
the book of
CAIRN

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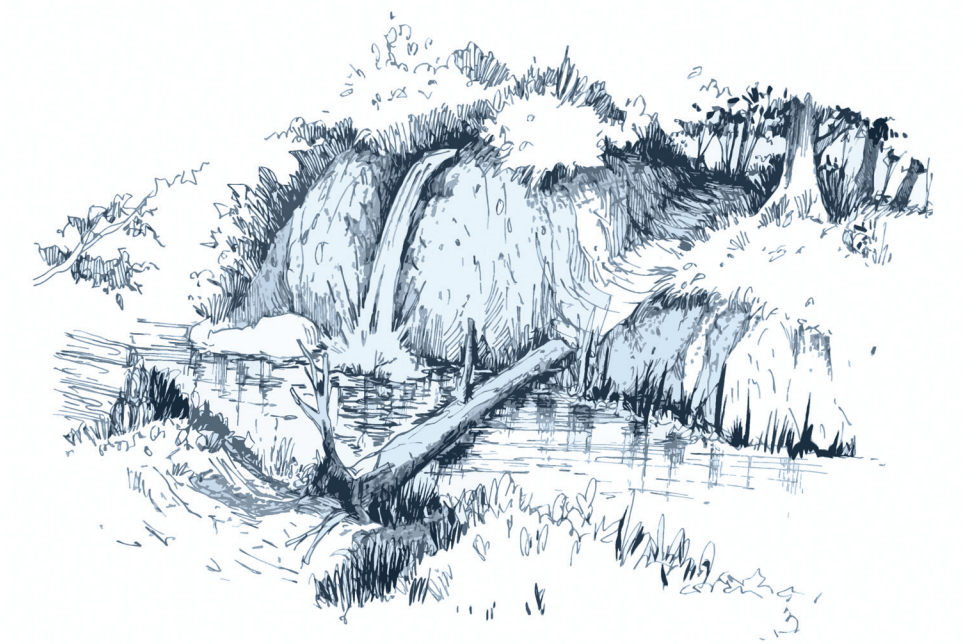


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The mole waited for the little ones to settle down. They were excited and the honeyberries weren't helping, and he couldn't help but smile. Some of the adults were irritated by the enthusiasm of the young, but the storyteller knew better. This was the Springtime of their lives; everything was new and bright and beautiful. How could they be anything but furry little balls of energy? He wouldn't have it any other way.

"They tell me you have questions…" he began.

A barrage of questions washed over him.

"Why is winter cold?"

"Have you ever seen a bear?"

"How tall is Highpeak?"

A little squirrel girl sat aside from the others. It was clear she had a question, but she was shy. She waited politely for a turn that would never come. The hyperactive hedgehog in the front row would see to that.

He took charge and pointed at the young squirrel. "You there, do you have a question for me?"

She looked up and smiled. It was easy to underestimate squirrels. Most were twitchy and scatterbrained, but not her.

"If I may, how did we become First Favored?"

The old mole smiled. She wanted him to tell the First Tale. Wise beyond her years, that one.

"What is your name dear?"

"Quirkly Quickbeam," she grinned.

"Well Quirkly, before our time the Titans lived where we do now."

With that one word — Titan — his audience fell silent. The word the adults whispered and wouldn't explain. It was the question all of them wanted answered, but none of them had the nerve to ask. The clever squirrel had found a way to ask about them without asking. A few of her friends would be in awe of her after this.



"Huge, they were. The tallest of us would still seem small to them. They were builders by nature and shaped the land to suit their whim. Bark and bough gave way to stone and steel. They lived in cities with buildings taller than the trees and filled with thousands of them. They wielded weapons and magics the likes of which we would scarcely understand. They were First Favored, but they cared nothing for the Compact. They did as they pleased, fearing nothing and expecting no consequence."

A row of tiny eyes shined back at the storyteller from across the camp fire. They were transfixed.

He leaned forward dramatically.

"Finally, they went too far. No one knows what that last step was, but they angered The Bright Ones. The land itself rebelled. Every disaster that had ever been was visited upon them, one after another. Storms, fire, earthquakes, floods. They struggled to survive, to hold on to what they had, but no one stands against the Gods for long."

The mole paused for a moment and took a slow drag off his long pipe.

"The Old World ended when the third moon fell from the sky and smashed the largest of the Titan's cities."

"But there are only two moons," the hedgehog blurted.

"Now two. But there were once three. The third moon lies right over there." He pointed with the end of his pipe at Highpeak, which could be seen from anywhere in the world.

The little hedgehog gasped.

"Highpeak is what remains of the third moon."

The barrage of questions erupted again, but Quirkly shushed them. "You're being rude! He isn't done yet!"

"Thank you, dear." The little ones settled and he continued. "The end of the Old World is known as the Maelstrom. It was a terrible time. Everything the Titans had wrought came undone. Their cities crumbled, their spells unraveled, and in the end not a single Titan remained."

"Not one?" A pudgy beaver asked, his eyes boggling.

"Well, it is said that one remained. They say he was spared by The Bright Ones to make sure that what his people did never happened again. An example. I'm not sure if I believe that, but it is certainly possible."

"So where did we come from?" Quirkly wondered aloud.

"The New World was the rebirth of the Old. We all existed in the Old World. Moles, mice, squirrels and all the rest. But we were animals, as unthinking as a buzzer, leaper, or fish."

The little ones gasped.

"It's true. There were once even larger beasts, things called 'horses' and 'oxen,' but when the Titans fell, they disappeared. The world changed. It became a smaller, more gentle place. Most of the big, cruel things went the way of their masters. The few who survived sank into the shadows and became monsters."

"Boars…." The hedgehog whispered under his breath, knowingly, to the mouse sitting beside him.

"With the Titans gone, The Bright Ones chose us to tend their garden. They came to our ancestors, telling them that we were now favored first among all living things. They awakened us, and we went to work shaping a new world. One that respected the Compact. We try to live in harmony with nature and The Bright Ones. And they are well pleased, granting us all we need to be healthy and happy, if we choose to be. It truly is a golden age."

A clucking sound went up around the circle. The little ones were pleased. One by one they drifted off. A few thanked him, and one gave him some honeyberries. After all the others had left, only Quirkly remained.

"Aren't you tired?" The mole asked.

"I had one more question. Is that all right?" She managed.

"For you, anything." He answered with a playful grin.

She stood silently for a long moment, cranking up her courage. This was a question she had practiced asking for weeks. "When I am old enough, would you apprentice me as a storyteller?"

The mole smiled the biggest smile he had ever smiled.

"My dear squirrel, you are old enough now. We will need to speak to your parents, but it's all right with me."

"Oh thank you!" She squealed, and threw her arms around the mole. He squeezed gently back.

"One day, I may even tell you the last Titan's name…."

Introduction

Welcome to Cairn, a town inhabited by small creatures in a remote corner of a very large world. The gods they call The Bright Ones, who once favored men, now favor animals like mice, hedgehogs, and squirrels. These creatures have risen up, and established a society and a history all their own. They struggle to avoid the evils that led to man's downfall, while building a world of their own.

The Story

Once upon a time, humans ruled the world known as Adriana. Called the Titans by the animals, humans built cities that stretched for miles and held thousands of people, and grouped those cities into something called "kingdoms" and "empires." They had all kinds of wondrous devices and did all kinds of miraculous things. The Titans had their own culture and history, their own wisdom and knowledge. Whatever they were like, they must have been as impressive as they are mysterious.

At the time the Titans were First Favored. The Bright Ones made them stewards over land and beast. But they did as they pleased, for they forgot about the laws the Gods set down. They made war over land, or for money, or for power. They would keep their neighbors starving if it gave them an advantage. They coveted things that did not belong to them, and would lie, or cheat, or steal. They discovered metal alloys, and shaped it into weapons. They unlocked the secrets of magic, and interfered in the God's designs. Their hubris must have gone hand-in-hand with their greatness….

Perhaps it was because the Titans thought themselves greater than the Gods. Maybe it was because The Bright Ones had had enough. No one knows what the final straw was; all that are known are the consequences. The Bright Ones destroyed the Titans for their folly.

The animals know this as the Maelstrom. The night the third moon in the sky came crashing down to earth, ending the Old World. Storms, earthquakes, floods, and fires ravaged the land. Cities crumbled, or were wiped from the face of Adriana. Mountains were thrown down, seas boiled, and forests turned to desert. The humans tried to use their greatest magics to abate the whirlwind, but one does not stand against the Gods for long.

In the end, according to the stories, not a single Titan remained.

The Bright Ones sought out something better than the Titans they had destroyed. They searched river and brook, mountain and burrow, sea and sky. And they found what they were looking for in the simple hedgehogs, squirrels, mice and other animals that survived. The Bright Ones taught the animals the Compact and made them the new First Favored. The Gods commanded them to live in harmony with creation and each other. They found their new Favored.

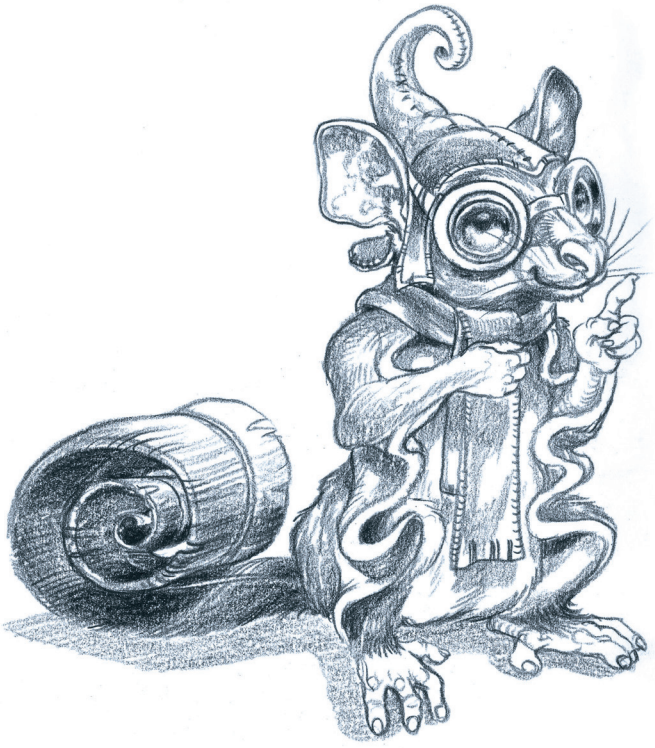
Overview

The *Cairn RPG* is a roleplaying game set in the world of Adriana, a place where humans no longer exist and intelligent animals have taken their place. Imagine a fantasy world with wizards, magic spells, and dragons, but instead of elves, dwarves, and humans, the world is populated by talking squirrels, mice, and otters.

You play one of the First Favored, a descendant of one of the first animals chosen by The Bright Ones to be uplifted and made more man-like. You stand somewhere between two and three feet tall (smaller if you're something like a mouse, or bigger if you're an animal like a beaver or groundhog). You stand on two feet and have opposable thumbs. You have human intelligence and can talk. Oh, and you wear clothes.

You are part of a community – in this case the town of Cairn (after all, that's the name of the game). Your friends and family live here, and so do you. It's your job to look out for the place, protecting it when needed or helping out with problems that crop up. Goblins seize a part of the forest and the town needs the berries they've claimed. Someone discovers a mysterious Titan relic and only a wise and reclusive dragon knows what to do with it. The town's healer needs thronberries to brew a healing potion before the winter flu season. A Dire ripper terrorizes travelers on the road to Cairn….

Why does everyone always turn to you? How do you end up in the middle of these things? Why, because you're the Hero. Your actions will determine how Cairn develops and grows, and whether it survives.



The Animal Point of View

One of the things that makes the *Cairn RPG* distinctive is that it's about animals that are a lot like us. They have hopes, dreams, and aspirations much as we do. They want a comfortable place to live, and good food to eat. They live in houses, raise families, and go to work everyday (as bakers, blacksmiths, cobblers, and so forth). They look forward to the harvest and enjoy a good holiday celebration. They have their friends and hobbies. In fact, if you think about your daily life, it wouldn't be much different.

The First Favored are a bit simpler and more innocent, however. They don't necessarily think the way we do, and bigger concepts escape them (which was the whole point behind The Bright Ones lifting them up in the first place). They haven't discovered kingdoms and nations, yet, and while they know about the concept of war they think it's a bit silly. They don't have much use for currency, either (well, except for the moles, and they only like it because it's shiny). Even the idea of history sets them to scratching their heads; after all, history is really just a bunch of stories you tell by the fireside.

When you play *Cairn*, try to think like an animal (or child) would. While you "get" concepts like fairness, friendship, and stuff that's closer to home, you don't have time to bother with the bigger notions. If you approach *Cairn* with a sense of childlike wonder and good common sense, you're almost there.

Harmony

All Awakened live according to the Compact, a social contract that encourages everyone to live in peace and, well, harmony. It's a series of lessons and parables The Bright Ones passed on to the first Awakened showing them the best way to live. Stuff like "treat others the way you'd want to be treated" and "always do the right thing." It's a moral philosophy that tells the Favored the best way to live alongside each other, and the world around them.

Harmony is the central mechanic to the *Cairn RPG*. It measures how good you feel about yourself, your relationship to others, and the world around you. A job well-done, time spent with friends, or doing something you enjoy leads to a sense of well-being and connectedness. Being *in Harmony* means all is right with the world and your place in it, as far as you're concerned. If you do the right thing, your Hero stays in Harmony.

Doing certain things cause you to lose Harmony. When you resort to these things, there's a chance you'll lose Harmony. If you lose too many Harmony points, your Hero may fall into Discord. You might say the Favored feel uneasy or disgraced, maybe even unclean, and feel bad about themselves. Being in Discord threatens your Hero's well-being, as he starts down the dark path that the Titans followed.

Violence: By its very nature, violence is antisocial and disruptive. The Bright Ones would prefer you settle your differences without resorting to violence. However, fighting is unavoidable sometimes. When it happens the Favored find it deeply troubling.

Magic: Magic changes things. Some spells alter the world (as with spells that change the weather or cause earthquakes). Some cause harm to others. Even beneficial magic like healing spells alter an animal's fate. But magic can be so darned useful that it's hard for them to resist and when they turn to magic they feel a bit tainted.

Metal Alloys: Metal alloys like copper and steel are much stronger than wood and rock, and can be used to make tools that help or weapons to harm. A knife can be used to cut a piece of pie, or threaten someone. Because of its association with violence, most Favored have a conflicted view towards worked metal. They may use it, but it makes them feel impure.

If you're in Discord for too long, you could become *Dire* (that's not good). The Dire are those who have succumbed to their darker natures and become a force for greed, jealousy, rage, or selfishness. They become consumed by the Titans' worst impulses. They become agents of Disharmony.

So as you play the game, your Hero has to make a choice between doing the right thing, or doing something that will lead to a loss of Harmony. Will you sacrifice your last few points of Harmony to cast a spell and save your friends, or can you find another way to help them and preserve your Harmony? Will you choose the fast and easy path, or take the harder road? Sometimes, you will have to make a difficult choice.

CELEBRATING

While things like metal tools and magic can cause Disharmony, the average Awakened animal might have a few useful magic items scattered about their home, visit the alchemist for a magic tonic, use a metal tool now and again, and occasionally get into fights. No one can be perfect, after all.

The Awakened have a hard time resisting things that seem to go against the Compact, either out of practicality, curiosity, or novelty. Who can resist an Everhot Teapot or a Raking Rake? When you're having trouble sleeping, a good sleeping potion can help. A metal plow can make farming easier (and it's not like it's a weapon, after all). And sometimes, differences can only be settled with fisticuffs — like when confronting a bully.

