 5 individuals, a ‘Unit’ in Doryahl Tabletop can be defined as a collection of individuals that are associated with one specific character or individual.

Note: A unit cannot contain more than one player individual.

Example 1:

Artémis Thorwyr is a level 20 Priest individual that carries a crooked walking staff which contains the physical forms and minds of 4 elemental beings. These elementals are individual unto themselves because they are capable of leaving the staff up to a certain distance. Therefor Artémis Thorwyr is considered a unit of 5 individuals for the purposes of battle.

Example 2:

Sigmund Thimble is a level 10 Artisan individual that during the duration of the game has spent considerable time building a Mechanical Construct that can be sat into and operated like a secondary, prosthetic body. When outside of the Mechanical Construct, Sigmund can command it to act on its own to a basic degree.

When outside of his Mechanical Construct, Sigmund counts as a unit of 2 individuals. While when inside of his Mechanical Construct he is considered a unit of 1 individual because he would need to spend all of his efforts during battle maintaining and operating his Mechanical Construct.

Example 3:

Bungrum Stonehild is a level 10 Priest individual that as part of his background has an Apprentice/Squire named Cale whom he is training to be a Priest. Unlike the Mechanical Construct, Cale is always capable of acting autonomously therefor Bungrum is always considered to be a Unit of 2 Individuals whenever Cale is around, but is considered a Unit of 1 Individual when alone.

Example 4:

Honse Harsom is a level 1 Entertainer individual that has no familiars, pets, or companions outside of the player Guild. Honse is a Unit of 1 Individual.

Guild

A ‘Guild’ in Doryahl Tabletop is defined as a collection of units that are working together during a battle or other conflict that requires an initiative roll.

Note: There can and often will be more than 2 Guilds in a fight as Guilds can be allied to each other.

Example Guild:

Unit Leader	Class	Level	Unit Members (Excluding Leader)
Artémis Thorwyr	Priest: Healer, Paladin, Shaman	20	4: Elemental beings representing Fire (Ogú), Water (Cúrí), Air (Ycah), and Earth (Bocbah)
Jebhan Smiryn	Artisan: Inventor, Weaponsmith	20	0
Sigmund Thimble	Artisan: Inventor, Weaponsmith, Armoursmith	10	0: Mounted Mechanical Construct 1: Unmounted Mechanical Construct
Bungrum Stonehild	Priest: Paladin, Healer	10	0: Alone 1: When with Cale (Apprentice/Squire)
Honse Harsom	Entertainer: Chef	1	0

Side

A ‘Side’ in a Doryahl Tabletop combat scenario is defined as where a Guild and the Guilds it aligns itself politically, socially, religiously, or morally. In normal situations there would only be 2 sides to a battle but in exceptional scenarios there can be more than 2 sides such as where a neutral kingship like Dahbh Fethyl may participate in a war or battle serving the priorities of its own nation and national interests before fighting for a King, God, or anything else.

Initiative

At the beginning of a combat encounter, each Guild will roll a D20 and add the number of units in the Guild to the result, this is the Guild’s initiative and will define when the Guild is activated during a fight.

Advantage and Disadvantage

Both in and out of combat you may be asked to roll with advantage or disadvantage this is what they mean:

Advantage: Roll 2 of the same dice and use the higher number for your result.

Disadvantage: Roll 2 of the same dice and use the lower number for your result.

Short Actions

A short action is your lesser ability in your turn and can be used to use an ability, attack, or spell that states it is “a short action”.

Long Actions

A long action is your greater ability in your turn and can be used to use an ability, attack, or spell that states it is “a long action”.

Movement

Without any other influences an individual can move a distance equal to their movement during their turn in the combat round.

Universal Long Actions

Sprint: You can move additional distance equal to your base movement.

Dodge: Using the “dodge” long action imposes a disadvantage on the attack made against you.

Disengage: Using the “disengage” long action allows you to run away from an enemy with provoke an attack.

Tool Roll: Using the “tool roll” long action allows you to make a tool roll such as medicine or poisoners kit.

Dip: Using the “dip” long action allows you to dip a weapon in oil or poison or something similar that enhances or hinders a melee weapon.

Ready Response: You can prepare an action as a reaction that will trigger as per your definition before the start of your next turn.

Use Skill: You can make any skill check if circumstances allow for it.

Universal Short Actions

Run: You can move additional distance equal to half of your base movement.

Use Skill: You can make any skill check with disadvantage if circumstances allow for it.

Tool Roll: Using the “tool roll” long action allows you to make a tool roll such as medicine or poisoners kit with disadvantage.

Eat/Drink: You can use your short action to eat or drink a moderate amount. This includes potions.

Reactions

A reaction is something you do once per round on another character’s turn as a response to an attack, spell cast, or some other trigger. A reaction can be anything that states “as a reaction” in its effect or ability.

Types of Damage

Damage Type	Shorthand
Blunt	B
Slashing	S
Piercing	P
Divine	D
Necrotic	N
Fire	Fi
Cold	C
Thunder	T
Lightning	L
Acid	Ac
Force	Fo
Mental	M
Atomic	At

Reaching 0 Hit Points

When you reach 0 HP you are not strictly dead yet and must make a Will to Live (Faith) check contest against a D20 roll by the GM. All of these rolls are to be made openly.

The Combat Round

The combat round in Doryahl Tabletop has 3 distinctive phase, each with their own sub-phases or 'Steps'. The beginning and ending of a battle are defined as 'Pre-Combat Phase' and 'Post-Combat Phase' and both of these phases despite being important in their own right will take up the smallest amount of time in an actual battle with most of the time being spent repeating the 'Combat Phase' until the battle reaches a logical conclusion.

Pre-Combat Phase

1. Define units and Guilds.
2. Determine surprise.
3. Define environmental conditions such as weather and terrain.
4. Roll for Guild initiative (D20 + The number of units in the relevant Guild)

Combat Phase

Going in sequence Guild by Guild, each unit will take a Combat Phase until every unit has been expended at which point the Combat Phase will begin again and continue this way until the battle has reached a logical conclusion.

Each of the Combat Phase steps must be taken (if possible or desired) by each individual in a unit before the next unit is moved.

1. Movement Step 1
 - a. Define the start and end point of the desired movement.
 - b. Define terrain features in the path of the individual that is moving.
 - c. Determine if a Short-Action or Long-Action must be taken before movement. For example, Disengage.
2. Ranged Attack Step
 - a. Define sightlines and cover.
 - b. Determine advantages and disadvantages on attacks being made.
 - c. Roll for attack.
3. Melee Attack Step
 - a. Determine control range.
 - b. Determine flanking.
 - c. Determine advantages and disadvantages on attacks being made.
 - d. Roll for attack.
4. Support Step
 - a. Use only non-combat based magical spells during this step such as healing or support spells. Any spell that causes damage can be done during the Ranged Attack and Melee Attack Steps.
 - b. Determine environmental influences on magic. For example, if there are strong winds a fire spell might either not work at all or work too well.
 - c. Make relevant rolls.
5. Movement Step 2
 - a. Define the start and end point of the desired movement.
 - b. Define terrain features in the path of the individual that is moving.
 - c. Determine if a Short-Action or Long-Action must be taken before movement. For example, Disengage.
6. Clean Up Step
 - a. Remove dead or incapacitated individuals from the battlefield.
 - b. Place a counter next to your unit to show it has been expended.
 - c. Determine environmental damages.
7. Environmental Step (Situational)
 - a. Determine if the environment should have a turn within combat. For example, if the fight is in a desert while there is a sandstorm.
 - b. Make relevant changes to the battlefield.
 - c. Make relevant rolls.