In order to ward off the loss of Harmony that results from day-to-day living, the First Favored try to compensate by celebrating. This is the term for getting back Harmony points. Doing a favor for a friend, helping a stranger, sharing a hobby, going to a dinner party – anything that renews your Hero's connection to society, nature, and The Bright Ones can restore Harmony. Thus, the Compact is reinforced and upheld.

WHAT IS THE WORLD LIKE?

Like many fantasy settings, the world of Adriana is sort of like Medieval Europe. There are castles, waddle-and-daub houses, and thatched roofs. The Awakened have developed an approximation of our Middle Ages (but with none of the history). The water wheel is a big deal, as is the block-and-tackle. Just imagine a world like Middle Earth populated by anthropomorphic animals, and you're doing okay. Oh, and there's two moons (there used to be three).

Always remember, however, that the Awakened live surrounded by evidence of a much earlier, more sophisticated civilization they barely understand. The Titans were on the cusp of their Renaissance – a time when knowledge and technology really took off. Things like the printing press and mechanical clocks were just coming into being, and the humans were just starting to investigate the laws of nature.

There are ruined cities much larger than anything the Favored have built (or even considered building), filled with all kinds of interesting stuff. Even though they know they shouldn't be, some animals are curious about how the Titans could build such tall buildings or tell when the sun would rise. Add to this Titan ideas like "kingdoms," not to mention their magic, and you can see the dangers faced by our furry friends.



How Do You Play the Game?

The Cairn RPG is a story game. You don't compete with the other players and there is no *winner*. Winning is defined by successfully telling a good story. It's a chance to spend some time with friends, pretend to be someone different, and enjoy yourselves.

First, you're going to need a character, the Hero whose story you will tell. The brave mouse who stands up to the cruel weasels. The playful otter who saves the town from a Dire bear. The dour groundhog who keeps sticking his snout into danger. Character creation is fast and simple, and you can randomly roll any decision slows you down.

You choose the *species* of the Hero you want to play. You can be a squirrel, mouse, opossum, hare… there are twenty species from which to choose. Each Awakened species has some kind of trait, such as a squirrel's ability to climb or an armadillo's natural armor.

Every Hero has two *professions*, such as barbarian, marksman, and warrior. Each combination provides an interesting mixture of abilities. You can be a minstrel/paladin or a sorcerer/scrapper, for example. There are twenty professions, so there are a LOT of options. These two things (species and profession) tell you what your Hero can do and a bit about your role in Awakened society.

When your Hero attempts to do something and the outcome is uncertain, you make a Test to figure out if you succeed. Roll a 1d12 against a Difficulty set by the Narrator, adding in *anything* from your Species, Professions, or other perks. If the result is equal to or greater than the Difficulty, you succeed. If not, you fail. Simple as that.

When something is going to happen to your Hero that he may be able to avoid, the Narrator will tell you to make a Save. Examples include leaping out of the way of a falling boulder or falling out of a tree. A Save is like a Test, only it's a *reaction*. When the Narrator sets the Difficulty number, roll a 1d12. If you succeed, you avoid whatever was going to happen. If you fail, you don't. Usually, this just complicates the story a bit, but sometimes it can *hurt*.

THE NARRATOR

Who is this Narrator we keep mentioning? The Narrator is a player, too. Only his (or her) role is different from everybody else's. While everyone plays the role of one Hero, the Narrator comes up with the story's plot, describes events, referees the rules, and plays all the other characters. Even though he "runs" the game, that doesn't make him the boss. A good Narrator listens to everyone and considers their suggestions and ideas. Be sure to talk to your Narrator about your Hero, who he is and how you'd like to see him change, and propose story ideas.

The World of Cairn

Mayor Brownberry bustled through the town, looking for a select few —citizens he knew could handle the task that needed to be done. He'd just had a disturbing report from Burningstar, the leader of the Swift Ones. Something was afoot in the north, and he needed someone to investigate. The security of Cairn *could depend on it.*

The world of Cairn is a fantasy setting, just like those of other roleplaying games. There are fantastical creatures like dragons and treemen; magic spells and enchanted items. But instead of dwarves, elves, and humans, the world of Adriana is populated by intelligent animals with opposable thumbs. While the Titans had a culture and technology equally the Renaissance, the Awakened have only reached Medieval era.

This chapter describes the central setting for the game — the town of Cairn — and some other locations, groups, and Awakened culture. Always remember, this is a land ruled by animals, and told from an animal's point of view.

Awakened Society

As alluded to in the introduction, the First Favored have a different way of looking at the world. Simpler, they do not understand certain things we take for granted or think of them in a different way. However, they're beginning to learn….

Cosmology

Once upon a time, the Gods that would come to be known as the Primal Powers gathered together to make the world. They sat around the cosmic fire at the center of the universe and they sang a song. Out of this Song came all things — the earth, the sky, the sun and the moons, the trees, rivers, flowers, and all the things in nature. Did they intend to fashion an enduring creation, or were they creating just to create? The motivations of these enigmatic, remote beings are far beyond the ken of mortals.

The Bright Ones, looked down upon this creation and thought it all looked a bit empty. They added their voices to the cosmic Song, and so were born the living things –the creatures of the air, sea and land, and humanity. They made humans the stewards of land and beast, and bade them to enjoy the Song. They commanded people to live in peace and harmony, with each other and the world the Gods had made.

But something else entered the world, as well. One of The Bright Ones was not quite so bright, and this Dark One taught humanity the forbidden mysteries of making metal alloys, casting magic, and committing violence. Corruption — Disharmony — entered the land. Was the Dark One born of the Song? Was he a rebel who had his own tune to sing? Or did he come from someplace else? The question of his origins has vexed priests and scholars alike, and the Gods don't speak about it.

Humanity used the tools the Dark One gave them, changing the nature of the Song.

After many centuries of patience and hope, humanity finally went too far. The Bright Ones could stand it no more. They struck these Titans down for their arrogance and hubris. The Gods erased their mistake, and looked to the animals. Perhaps they —

gentler, simpler — could take humanity's place in the divine Song. The Bright Ones taught them the Compact in the hopes that they could do better.

Unfortunately, it seems this was not meant to be. Whether through their own curiosity, exploring Titan ruins, or the malevolence of The Dark Ones, the Favored know of senseless violence, metal alloys, and magic. Like the Titans before them, they cannot resist the practicality and convenience of these forbidden things. How far down this path will the Favored go? Will they fashion their own kingdoms and dogmas? Will they fight over wealth, power, and selfish desires? Or will they maintain a balance? Only time will tell.

History

The Favored know very little about the Titans and their works, only what they've been told or been able to learn on their own. Before the Awakening, they were dumb animals foraging in the underbrush for food and living in dens. From what their ancestors have told them, man was a giant who stomped through the forest, hunting them with bow and arrow, or catching them with traps. The Favored do not know about Titan history, things such as the names of lost empires or the reasons behind ancient wars.

What they do know they've pieced together on their own, through research and guesswork. Some of their answers are decidedly… unique. Which is a long way of saying they have no idea what came before. Period.

After the Awakening, they pretty much stuck to what they know — seasons. They don't have days of the week, nor do they have months. Four seasons make up a year, but they don't really count years the way we do; nor do they particularly care. The Favored track their own years and can tell you how old they are, but that's about it. A few of the Awakened, scholars mostly, have begun to think about coming up with a method for tracking time, but they can't seem to decide on a system. Some say 10-days to a week, others think 14 is a good number.…

Which means the Favored don't really have a history of their own. They have stories, but they're not particularly interested in putting them in order, either. Stories are for entertaining or teaching a lesson. If they have to peg something to a date, it's generally vague like "many moons ago" or "in the year the locusts were really bad." Or "once upon a time."

Kingdoms

As with history, the Favored have no idea about the kingdoms or political boundaries of the world before. They've seen maps left behind by the Titans, but they really don't understand the idea of a group of people, some who have never seen each other, laying claim to a particular piece of land — unless all the frogs moved to the swamp, and all the squirrels to a particular forest (and that would be silly). In fact, they have a hard time comprehending beyond village or town to the level of "country" or "nation."

They know about kingdoms because they've found Titan flags like the Flag with the Black Eagle on it, and the one with the Red Lion and Stars… but they're not sure what it all means. The Awakened have a king in a far off city, but only because they heard they were *supposed* to have one. So they picked one at random from among a group of worthy candidates. They're not entirely sure what he's supposed to do, since he's surrounded by a bunch of advisors, so he mostly makes presentations and looks good in his robes.

So far, the question of how far his kingdom extends, and what would happen if there was *another* king someplace, has yet to come up.

Religion

Many of the Titans didn't believe in the Primal Powers or The Bright Ones. Maybe they thought the gods were made up, or maybe they simply forgot about them. Either way, it's their denial of The Bright Ones and their teachings that led to their hubris, and their downfall.

No right-thinking Favored would disbelieve. Once, not so long ago, they were animals foraging for nuts and berries. They walked on four paws, could not speak, and could not think beyond their own survival. And now, they walk upright, they can make things, and they live in houses. Moreover, they can see the Highpeak Mountains, the remnants of the third moon sent crashing down to destroy the Titans. They can see the ruins of Titan cities and find relics of Titan society. There is evidence of the Gods all around them.

It's pretty hard to forget that great-great-great-great-granddad once lived in a den and spent most of his days rooting around for grubs and looking out for predators, while you live in a house and sit in front of a nice, cozy fire — and that The Bright Ones are responsible.

THE PRIMAL POWERS

The Primal Powers created the world. Everything in nature has a Primal Power who personifies and rules over it. The Willow King is the archetypal willow tree to which all willows aspire. Lord Mountain is the Primal Power of mountains. The Flower Court are the Primals for all the many different kinds of flower. Think of a thing in nature — the wind, the sea, the grass — and there's a Primal who commands it.

Unfortunately, they're not much concerned with the comings-and-goings of mortal creatures. Elemental, they are impersonal forces not often swayed by mortal entreaties. You try talking to a rock or a tree and see how far you get; trying to talk to a Primal is about the same. No one really worships them (besides the druids), though everyone gives them respect.

THE BRIGHT ONES

The Bright Ones, on the other hand, are much more involved in the world. They embody the qualities the Favored consider noble — Courage, Purity, Generosity, and many more. These are the gods the Favored worship, the ones who destroyed the Titans and lifted up the animals. They are the small, still voices the Awakened hear in the ways of Harmony. They are the light and the guides.

Some choose a single Bright One as their patron, and try to live up to his or her principles. Others venerate all The Bright Ones, trying to be kind, generous, and forgiving equally. The Favored call their places of worship lodges. Usually, this is a place of natural beauty outside of town — a sacred grove or hill, perhaps decorated with a few carvings of wood or stone to mark them. Some places, like Cairn, have started to build buildings where they honor The Bright Ones, which bothers some of the older generation. Every lodge has a priest in attendance, sometimes more. Here, they conduct ceremonies for the harvest, perform weddings, and other religious observances.

HOLIDAYS

While it may seem a bit odd to cover holidays, the Favored love a good excuse for a Celebration. Whether is a full-on festival or a more modest gathering among friends, most of the Awakened take any chance to have fun with friends.

First Day: Everything has a cycle. Spring turns to summer, summer to fall, fall to winter, and back around again. On the shortest, darkest day of the year, the Favored celebrate the first day of the new cycle. Superstition also says it's the day when the Unnatural is afoot, so the Favored try to chase it away with merriment and cheer.

Marma's Day: On the last day of the harvest, the Favored commemorate the Titans and remind themselves of the humans pride and folly. Despite the somber reason, Marma's Day is fun. Everyone dresses up in a scary costume to attend the local festival, there are contests and prizes, and the night concludes by chasing Marma from the village. Of course, everyone knows better than to go wandering off on this day, as there are said to be dark things afoot….

Giving-mas: Everyone likes Giving-mas, as it's the day when everyone exchanges presents. It's held in the spring, when everything is bright and new. Simple trinkets make popular gifts, exchanged at the big Giving-mas festival. These are tied with color bows — blue for family, white for friends, and green for someone you're sweet on. Lately, gold ribbons have become popular, though no one has decided yet on a meaning for them.

CONFLICT

In order to have drama, you must have conflict. Two countries on the verge of war. A political struggle between two opposing leaders. An age-old dispute. Many roleplaying games go out of their way to explain detailed histories and political forces in order to give you something to *do*. The conflicts in *Cairn*, however, are smaller and more personal, as befitting the Favored's small stature.

You may think the setting was intentionally created devoid of conflicts, and you'd be right. *Cairn* is a blank slate upon which you (and we) can write. The Favored are at the beginning of their world, only a few generations along (how many? We don't know), and they still have much to learn and develop. What will happen when they encounter another kingdom? What if everyone starts to accept the mole's concept of money? How will astronomy affect their society? What path will they choose? These are the kinds of questions you get to explore.

Food

Once upon a time, before the Awakening, the Favored used to eat whatever they could forage or catch, and always raw. Nowadays, the Favored pretty much eat what we do albeit a bit differently. Their farmers raise crops — carrots, tomatoes, lettuce, and the like, but also things they like to eat, as well. They retained much of their original diets, so squirrels still eat acorns, and moles still eat worms, though now there are acorn plantations and worm farms. Rather than rooting around in the underbrush, the Favored can trade for a variety of foodstuffs in the marketplace (though quite a few still like to snuffle around for a snack).

They've also discovered many of the foods that the Titans liked to eat, and they raise those crops, too. Wheat, rye, and barley to make breads and cakes and ale, for example. They've discovered cooking, and they like it. Cricket pie, grub stew, berry tarts, a nice pot of tea… The only other difference between the Favored and the Titans is the lack of certain animals. Cows, chickens, horses, sheep — almost all the animals the Titans raised for food disappeared in the Maelstrom. No one knows why.

Lastly, carnivorous animals have had to adapt to a new way of life. Opossums, weasels, and rats, for example, used to eat frogs, mice, and even hares. Now, eating your fellow Awakened is considered cannibalism and eating un-Awakened relatives of these species is considered poor form (and perhaps a sign of being Dire). So out of respect, those who used to be carnivorous try to eat other things.

Cairn

Cairn is the largest town in the region. Sitting at the confluence of the Swiftwater and Bramble rivers, it has become a center for trade for Favored throughout the province. Farmers and local tradesmen trade their goods and wares here, while things from places even farther away find their way to Cairn across the sea. This, in turn, has attracted artists, performers, scholars — just about anyone who wants to enjoy the benefits of living in a large community. Cairn is the place to be.

Cairn takes its name from the towering pile of stones that mark its location, stacked by the Titans ages ago. No one knows if it's some kind of marker or monument (if so, for who or what?). Regardless, the Titans marked what turns out to be a convenient location for a town.

Some suggest something is buried beneath the stones. Others want to study it further. The local Lodge, a temple dedicated to worship of The Bright Ones, wants it left undisturbed, and the residents prudently agree. Most citizens of Cairn try to forget they live in the shadow of a man-made mountain….

No one really knows how old Cairn really is. The Favored haven't kept track of it, the concept of history being thought of in terms of "moons" or "seasons." It's not uncommon for residents to say "the Lodge was built many moons ago" or "it's been three seasons since the circus came to town." Cairn has been around many moons and many seasons, and no one really knows how it got started. It just did. Only recently have scholars started tracking the stars or recording something called "history" (and they still can't decide on a date). So really, it's simply easier not to ask.

Much like any other town, Cairn is filled with its comings and goings. People going about the business of their day. The blacksmith forges tools. The carpenter builds furniture. The baker bakes. There's an inn for travelers to stay, and good taverns for the locals, popular with the farmers and craftsmen after a hard day's work. There's a Lodge, and the population swells on feast days and festivals, and it's a very impressive edifice. And here you'll find specialists like an enchanter, alchemist, and healer, who cater to the locals. It's a place with lots of things to see and do. Most days are pretty uneventful.

Most days….

ADVENTURE SEEDS

Every NPC in Cairn has a list of random adventure seeds or story hooks from which to choose. These typically take the form of "who, what, where, and why," as in "Farmer Flutteroath (who) needs someone to recover his stolen tools (what) so he can bring in the harvest (why)." The details are purposely left vague, for the Narrator to fill in (were the tools stolen by a greedy Dire hare? Or "borrowed" by pika?)

Each seed also includes a "town stat" which is improved by the successful completion of the adventure. These are Security, Resources, Morale, and Food. There's more information on how the system works in Chapter 12.


Ruins
Village
Brandybuck Junction
Tallowood Forest
Dulcimer Lake
Rock Circle
The Lonely Tower
Dead Forest
Highpeak Mountain
Frogmire Marshes
Heartloss Crevasse
Jagged Mountain
Swiftwater River
The Spires
The Shady Forest
Cairn
Bramble River
Hamlet
Crystal Rock
N
W
E
S
Goblin's Glen
Graymantle Ruin


Cider Mill Inn
The Mad Wizard
Swiftwater River
Citadel
Alchemist's Den
Professor Puddleleaf's Observatory
Brookflower
Bramble River
The Lodge
Town Hall
The Root
Marketplace
Enchanter's Hut
Wickerdrey's Mansion

The Town Hall

This impressive edifice serves as the county seat and center of government for both the town and the surrounding countryside. An impressive statue depicting Fribble Waystar, who saved the town from a Dire bear many seasons ago, stands in a cobbled courtyard surrounded by a stone palisade. The building itself is made of brick with four stone columns in front, and stands three stories high. The Lord Mayor lives on the upper floor, while the bottom floors house various offices — weights and measures, civil engineering, and the all-important Office of Assessment.

THE LORD MAYOR

The current mayor of Cairn is an assuming mouse by the name of Keeble Brownberry Most of the time, he can be found in his offices at the Town Hall, though sometimes he's called away to the capital to report on the goings on in the region. He's either buried under paperwork or he's fretting about *something*. All he really wants is a normal day in Cairn — a day without the pika disappearing with stuff, or the moles at The Root up to something, or the rats trying to smuggle Titan relics into town…. He's a skilled politician, however, and knows how to control a conversation and direct a course of action, so it's never a good idea to underestimate him.

THE LORD MAYOR STORY HOOKS

Mayor Brownberry has the welfare of the entire community to worry about, since everyone comes to him with their problems. These hooks focus on the town proper and surrounding countryside. While almost any town stat would be appropriate, adventure seeds should focus on Security, Resources, and Food.

1. **The Lord Mayor wants the Heroes to collect intelligence on the spiders of the Dead Forest (Security +1)**
2. **Severin Prideheart needs guards for a caravan to Crystal Rock to pick up something dangerous (Security +1)**
3. **Woodsmen in the forest to the north complain about an evil tree affecting their ability to harvest wood — go and investigate (Resources +1)**
4. **Master Wickerdrey has a magic item he needs carried to the druids of Rock Circle for mysterious reasons — bring it to them (Security +1)**
5. **Goblins have been terrorizing farms near Goblin's Glen, threatening the harvest — drive them off (Food +1)**
6. **Eliza Grayhair keeps complaining about kids horsing around in the marketplace and causing trouble — stop those pesky kids (Morale +1)**



The Citadel

At the base of the cairn squats the Citadel. A wall surrounds an inner courtyard, with a well in the center, and towers rise high above. No one really mans the towers, these days, with only one guardsman on duty in each at any given time; it's seen as a boring job anyway. A two-story stone building houses bunks for guardsmen who need a place to stay (many just live with their families), storage for supplies (mostly dried fruits), and the offices of the Captain of the Guard and the Constable.

The rear building is used as a jail, when it's needed, and holds the town's armory of metal weapons. This is kept under lock and key, only opened in times when the militia is called out. For those times when the town must be turned out to defend itself, everyone receives a sword, dagger, or pike, if they so desire. The average Favored dreads going near this room, and even guardsmen try to avoid it.

SEVERIN PRIDEHEART



Severin Prideheart is the only platypus in Cairn (and far from home). He was sent here by the capital to serve as Captain of the Guard. His goal in life is to eventually earn a knighthood and serve the king. Since arriving, he's laid down deep roots in Cairn and has strong bonds of friendship within the community. As with most platypuses, those who don't treat him with unfailing politeness get on his "list"… and he gives them special attention.

PRIDEHEART STORY HOOKS

Severin Prideheart is primarily concerned with Security adventure seeds, as befits his role as Captain of the Guard. Additional seeds might involve Resources (to improve defenses) or Food (stocking the Citadel's larder).

1. **Someone has been stealing supplies from the Citadel, and Prideheart suspects Ripark and his mole gang — find the culprits (Food +1)**
2. **Many of the town guards have the flu, so Prideheart needs the Heroes to fill in (Security +1)**
3. **A patrol went missing near the Spires and must be found (Security +1)**
4. **Visitors to Cider Mill Inn say a Dire ripper has been terrorizing travelers. Prideheart doesn't have the help he needs — check it out (Security +1)**
5. **Prideheart needs the Heroes to go to Brandybuck Junction to pick up weapons, and gnolls have been spotted in the region (Security +1)**
6. **Prideheart needs the Heroes to pick up shingles from a nearby beaver den in order to fix the Citadel's roof (Resources +1)**

CONSTABLE JUFFIN LONGBOTTOM

While the town guard patrols Cairn's streets, the Constable handles special problems in and around Cairn — things that require investigation rather than just keeping the peace. The Constables handle those things that don't involve the security of the town. He's frequently called upon to investigate strange goings-on, like the Mystery of the Missing Candles and the Tuggleleaf Disappearance. Constables frequently get called out of town to look into what turns out to be something quite mundane….

The current Constable is a groundhog swashbuckler/scholar named Juffin Longbottom. Unlike most of his kind, he's quite friendly and likes to talk. He especially likes to eat, and he can be found most nights at The Mill. He's often busy with something-or-other and can't attend to everything, so he could always use a bit of help. He's frequently in the countryside chasing after ne'er-do-wells. In fact, after enough help, Longbottom might suggest one of the Heroes become a Constable himself.

LONGBOTTOM STORY HOOKS

As a combination detective/special investigator, Longbottom's adventure seeds tend to the more mysterious. In fact, they should lend themselves to overwrought titles like "The Firedrake Initiative" and "The Mystery of the 12 Bells." As such, Longbottom's story hooks concentrate mostly on Morale.

1. **Awakened in the Highpeak Mountains report sightings of a dragon, and Longbottom wants the Heroes to investigate — find out what it's doing (Morale +1)**
2. **Longbottom has been getting reports of someone called "Revananche" in the Highpeak Mountains and Favored in town whisper his name in fear — get to the bottom of it (Security +1)**
3. **Villagers in Brandybuck Junction have been reporting weird happenings around town, and want Longbottom to investigate — he sends the Heroes (Morale +1)**
4. **A griffon wants Longbottom to investigate strange goings on among the gnomes living on Jagged Mountain — and asks for the Heroes help (Morale +1)**
5. **A nymph living in Dulcimer Lake has gone missing — find out what happened to her (Morale +1)**
6. **The Crystal Rock has begun to make strange, wailing sounds, terrifying the villagers — find out what's going on (Morale +1)**

The Lodge

An imposing structure on the far side of the river Roop, the Lodge dominates the surrounding area and the bell tower can be seen from anywhere in Cairn. It is the center of worship of The Bright Ones, each of whom has a shrine in the main sanctuary. The intricate stained glass windows look like trees, and when the sunlight shines through them it's like being in a magical forest. While every town and village has its own Lodge, the Cairn Lodge serves as the "parish seat" for the entire region.

WHISPER GREENDAWN

The Abbot of Cairn's Lodge is a squirrel priest/paladin named Whisper Greendawn. She's an affable sort, always bustling about Cairn visiting the sick or those in need of a bit of help. She always seems to have a piece of sap candy in her cassock, and a ready tale of The Bright Ones for moral instruction. Unknown to everyone is that she's also the keeper of a terrible secret — what lies under the cairn. She's under strict orders to prevent anyone from exploring the cairn, and can call upon several paladins should the need arise. She keeps a close eye on Professor Puddleleaf and fears the wizard atop the cairn.

GREENDAWN STORY HOOKS

As the guardian of Cairn's spiritual well-being, Abbot Greendawn's adventure seeds focus on battling the Unnatural and Dire, as well as stories with a religious overtone. Morale and Security are the predominant town stats involved.

1. **The Abbot knows there's a ghost in the old, abandoned lighthouse and wants it banished (Morale +1)**
2. **A paladin/marksman has gone missing in Graymantle and he must be found — find him (Security +1)**
3. **A caravan of pika has arrived in Cairn carrying something Titan-made that threatens the town's security — find out what it is and get rid of it (Security +1)**
4. **The fairies living near a sacred grove have suddenly become more aggressive, making travel to the site dangerous — protect the grove (Morale +1)**
5. **Greendawn wants the Heroes to accompany Professor Puddleleaf on a trip, and see what he's up to (Morale +1)**
6. **A local hare farmer has become Dire, Greendawn fears, and she wants the Heroes to check it out (Food +1)**

The Cider Mill Inn

At the very edge of town stands the Cider Mill Inn. A sturdy waddle-and-daub building with stables and baths, the Mill (as the locals call it) is a popular destination in its own right. That's because it's known for its many comfortable rooms, lively entertainment, and the hospitality of the hedgehogs that run it. While inns generally cater to travelers, and aren't the best quality, the Cider Mill attracts locals, as well (especially those who like to hear the goings-on in other places). The oak-paneled pub, with its roaring fireplace in the winter, is full most nights, and there's always someone interesting to meet here.

ALYERE LOREGOOD



Despite their traditional love of seclusion, the Cider Mill Inn is run by a family of hedgehogs led by the matriarch — Alyere Loregood. Like many of her kind, Loregood is practical, level-headed, and opinionated, but she's not about to actually get *involved*. She's also the cook, and the inn's kitchen turn out an endless range of fine cuisine. The rest of the family scurries about the inn on their daily chores, and keep to themselves; except for Grandpa Loregood, who sits in the forecourt smoking his pipe and telling stories.

THE CIDER MILL STORY HOOKS

The adventure seeds at the Cider Mill Inn focus on other places and events, as travelers come and go with bits of news. Seeds here focus on a mix of Security, Morale, and Resources.

1. **Grandpa Loregood says that a magical jewelfruit tree grows somewhere in the Tallowood Forest — find and harvest it (Food +1)**
2. **Burningstar, leader of the Swift Ones, is in town with an important message for Mayor Brownberry — what could it be? (Security +1)**
3. **Professor Hiddleleaf of Brandybuck Junction is in town to talk to Professor Puddleleaf about a strange contraption he's discovered — what is it? (Morale +1)**
4. **A Dire mole has stolen all the candles in Crystal Rock, and refuses to trade — get them back (Resources +1)**
5. **Alyere Loregood thinks it's high time the Heroes did something about the derelict haunted house at the edge of town (Resources +1)**
6. **Travelers say the spiders of Dead Forest have been seen in the North Forest, spending a lot of time around the nearby ruins — what are they up to? (Security +1)**

The Brookflower

A ramshackle wooden building with a simple roof and a stone fireplace, this pub is where the locals hang out. It's full of farmers and workers who stop by after a hard day's work to hoist a few pints. It's got long trestle tables and benches, and straw on the floor. The food is simple, but plentiful. The owner, Quirkly Shallowleaf, knows everyone by name, and always makes sure to keep everyone's favorite drink and food in stock.

SARAFINA BUSHYTAIL

While the Brookflower offers good food and drink, and a place to chat with friends, the locals really come for the entertainment. Sarafina Bushytail, a beautiful squirrel minstrel, can be found playing there most nights. Several of the young males in Cairn fancy her, though she waits for someone to return from far away.... She seems to be surrounded by an aura of sadness. She has an endless store of songs, tales of heroism and danger, of places far away and events from long ago....

BUSHYTAIL STORY HOOKS

Bushytail's adventure seeds focus on legends and lore, in the form of the ballads she sings. These are songs of great deeds and tragedies, which may have a grain of truth behind them. As such, they're less about someone needing something done, and more suggestions of great quests.

1. **An elf maiden sleeps in the Citadel of Repose, cursed to sleep until someone brings her a perfect rose (Morale +1)**
2. **The dragon Scartooth mourns the death of his love in the Cave of Sorrows and searches for a way to bring her back (Morale +1)**
3. **A Dire wizard stole the voice of a minstrel so she could sing only for him (Morale +1)**
4. **Smudgenose, that famous Otter hero, seeks the Submerged City and the mermaid princess who rules there (Morale +1)**
5. **A Titan warrior killed the Goblin King long ago, and took his sword as a trophy (Morale +1)**
6. **The Nameless Paladin, who fell from grace, seeks redemption by closing the Gates of Corruption (Morale +1)**



The Root

Perhaps because it's run by a mole — Ripark — The Root doesn't get nearly as much patronage as the Brookflower The food isn't that great, and the prices for everything are high. There's only two things to drink, Bitteroot Ale and Mushroom Juice (which is actually fermented). The place is dark and dank, which suits the clientele just fine. The Root caters to those who really don't want a lot of people hanging around anyway — moles, rats, and other shady animals. The Root is also well known as an entrance to The Underground, the network of mole tunnels that crisscross the town.

MORIARTY SPRIT

One of the most notorious denizens of The Root and nastiest customers in Cairn is a mongoose named Moriarty Sprit. No one knows from whence he came, but it must be far away, because there are none of his kind anywhere in the region. He's only got one eye, the other gone a milky white after being scarred in a fight, and he often fiddles with a pocket knife. It's hard to miss him.

They say that he's Dire, and you can feel the malevolence coming off him, so he spends much of his time at The Root. He lets his bully boys do the work for him, and the worst of these is a foul-tempered badger named "Knuckles" who totes around a big, nasty club. Knuckles speaks on Moriarty's behalf. When Knuckles says "the boss wouldn't like that," he means it.

Moriarty has his fingers in a lot of pies. He uses the Underground to good effect, smuggling things in and out, and keeping in touch with the outside world. He's into a lot of scams, confidence games, and protection rackets, though he's more interested in favors than things. It's said Moriarty loves sneaking into places he doesn't belong, and he's supposed to be a master of breaking and entering, though mostly for the fun of it. Speaking of pies, it's said that he has a soft spot for blackberry pie.

RIPARK

Ripark runs the kind of place that he likes. He doesn't really care what it looks like, since he can't see or hear well, anyway. Which is why The Root attracts the customers it does. Ripark seems to be able to lay his paws on anything, if you have enough silver. He loves the stuff, and it's the only form of payment he accepts. For obvious reasons, both Severin Prideheart and Juffin Longbottom keep a close eye on him.



THE ROOT STORY HOOKS

Ripark's adventure seeds tend to be more counter-intuitive — he and those who hang around the Root are decidedly ne'er-do-wells, and the things they want are questionable. However, they still provide Cairn with benefits and are suitable for those Heroes who prefer more grey to their adventures.

1. **Ripark wants the Heroes to steal all the rakes in town (Resources +1)**
2. **Moriarty Sprit needs guards to protect a shipment of Titan goods his rat scavengers found in Graymantle (Resources +1)**
3. **A young mole has gone missing in the Underground tunnels, and Ripark wants the Heroes to go down there and find him (Morale +1)**
4. **Torgal Blackwing has come to Cairn, looking for someone to venture to Crystal Rock and bring back a shard of that mysterious formation (Morale +1)**
5. **Meester Snufflestar, a worm rancher, has had all his worms poached, and needs the Heroes to find out who took them (and get them back) (Food +1)**
6. **A rat scavenger knows the location of a Titan relic, but needs help getting it back from the Unnamed Ruins (Security +1)**

The Underground

The Underground isn't so much a place as a network of tunnels connecting every mole home in Cairn. Moles like their tunnels, and there's no telling just how far down this network goes. There are at least three levels.