Note: An individual can perform up to 2 Short Actions or 1 Long Action during their turn, as well as using a reaction and/or movement at relevant times during battle.

Post-Combat Phase

1. Make relevant rolls to determine whether or not incapacitated or dead individuals remain that way.
2. Loot the dead.
3. Distribute Skill Points.
4. Distribute Levels.
5. Determine the Righteousness of individuals following the fight.

Situational Rulings

1. If the number of units on one side of the battle exceeds that of the opposing side, the side with less units will be given the option to move X units at the end of an enemy unit's Combat Phase.
X = Half (rounded up) of the difference between the sides of the battle.
 - a. This ruling does not apply if there are 3 or more sides in a battle.
2. **Divine Intervention:** As God plays an incredibly important role in the daily lives of the people of Hascrith a **player character** has the unique ability to call upon him for aid in a moment of desperation.
 - a. To call on God during a battle a player must use their Long-Action to call upon him from their knees with hands clasped in the air, that player rolls a Divinity check with difficulty defined by the table below.

Difficulty (Minimum Roll)	Condition (In Battle)	Righteousness of Individual	Role-play influence
40	You outnumber the enemy	50+	Oscar worthy
35	You equal the enemy in units	50+	Oscar worthy
30	You are outnumbered by 1 or 2 units	30+	B-List
25	You are outnumbered by 5+ units	30+	C-List
20	You have half or less units than the enemy	15+	D-List
15	You are severely outnumbered	10+	1 Improv Class

Though this is an option, it is very much so an optional piece of additional material within the rules of the game and is entirely determined by the GM's discretion.

3. Player versus player (PvP): If two or more players want to fight each other for any reason it must be agreed upon first by all players involved as well as the GM

Conditions

Blind

The creature is blind and automatically fails any checks made that require sight. Attack rolls against the blind creature have advantage and any attack roll the creature makes has disadvantage.

Charmed

The charmed creature cannot do anything to actively harm the charmer. Checks the charmer makes to interact with the charmed creature have advantage. The charm effect end if the charmer does any harm to the charmed creature.

Deaf

The creature is deaf and automatically fails any checks made that require hearing.

Exhausted

Level of Exhaustion	Effect
1	Disadvantage on Strength based rolls
2	Disadvantage on Agility based rolls
3	Disadvantage on Fortitude based rolls
4	Speed cut in half
5	All skill and spell rolls made with disadvantage
6	Disadvantage on all contested rolls
7	Maximum Hit Points cut in half
8	Speed 1cm
9	You take double damage on all attacks made against you
10	Death

Frightened

The frightened creature cannot willingly move towards the source of their fear. The frightened creature makes all rolls with disadvantage while they can see or hear the source of their fear.

Hungry

If a creature goes two days without food they gain 1 point of hunger, for every 3 points of hunger a creature has they gain 1 point of exhaustion.

Invisible

An invisible creature cannot be seen by other creature. Though their foot prints can be seen and they can be heard.

Paralyzed

You cannot move or make attribute or skill checks that require Strength, Agility, or Fortitude. All attacks against a paralyzed creature automatically hit their target.

Poisoned

A poisoned creature makes all attribute and skill checks with disadvantage.

Prone

While prone a creature can spend a short action to stand back up. Melee attacks are made with disadvantage by the prone creature. Gun attacks are made with advantage by the prone creature.

Restrained/Grappled

While restrained or grappled a creature has disadvantage on Strength and Agility base rolls. Attack rolls against you have advantage.

Stunned

Attacks are made against a stunned creature with advantage. A stunned creature can only make a short action on their turn.

Sunburned

A sunburned creature has disadvantage on Fortitude and Willpower based rolls. Melee attacks against a sunburned creature deal an additional 2 Fire damage.

Surprised

When an individual, unit, or Guild is considered surprised at the beginning of a battle they are considered to be under the 'Stunned' condition for the entire first round.

Unconscious

An unconscious creature can't move, see, or talk. Attacks made against an unconscious creature are made with advantage and considered critical on a hit. An unconscious creature can't make any roll that involves Strength, Agility, or Fortitude.

Weapons & Armour

Attack Rolls

Attacks are roll by rolling a D20 and adding your Agility (If a “light” or “agile” weapon) or Strength (If using any other weapon)

Basic Weapons

Name	Damage	Description	Cost
Club	1D6 (B)	Light	2 Copper
Quarterstaff	1D12 (B)	Medium, Two-Handed	5 Copper
Walking Cane	1D6 (B)	Light	5 Copper
Duelling Cane	1D12 (B)	Medium, Agile	1 Silver
Scythe	2D6 (S)	Medium, Two-Handed	1 Silver
Hammer	1D6 (B)	Light	2 Copper
Spear	2D6 (P)	Two-Handed, Thrown (up to 10m)	6 Copper
Dagger	1D6 (P)	Light, Agile	1 Silver
Mace	1D12 (B)	Heavy	1 Silver
Sickle	1D6 (S)	Light	3 Copper
Whip	1D6 (S)	Light, Agile	2 Copper
Hatchet	1D6 (S)	Light, Agile	2 Copper
Axe	1D12 (S)	Heavy, Two-Handed	5 Copper

Military Weapons

Name	Damage	Description	Cost
Short Sword	1D6 (P)	Light, Agile	2 Silver
Cutlass	1D12 (P)	Medium	1 Silver
Longsword	1D12 (S)	Medium, Two-Handed	5 Silver
Claymore	2D6 (S)	Two-Handed, Heavy	10 Silver
Battle Axe	1D12 (S)	Medium	5 Silver
Great Axe	2D6 (S)	Two-Handed, Heavy	10 Silver
Warhammer	1D12 (B)	Medium	3 Silver
Maul	2D6 (B)	Two-Handed, Heavy	8 Silver
Halberd	1D12 (S)	Two-Handed, Heavy	8 Silver
Glaive	1D12 (S)	Two-Handed, Heavy	8 Silver
Lance	2D12 (P)	Heavy, Mounted	10 Silver
Trident	1D6 (P)	Medium, Thrown (up to 15m)	5 Silver
Morningstar	1D6 (B)	Medium	2 Silver
Flail	1D6 (B)	Medium	2 Silver

Ranged Weapons

Name	Damage	Description	Cost
Short Bow	1D6 (P)	Light, Two-Handed, up to 30m	8 Copper
Longbow	2D6 (P)	Medium, Two-Handed, up to 50m	2 Silver
Sling	1D6 (B)	Light, Agile, up to 20m	2 Copper
Boomerang	1D6 (B)	Light, Agile, up to 20m	2 Copper
Hand Crossbow	1D6 (P)	Light, Agile, up to 30m	5 Copper
Light Crossbow	1D12 (P)	Medium, Two-Handed, up to 50m	2 Silver
Heavy Crossbow	2D6 (P)	Heavy, Two-Handed, up to 80m	8 Silver
Dart	1D6 (P)	Light, Agile, up to 20m	1 Copper
Net	---	Agility roll (10) to escape, up to 10m	1 Copper
Pistol	1D6 (P)	Light, up to 80m	500 Silver
Rifle	1D12 (P)	Heavy, Two-Handed, up to 150m	1,500 Silver