The first consists of the private underground homes of individual moles (the homes under their homes, that is). The second level is much like a highway that allows for unobserved travel throughout town (which is why the rats use it). The third holds… well, no one knows. There are supposed to be numerous tunnels leading out of Cairn that allow the moles to escape in times of danger, but are perfect for smuggling. At least one is supposed to end at Dulcimer Grove to the north.

The moles are always expanding the Underground, which is part of the problem — unbeknownst to everyone, a mole by the name of Bogglesworth tunnels towards the cairn to find out just what's underneath it.



The Marketplace

The tent city to the southwest of town is the farmer's market. It's a lively collection of tents of all shapes and sizes where farmers display their produce, peddlers hawk their wares, and local craftsmen offer their services. The market is held daily, though the mix of merchants changes frequently. All kinds of things can be found here, as there's a flea market vibe to the marketplace. Anyone can set up a stall for as long as they like, so long as they don't do anything illegal. Many traveling merchants show up for a few days, conduct their business, then move on to the next town.

ELIZA GRAYHAIR

No one really runs the marketplace, however Eliza Grayhair an elderly mouse, is its unofficial boss. She offers candles that she makes at home, as well as all manner of candlestick holders, lamps, and lanterns made by the rest of her family. She's a bit of a busy-body, always sticking her nose into other people's business (though in a helpful way), but she has strong opinions about who can sell in the marketplace and what they can offer. Not that she has any power to evict "undesirables," but that doesn't stop her from speaking her mind. Loudly, and often.

MARKETPLACE STORY HOOKS

Adventures seeds available in the Marketplace run the gamut of town stats, but focus more on Resources and Food.

1. **No one has seen Farmer Longstar in days, and Eliza Grayhair would like the Heroes to go to his farm to check on him (Food +1)**
2. **Eliza Grayhair suspects a traveling band of pika that's taken up residence on the south side of the Marketplace has been "borrowing" things — get them back (Resources +1)**
3. **A wandering peddler is on his way to Crystal Rock and needs a bit of protection (Security +1)**
4. **Mr. Whittlesong has started selling strange and wondrous things from far away, and the others fear they're related to the Titans — investigate the truth (Morale +1)**
5. **The town blacksmith, Mr. Sunwind, needs iron ore from the miners in the Highpeak Mountains in order to make more nails (Resources +1)**
6. **The Quickbough Clan can't get to their tree to pick up more blankets because a Dire Daggerbeak lives nearby, and the squirrels can't fight it alone — defend the tree (Resources +1)**

Professor Puddleleaf's Observatory



Near the base of the cairn stands an odd-looking building with a dome with a giant telescope sticking out (not that anyone knows what a telescope is). This is Professor Puddleleaf's house, a solid brick building that he's expanded over the years as he's needed more space to devote to his work. Inside, it's a rat's nest of odds-and-ends collected from across the world — a collection of faerie wings, a stuffed boar's head, oddly-shaped stones, and a Titan hand in a jar. Whatever space remains is taken over by tottering bookcases.

PROFESSOR PUDDLELEAF

Professor Puddleleaf is your typical absent-minded, crazy professor. A beaver scholar/enchanter, he's always working on some kind of contraption, when he's not buried in research. Most of Cairn thinks of him as a benign oddity — they don't understand him, so they treat him like a simpleton (oddly). The Professor has taken to expanding the boundaries of knowledge, and he's starting to ask questions he really shouldn't. He wants to know what's under the cairn; they had to have placed it here for a reason. This, obviously, puts him in frequent conflict with Whisper Greendawn.

PUDDLELEAF STORY HOOKS

Professor Puddleleaf's adventures focus on Disharmony — investigating things Awakened were not meant to know. They should have an element of horror, mystery, and danger to them. Security (protecting Cairn from danger) and Morale (tales of derring-do) are the town stats most frequently involved.

1. **A tattered map hangs on the wall leading to someplace called the House of Shadows in Heartloss Crevasse, but Puddleleaf has no idea what it means (Morale +1)**
2. **Puddleleaf thinks there's a relationship between the Crystal Rock and the cairn, and wants to investigate, but needs assistants (Morale +1)**
3. **A master enchanter has invited Puddleleaf to bring a rock with a previously unknown rune to his private library in order to translate it — protect him on the journey (Morale +1)**
4. **Puddleleaf has a prism that collects and stores Disharmony. It must be destroyed by the druids of Rock Circle — take it to them (Security +1)**
5. **Someone is smuggling Titan fire twigs into Cairn and must be stopped (Security +1)**
6. **Puddleleaf has heard of a legendary beast — a chicken — living in Graymantle and wants it captured and brought back to Cairn (Food +1)**



The Alchemist's Den

The Alchemist's Den is a rounded hill of dirt on the southern banks of the Bramble River, a part of the meerkat community there. Like most dirt mounds, it's unremarkable, except for the garden he keeps outside. Neat little rows of herbs grow out front, and smoke curls from a small chimney poking out of the ground. Inside, rows of jars and bottles line the numerous shelves, while herbs dry in bundles from the ceiling.

ASTA RINGRUNNER

As a meerkat, Asta Ringrunner bustles around the town tending to everyone's needs. A pot of caterpillar broth to the Tugwallow children, some ointment for Farmer Greenleaf's knee. Compassionate and helpful, if someone's bedridden he often takes on some of their chores — a bit of washing here, a bit of sweeping there. In fact, he's rarely in his den, and it's easier finding him by walking around Cairn. While you would expect him to be a healer as well, he is, in fact, a scrapper practicing a curious martial art particular to meerkats.

ASTA RINGRUNNER STORY HOOKS

As the town's alchemist, Asta Ringrunner's adventure seeds all involve "fetch" missions of some kind — go here, get that, bring it back… They can be considered Resource, Security, or Morale stories, depending on the story's focus.

1. **Ringrunner needs bitterleaf to make enough cough syrup to last the Winter, and the Heroes must go out and pick fresh leaves while avoiding the nearby daggertusks (Resources +1)**
2. **Ringrunner needs a new alembic from Crystal Rock in order to make potions, but he can't make the trip — go there for him (Resources +1)**
3. **The Moongleam Family needs help doing chores around the house while they suffer from the wasting sickness, and Ringrunner suspects something Unnatural is the cause (Morale +1)**
4. **Two young meerkats have gone missing while going to pick berries in Shady Forest, and the entire clan is frantic to find them — search the forest (Morale +1)**
5. **Mayor Brownberry wants courage potions for the town's guards, and Ringrunner needs daggerbeak feathers to make them — get the feathers (Security +1)**
6. **Master Wickerdrey knows the location of a Titan alchemist's lab in Graymantle, and Ringrunner wants whatever alchemical formulas that can be found (Resources +1)**

The Enchanter's Hut

At the very edge of town, overlooking the sea and atop the cliffs, squats the Enchanter's Hut. This simple circular building with a roof made of straw is as far from the center of town as possible, given that the residents of Cairn fear the occupant. Mothers box the ears of their children when they find out they've been out this way, and most regard the hut as though it were about to explode. To them, magic is meddling with the forces of The Bright Ones, even though most of them have a magic gewgaw or two in their homes.

TWITCHER NIGHTBERRY

Twitcher Nightberry is the town's enchanter. A portly rat, he busies himself around his workshop, making common everyday items for the neighborhood farmers and housewives. He talks to himself as he goes about his daily routine, though he has a tendency to swear a lot. He keeps everything neatly ordered and sorted, and he like clean, efficient space. Unknown to most, however, Twitcher is also deeply religious and keeps a close friendship with Whisper Greendawn (in fact, he's an enchanter/priest). He believes in The Compact wholeheartedly, and refuses to make weapons of any kind (nor will he accept them in trade).

TWITCHER NIGHTBERRY STORY HOOKS

Just as Asta Ringrunner is a source of alchemical fetch missions, Nightberry provides magical story hooks — components he needs in order to make magic items. Because he's also a priest, adventures could have religious overtones, as well. His adventure seeds typically involve Security and Resources.

1. **Several families in Cairn have ordered Clever Cookpots in advance of Winter. Nightberry needs fairy laughter to make them (Resources +1)**
2. **A paladin has commissioned a new suit of armor, and Nightberry needs snapping turtle shell from Dulcimer Lake (Security +1)**
3. **Abbot Greendawn has ordered Harmony candles for the upcoming Giving-mas festival, which requires a phial of gold dust (Resources +1)**
4. **Lady Memory may know the secret to making a summoning flute, and Nightberry wants to make one of these legendary items (Security +1)**
5. **Nightberry wants to study a legendary Titan object known as a "clock" and wants the Heroes to either accompany him to Titan ruins or bring a sample back (Morale +1)**
6. **Nightberry needs a gem known as owl's eye — seek the gnomes of Jagged Mountain for one (Resources +1)**

Master Wickerdrey's Mansion

Perhaps the richest animal in Cairn, Skittles Wickerdrey owns the mansion on the archipelago near the Great Oak. The sprawling mansion overlooks the river mouth, and accords him a great deal of privacy and quiet. Both are welcome to the house's occupant. If the Favored used money, the house would cost a fortune, built as it is of cut stone and roofed in shingle with proper glass windows. Despite the house's size, and the grounds, Master Wickerdrey employs no staff (which is how he likes things). His house is filled with mementos from his days as a Hero, the usual stuff — trophies from his battles, mementos from his travels, and curious odds-and-ends.

MASTER WICKERDREY

Skittles Wickerdrey, that famous warrior/scholar (now retired), makes his home here, usually puttering around his garden in the warm months. A grey squirrel born with a shock of red hair on his head, the stories say that he was abandoned by his parents in a wicker basket because of an ill omen. The mansion in which he lives was given to him as a gift from a far-off king. It's said he returned with wonders and treasures heretofore unseen, if anyone cared about such things. Long ago, he did something big. Something important. Something that may have saved the world. There are all kinds of rumors — he slew a dire dragon all by himself, he reclaimed Hometree for the squirrels, he battled a Dark One. But no one knows exactly what he did, and Wickerdrey won't talk about it.



WICKERDREY STORY HOOKS

In addition to being a great source of advice and information, Wickerdrey's adventure seeds often involve loose ends from his adventuring past. They're intended for high-level Heroes and offer more quest-like adventures. Security and Morale are the associated town stats.

1. **Tribal elders from Tallowood Forest want to negotiate peace with the timberlings nearby (Resources +1)**
2. **A talking enchanted sword demands to be taken on a quest beyond the Unnamed Ruins to slay an ancient evil (Morale +1)**
3. **Wickerdrey has misplaced a magical amulet he brought back from one of his adventures, and the idea that someone has taken it has him worried — find it (Security +1)**
4. **The red pandas far to the East have sent an emissary to beg for Wickerdrey's help, but he's too old to go and needs the Heroes to travel in his place (Morale +1)**
5. **Wickerdrey left a legendary Titan relic with the Griffon Stonedrop for safekeeping, but it could aid in the town's defense — recover the magic item (Security +1)**
6. **Wickerdrey knows what the Spires do and took the key that activates them; now he wants to return it to the Plainsrunner tribe — take it to them (Morale +1)**



Atop the Cairn

High atop the cairn there lives a wizard. If you were to venture up there, you'd find a tower made from the rocks of the cairn. It's poorly constructed and leans to one side, and the roof leaks. It only has one door, and one window high atop the tower. No one is sure what he does up there, as no one climbs the cairn to find out. Does he study the cairn? Practice forbidden Titan magics? Or does he, in fact, watch over the cairn, and protect the town from some nameless evil?

THE MAD WIZARD

The Wizard has no name, at least none that anyone will say. No one knows his species, either, for those few times when he ventures into town he wears a hooded cloak that obscures his features. Some say he has the snout of a weasel, others a badger, and some say rat. He pretty much keeps to himself high atop the cairn, and only picks up supplies three or four times a year. And that suits the animals of Cairn just fine. Befriending the wizard is difficult, as he doesn't welcome guests.

THE MAD WIZARD STORY HOOKS

The Mad Wizard's adventure seeds involve various dooms and terrible portents. They're intended for high level Heroes who are brave enough to scale the cairn and seek him out (or attract with wizard's notice). Resources, Morale, and Security are appropriate town stats. Is he a force for balance, or Disharmony?

1. **A homunculus bearing a forbidden scroll hides somewhere in Cairn and must be found (Morale +1)**
2. **Something foul has befallen the beaver's Den of Sorrow, and the Mad Wizard suspects the Unnatural (Resources +1)**
3. **The Mad Wizard wants to send emissaries to the lord of the Lonely Tower to learn more about him (Morale +1)**
4. **The Mad Wizard seeks the sword of the warlock kings lost somewhere in Heartloss Crevasse — find it and bring it back (Security +1)**
5. **Inside the Unnamed Ruins lies the scroll of regrets, and the Mad Wizard wants it (Morale +1)**
6. **Accompany the Mad Wizard under the cairn (Morale +1)**

Beyond Cairn

The town of Cairn is only one part of a much larger area which is, in turn, part of a much larger kingdom. In that respect, Cairn serves as the county seat for the entire region, and Favored from far and wide travel to do a bit of trading, visit the Lodge, or ask for help from the Lord Mayor. There are many places around Cairn. Farming communities like Berrywarden and Crystal Rock. Natural locations like the Highpeak Mountains and Dead Forest. Mysterious sites like Rock Circle and Titan ruins like Goblin's Glen.

Crystal Rock

The closest settlement to Cairn is a little hamlet called Crystal Rock, named for the giant crystal rock rising out of the sea nearby. No one knows where it came from, or even if it's a Titan thing, and the locals don't pay it much mind. When asked they don't seem to know what you're talking about, like they forgot about it. The rock itself, all sparkling edges, is gorgeous and you can see it from the hamlet. It looks like a shimmering rainbow when the sun hits it, and it glows at night. The sound of the wind through the spires… it's like a giant wind chime. Some minstrels who've visited the hamlet claim they've forgotten songs they've known since they were pups, and wizards claim to have forgotten spells….

The hamlet itself is an orderly little place, with neat little rows of houses, with nets drying on the beach and boats lined up, overturned, for the night. The hamlet has one inn run by a family of meerkats, and there's plenty of song, wine, and cricket pie to make any frog happy. The beds are cozy, with fires in all the rooms to chase away the sea-side chill. The residents are welcoming, mostly a mixture of otters, moles, and mice. They generally ply the seas, with their fishing boats going out almost every day. You can get all manner of seafood, shellfish, and crab in Crystal Rock.

Graymantle Ruins

To the southeast, the crumbling towers of a Titan city rise atop the cliffs. Known as Cliffside to mice (who say this is its original Titan name), everyone else calls it simply the Graymantle. The surrounding grassy plains are home to several migrating goblin clans, which makes traveling to these ruins dangerous. For some reason, superstition perhaps, the goblins refuse to enter the wreckage.

The city itself, or what's left of it, is like nothing animals would build. Firstly, it's surrounded by a high wall, with large towers where the barricade changes direction. In fact, there are a lot of towers in this place — mostly in the center of the city (where they seem as densely packed as an old growth forest). Even though many of them have collapsed, or lean drunkenly against each other, some survived the night of the Maelstrom and soar much higher than anything the Favored have ever built. Secondly, everything is Titan-scaled — the rooms are too big, the ceilings are too high, and doors are too wide — which tends to make Awakened visitors a bit… uneasy.