Armour

Name	Armour Rating	Description	Cost
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Without Armour	4 + Agility	---	---
Leather	6 + Agility	Light	5 Silver
Studded Leather	8 + Agility	Light	10 Silver
Chain	8 + Strength	Medium	75 Silver
Scale Mail	10 + Strength	Medium	300 Silver
Ring Mail	10 + Strength	Heavy	500 Silver
Splint	12	Heavy	750 Silver
Plate	12 + Strength	Heavy	1000 Silver
Shield	+ Fortitude	Shield	4 Silver

Magic

The Spell Book/Prayer Book

As a priest you will have a prayer book containing 5 spells of your choice to begin, and as an arcane mage you start with a spell book containing 5 spells of your choice.

A user of The Corruption of Dahszmús create an Iúbhôr Dô, a Void Book which they must create page by page and which has no spells to begin with.

The Divine Increments of Magical Power

The Gift of Doryahl is the ten increments of magical power that were spread through the universe during its infancy by the cosmic marriage of Doryahl and Ôdiséahn and which is carried through the cosmos by the light of their children; The Dragons, or Stars.

Though only the largest and brightest of Doryahl and Ôdiséahn's children carry The Gift, it does still exist in some form in all places where light can be seen.

Each aspect (or increment) of Doryahl's bountiful gift is represented by one of the points of the ten-pointed star that is her symbol, and each increment requires some gift from the user in return in order to be used effectively.

You can cast spells of increments equal to your Magic (Faith) score and can cast a number of spells per day equal to your Magic (Faith) score + your Divinity (Faith) score.

Increment of Power	Cost	Example Spell
1	Belief in Ôdiséahn (At least a +1 on the Dahszmús/Ôdiséahn Scale)	Wound Closure
2	Belief in one's own abilities (At least 2 points in your Divinity (Faith) score)	Divine Spear
3	Strength of body (At least a score of 4 in Fortitude)	
4	Strength of mind (At least a score of 4 in Willpower)	
5	Strength of heart (At least a 4 in your Will to Live (Faith) score)	
6	Strength of soul (At least a score of 5 in Faith)	
7	Purity of body (At least a 6 in your Wellness (Fortitude) score)	
8	Purity of heart (At least a +6 on the Dahszmús/Ôdiséahn Scale)	
9	Sacrifice of one's own blood (Deal 2D6 Slashing or Piercing damage to yourself leaving a permanent scar)	
10	Sacrifice of one's own life (Die)	Divine Missile

The Arcane Increments of Magical Power

You can cast spells of increments equal to your Magic (Faith) score and can cast a number of spells per day equal to your Magic (Faith) score + your Lore (Willpower) score.

Increment of Power	Cost	Example Spell
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1	Own an arcane spell book	Flame Charge
2	Belief in one's own abilities (At least 2 points in your Divinity (Faith) score)	Arcane Bolt
3	Strength of body (At least a score of 4 in Fortitude)	
4	Strength of mind (At least a score of 4 in Willpower)	
5	Strength of heart (At least a 4 in your Will to Live (Faith) score)	
6	Strength of soul (At least a score of 5 in Faith)	
7	Purity of body (At least a 6 in your Wellness (Fortitude) score)	
8	Arcane Knowledge (At least an 8 in you Lore (Willpower) score)	
9	Sacrifice of one's own blood (Deal 2D6 Slashing or Piercing damage to yourself leaving a permanent scar)	
10	Sacrifice of one's own life (Die)	Wish

The Corruption of Dahszmús

The antithesis of The Gift of Doryahl is The Corruption of Dahszmús, often referred to simply as “Dark Magic”, and is something that is practiced by only the worst, most evil, and nefarious of Sryqó, Srybhán, and Róto.

Dahszmús was the unknown, jealous observer to the explosive and beautiful union that was Doryahl and Ódiséahn's marriage and coming together to produce the first Shower of Dragons and by extension, The Universe. His hatred and jealousy towards this union created in him a terrible malice and it was such that it leaked through The Walls of Doryahl and into the infantile universe, thus creating a discord, an unbalanced magical corruption with boundless potential for destruction.

The four-pointed star of Dahszmús represents the four stages of corruption that a person must go through in order to fully make use of this diabolical form of magic.

You can cast arcane spells of increments equal to your Faith + Corruption score and can cast a number of spells per day equal to your Magic (Faith) score + your Lore (Willpower) score.

Increment of Power	Cost	Example Spell
1	Own an arcane spell book	Minor wounding
2	Belief in one's own abilities (At least 2 points in your Divinity (Faith) score)	Arcane Bolt
3	Strength of body (At least a score of 4 in Fortitude)	
4	Strength of mind (At least a score of 4 in Willpower)	
5	Strength of heart (At least a 4 in your Will to Live (Faith) score)	
6	Strength of soul (At least a score of 5 in Faith)	
7	Purity of body (At least a 6 in your Wellness (Fortitude) score)	
8	Corruption of heart (At least a -6 on the Dahszmús/Ódiséahn Scale)	
9	Sacrifice of one's own blood (Deal 2D6 Slashing or Piercing damage to yourself leaving a permanent scar)	
10	Sacrifice of one's own life (Die)	Wish

Spell Components

All spells require a verbal component (V) unless stated otherwise, some spells will require a hand component (H), soul component (S) or a material component (M)

Most spells count as a Long Action unless stated otherwise.

Contested Rolls

A contested roll is where you (the player) make a roll in the requested attribute of the contest. The result is the number that all NPCs or enemies effected by the spell need to beat in their own roll in the contest.

Learning Spells

You learn a new spell by spending a day and 10 Silver per spell increment either copying it from a spell scroll or by copying it from someone else's spell book or prayer book

Spell Lists

Arcane

Spell Name	Increment of Power
Arcane Inspire	1
Create/Destroy Fire	1
Create/Destroy Water	1
Fearful Presence	1
Flame Charge	1
Freezing Touch	1
Light	1
Mage Hand	1
Mending	1
Message	1
Minor Levitate	1
Minor Wounding	1
Necrotic Hands	1
Summon Familiar	1
Arcane Armour	2
Arcane Bolt	2
Burning Touch	2
Feather Falling	2
Fog	2
Grow	2
Lesser Friendship	2
Necrotic Touch	2
Shrink	2
Sleep	2
Summon Animal	2
Summon Fey	2
Summon Insects	2
Thunder Cloud	2
Understand Animals	2
Darkness	3
Inflict Pain	3
Invisible Butler	3
Minor Teleport	3
Ray of Cold	3
Summon Elemental	3
Understand Languages	3
Animate Objects	4
Blindness	4
Climb	4
Dark Sight	4
Fear	4
Greater Friendship	4
Levitate Self	4
Summon Fairies	4
Summon Mount	4
Aura of Power	5
Bestow Illness	5
Fly	5
Major Levitate	5
Mass Summon Animals	5
Mass Summon Fey	5