Despite the dangers in traveling to the Graymantle, and its disconcerting nature, a pika calling himself Tekno has claimed them for his own. Backed by a lot of larger animals — armadillos, groundhogs, and weasels — he scours the ruins for Titan things. He already owns a couple of Titan relics that he employs, once driving off a rat scavenger band with a stick that shot out fireballs. Everybody knows that Tekno hates The Bright Ones and thinks the Favored should be more like the Titans. And build their own towers and fire sticks.

The Spires

The Spires point to the sky, to the sun and moons above. No one knows where they came from, or what they're for, though everyone has a theory. The druids say they were left by the Primal Powers. The wizards say they're left over from the Titans, some kind of magical thing. Scholars, they have as many guesses as there are scholars.

There are three spires, and at the base of each are symbols and lines marking the ground. The lines match up with each spire's shadow from time-to-time, like a sundial. The First Hand Stone lines up with the first moon. The Lady Stone at the end tracks the shadow of the second moon. The third, central stone has no name at all. There are those who say there are three spires for the three moons that once crossed the night sky, and that after the Maelstrom the Spires will never do what they were meant to again. Others believe that they represent the sun and two, remaining moons. No one knows what will happen when the three shadows line up with the lines on the ground.

The barbarian shamans know, but they're not telling. The Plainsrunner tribe, led by a druid, guards them. They claim the Spires whisper to those who are worthy, telling them stories of the old ways, singing songs of things that come in the night. They claim that only those who remember the old ways can hear; and that as much as they defend the Spires, the Spires defend them. And Adriana.

Highpeak Mountain

The Highpeak Mountains are a chain that split the region down the middle, rather than a single slope. The highest of these is also known as Highpeak Mountain. According to legend, they were formed when The Bright Ones sent the third moon crashing to Adriana. What lies long these narrow mountain passes? Lonely shacks? Deep caves? The entrance to underground Titan ruins? The Highpeak Mountains have never fully been explored.

REVANANCHE

Now I can tell you, about that time I got lost in the Highpeaks and sought shelter in a cave.

I do not fear the Titans. They were powerful, and vain, and that makes the things they left behind dangerous. But the time of the Titans is past. No. What I fear is the dire. For while the Titans were brutal, the dire desire to be like them. I fear the dire. I fear Revananche.

I was in the cave, in the darkness, and there was a rushing sound. I was thrown to the ground, prone. Something else was there, speaking to me. A rat, but not a rat. It was something that had taken on the shell of a rat so it could speak to me. It spoke, and its words dripped venom.

I don't remember all it said, I wish I did. "If it had not been for the betrayal of… I would've lived almost forever. And my mate? Would've lived longer still. For that betrayal, let not one stone stand atop another. Cairn will fall."

Then, I knew at that moment I wasn't alone. Rats were all around me in the darkness, and they began to chant "Revananche! Revananche! Revananche!" I tried to run, but I fell again as something long and sharp pieced my leg. I fell and hit my head….

My rescuers found me in one of the narrow passes, unconscious and feverish. The healer said I'd fallen and broken my leg, and had a fever dream. That's what I thought, too, for a long time. Then I heard the name again. Revananche. Two rats in the marketplace were talking, and I could swear I heard that name again. We must find out who or what Revananche could be, as well as the name of whomever betrayed it.

~ Septon Silverfur

Rock Circle

A ring of standing stones, no one knows where they came from, or who put them there. Scholars have tried to get close to it, and make a study, but the druids aren't very accommodating. They say it's a place of the Primal Powers, made by Primals, for their worship. Only those who follow the Old Ways (barbarians, shifters, druids), are allowed near enough to worship Primals such as Lord Oak, the Daisy Queen, and all the others (just don't let the druids catch you inspecting the stones too closely).

An armadillo by the name of Redscale leads the druids, and their band of shifter allies. They defend the place, and worship there. He sometimes serves as an oracle for the Primals, answering questions or sending visitors on journeys. Sometimes, he seeks certain animals out to give them a message from the Primals. It is even said that Redscale knows the truth about the mystery that dwells beneath the stones here, though he has yet to share that knowledge.

The Lonely Tower

Far to the north, on a lonely peninsula, a tower rises from the rolling hills. No one knows who built it or how long it's been there, but it's obviously not a Titan construction because it's Awakened-scaled. It's surrounded by a high, crenellated wall and its massive iron gates are usually closed. Those who've ventured close to it have spotted goblins on its battlements, and it's said they even work on its construction. The identity of the Lonely Tower's lord remains unknown, though his growing power worries those across the land.

TORGAL BLACKWING

A mysterious bat flies through the night. He's got tattered wings as though he's fought in many fights. He's been spotted by other bats, who give him a wide berth, and it's said that he's been seen traveling between the various goblin tribes of Goblin's Glen. Always, he comes from the north and returns in that direction, and it doesn't take a genius to figure out that he makes the Lonely Tower his home.

While the assumption is that he is its shadowy lord, this is untrue. Torgal Blackwing serves another, the true master of the Lonely Tower, a figure he only refers to as The Magus. For the time being, Torgal avoids contact with other Favored species (particularly those in Harmony). Over time, he begins to seek out other Dire animals and summons them to the Tower, while at the same time acting as The Magus' emissary and deputy. He pursues the will of The Magus. And the Magus is gathering an army unto himself.

Before he became Dire, Torgal Blackwing had a different name that he's long since forgotten, and loved a beautiful mouse named Lily Rivercold. He looked forward to a happy life with a family of his own. When she was taken from him, something inside Torgal snapped and he descended into a black rage. Now, Torgal hates the world, and serves The Magus only to take advantage of his power and use it to his own ends — making the world suffer his pain.



The Dead Forest

South and east of the Tallowood Forest lies the Dead Forest. It's easy to see where it gets its name — the trees are all dead. No flowers grow. No birds sing. Everything is caught up in dense, strong, sticky webs that make the dead trees look as though they're draped in cloth. The Dead Forest is ruled over by the Spider Queen — an Awakened spider with a malevolent intelligence. Her minions patrol the Dead Forest, and carry off anyone who ventures there. Once upon a time, a thriving barbarian community lived here, but fled when the Spider Queen arrived. The exiles evacuated to Tallowood, and have sworn to one day return….

Brandybuck Junction

Far to the north and off the beaten path, Brandybuck Junction rarely gets visitors. The village itself is predominantly hedgehog, with a few mice and weasels, and hares mostly living in the surrounding countryside. The citizens practice a strange custom when it comes time to make a decision that affects the town — they all gather in the village square and vote, and the majority rules. Brandybuck Junction has no leaders.

The buildings are mostly croft-style — piled stones and thatch roofs — and the village has a forlorn air. That's because of its close proximity to the ruins to the northwest. In fact, the town frequently calls for aid from Constable Longbottom to investigate whatever strange goings-on they imagine occurring in the neighborhood. Often, it turns out to be just a false alarm.



The Unnamed Ruins

No one knows who built these ruins, or why. All that anyone knows is that they're Titan. The ruins above ground are rather small and unimpressive — a single circular tower surrounded by a crumbling wall. The majority of the Unnamed Ruins lie underground, like a hare's warren, though the tunnels are Titan-sized. There's level after level underground, with stone rooms and long passages, though no one can figure out why a Titan would build something as if they were moles.

There's a fountain in the courtyard, and it still works. Water, cool and clear, splashes out of it, and some say it almost tastes like dandelion wine. Handprints ring the pool's edge, and sometimes the fountain hums when you set your hand in one. No one knows how the thing works, but that's likely because no one's tried to figure it out.

The Tallowood Forest

Far to the north-west is the Tallowood Forest. Much like any other forest, it's underbrush, trees, and un-Awakened animals. The wood gets its name from Tallowood, a village of squirrels and gliders who make their home in the treetops. Hundreds of feet above the forest floor they've built twig dwellings connected by rope bridges, and land-dwellers can visit using one of three lifts.

Here a barbarian clan also makes its home, foraging, burrowing, and living in tree hollows. They prefer to live far from civilization, and don't trust it. They don't like steel or magic, rather choosing to follow the Old Ways before animals were Awakened. They've sworn vengeance on the Spider Queen and her minions in the Dead Forest, who drove them out of their original homes.

Deep in this forest lives a squirrel known only as Lady Memory. Talking to her is said to be like talking to one of your own, best dreams. Those who've met her say she knows everything, even Titan things. She also helps others remember things they've forgotten. Finding her can be a bit tricky though. Some folk say she lives in the trees, others that her house moves on its own. No one can rightly say what she looks like, however. That's the only memory everyone always forgets.



Groups

There are all kinds of groups in Adriana, some well-known and some secret. Then there are those that are well-known, but have secret agendas. You might come across members of these outfits in your travels, and perhaps even get caught up in their schemes…

The Hickory Society

There is said to be a secret society of warriors, priests, and others who hate metal alloys and want to destroy the secret of their manufacture. To them, metal alloys are unnatural and the source of so much strife. There are those who take pride in "mastering" steel, but metal has no master. These fanatics and zealots typically target blacksmiths, coming in the night to take whatever metal they can find and smashing furnaces. They try to convince blacksmiths and miners to give up their professions, and sometimes do a bit more than "talk." Some have disappeared altogether. No one outside the group knows what they do with the metal they take.

The Swift Ones

From village to hamlet, they go, the Swift Ones, carrying letters and packages all over the land. No place is too far for them, and nothing too large to deliver. They're the fastest things on land or in the air. Hares and bats make up most of their membership, though there are more than a few kestrel-riding mice and geckos. If you need to get message someplace, the Swift Ones can carry it for you. And you can be sure they'll deliver it too. Because they travel all over Adriana, they often hear things from lots of places and have news from far-off places.

Burningstar, a hare, is their leader, and she's said to be the swiftest of all. She even delivers packages herself sometimes. Important packages. The kind of packages that wouldn't be safe for others to carry. When she's spotted in town, you can bet something important is afoot.

The League of Knowledge

The scholars of the League of Knowledge study the old ways — not the natural, old ways of the ancestors, but rather the ways of the Titans. Believing that the way to avoid the Titan's mistake, and another Maelstrom, is to study the Titans. They research human history, architecture, culture, and something called "science." The scholars seek out surviving books, copy them, and try to reconstruct whatever knowledge is contained within. They meet in secret, sharing their discoveries and demonstrating their inventions.

The priesthood suspects that this is where recent discoveries such as the arch, spectacles, and compass, originated — and they don't like it. Following the Titans leads away from The Bright Ones, and treads the road that led humanity to its destruction. Paladins are thought to have been dispatched to watch certain scholars for signs of suspicious behavior, recover Titan relics and books, and guard Titan ruins from hiding; a few have recently been spotted camped out in the forest near the Unnamed Ruins.



Creating a Hero

Buxba never thought he'd amount to much of anything. He was small for a squirrel, and spent most of his younger years helping with the family business. His brother Issus was big and strong, and had joined the town guard. He looked very handsome in his helmet. What Buxba never expected was the gift for magic that a wandering enchanter saw in him. The old man encouraged him to seek training and he had. He was now an enchanter in his own right, and an acrobat, too. Even his brother was impressed.

In order to play the *Cairn RPG*, you have to create a Hero. This is the *you* in the game, and your decisions while you play determine what your Hero does. Are you a curious hedgehog defending the forest with both spell and bow? Or are you a wily rat exploring Titan ruins and selling what you uncover? You decide.

Creating a Hero is simple (even though it may look complicated). There are only a few choices you need to make and if a decision is holding you up there are ways to randomly generate anything you might need. While you create your Hero, write down the information you need to know on a piece of paper (like abilities, traits, and hit points).

There are three steps:

Choose a Species: Your species tells you a bit about your nature, your role in First Favored society, and your point of view. It also gives you some information you need to play the game, such as your hit points and special abilities. You'll find more information about Species starting on page 54.

Choose Two Professions: While species tells you who you are, profession tells you what your character can *do*. You get to pick two of them, out of 20, for a huge range of options. Your professions give you certain abilities that you can use in play, such as a warrior's ability to fight or a sorcerer's ability to cast spells. Professions begin on page 96.

Finishing Touches: This is all the stuff you need to finish creating your Hero, like figuring out your base hit points or calculating your starting Harmony. It's the final step before you can start playing the game.

That's all there is to it!





Young Fribble Peasberry watched as the group departed. There was Tikirik out in front with his bow. Mellowstar walked by his side, carrying a cudgel over his shoulder. Buggles hopped in the middle of group, his big, heavy spellbook under his arm. Wiggleleaf hopped at the rear. Somewhere out there was a Dire ripper, and they were off to deal with him.

The first decision you have to make is to decide what type of animal you want to play. There are a lot to choose from – squirrels, beavers, hares, and exotic critters like meerkats, possums, and gliders. You may want to talk to the other players so you have a variety of animals in the group. The Narrator can tell you if there are any animals that are off-limits, or particular species he considers appropriate.

Either choose which species you would like to play, or choose one randomly. The game is set in and around the town of Cairn, which has a certain population of Awakened. For example, more mice live there than anything else. While you can choose to play a meerkat or bat, the random table is weighted more towards the typical animals you'll find there.

Roll 1d20

1–2	**Beaver**
3–4	**Groundhog**
5–7	**Hedgehog**
8	**Mole**
9–14	**Mouse**
15–16	**Otter**
17–20	**Squirrel**

PREDATOR AND PREY

Before the Awakening, some animals were carnivorous by nature. Rats, weasels, armadillos, and others ate meat in some form or another — insects, worms, grubs, fish, eggs…. And other animals that would come to be First Favored. Weasels hunted mice and hares, for example, while rats would eat just about anyone or anything.

This changed with the Awakening and the Compact. It became taboo to eat another Awakened species. While nothing stops an Awakened weasel from eating an Awakened mouse, it's considered rude to eat your neighbors (to say the least). In fact, it's downright anti-social and results in a large loss of Harmony.

Un-Awakened animals still scampering around, as well. Eating an un-Awakened mouse or hare could endanger your Harmony (depending on how the Narrator rules). Generally, the Favored believe that if you can eat an un-Awakened mouse, then you're more likely to eat an Awakened one.

Advantages

After you select your species, you choose some way in which your animal is a little different from others of your kind. The *Cairn RPG* doesn't use attributes, so this is a way to say your hedgehog is smarter than other hedgehogs, or that your rat is stronger than most other rats. Use common sense, however. Just because your gecko is stronger doesn't mean you can bend steel bars or arm wrestle a groundhog. You gain a +1 bonus to Tests or Saves if your advantage somehow applies (see Game Mechanics, page 164).

Choose one of these when you first create your Hero, and you may only make one choice.

Faster: You're faster than the typical member of your kind. This could affect anything related to Speed, such as running a foot race (though it doesn't add to the distance covered).

Healthier: You're more healthy than the typical member of your species. This affects anything related to your constitution (most often Fortitude Saves). It does nothing for how quickly you heal, or your hit point total.

Nimbler: You're more nimble than the others of your kind. This might affect Tests related to dexterity, such as weaving, climbing, or juggling, as well as Reflex Saves.

Cuter: You're more attractive than the others of your species. This might affect certain kinds of performances, such as singing, dancing, or acting.

Sharper: Your senses are sharper than the average member of your kind. This might affect anything involving noticing things, most often Perception Saves. Note that if your species has a weakened sense (like the mole's poor eyesight), your other senses are abnormally sharp.

Smarter: You are smarter than the average… guy. This might affect anything related to intelligence, such as remembering a fact or figuring out a riddle.

Stronger: You're stronger than the average member of your species. This could affect anything strength-related, such as lifting heavy objects, but does *not* affect combat in any way.

Species Traits

Every species gets certain traits that distinguish them, such a mouse's small stature, a squirrel's ability to climb, or a mole's claws. These are listed with each animal. Make a note of these when you decide on which species you're playing.