Mass Summon Insects	5
Summon Bhrúga	5
Summon Demon	5
Bestow Curse	6
Bolt of Lightning	6
Counter Spell	6
Telekinesis	6
Explosion	7
Mass Fly	7
Mass Summon Elementals	7
Mind Control	7
Mind Suggestion	7
Teleport	7
Mass Summon Fairies	8
Mind Blast	8
Mind Domination	8
Psychosis	8
Locust Swarm	9
Mass Mind Control	9
Mass Mind Suggestion	9
Mass Summon Demons	9
Summon Férmóg	9
Mass Psychosis	10
Summon Army	10
Terraform	10
Wish	9 or 10 (GM's Discretion)
Summon Multiple Familiars	4

Divine

Spell Name	Increment of Power
Bless	1
Create/Destroy Fire	1
Create/Destroy Water	1
Divine Guidance	1
Divine Hands	1
Light	1
Mending	1
Message	1
Minor Levitate	1
Necrotic Hands	1
Summon Familiar	1
Wound Closure	1
Aura of Healing	2
Detect Curse	2
Detect Illness	2
Divine Spear	2
Feather Falling	2
Fog	2
Grow	2
Healing Song	2
Lesser Friendship	2
Shrink	2
Sleep	2
Summon Animal	2
Summon Fey	2
Summon Insects	2
Thunder Cloud	2
Understand Animals	2

Aura of Confidence	3
Aura of Friendship	3
Darkness	3
Deafness	3
Heal	3
Inflict Pain	3
Invisible Butler	3
Minor Teleport	3
Ray of Cold	3
Summon Elemental	3
Understand Languages	3
Animate Objects	4
Aura of Armour	4
Aura of Protection	4
Blindness	4
Circle of Truth	4
Climb	4
Dark Sight	4
Greater Friendship	4
Levitate	4
Remove Curse	4
Remove Illness	4
Summon Fairies	4
Summon Mount	4
Summon Multiple Familiars	4
Aura of Power	5
Bestow Illness	5
Fly	5
Mass Summon Animals	5
Mass Summon Fey	5
Mass Summon Insects	5
Summon Angel	5
Summon Bhrúga	5
Summon Demon	5
Bestow Curse	6
Counter Spell	6
Mass Heal	6
Mass Wound Closure	6
Mass Fly	7
Mass Summon Elementals	7
Mind Suggestion	7
Restore Body	7
Teleport	7
Divine Heal	8
Mass Summon Fairies	8
Restore Mind	8
Locust Swarm	9
Mass Mind Suggestion	9
Mass Summon Angels	9
Mass Summon Demons	9
Summon Bhélgún	9
Summon Férmóg	9
Divine Missile	10
Mass Restore Body	10
Summon Army	10
Terraform	10
Wish	9 <u>or</u> 10 (GM's Discretion)

Spell Effects

Template:

Spell Name:

Spell Increment (1-10):

Spell Type (Arcane or Divine):

Spell Components (Hand, Verbal, Material, Soul):

Range:

Casting Time:

Damage (If Applicable, use D6s and D12s):

Effect Description:

Spell Name: Animate Objects

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand & Material (The objects being animated)

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 1D6

Effect Description: You animate a number of small and/or medium sized objects equal to your Magic (Faith) score to fight alongside you. Each object attacks using your Strength or Agility score and deals 1D6 of damage based on the type of object it is. The animated object fight on your turn.

Spell Name: Arcane Armour

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Your armour become 15 + Agility + Faith

Spell Name: Arcane Bolt

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: 28cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 2D6 (Di)

Effect Description: You make a Faith based ranged attack with a distance of 28cm or 12m and roll 2D6 of Divine damage on a hit

Spell Name: Arcane Inspire

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You provide an ally within 21cm or 9m an additional 1D6 to an attack roll

Spell Name: Aura of Armour

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You cast an aura that makes every ally within 14cm or 6m of you gain a +2 to their armour score

Spell Name: Aura of Confidence

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You cast an aura that makes every ally within 14cm or 6m of you gain advantage on Persuasion (Willpower) and Deception (Willpower) rolls

Spell Name: Aura of Friendship

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You gain advantage on all rolls to befriend people or animals

Spell Name: Aura of Healing

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal and Hand

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: All allies that begin their turn within 7cm or 3m of you regain 1D6 Hit Points

Spell Name: Aura of Power

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 1D6

Effect Description: Every ally within 14cm or 6m of you get an addition 1D6 Necrotic or Divine (your choice) damage to their rolls

Spell Name: Aura of Protection

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Every ally within 14cm or 6m of you gain +4 to armour and have advantage of Will to Live (Faith) checks

Spell Name: Bestow Curse

Spell Increment (1-10): 6

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand, Verbal, and Soul (-2 Righteousness)

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: At touch range you bestow a curse onto a target that can't be removed without magic, you impose disadvantage on all roll to do with on Attribute score and can pass any curse you suffer from onto the target including but not limited to Lycanthropy, Harakonism, Enthrallment, Etc.

Spell Name: Bestow Illness

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand, Verbal, and Soul (-2 Righteousness)

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 1D12 (N)

Effect Description: At touch range you inflict an illness onto a chosen target, they take 1D12 of Necrotic damage and are considered exhausted for 1 week or until they are cured

Spell Name: Bless

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: 14cm

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You bless up to 3 targets with +1 to their armour score

Spell Name: Blindness

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You choose a target within 21cm or 9m, they make a contested Will to Live (Faith) roll vs you Divinity (Faith) roll or they become blind for the next 1 minute

Spell Name: Bolt of Lightning

Spell Increment (1-10): 6

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: Self (28cm Line)

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 4D12 (L)

Effect Description: In a 28cm or 12m line starting at you and going in a direction you can see, you create a bolt of lightning that deals 4D12 of Lightning damage to everything in its path. Make separate Faith based attack rolls for everyone hit by the bolt.

Spell Name: Burning Touch

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, or Soul): Hand

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 2D6 (Fi)

Effect Description: At touch range, you can burn someone for 2D6 Fire damage making an Agility based attack roll

Spell Name: Circle of Truth

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: Self (28cm Radius)

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Everyone within 28cm or 12m radius of the caster must make contested Faith rolls against the cast or only be able to speak if speaking the truth

Spell Name: Climb

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You give yourself or an ally at touch distance the ability to climb at a rate equal to your normal walking speed

Spell Name: Counter Spell

Spell Increment (1-10): 6

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: 28cm

Casting Time: Reaction

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You choose a target you can see with 28cm or 12m and roll a contested Faith roll other the target cannot cast the spell and still uses on of their daily spells

Spell Name: Create/ Destroy Fire

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: Self

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): 1D6

Effect Description: You create or destroy a handful of fire. You can use this fire for utility purposes or you can through it up to 21cm or 9m with an Agility roll to hit for 1D6 (F)

Spell Name: Create/Destroy Water

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: 21cm

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can create or destroy an amount of water equal to 50 Litres

Spell Name: Dark Sight

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You give yourself the ability to see in the dark up to 21cm or 9m

Spell Name: Darkness

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: 28cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You create a 14cm or 6m radius sphere of pure darkness within 28cm or 12m of where you are

Spell Name: Deafness

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: 28cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You roll a contested Faith roll with a target within 28cm or 12m and if they fail they become deaf for 10 rounds of combat repeating the roll at the start of their turn.