Armadillo

"Get behind me. I'll take care of this…"

Armadillos are tough little fellows who come with their own, built-in armor. They grow armored plates along their backs, and over their shoulders and hips, much like a rhinoceros grows a horn. Unlike a turtle's shell, these plates are sectioned and connected by flexible skin, so they can curl up into balls when the danger gets really intense.

In addition to their telltale hides, armadillos also have spade-like hands which they use to dig. If there's one thing armadillos love to do more than anything else, it's dig. Armadillos are prolific diggers and experts at any kind of excavation work. However, unlike moles they're not much interested in quarrying for things or mining. They like to dig for digging's sake. If they don't live in some kind of house, they dig their own burrows (and even then, they have extensive basements).

Armadillos are the quintessential strong, silent type. They don't say much unless it's worth saying, instead preferring to let others talk until they're blue in the face. It takes them a while to come to a decision, as they want to make sure they have all the facts first. But once they've made up their minds or formed an opinion, it can be hard to change an armadillo's mind. Because of these things, the other Favored perceive as being slow-witted or dull. Nothing can be further from the truth – it's just that they are meticulous and patient in everything they do. This tends to make them tenacious and loyal to a fault, as they don't give up on friends or a course of action easily.

Because they have a slow metabolism and don't have much body fat, armadillos are not good at living in cold areas because they can't keep warm very well. Even a few cold days in a row can be deadly to an armadillo. They do not go outside during the winter, instead preferring to stay close to a nice, roaring fire.

Armadillos like to eat insects, especially ants, termites and grubs. Grubs, in fact, are an armadillo's favorite food, and you'll often find them munching on them like candy.

Base HP: 14
Base MP: 3
Base Def: 4
Speed: 5

Big: Armadillos are twice the size of the average Favored. They receive +1 HP per level. Armadillos can only use stuff designed for someone their size and can use Medium and Large weapons one-handed, but must still use two hands to wield Massive weapons. They cannot use small weapons and are too big to ride anything.

Burrow: Armadillos like to dig. They can tunnel through soil (but not rock) at the same rate as walking. They can only do this for short distances and cannot burrow across country.

Claws: Armadillos have spade-like hands for digging, which they can also use for fighting in a pinch. Their claws cause 1d4 points of damage.

Curl (Action): An armadillo's armor plating is sectioned so they can curl into a tight ball for protection. As an Action, they can curl up to increase their Defense by +3 and maintain this until they choose a different Action. Wearing additional armor prevents them from using this trait.

Plated: As noted above, armadillos grow their own armor plates, which provides them with Light (natural) armor worth two points of protection. Wearing additional armor of equal or lesser value does not improve this. Only stronger armor provides additional protection.

Sense (Smell): To compensate for their poor eyesight, armadillos have an acute sense of smell. While they may be unable to see very far, they can identify scents others would miss. An armadillo knows who they're talking to and changes to the environment in this way. They gain a +3 bonus to Perception Saves and Tests involving smell. They can be very difficult to surprise.

Squinty: Armadillos have poor eyesight, especially in bright light. They suffer a –3 penalty to all ranged attack rolls, Perception Saves, and any Tests that rely on eyesight. They compensate for this with their acute sense of smell.

Role

Because armadillos are such good diggers, they often aid their communities by, well, digging. Canals to bring more water to the crops, excavating the foundation of a house, expanding the wine cellar at the local inn – these are just some of the things an armadillo might be asked to dig. Because of their need to keep warm, their attention to detail, and their armor, armadillos can also be found working as blacksmiths. Their armor and swords – even their rakes and spades – are finely crafted and highly prized.

Playing One

Armadillos are tough (or at least their hide is) and they can take whatever anyone has to dish out. They don't like bullies much, or anyone who picks on smaller, weaker animals. They don't talk much either, which others perceive as being taciturn. And they don't change their minds easily, which others see as being stubborn. More often than not, armadillos just cross their arms and stand there, refusing to budge until others see things their way. Generally, when they do talk, it's about digging, and they can go on endlessly about soil quality, drainage, and root systems.

Fight or Flight: Generally, armadillos prefer to avoid conflict if they can, though they're no cowards. If an armadillo's short legs can't carry them away from danger, they stand right up to it. They try to shield the smaller members of their group, if they can, and protecting and defending are more their style.

Bat

"I could tell you, but I don't want to."

Bats are distinguished by two features: Their wings and their ears. Their wings are much thinner than those of birds, which allows them to maneuver more quickly and accurately. The membrane between the bones of their wings is more elastic, too, but this makes them more delicate. A bat's wings cannot heal from rips and tears, so they do not like anyone touching their wings under any circumstances.

Bats navigate when they fly by using ultrasonic sounds. They send out a high-pitched squeak that other species can't hear, and then listen for the returning echoes. They almost literally see sound. It also means bats have very sensitive ears. They can even hear the sounds made by a moth's fluttering wings, or a centipede crawling along the ground. They seem to magically know all the gossip, but that's because they eavesdrop (even to conversations across a room).

Bats prefer to live high up, either in trees or in caves. Once upon a time, they lived in Titan buildings, hanging upside down in attics and barns. When they sleep, it's upside down. Bat homes don't have beds. They usually have a private place where they can hang from the rafters in peace. Their communities can be quite large, and bats are only really comfortable with other bats. Outside of their communities, bats prefer to live solitary lives and can be standoffish. Unlike with rats, it is not because they prefer the company of their own, they simply have stronger ties to the bat community.

Lastly, bats like to eat insects and fruit. Pretty much any kind of bug will do, though they have a special fondness for small, flying insects. They prefer their fruit raw because they don't actually chew it – they suck out the juices.

Base HP: 10
Base MP: 9
Base Defense: 6
Spd: 4

Flight: Bats can fly at the same movement rate as walking, but they cannot carry much weight when they do so. They can carry a Small character short distances, but it is slow going (half speed), exhausting (they can't do it for more than a few minutes) and awkward (half Defense).

Gossip: Bats frequently eavesdrop on conversations, and share what they've overheard with each other. Bats have an almost mystical ability to know things, when really they've just overheard something or learned it through the bat network. Once per day, the bat can ask the Narrator if they've heard something useful, and receive a truthful (though not necessarily pertinent) answer.

Sense (Hearing): To compensate for their poor eyesight, bats have an acute sense of hearing. While they may be unable to see very far, they can hear things others can't. They gain a +3 bonus to Perception Saves and Tests involving hearing. They can be very difficult to surprise.

Shadowed: Bats (being nocturnal, enigmatic, and aloof) suffer Disharmony more and have a greater chance of becoming Dire. They add +1 to the amount of Disharmony they incur and always lose 1 point (no matter how much Disharmony they resist).

Small: Bats are roughly the same size as mice, roughly half the size of the typical Favored. They suffer –1 HP per level. Bats can only use equipment designed for someone their size. They must use two hands to wield a Medium weapon, and cannot use Large or Massive weapons. In general, they take up half as much space as an average-sized animal (for example, two Small animals could ride an average-sized mount). Bats hate to be called flying mice.

Squinty: Bats have poor eyesight, especially in bright light. They suffer a –3 penalty to all ranged attack rolls, Perception Saves, and any Tests that rely on eyesight. They compensate for this with their excellent sense of hearing.

Role

Because of the delicacy of their wings, bats prefer to avoid professions that call for menial labor and prefer jobs that take advantage of their abilities. Mostly they help out by carrying messages to-and-fro (they're well represented in the Swift Ones messenger service) or generally flying around and gathering information. They have a hard time in tight, enclosed spaces (again, because of their wings), so they try to avoid large crowds and being indoors.

Playing One

Bats keep to themselves and seem aloof. Even among friends they don't say much. It's not because they don't like other Favored
they just want to protect their wings. They prefer the company of other bats, partially because they understand the rigors of being a bat, and partially because they're used to being part of a big flock. They often cluster together with their own kind and share what they've heard, even if they don't know each other personally. The only Awakened a bat shares his secrets with is another bat.

Fight or Flight: As always, their wings are their primary concern, so they try to avoid fighting. If they have to, they do it from far away with bow or spell. Even better if they're outside, where they can fly and have the freedom to maneuver.

Beaver

"We can finish the wall in time. Let's get it done."

Beavers are known for their broad, paddle-like tail which they use in both construction and battle. It's good for beating supports into place, smoothing mud onto walls, and whapping enemies. They also use their tails as a warning. When startled or frightened, beavers slap their tails to sending a warning signal to those around them. The other notable feature of a beaver is his long, powerful front teeth, with which they chew through trees. In fact, if a beaver stops chewing regularly, his teeth continue to grow to painful proportions. So beavers can often be found munching on a bit of wood whenever they can (like a snack).

Beavers are builders. They're famous for their sophisticated construction projects, such as their dams and lodges, but will build almost anything. Beaver dams are feats of engineering, made of vertical poles with crisscrossed horizontal branches in between. Their lodges are great big mounds of interwoven branches separated into different dens (one to dry off in, the rest where the family lives). Beavers make terrific engineers and architects.

Beavers eat the inner bark, buds, and leaves of live trees. Freshness is important to them so taverns that cater to them make sure to get fresh wood in constantly. The stereotype that an improperly fed beaver will chew the furniture is patently untrue (because it's not fresh).

Base HP: 16
Base MP: 5
Base Defense: 4
Speed: 5

Alarm (Action): When beavers spot an enemy they raise an alarm by slapping their huge tails on the ground. The sound is unmistakable and makes it impossible for opponents to make a surprise attack. If they are surprised, beavers get a Reflex Save to end the surprise round and raise the alarm.

Big: Beavers are twice the size of the average Favored. They receive +1 HP per level. They can only use stuff designed for someone their size and can use Medium and Large weapons one-handed, but must still use two hands to wield Massive weapons. They cannot use small weapons and are too big to ride anything.

Builder: Beavers have an innate sense of how things go together – buildings, dams, bridges, even furniture. They work twice as fast as other species when building something (or reduce the time by half) and grant a +2 bonus in combined Tests when making something. When using levels of success, beavers are considered to have rolled +2 (however, this does *not* count towards the Test).

Strong: Beavers can lift and carry more than the other Favored and inflict +1 damage with melee weapons. They can also use Massive weapons (like the Claymore) without Fight penalty.

Swim: Beavers spend a large part of their day in the water and make excellent swimmers. Instead of moving at half speed in the water, they double their speed. Beavers can be submerged for long periods of time.

Thwap! (Action): Beavers can use their tails to deliver a good, solid thwap to opponents. This attack causes 1d6 points of damage.

Role

Beavers work in construction and engineering for the communities in which they live. As architects, engineers, construction foremen and workers, they build the houses, bridges, and town defenses. They most often work closely with armadillos, who do all the digging and excavation work. When beavers are not building some kind of structure or designing something big and impressive, they can be found working as carpenters. Their knowledge of wood makes their furniture highly desirable.

Playing One

Generally speaking, beavers are industrious and hard-working. They like to keep busy. If there's something that needs doing – repairing a dam, making a chair, building a house – then they get right to it. If there's nothing that needs doing, they find something to do. They're endlessly fascinated by anything involving construction or wood. Often, because of their planning experience, beavers take a leadership role.

Fight or Flight: In general, beavers are gentle, reasoning beings. They don't become aggressive or dangerous unless their home is threatened (though some define "home" loosely to mean friends or community). They don't look for a fight, but they sure as heck know how to end one.



Frog

"Are you sure about this?"

Frogs are at home in the water and on land. They have wide mouths and bulging eyes located alongside their heads, giving them excellent peripheral vision. Their green-hued skin secretes a thin mucus that keeps it moist when they are away from water. Frogs have strong legs, which allow them to leap great distances. They are also strong swimmers. When walking on land, they have an odd hopping stride which becomes more apparent when they run.

Frogs don't really have families. Males and females gather at specific breeding ponds to fertilize eggs and then leave. The eggs hatch and the tadpoles fend for themselves until they grow legs and can leave the pond to begin a life of their own. They never know who their parents were. In absence of family ties, frogs tend to focus on the bonds of friendship. They choose their friends as carefully as they choose the spots they leap toward. Anyone who becomes friend to a frog can count on the staunchest and most steadfast ally in Adriana.

Frogs eat insects, catching them with their long, sticky tongue. They prefer this to eating in a more civilized manner.

Base: HP: 12
Base MP: 7
Base Defense: 5
Speed: 5

Amphibious: Frogs are as happy in the water as they are on land. They can breathe underwater and can remain that way for as long as they like.

Bulging Eyes: Their large, bulging eyes set atop their heads give frogs a better chance at spotting predators. They may re-roll one failed Perception Save versus surprise.

Call: Although they don't have close family ties, at dusk frogs like to keep up with each other by croaking about the day's events. These calls can be heard for one mile, and can be used to send simple messages that only other frogs can understand.

Leap: With their strong, oddly-shaped legs, frogs can leap great distances. They may leap once per round as per the acrobat professional ability, and may leap twice the distance of other Awakened.

Swim: Frogs spend a large part of their day in the water and make excellent swimmers. Instead of moving at half speed in the water, they double their speed. Frogs, can be submerged for long periods of time.

Tongue (Action): Frogs have long, sticky tongues, which they use to catch insects. This can make for a disconcerting melee attack, as the frog shoots his tongue towards an opponent's face or eyes in an effort to distract him. The target must be adjacent to the frog; this is *not* a ranged attack and uses the frog's Fight. With a successful hit, the opponent loses his next Action. It's also gross.

Role

Frogs primarily find employment as entertainers, making children laugh with capering dances and startling leaps. They don't have a particular preference for the type of performing art – musician, actor, dancer, juggler. They just like to entertain. Many frogs take up a nomadic lifestyle, wandering from town-to-town and offering their services. It's not uncommon to find them performing at a local fair, birthday celebration, or just singing for their supper. Because they make such excellent swimmers, the also drift into becoming sailors.

Playing One

Frogs are patient to a fault. They never rush in, always considering their options and making sure they have as much information as possible about what they're getting in to. Frogs are easygoing and unwilling to take any an action without considering the results. The saying "look before you leap" was coined by a frog.

Fight or Flight: One of the only times a frog makes a quick decision is when a fight starts. And they usually decide to run. That's not to say all frogs are cowards, or that they don't defend themselves (especially when their friends are at risk).



Gecko

"Have I got a deal for you!"

Geckos are slender lizards with colorful scales and long tails. Their eyes bulge out of the sides of their heads, giving them excellent peripheral vision. They have transparent membranes in the place of eyelids, which they keep clean and moist by licking them frequently with their long tongues.

The gecko is best known for its ability to climb any surface with ease. The pads of a gecko's fingers and toes stick to the surface and peel off again when they want to move. They can even climb smooth, vertical walls and hang from ceilings.

Geckos love to talk, and when they get together with others of their kind it can give outsiders a headache trying to follow all the conversations. The only thing they love more than talking is bartering. Many a tale has been told of the unwitting barterer who somehow ended up trading his shirt to a gecko in exchange for his own pants! Even though they're not merchants *per se*, a gecko always has a little side business and a deal to offer.

Geckos generally eat anything that can fit inside their mouths, but prefer a diet of crickets, locusts and mealworms. Inns and taverns that see a lot of geckos have a special stew on the menu just for them: bug surprise. Geckos also shed their skin at regular intervals. When this begins, they speed this process along by peeling off loose skin and eating it.

Base HP: 10
Base MP: 7
Base Defense: 6
Speed: 6



Autotomy: This is a fancy word for a lizard's ability to lose its tail without harm. Once per battle, geckos can choose to lose their tails instead of taking damage from an attack. If they sacrifice their tails, geckos reduce their Defense by –2 until it grows back (see Regenerate).

Bulging Eyes: The large, bulging eyes set atop their heads give geckos a better chance at spotting predators. They may re-roll one failed Perception Save versus surprise.

Cling: Geckos have adhesive pads on their hands and feet allowing them to climb up just about any surface at any angle without the benefit of handholds – even upside down and across ceilings! They Move at their normal Speed (rather than half Speed) when climbing.

Dash: A gecko's long, spindly legs allows them to move great distances for short amounts of time. Using an Action for an additional Move lets them move up to their full Speed at full Defense or up to twice their Speed at half Defense. Geckos they must wait at least 2 rounds until they can do it again.

Regenerate: It wouldn't be much good to lose your tail if you couldn't grow it back. Geckos can regrow a lost tail in one week.

Small: Geckos are short and spindly, roughly half the size of the typical Favored. They suffer –1 HP per level. They can only use equipment designed for someone their size and must use two hands to wield a Medium weapon. They cannot use Large or Massive weapons. In general, they take up half as much space as an average-sized animal (for example, two Small animals could ride an average-sized mount).

Role

Geckos are the merchant's merchant. If someone needs to barter for something, the gecko down the street probably has it and will trade for it. Even if you don't need it, a gecko will try to sell it to you. Most customers are wary of bartering with a gecko, considering them to be little more than hucksters. They're masters of the deal that sounds too good to be true.

Playing One

Geckos talk a lot… even though everyone around them wishes they would stop. A gecko will talk to anyone, anywhere, about anything. Every opportunity for trading has them twitching and digging through their bags to see what they have to barter with.

Fight or Flight: While no one likes a fight, a gecko is no shirk when it comes to battle. They tend to fight quickly and fluidly, using the environment to their favor and suddenly zipping up a tree if a fight turns against them.

Glider

"Wheeeee!!!"

Sugar gliders are squirrel-like creatures distinguished by the thin flap of skin that stretches from their fifth finger to their first toe, which allows them to glide for long distances. They have a long, furry tail which they use as a rudder to stabilize and turn while gliding. Their tails can also be used as a fifth limb, but only to hold light objects. Gliders have excellent night vision. They are also quite loud when they feel the need to be heard.

Female gliders have a pouch in their bellies where they carry their young until they are able to get about on their own. Gliders frequently give birth to twins, and rarely singletons. They form a close bond with their twin, and it's not unusual to see them living and working together. They live in large, close-knit family groups frequently two or more families share the same home. Glider families are harmonious to a fault they almost never argue amongst themselves.

Gliders feel awkward and restricted when on the ground, preferring to glide from tree-to-tree or from rooftop-to-rooftop. Gliders make natural acrobats and daredevils. It is common for glider children to push each other (literally) to stunning feats of aerial acrobatics. Gliders of all ages are high-energy, and almost constantly in motion when they're not asleep.

Gliders eat insects, seeds, eggs, fungus, and occasionally lizards or small birds, but their true preference is for sweet nectars and tree sap. Gliders have high metabolisms and need to eat frequently to support their energy expenditures. It is not uncommon to see a glider eating sap-candies one after the other.

Base HP: 10
Base MP: 5
Base Defense: 6
Speed: 6

Darkvision: Gliders are nocturnal, which means they prefer to operate at night. They have large eyes that allow them to see well in the dark. They do not suffer any penalties due to low light conditions, but cannot see in complete darkness.

Gliding: Gliders can glide (duh), which is a lot like flight but it is difficult for them to gain altitude. They start someplace as high as possible and jump off, gliding down at a reasonably gradual rate up to the distance of a football field. They do not suffer damage from falls.

Prehensile Tail: Sugar gliders have a weak, prehensile tail with which they can grip small objects. It isn't as agile or strong as hands, but it can still come in handy. They can attack with it by gripping a weapon no larger than a knife, but they suffer a –2 Fight to the roll and it does not give them an extra attack.

Small: Gliders are about the same size as mice, roughly half the size of the typical Favored. They suffer –1 HP per level. They can only use equipment designed for someone their size and must use two hands to wield a Medium weapon. They cannot use Large or Massive weapons. In general, they take up half as much space as an average-sized animal (for example, two Small animals could ride an average-sized mount).

Torpor: Because they are bundles of energy, gliders must eat frequently to keep up their high metabolisms, and they don't do well in the cold. When a glider doesn't get enough to eat or the temperature drops (as in winter), they enter into torpor (a kind of sleep) to conserve their energy. If this happens, roll 2d12 to determine the number of hours the glider must sleep, and they cannot be wakened before this time is up.

Role

With their natural grace in the air and their loud voices, gliders usually seek employment as couriers or town criers. Because they are marsupials and almost always twins, they also tend to drift to more social or care-giving roles. They're the chatty barkeep, the popular teacher, or the fussy, protective nanny. The best way they combine their natures is through entertainment – minstrels, acrobats, magicians. This way, they can dazzle onlookers with their daring acrobatics or moving songs.

Playing One

Gliders are almost as social as geckos, though a lot less annoying about it. They form strong bonds with those they choose to call friends, a hold-over from sharing their childhood in a pouch. They're the kind of Favored who makes a few good friends, rather than having lots of acquaintances. Gliders also tend to be daredevils and adrenaline junkies. Nothing feels better to them than the air rushing through their fur as they leap from place-to-place.

Fight or Flight: Gliders are best at a distance, plinking foes with arrows and stones from the treetops. Their first instinct in any conflict is to get up as high as they can, then swoop down on their foes. When confronted directly in their natural environment (high up in the trees), they leap quickly to another tree before fighting back.

Groundhog

"I'm sorry. I didn't hear you. Did you just call me a coward…?"

The groundhog way of life prizes freedom and few personal commitments. Groundhogs prefer the open country, where they can dig to their heart's content and easily see enemies coming from afar. Like the meerkat, groundhogs commonly post sentries, and it's not uncommon to see one or more nearly-motionless guards watching for danger unlike the meerkats, however, groundhogs consider the role of sentry to be a job.

Groundhogs are well-known for their natural aggression. Highly territorial, they swear to protect and defend whatever community in which they live. They aim to protect their homes and the homes of their neighbors. Unlike the badger, who is an explosive volcano of anger, groundhogs live in a perpetual state of readiness. Every groundhog sees himself as a warrior first, even if he's just a simple cobbler.

In order to keep their aggression in check, groundhogs have developed a sophisticated warrior culture. Their reputation is everything to them and they fight to preserve their personal honor. No groundhog wants to be thought of as a coward, and once he has given his word he will not break it. While they glorify warrior deeds and military matters, this is a bit of a problem in a society that places a low value on violence. So the groundhogs developed a system of "counting coup" whereby they engage in other kinds of battles. Insult battles. Fights to the first successful hit. Rhyming challenges.

Groundhogs primarily eat wild grasses, vegetables, and berries. They also like grubs, grasshoppers, insects, and snails. Snails are a particular delicacy among groundhogs, which they like cooked in butter and garlic. Lastly, groundhogs hibernate in the winter, so in order to be ready they eat more and fatten up in the approaching months.

Base HP: 16
Base MP: 3
Base Defense: 5
Speed: 4

Alarm (Action): When alarmed, groundhogs use a high-pitched whistle to warn others in the area to impending danger. The sound is unmistakable and makes it impossible for opponents to make a surprise attack. If they are surprised, groundhogs get a Reflex Save to end the surprise round and raise the alarm.

Big: Groundhogs are twice the size of the average Favored. They receive +1 HP per level. They can only use stuff designed for someone their size and can use Medium and Large weapons one-handed, but must still use two hands to wield Massive weapons. They cannot use small weapons and are too big to ride anything.

Burrow: Groundhogs are well adapted for digging, with short but powerful limbs and curved, thick claws. They can tunnel through soil (but not rock) at the same rate as walking. They can only do this for short distances and cannot burrow across country.

Claws: Groundhogs have thick, curved claws for digging, which they can use for fighting in a pinch. Their claws cause 1d4 points of damage.

Strong: Groundhogs can lift and carry more than the other Favored and inflict +1 damage with melee weapons. They can also use Massive weapons (like the Claymore) without Fight penalty.

Role

Every groundhog sees himself as a warrior (even the shoe-makers, weavers, and potters), and aspires to win glorious battles and have his name remembered for generations. If a town has a sheriff or constable, it's most often a groundhog. When a community calls out the militia, the groundhogs turn out in force. In any army, it's likely a groundhog will be in command they make great military strategists. Every groundhog seems to have a sword stashed away someplace in easy reach.

Playing One

Groundhogs have a code of honor and they do not break it lightly. They always keep their word and do their best to fulfill their promises. Because violence is frowned upon, all groundhogs have left is their honor. Insults and slights are cause for a (non-lethal) duel. When it comes time to fight they don't back down. Because of this, other Favored tend to look at groundhogs distrustfully. Some may call them humorless or dour, and they'd be right.

Fight or Flight: When the going gets tough, the tough get going. Groundhogs look forward to a good fight, because they get to prove their warrior credentials. In fact, they think every conflict could be better settled by combat. Unfortunately for them, the rest of society doesn't see things their way.

Hare

"If we're going to do this, let's get it over with fast."

Contrary to popular misconception, hares are not rabbits, and confusing them for one is considered an insult among hare-kind. Unlike rabbits, hares do not live in large colonies, nor do they burrow they live in proper houses, above ground. They like their fields and wide open spaces, so they can run (and spot predators from afar). Typically, hares prefer to live outside of town and manage their farms. Even a hare tradesman can most often be found living and working in the countryside while this may not be convenient for business, hares expect you to come to them.

Hares are well-known for two things – their legs and their ears. Both are long. Hares are perhaps the fastest of the First Favored, and they love to run. A typical hare festival includes lots of races, and a game they call "dash" which involves a nut, a goal line, and a lot of running around. No one else plays it. Hares refuse to ride any kind of animal, and prefer to travel across country on foot (they may even allow smaller species like mice and pika to ride them). A hare's long ears aid them in hearing, and they can deduce all kinds of information just by listening. Allowing someone to touch their ears is a tremendous sign of trust and friendship.

Hares feed by grazing on all kinds of grass and leafy weeds. They're known for their delicious salads, and they prefer their vegetables uncooked. Unfortunately, because this is difficult to digest, their diet gives rise to a habit that most other animals find a bit distasteful – they eat their droppings. They collect their soft, black pellets in small sacks, and snack on them throughout the day.

Base HP: 14
Base MP: 5
Base Defense: 5
Speed: 6

Dash: A hare's long legs give them short bursts of speed to escape predators. Using an Action for an additional Move lets them move up to their full Speed at full Defense or up to twice their Speed at half Defense. Hares must wait at least 2 rounds until they can do it again.

Leap: Hares can leap great distances. They may leap once per round like the acrobat professional ability, and may leap twice the distance of other Awakened.

Sense (Hearing): The hare's gigantic ears help them hear approaching danger. They can be very difficult to surprise. They gain a +3 bonus to Perception Saves and Tests involving hearing.

Run: Because of their long legs, hares can cover great distances. When running overland they are twice as fast as other species, and faster than anything except others with this ability (this has no effect on combat movement speed).

Role

Because of their preference for fields, prairies and steppes, hares typically become farmers. They keep neat little houses surrounded by all manner of crops. Hares comprise the majority of stalls in the farmer's market. Mostly, family members work the land as farm hands hares tend to have large families. Even non-farmers have a garden of some kind around their homes.

Playing One

While the rat may be insular and the opossum may be solitary, hares are shy by nature. They just need a bit of coaxing to come out of their shells. They don't say much when they first meet new Awakened, but while the other two species still stand a bit apart, hares eventually come around. In fact, once they get over their shyness, hares become quite the chatty little fellows.

Fight or Flight: Because they're generally shy, they tend not to like arguments. When the yelling starts, they tend to clam up. They prefer differences to be settled calmly, with reasoned debate. Hares do their part in a fight, typically using their speed and maneuverability to gain the upper hand.



Hedgehog

"Wait. I thought you said there were wolves in that forest…. Couldn't we, um, go around it, then…."

Hedgehogs are noted by their spines. Unlike porcupines, hedgehog quills are actually stiff hairs, though they are no less dangerous. When threatened, hedgehogs curl into a compact little ball and present a spiny surprise to any attackers. They sleep this way, as well, so they're well protected at night. Only the strongest fighters, like badgers, can pry a hedgehog open.

Hedgehogs prefer to keep out of things, and often make up the silent majority. Most of the time, they keep to themselves and mind their own business. It's not that they don't want to get involved with larger matters, and they typically have strong opinions about current events. They prefer to keep to their own kind and let bigger animals take care of things (though they're the first to call for someone to "do something" about things). They're simple, eminently practical, no-nonsense kinds of animals. The majority of them have no interest in seeing the wider world. Still, when push comes to shove, hedgehogs are the first ones there with a helping hand, and a ready pitchfork if need be.

Hedgehogs prefer to eat insects, earthworms, snails, and slugs. They're excellent cooks, often turning these ingredients into flavorful stews.

Base HP: 12
Base MP: 7
Base Defense: 5
Speed: 5

Curl (Action): When threatened, a hedgehog curls up into a ball to avoid being hurt. As an Action, they can curl up to increase their Defense by +3 until they take a different Action. Wearing additional armor prevents them from using this trait.

Resist Venom: Hedgehogs prior to the Awakening used to be preyed upon by venomous snakes, and they still have a degree of immunity. Hedgehogs get a re-roll to any Save to resist the effects of venom, but not poison.

Spiny: Hedgehogs are covered in sharp spines and when they feel threatened they bristle. The quills provide 1 point of natural armor. In addition, any melee attack roll or 3 or less against a hedgehog automatically inflicts 1d3 points of damage to the attacker.

Role

Typically, hedgehogs tend toward solitary professions, such as healer, scholar, or artisan. They don't mind interacting with others, but prefer professions they can do on their own and afford them plenty of seclusion. While they may not go in for a life of excitement, don't assume hedgehogs are shrinking violets. When something threatens the community, they find their spines (pun intended) and stand up for what's right.

Playing One

Hedgehogs are animals of good common sense. They're animals of the land – simple, practical, hard-working. Other animals might dream about what's over the next hill, but hedgehogs are too busy doing their work to spend time on things like that. That doesn't mean they have no dreams – a new rake or enough firewood to last the winter would be nice. Although they don't like to get involved, they usually have an opinion and aren't shy about sharing it.

Fight or Flight: Hedgehogs don't like to fight, and their first instinct is to curl up into a little ball of spikes to ward off danger. While they may never start a conflict, they fight if pushed. Once someone gets their dander up they become tenacious little fighters.



Loris

"Listen, and you will hear the Bright Ones speaking through the trees."

Of all the First Favored, the lorises most closely resemble the fallen Titans, with their rounded heads, long limbs, and bodies. Their eyes are large and designed to focus available light to give them excellent night vision. Their hands and feet are incredibly strong and dexterous, making them fantastic climbers.

A loris usually does everything with great deliberation speaking, moving, and eating slowly. Because they move slowly and place each step carefully, they are capable of passing through underbrush and leaves without making a sound or shaking the leaves. If needed, they can move with startling speed (but only in short bursts).

Lorises prefer to live close to nature. They religiously avoid the trappings of the Titans – you'll almost never find a loris using metal utensils or tilling a field. Lorises have a deep connection to The Bright Ones they see signs of Their will in the patterns of leaf-shadow on the ground and hear Their voices on the wind.

They are intensely proud of their heritage a loris can recite his family tree all the way back to his first ancestor, and will gladly expound upon each ancestor's traits and deeds. They have a fantastic memory which enables them to remember anything they've heard. Lorises are often startled to find that other First Favored have a habit of forgetting things.

Lorises prefer to eat insects, fruits, eggs, and small birds. They love to chew on candies made of sticky tree sap.

Base HP: 12
Base MP: 5
Base Defense: 5
Speed: 4

Darkvision: Lorises are nocturnal, which means they prefer to operate at night. They have large eyes that allow them to see well in the dark. They do not suffer any penalties due to low light conditions, but cannot see in complete darkness.