Spell Name: Detect Curse

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Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand, Verbal, and Soul (+1 Righteousness)

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You detect curses and the nature of them within a 7cm or 3m of your character

Spell Name: Detect Illness

Flavour Text:

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand, Verbal, and Soul (+1 Righteousness)

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You detect curses and the nature of them within a 7cm or 3m of your character

Spell Name: Divine Guidance

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Verbal

Range: 14cm

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Give an ally that can hear you an additional 1D6 onto all attribute, ability, and skill rolls for 10 turns

Spell Name: Divine Hands

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Hands

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Heal a target in touch range by 1D6

Spell Name: Divine Heal

Spell Increment (1-10): 8

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand and Soul (+1 on the Dahszmús/Ôdiséahn Scale)

Range: 35cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Heal every ally that can currently hear you by 8D12

Spell Name: Divine Missile

Spell Increment (1-10): 10

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand, Verbal, and Soul (+50 Righteousness)

Range: Sight

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 20D12 (D)

Effect Description: Within a range of sight, you choose a target and they take 20D12 of Divine damage and you take the same. If the target would die to this damage, both you and they are banished to Purgatory for eternity.

Spell Name: Divine Spear

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 2D6 (D)

Effect Description: You make an Agility based attack that targets something within 21cm or 9m and if the attack hits it deals 2D6 of Divine damage

Spell Name: Explosion

Spell Increment (1-10): 7

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, or Soul): Hand and Verbal

Range: 28cm (14cm Radius)

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Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 7D12 (Blunt)

Effect Description: You create a 14cm or 6m radius sphere sized explosion within 28cm or 12m of where you can see from where you are and all inside of it must make a contested Willpower roll against you or take 7D12 of Blunt damage

Spell Name: Fear

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, or Soul): Hand, Verbal, and Soul (-5 Righteousness)

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You force someone that can see you within 21cm must make a contested Faith (if Divine) or Willpower (if Arcane) roll or become paralysed with terrible fear of you and be unable to look at or move closer to you and not willingly interact with you

Spell Name: Fearful Presence

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Verbal

Range: Self

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You increase the volume and intensity of your voice and gain advantage on all rolls made to be intimidating

Spell Name: Feather Falling

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Touch

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You fall at one quarter your normal rate and become immune to Blunt damage caused by falling for 1 hour

Spell Name: Flame Charge

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Long Action

Casting Time: 21cm

Damage (If Applicable, use D6s and D12s): 1D6 (Fi)

Effect Description: Roll an Agility roll dealing 1D6 of Fire damage on a hit

Spell Name: Fly

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You or a willing target in touch range gain the ability to fly for 1 hour

Spell Name: Fog

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You create an area of fog that is obscured and a 14cm sphere in shape that obscures the area that it occupies

Spell Name: Freezing Touch

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 1D6 (C)

Effect Description: You touch someone and make an Agility roll dealing 1D6 of Cold damage on a hit

Spell Name: Greater Friendship

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You gain advantage on Persuasion (Willpower) and Deception (Willpower) rolls and can add another 1D6 to each of those rolls. Lasts for 10 minutes.

Spell Name: Grow

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: A target within 21cm of you must make a contested Faith (if Divine) or Willpower (if Arcane) or grow to twice its current size. Can be stacked. Lasts 10 minutes.

Spell Name: Heal

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (+1 Righteousness)

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You heal a target within touch range by 3D6

Spell Name: Healing Song

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Verbal

Range: 21cm

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Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You heal a target that can hear you within 21cm by 1D6

Spell Name: Inflict Pain

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (-1 Righteousness)

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 3D6 (N)

Effect Description: You roll a Willpower (if Arcane) or Faith (if Divine) based attack roll against a target within sight and 21cm dealing 3D6 of Necrotic damage on a hit

Spell Name: Invisible Butler

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 14cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You conjure an invisible servant that stays around for up to 8 hours and will do any menial or basic task for you during that time

Spell Name: Lesser Friendship

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You have advantage on Persuasion (Willpower) and Deception (Willpower) rolls against a target within 21cm (they make a contested Willpower or Faith roll). Lasts 10 Minutes

Spell Name: Levitate Self

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You cast a spell on yourself that lasts for 1 hour and allows you to slowly levitate up and down at a rate of half your current speed

Spell Name: Light

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Self

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You create a small orb of light that follows above your head and sheds light out to 28cm

Spell Name: Locust Swarm

Spell Increment (1-10): 9

Spell Type (Arcane or Divine): Arcane & Divine (Ritual)

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, Material (The Carcass of a Legendary Creature), and Soul (-40 Righteousness)

Range: 14cm

Casting Time: Ritual (10 Minutes)

Damage (If Applicable, use D6s and D12s): Unknowably Large

Effect Description: You create a ritual circle that is 9m diameter and in its centre is the carcass of a legendary creature (such as a Fémóg Queen, Sovereign Bhrúga, Unicorn, Etc.) you chant the ritual for 10 minute exactly and then 5D20 multiplied by 1,000 locusts swarm from the carcass of the legendary creature.

Spell Name: Mage Hand

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand

Range: 28cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You create a corporeal hand that levitates within 28cm of you and can lift no more than 1kg

Spell Name: Major Levitate

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can give yourself and up to 6 willing others within a range of 21cm the ability to slowly levitate up and down at a rate equal to half their current movement speed

Spell Name: Mass Fly

Spell Increment (1-10): 7

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You give yourself and up to 6 willing others within a range of 21cm the ability to fly at a rate equal to their current movement speed

Spell Name: Mass Heal

Spell Increment (1-10): 6

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (+2 Righteousness)

Range: 28cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You heal up to 6 targets that can hear or see you within a range of 28cm, 2D12

Spell Name: Mass Mind Control

Spell Increment (1-10): 9

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

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Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You make a contested Willpower roll against up to 6 targets that can hear you within 21cm if they fail you gain full control over them and can administer non-harmful-to-self commands at your will. Lasts until the target succeeds a contested Willpower roll which they can make every 12 hours.

Spell Name: Mass Mind Suggestion

Spell Increment (1-10): 9

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can make contested Willpower (if Arcane) or Faith (if Divine) roll against up to 6 targets within a range of 21cm and if they fail you can suggest a basic idea into their mind that they will believe wholeheartedly and which will develop throughout the peoples' lives

Spell Name: Mass Psychosis

Spell Increment (1-10): 10

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (-50 Righteousness)

Range: 500m

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 20D6 (M)

Effect Description: Centred on you a 500m radius sphere must make contested Willpower roll against you otherwise taking 20D6 of mental damage and going completely insane if they survive the roll or damage

Spell Name: Mass Restore Body

Spell Increment (1-10): 10

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (+50 Righteousness)

Range: 500m

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Centred on you a 500m radius sphere of healing energy is release and gives 200HP to everything within it

Spell Name: Mass Summon Angels

Spell Increment (1-10): 9

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (+10 Righteousness)

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 6 Angels to fight alongside you

Spell Name: Mass Summon Animals

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s):

Effect Description: You summon 6 animals of your choice to fight alongside you

Spell Name: Mass Summon Demons

Spell Increment (1-10): 9

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (-10 Righteousness)

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 6 demons of your choice to fight alongside you

Spell Name: Mass Summon Elementals

Spell Increment (1-10): 7

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 6 elementals of your choice to fight alongside you

Spell Name: Mass Summon Fairies

Spell Increment (1-10): 8

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 6 fairies to fight alongside you

Spell Name: Mass Summon Fey

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 6 fey

Spell Name: Mass Summon Insects

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 2D20 multiplied by 100 flying ants or beetles or wasps or locusts

Spell Name: Mass Wound Closure

Spell Increment (1-10): 6

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 28cm

Casting Time: Long Action

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Damage (If Applicable, use D6s and D12s): ---

Effect Description: You heal any number of targets in a range of 28cm by 2D6

Spell Name: Mending

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Touch

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can mend basic damage done to armour and clothes

Spell Name: Message

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand

Range: 28cm

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You telepathically communicate with someone you can see. You can only send 10 words at a time.

Spell Name: Mind Blast

Spell Increment (1-10): 8

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 7D12 (M)

Effect Description: You make a contested Willpower roll against a target that you can see if they fail they take 7D12 of mental damage

Spell Name: Mind Control

Spell Increment (1-10): 7

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

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Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You make a contested Willpower roll against a target that can hear you within 21cm if they fail you gain full control over them and can administer non-harmful-to-self commands at your will. Lasts until the target succeeds a contested Willpower roll which they can make every 12 hours.

Spell Name: Mind Domination

Spell Increment (1-10): 8

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You make a contested Willpower roll against a target that can hear you within 21cm if they fail you gain full control over them and administer commands at your will. Lasts until the target succeeds a contested Willpower roll which they can make every 12 hours.

Spell Name: Mind Suggestion

Spell Increment (1-10): 7

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can make contested Willpower (if Arcane) or Faith (if Divine) roll against a target within a range of 21cm and if they fail you can suggest a basic idea into their mind that they will believe wholeheartedly and which will develop throughout the person's life

Spell Name: Minor Levitate

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 14cm

Casting Time: Short Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can levitate anything weighing 5kg or less and maintain its levitated state for up to an hour

Spell Name: Minor Teleport

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can teleport up to 28cm to a place that is unoccupied and that you can see

Spell Name: Minor Wounding

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 1D6 (N)

Effect Description: Roll a Willpower based attack within 28cm and deal 1D6 of Necrotic damage

Spell Name: Necrotic Hands

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 1D12

Effect Description: Roll a Willpower based attack within touch range and deal 1D12 of Necrotic damage

Spell Name: Necrotic Touch

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 2D12

Effect Description: Roll a Willpower based attack within touch range and deal 2D12 of Necrotic damage and you heal the damage divided by 2 (rounded down)

Spell Name: Psychosis

Spell Increment (1-10): 8

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (-10 Righteousness)

Range: 28cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 4D12 (M)

Effect Description: A target within sight in 28cm of you must make a contested Willpower roll against you and if they fail they take 4D12 of mental damage and if they survive they are driven completely insane

Spell Name: Ray of Cold

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 4D6 (C)

Effect Description: Make a Willpower (if Arcane) or a Faith (if Divine) based attack against a target and roll 4D6 of cold damage on a success

Spell Name: Remove Curse

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hands and Verbal

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You remove a curse from a willing target within touch range and they heal 2D12

Spell Name: Remove Illness

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hands and Verbal

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You remove a basic illness from a willing target within touch range and they heal 2D12

Spell Name: Restore Body

Spell Increment (1-10): 7

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Touch

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You heal a target within touch range by 5D12 and they regenerate any scar or lost limbs

Spell Name: Restore Mind

Spell Increment (1-10): 8

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 14cm

Casting Time: Ritual (2 Months)

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You cure the effects of insanity against a target within touch range

Spell Name: Shrink

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: A target within 21cm of you must make a contested Faith (if Divine) or Willpower (if Arcane) or shrink to half its current size. Can be stacked. Lasts 10 minutes.

Spell Name: Sleep

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You roll a contested Willpower (if Arcane) or Faith (if Divine) roll against up to 3 targets, those that fail their rolls will fall asleep

Spell Name: Summon Angel

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon an angel that will fight alongside you

Spell Name: Summon Animal

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon an animal that will fight alongside you

Spell Name: Summon Army

Spell Increment (1-10): 10

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Ritual (10 Minutes)

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Giving your life you name an heir to take your command, once you do this you die and from your body opens a portal and from which emerges 10D6 multiplied by 1,000 soldiers carrying your flag

Spell Name: Summon Bhélgún

Spell Increment (1-10): 9

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Material (1,000 Gold Pieces)

Range: 21cm

Casting Time: Ritual (10 Minutes)

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon Bhélgún; The Living Embodiment of the Star of Bhérdón Rés's solar system.

Spell Name: Summon Bhrúga

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 1D6 Bhrúga

Spell Name: Summon Demon

Spell Increment (1-10): 5

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon a demon that will fight alongside you

Spell Name: Summon Elementals

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon an Air Elemental or Fire Elemental or Water Elemental or Earth Elemental. It will fight by your side.

Spell Name: Summon Fairies

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 1D6 Fairies

Spell Name: Summon Familiar

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon a cat or dog or other small pet that will be a companion for your adventures

Spell Name: Summon Férmóg

Spell Increment (1-10): 9

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Ritual (1 Minute)

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon an adult Férmóg. Roll a D20, on an odd number it fights everyone, on an even number it fights for you

Spell Name: Summon Fey

Spell Increment (1-10): 2

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Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon a fey creature of your choice

Spell Name: Summon Insects

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon 1D6 Multiplied by 3 of any small insect of your choice

Spell Name: Summon Mount

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon a tame horse that knows you and is loyal to you. It leaves when you tell it to, and returns when you recast this spell

Spell Name: Summon Multiple Familiars

Spell Increment (1-10): 4

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Ritual (1 Minute)

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You summon up to 3 dogs or cats or birds or other small pets

Spell Name: Telekinesis

Spell Increment (1-10): 6

Spell Type (Arcane or Divine): Arcane

Spell Components (Hand, Verbal, Material, Soul): Hand

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can pick up and attack with objects within 21cm of you. You can lift objects of up to 10kg in this way. This spell lasts for 1 minute.

Spell Name: Teleport

Spell Increment (1-10): 7

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Infinite

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can teleport to any place that you have been

Spell Name: Terraform

Spell Increment (1-10): 10

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand, Verbal, and Soul (+30 or -30 Righteousness)

Range: Self (5km Radius)

Casting Time: Ritual (10 Minutes)

Damage (If Applicable, use D6s and D12s): ---

Effect Description: Giving your life to the ground you complete terraform and change the ecosystem to how ever you wish. Your soul becomes part of this landscape for all of eternity

Spell Name: Thunder Cloud

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: 21cm

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): 1D12 (T)

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Effect Description: Target within 21cm, roll a Strength based attack roll, deal 1D12 of Thunder damage on a hit.