Climb: With their long, splayed hands and a unique muscular arrangement, lorises have a vice-like grip perfect for climbing. Instead of moving at half speed when they climb, lorises Move at normal Speed. This may be reduced by the type of surface being climbed, number of hand-holds, and the angle, at the Narrator's discretion.

Marking: The loris communicates through scent marking, originally to define its territory and alert others to the presence of predators in the area. Once an hour, a loris can use scent marking to leave a simple (one word) message that others of their species can "read." This lasts for one day, unless washed away. Marking involves rubbing up against the object to be marked and uses their natural sweat. Thus others can tell who left the message.

Strong: Lorises have a unique muscular arrangement that allows them to grip branches for long periods of time, and they're stronger than they appear. They can lift and carry more than the other Favored and inflict +1 damage with melee weapons. They can also use Massive weapons (like the Claymore) without Fight penalty.

Sure Step: The loris moves slowly and deliberately, making little or no noise in natural surroundings. When threatened, they stop moving and remain perfectly still. They impose a –2 penalty to any Perception Saves or Tests made to locate them. The loris must be in the wilderness to use this trait.

Venom: Lorises can deliver a painful, venomous bite, which is rare among mammals. If a loris successfully bites and causes damage (1d3) there is a 50 percent chance (even/odd) the victim suffers an additional 1d6 points of damage. If so, the victim makes a Routine (6) Fortitude Save or else they *also* halve their Defense and lose the ability to act in their next round. The victim cannot be larger than twice the size of the loris for this to work. Armor does not affect Venom damage.

Role

While it is rare for lorises to live in towns, it does happen occasionally (they prefer villages). Those who feel driven to live in the confines of walls often reside on the outskirts of town. They often serve as storytellers, scholars, teachers, or priests, although their slow and deliberate way of speaking makes for long and tiresome sermons. No matter what they do, they're the unofficial record keepers, so when other Awakened need to recall an event or remember a fact they ask a loris.

Playing One

Lorises are know-it-alls and mystics. They like to talk, which they do at every opportunity with anyone who will listen. In fact, they don't talk with others, but rather *at* them. Lorises consider their words carefully, and when they speak, they do it slowly and at length. They share their family history at every possible opportunity, like that time their uncle Clovis was in a similar situation back in the time of….

Fight or Flight: Lorises avoid conflict if at all possible, preferring to talk their way out of situations. "Can't we all just talk about this?" is a common phrase, even when talking is clearly not an option. Heaven help everyone if the conflict actually involves talking, like a negotiation the loris will talk until he sucks the air out of the room.

Meerkat

"Can I get you another slice of pie? Tell me about your day."

Meerkats are perhaps the most altruistic and gregarious of all the First Favored. They're extremely social animals and prefer to live in large communities. Meerkats like almost any excuse to get together with others – hanging out in the village square, spending time down at the pub, tea parties, dinner parties, and so forth. Even in the largest of cities, a meerkat will have a wide circle of friends upon whom he pays frequent social calls.

Meerkats are generous, with both their things and their time. This is perhaps most apparent in the meerkat's habit of posting sentries. Among their own kind, meerkats share guard duty, keeping an eye out for enemies on a rotating basis. While the rest go about their business, the meerkats on sentry duty stand guard then, after a few hours, they simply switch. In addition, meerkat families watch each others' children, freeing others up to go about their business. This communal sense that "it takes a village" runs strong in meerkats.

They subsist on a diet of insects, though they also like snakes, spiders, centipedes, and millipedes. One thing meerkats love more than anything else are eggs. Although they prefer them raw, they'll eat them poached or over easy. It's not uncommon for a family to show up to a gathering with a meerkat specialty – frittatas.

Base HP: 12
Base MP: 5
Base Defense: 5
Speed: 6

Alarm (Action): Upon spotting by approaching danger, a meerkat raises the alarm by making a sharp, shrill call indicating the type and urgency of the situation. The sound is unmistakable and makes it impossible for opponents to make a surprise attack. If they are surprised, meerkats get a Reflex Save to end the surprise round and raise the alarm.

Burrow: Meerkats prefer to live underground in burrows and are well adapted for digging, with short but powerful limbs and curved, thick claws. They can tunnel through soil (but not rock) at the same rate as walking. They can only do this for short distances and cannot burrow across country.

Call: Meerkat calls have specific meanings like the recruitment call, the panic call, and the moving call. These calls can be heard for one mile, and can be used to send simple messages that only other meerkats can understand.

Claws: Meerkats have long, curved claws they use for digging, which they can also use for fighting in a pinch. Their claws cause 1d4 points of damage.

Resist Venom: Meerkats are resistant to certain types of venom, like the kind produced by scorpions. They get a re-roll to any Save to resist the effects of venom, but not poison.

Sense (Sight): Meerkats have excellent eyesight, which helps them spot approaching danger. They gain a +3 bonus to Perception Saves and Tests involving sight. They can be very difficult to surprise.

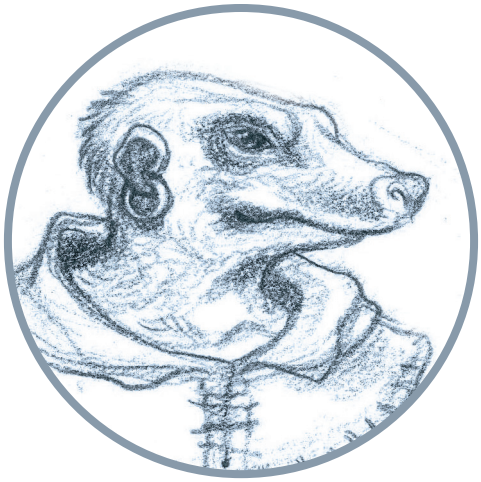
Role

Because meerkats have such as strong sense of social responsibility, they typically go into jobs serving the larger community. School teacher, nanny, alderman, and town crier are common jobs. Even as farmers, their sense of community is strong, and they form collectives among their own kind (and anyone else who wants to join). Those with a strong social bent typically become storytellers, minstrels, poets, and inn keepers. Naturally, in communities with a standing militia, meerkats can always be found among their ranks.

Playing One

Meerkats are generally concerned with the well-being of those around them. That includes just about everyone. They just want to make sure everyone is okay, find out if they need anything, and see if they can lend a hand. They treat everyone in town as though they were part of their extended family. If someone is in need, they want to help. Meerkats love to socialize, as well. Invited to a social gathering, they get lost in talking to everyone. They're often the life of the party.

Fight or Flight: When it comes to social, non-combat confrontations, meerkats are the peace-makers. They're the first ones with their paw out when new Favored come to town. Everyone's a potential friend, until proven otherwise. And when the steel comes out, they're at the vanguard, doing their part to protect the group.



Mole

"What's that you've found? Let me take a look."

Moles are prolific tunnelers. Even if they live above ground, a mole has an extensive network of tunnels under his home. It's not uncommon for mole homes to be connected in this fashion, creating an underground network through which they can travel about town. Every mole also has at least one tunnel to the wilderness through which he can escape in times of trouble. Sometimes these networks have multiple levels and can go down quite deep. Seeing a mole on the street is a rare experience.

Moles are terrific hoarders. They'll hoard practically anything, stacking items neatly by category or in a giant, confusing pile. Alone among the Favored, the moles use money (though they don't call it that). They trade in shiny bits of silver simply because they're shiny (not because they have any value). The other animals think this is a pointless, inexplicable practice. Moles, however, love sitting down in their vaults admiring all the silver they've amassed.

Because they spend the majority of their time underground, moles have almost non-existent ears and tiny eyes. They tend to avoid bright light, and they aren't the greatest at hearing or seeing. Many wear dark glasses or use a listening horn to hear all but the loudest of conversations. Their noses and whiskers are highly developed, and have an uncanny ability to "see" things even though they're almost completely blind.

Moles primarily consume earthworms, which they catch wriggling through their tunnels. Some even go so far as to operate earthworm farms for the rest of the mole community. They'll also eat insects, if they have to.

Base HP: 14
Base MP: 9
Base Defense: 4
Speed: 4

Burrow: Moles like to dig (it's what they're known for), but unlike armadillos they build intricate and extensive underground constructions. They can tunnel through soil (but not rock) at the same rate as walking. They can only do this for short distances and cannot burrow across country.

Claws: Moles have long, curved claws they use for digging, which they can also use for fighting in a pinch. Their claws cause 1d4 points of damage.

Resist Venom: For reasons unknown, moles are resistant to many kinds of venom. They get a re-roll to any Save to resist the effects of venom, but not poison.

Sense (Smell): Moles have terrible eyesight, but they make up for it with their powerful sense of smell. While they may be unable to see very far, they can identify scents others would miss. A mole knows who they're talking to and changes to the environment in this way. They can be very difficult to surprise. They gain a +3 bonus to Perception Saves and Tests involving smell.

Shadowed: Because of their innate greed, love of the underground, and generally unpleasant dispositions, moles suffer Disharmony more and have a greater chance of becoming Dire. They add +1 to the amount of Disharmony they incur and always lose 1 point (no matter how much Disharmony they resist).

Squinty: Moles have poor eyesight, mostly because they spend all their time underground. They suffer a –3 penalty to all ranged attack rolls, Perception Saves, and any Tests that rely on eyesight. They compensate for this with their acute sense of smell.

Role

Moles prefer to do one thing over and above anything else – tunnel. They make expert miners, where they dig deep into the earth in search of their beloved silver. The other Awakened don't see much point to this metal, though a few have begun to make silver tea sets, silverware, and platters. Given their propensity to hoard, some moles become academics or librarians, socking away practically anything that could be useful.

Playing One

They're in it for the money, if there was any money. Since there isn't, moles tend not to get involved unless they see some kind of value in it (like the chance to add to their collections). Moles aren't into saving the day or political revolutions, they're in it for themselves they're not likely to admit that they really have a good heart. Indeed, they might be the most loyal, steadfast, and heroic animal in town, but they just don't want to admit it. Because moles are hoarders, they typically have whatever is needed – a bit of string, an extra candle (or three), or a stash of blankets.

Fight or Flight: Moles range from terrific cowards to those who only *pretend* to be cowardly. Often, the mole is the one who's fussing about the danger and dragging his heels. However, moles can rise to the occasion, as the legend of the "blind" mole swordsman Scourclaw can attest (a favorite tale among moles).

Mouse

"You expect me to climb all the way up there… gulp."

Even moreso than rats, mice were the closest to the Titans. They lived inside human homes and ate their food. While the rat has suffered for their familiarity with forbidden ways, mice have largely escaped this prejudice. They are no more likely to dabble in steel or magic than any other right-thinking species. They are, however, the most strongly affected among Favored by their sudden awakening. They often adopt human ways, and are the most manlike in their behavior and activities.

Mice like to live in large groups, with the extended family all under one roof. Typically, you'll find three generations living in a single mouse house. The grandparents help with child-rearing while the parents go about their business, and the children do what children do best. They're industrious little animals. While mice are more comfortable around other animals their own size, they don't avoid bigger species.



Mice prefer to eat fruits and grains, so things like apricot tarts and a good stuffing are prized delicacies. While mice lived closely with the Titans, and adapted to eating all manner of scraps, they do not eat meat. Unlike rats, no self-respecting mouse would ever consume a fallen comrade.

Base HP 10
Base MP 7
Base Defense: 6
Speed: 5

Chosen: Somehow, despite having lived closely with Titans, mice have managed to resist their baser impulses while emulating human ways. Maybe it's because of their honest hearts or simple way of life. Maybe it's because they're so darned cute. They resist Disharmony more easily than other Awakened, rolling 1d8 to reduce Disharmony instead of 1d6.

Small: Although The Bright Ones made them larger when they lifted them up, mice are still pretty small (about half the size of the typical Favored). They suffer –1 HP per level. They can only use equipment designed for someone their size and must use two hands to wield a Medium weapon. They cannot use Large or Massive weapons. In general, they take up half as much space as an average-sized animal (for example, two Small animals could ride an average-sized mount).

Role

Mice make things. They are weavers, potters, tailors, cobblers, and any other kind of industrious work. Unlike squirrels, their goods tend to be simpler and more functional. A mouse (well, several mice working together) can make a good, warm coat, while a squirrel would add delicate embroidery, for example. Their small stature makes them less-suited to the militia or constabulary, though they can occasionally be found acting as the local sheriff (backed up by a larger deputy). Ironically, their stature helps them in another profession – rogues.

Playing One

Their small stature works both for them and against them. Often, they can go unnoticed. The bigger Awakened tend to discount them, however, and many mice have a bit of an inferiority complex. Often times, a mouse has jump up-and-down to get some attention, or have their opinion heard. Alternately, they might choose one of the larger species as a friend, climbing up on their shoulders or sticking close by and getting them to help out. Mice are unassuming, until they're called on to be brave.

Fight or Flight: Mice are a curious mix of cowardice and bravery. On their own, they tend to be timid, and run behind the bigger Favored. Many times this is just a ruse to get into a better position. In large groups however, mice swarm to the occasion and they find their courage in numbers.

Opossum

"You talk too much."

Opossums are solitary and nomadic by nature. They don't settle down in one place for very long, though the definition of "long" varies from individual to individual. An opossum might live in a village for years, decades even, then suddenly up and move away. Others will suddenly become possessed by wanderlust, go on what they call "walkabout," and then return years later (often acting as though nothing should have changed).

Three characteristics distinguish the opossum. First, they're tree-climbers, much like squirrels, so they have excellent vision and manual dexterity. Second, they have a prehensile tail. While this isn't strong enough for them to support their own weight, opossums use this like an extra hand. An opossum carpenter can hold a piece of wood with two hands, and hammer it using his tail, for example. Third, opossums are plagued by the annoying habit of passing out when faced with danger or threatened. This practice of "playing dead" is an autonomic response, much like sneezing, and they really can't control it. Hopefully, the danger becomes convinced the opossum is actually dead and leaves it alone.

Much like the rat, opossums like carrion, and used to dine on frogs, mice and other small mammals. Unlike the rat, however, they have readily foresworn this aspect of their diet, and instead focus on consuming insects, slugs, and earthworms.

Base HP: 14
Base MP: 3
Base Defense: 4
Speed: 4

Big: Opossums are twice the size of the average Favored. They receive +1 HP per level. Opossums can only use stuff designed for someone their size and can use Medium and Large weapons one-handed, but must still use two hands to wield Massive weapons. They cannot use small weapons and are too big to ride anything.



Fainting: In times of danger, opossums have the annoying habit of passing out, in hopes the danger just passes them by. They can't help it, it just happens. When confronted by dangerous situations (like combat), an opossum must make a Challenging (8) Willpower Save or else pass out. Unconscious opossums can attempt a Save every round until they succeed or the danger passes.

Prehensile Tail: Opossums have a prehensile tail with which they can grasp tree limbs, and they can hang by their tails for short periods of time. It isn't as agile or strong as hands, but it can still come in handy. They can attack with it by gripping a weapon no larger than a knife, but they suffer a –2 Fight to the roll and it does not give them an extra attack.

Resist Venom: Opossums have an impressive ability to resist the venom of most kinds of snake. They get a re-roll to any Save to resist the effects of venom, but not poison.

Shadowed: Something in their natures makes opossums shadowed. Perhaps it is their predisposition to eat carrion and mice. Or their solitary natures. Opossums suffer Disharmony more and have a greater chance of becoming Dire. They add +1 to the amount of Disharmony they incur and always lose 1 point (no matter how much Disharmony they resist).

Role

Opossums are the typical loner-type. If the local kids tell stories about the crazy recluse living on the edge of town, chances are they're talking about an opossum. They go about their daily business, keeping to themselves mostly