Spell Name: Understand Animals

Spell Increment (1-10): 2

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can understand all animals for the next 1 hour

Spell Name: Understand Languages

Spell Increment (1-10): 3

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You can understand but not speak all languages for 1 hour

Spell Name: Wish

Spell Increment (1-10): 9 or 10 (GM's Discretion)

Spell Type (Arcane or Divine): Arcane & Divine

Spell Components (Hand, Verbal, Material, Soul): Verbal

Range: Self

Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You say "I wish..." and anything that comes after comes true. The limits are to the discretion of the GM

Spell Name: Wound Closure

Spell Increment (1-10): 1

Spell Type (Arcane or Divine): Divine

Spell Components (Hand, Verbal, Material, Soul): Hand and Verbal

Range: Touch

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Casting Time: Long Action

Damage (If Applicable, use D6s and D12s): ---

Effect Description: You heal a target within touch range 1D6

Appendix A: Character Sheets



ALPHA 1.2

Name:

Class:

Race:

Background:

Home:

Strength:	Agility:	Fortitude:	Willpower:	Faith:
<u>Athletics:</u>	<u>Acrobatics:</u>	<u>Survival:</u>	<u>Persuasion:</u>	<u>Magic:</u>
<u>Push, Pull, Lift:</u>	<u>Sneak:</u>	<u>Wellness:</u>	<u>Deception:</u>	<u>Will To Live:</u>
<u>Craft:</u>	<u>Sleight of Hand:</u>	<u>Courage:</u>	<u>Lore:</u>	<u>Perception:</u>
			<u>Investigation:</u>	:
Maximum Hit Points:	Armour:	Righteousness:	Speed:	
Current Hit Points:				
Abilities:				



DORYAHL
TABLETOP

ALPHA 1.2

Spells Per Day:

Items:

Equipment/Spells:

Proficiencies:

Ability Points:

Level:

Age:

Gold:

Silver:

Copper:

Appendix B: Creatures & Monsters

The Dracamyr

Powerful enough to overcome death itself and to create separate pockets of reality to exist in, the Dracamyr are some of the most powerful and feared beings imaginable. Existing in a state of pure chaos and calamity the Dracamyr persist in existence bringing order to their own part of nature.

Áté “The Serpent Lord”

Balor “The Ocean Lord”

Dúlahán “The Lord of Spirits”

Hakrion Rixus “The Undead Lord”

Jertorn “The Beast Lord”

Óté “The Scorpion Lord”

Oszrec “The Fungal Lord”

Tôrmac “The Elemental Lord”

Stat Blocks (In Alphabetical Order)

Template

Name:

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Acolyte

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Acrobat

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Actor

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Air Elemental

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ammit

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Androsphinx

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Angel

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Animated Armour

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Animated Sword

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ant

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ant Cater

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ape

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Arcane Mage

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Arch Mage

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Aristocrat

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Armadillo

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Armour Smith

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Aspidochelone

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Assassin

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Automaton

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Axolotyl

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Badger

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

♠Balor

Flavour Text:

Type: Demon, Humanoid

HP: 500

Armour: 20

Speed: 28cm

Attributes:

- Strength: 20
- Agility: 12
- Fortitude: 15
- Willpower: 10
- Faith: 8

Skills:

Abilities:

- **Demonic Eye:** Roll a D6 (Range 35cm in sight)

Roll	Effect
1	A target's HP is halved
2	Deal 10D12 (F) Damage to target
3	Target dies
4	Frighten everyone within 35cm (contested Willpower)
5	Blind target permanently
6	Set everything in sight on fire

- **Arcane Spellcasting:**
- **Fomorian Call:**
-

Spells/Equipment:

- **Balor's Club:**
- **Adamantine Armour:**
- **Balor's Shield:**

♠Bánánach

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:

- Faith:

Skills:

Abilities:

Spells/Equipment:

Bandit

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bandit Leader

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Banshee

Flavour Text:

Type:

HP: 120

Armour: 18

Speed: 35cm

Attributes:

- Strength: 5
- Agility: 10
- Fortitude: 10
- Willpower: 6
- Faith: 5

Skills:

Sneak: 8

Wellness: 6

Courage: 8

Lore: 6

Magic: 4

Corruption: 5

Abilities:

Hallowing Screech (Recharge on a D6 Roll of 5+):

Everything that can hear within 42cm must make a Willpower check of 20 or become Frightened until the end of the next turn.

Necrotic Glare:

One creature that the Banshee can see within 28cm must make a Faith check of 15 or take 3D6 of Necrotic Damage

Spells/Equipment:

Spells:

Sleep (2nd Increment)

Mind Domination (8th Increment)

Summon Army (10th Increment)

Equipment:

The Great Sword of Knights Glory

Claymore Sword with +1 to attack and damage rolls

Curse:

The Great Sword of Dúlahán

Claymore Sword with +1 to attack and damage rolls

When this sword kills something it becomes a spectre version of itself under the control of the sword's wielder at the time of killing

This sword does an additional 2D6 of Necrotic Damage to people that worship Ôdiséahn or Doryahl

This sword's wielder must use it to kill at least once per day unless they succeed a Willpower check of 12 or higher

Every time this sword kills something its wielder takes a -1 to Righteousness

Basilisk

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bat

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bear (Black)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bear (Brown)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bear (Panda)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bear (Polar)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bear (Red Panda)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bee

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Berserker

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ḃhélgún

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ḃhrúga

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ḃoar

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Bull

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Calopus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Camel

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Capybara

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Carman

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Cat

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Centaur

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Cerberus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Chef

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Chimera

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Commoner (Bhánil)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Commoner (Férqó)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Commoner (Róto)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Commoner (Srybhán Short)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Commoner (Grybhán Tall)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Commoner (Gryqó)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Conjurer

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Cow

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Crab

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Creeping Shadow

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Cult Leader

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Cultist

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Cyclops

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dahszmús

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Deer

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Allosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Ankylosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Apatosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Archaeopteryx)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Brachiosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Brontosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Deinonychus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Dilophosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Dimetrodon)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Gallimimus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Hadrosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Plesiosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Pteranodon)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Pterodactyl)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Quetzalcoatlus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Spinosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Stegosaurus)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Triceratops)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Tyrannosaurus Rex)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dinosaur (Velociraptor)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dog

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dolphin

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Donkey

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Dullahan

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Eagle

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Earth Elemental

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Echidna

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Elephant

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Elk

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Enchanter

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Grinyes

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Falak

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Fallen Paladin

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Fallen Priest

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Farmer

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Faun

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Férmóg (Drone)

The terror of the mountains and the skies, the haunting beasts in the cavernous darkness beneath the mountains, and the nightmare of children and adults alike. Imagine the humble ant working and toiling for its queen, burrowing through the ground to create intricate tunnel complexes and nests. Now imagine that same ant but the size of a two-story house, spitting its toxic stomach acid out onto its prey to make feeding easier and using its enormous pincers to tear down castle walls. That is a Férmóg.

Type: Insect Monster

HP: 150

Armour: 18 (Natural Armour)

Speed: 35cm

Attributes:

- Strength: 12
- Agility: 8
- Fortitude: 12

- Willpower: 4
- Faith: 4

Skills:

- Athletics: 6
- Push, Pull, Lift: 12
- Craft: 6
- Wellness: 8
- Will to Live: 4

Abilities:

- Advantage on Grappling (Passive)
- Acid Resistance (Passive)
- Acid Regurgitation (Recharge on a 5 or 6, D6 Roll): Everything within a 28cm radius must make a contested Agility check or be hit with 5D12 (A) Damage
- Stomp: A melee attack rolling +12 to hit and 2D6 + 12 (B) Damage

Spells/Equipment:

Férmóg (Larva)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Férmóg (Outcast)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Férmóg (Prince)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Férmóg (Princess)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Férmóg (Pupa)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Férmóg (Worker)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Férmóg (Soldier)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Férmóg (Queen)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Fire Elemental

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Fish

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Flutterspore

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Fomorian

The vultures of the water, the giant shambling fomorians are attracted to the scent of decay and death along coast lines and riverbeds alike.

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Type: Demon, Aquatic

HP: 21

Armour: 15 (Natural Armour)

Speed: 28cm

Attributes:

- Strength: 6
- Agility: 3
- Fortitude: 6
- Willpower: 2
- Faith: 2

Skills:

- Athletics: 5
- Push, Pull, Lift: 5
- Sneak: 3
- Wellness: 3
- Will To Live: 1

Abilities:

- **Slam:** +6 to Hit, 1D6 + 6 (B) Damage
- **Squeeze:** MUST BE DONE ON GRAPPLED CREATURE: +6 to Hit, 1D12 (B) Damage

Spells/Equipment:

- Blindness (Once per day)

Frog

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Gargoyle

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Genie

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ghost

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ghoul

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Giant

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Giant Crab

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Giraffe

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Gladiator

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Goat

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Góbbha

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Goose

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Gorgon

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Griffon

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Guard

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Gynosphinx

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hamster

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Harakon

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Harpy

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hawk

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Healer

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hecatoncheires

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hedgehog

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

High Cleric

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Highking/Highqueen

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hippogriff

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hippopotamus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Homunculus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Horse (Draft)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Horse (Riding)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Horse (War)

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hunter

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hydra

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Hyena

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Illegitimate Aristocrat

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Illegitimate Royal

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Illusionist

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Imp

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Incubus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Inventor

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Kangaroo

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Kelpie

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Keres

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

King/Queen

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Knight

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Kraken

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Krill

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Lamia

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Lemure

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Lich

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Lion

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Lizard

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:

- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Lobster

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Locust

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Mammoth

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Manatee

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Martial Artist

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Mechanical Construct

Flavour Text: This stat block is the basis for any construct in the world of Bhérdón Rés

Type:

HP: 2D12 + Fortitude

Levelling up: 2D12 + Fortitude per Power Supply Upgrade

Armour: 4 + Agility (Base), Upgrade dependent

Speed: Size dependent

Attributes:

- Strength: 3
- Agility: 3
- Fortitude: 3
- Willpower: 0
- Faith: 0

Skills: When initially built, the Mechanical Construct has 5 Skill points to spend in Strength, Agility, & Fortitude based skills.

Levelling up: 1 Skill point per new upgrade

Upgrades (When initially built, the mechanical construct has 3 upgrade points to spend):

- Attribute Upgrade (1 Upgrade Point, unlimited): Increase 1 Attribute by 1
- Armour Upgrade 1 (1 Upgrade Point, 1 Max): Armour is 6 + Agility
 - Armour Upgrade 2 (2 Upgrade Point, 1 Max): Armour is 8 + Agility
 - Armour Upgrade 3 (3 Upgrade Point, 1 Max): Armour is 10 + Agility
 - Armour Upgrade 4 (4 Upgrade Point, 1 Max): Armour is 12 + Agility
 - Armour Upgrade 5 (5 Upgrade Point, 1 Max): Armour is 14 + Agility
- Additional Arm Upgrade (1 Upgrade Point, 2 Max): You can add an additional arm to your Mechanical Construct
- Additional Leg Upgrade (1 Upgrade Point, 8 Max): You can add an additional leg to your Mechanical Construct
- Wheel Base (2 Upgrade Points, 1 Max): You can add a chassis to your mechanical construct and give it wheels
 - Add 2 Wheels (1 Upgrade Point, unlimited): You add 2 wheels to your mechanical construct
 - All Terrain Wheels (4 Upgrade Points): Make all existing wheels on your mechanical construct capable of manoeuvring on any and all terrain
- Make Mountable (2 Upgrade Points, 1 Max): You can create a mountable area or cockpit on or in your mechanical construct

- Minor Weapon Upgrade (1 Upgrade Point, unlimited): You can add 1 weapon statistic to your mechanical construct as if it were proficient in using that weapon
- Major Weapon Upgrade (4 Upgrade Points, 1 Max): Work with your GM to design a weapon of your choice
- Power Supply Upgrade 0: Coal/SGuild (0 Upgrade Points)
Must be refuelled every 2 hours
 - Power Supply Upgrade 1: Wind (1 Upgrade Points)
Must be refuelled every 4 hours
 - Power Supply Upgrade 2: Solar (2 Upgrade Points)
Must be refuelled every 8 hours
 - Power Supply Upgrade 3: Biofuel (3 Upgrade Points)
Must be refuelled every 24 hours
 - Power Supply Upgrade 4: Magical (4 Upgrade Points)
Must be refuelled every Week
 - Power Supply Upgrade 5: Oil (5 Upgrade Points)
Must be refuelled every Month
 - Power Supply Upgrade 6: Nuclear (6 Upgrade Points)
Must be refuelled every Year

Medusa

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Megladon

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Military Veteran

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Minotaur

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Mole

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Monkey

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Moose

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Mule

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Musician

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Naga

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Narwal

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Nimbeetle

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Nymph

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Octopus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ódiséahn

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ogre

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Opossum

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Orabou

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Owl

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Paladin

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Pegasus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Penguin

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Phoenix

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Pig

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Pixie

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Plankton

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Pony

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Priest

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Prisoner

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Púca

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Quasit

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Raccoon

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Rakshasa

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Ram

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Rat

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Raven

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Rhino

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Roc

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Royalty

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Scorpion

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Scout

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Sealion

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Seraphim

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Shaman

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Shark

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Sheep

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Siren

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Slave

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Glaugh

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Gleuth

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Smuggler

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Snake

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Solar Dragon

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Soldier

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Sorcerer

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Spider

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Sprite

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Spy

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Squid

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Squirrel

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Succubus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Swarm of Ants

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Swarm of Bats

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Swarm of Bees

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Swarm of Locusts

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Swarm of Mice

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Swarm of Rats

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Swarm of Wasps

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Terrapin

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Chief

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Chug

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Tiger

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Time Fly

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Citan

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Tortoise

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Turtle

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Cyphon

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Unicorn

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Void Dragon

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Wulture

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Wallaby

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Walrus

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Warlock

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Wasp

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Water Elemental

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Weaponsmith

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:

- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Werewolf

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Whale

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Wolf

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Braith

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Wyrm

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Wyvern

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Heti

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Zebra

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment:

Zombie

Flavour Text:

Type:

HP:

Armour:

Speed:

Attributes:

- Strength:
- Agility:
- Fortitude:
- Willpower:
- Faith:

Skills:

Abilities:

Spells/Equipment: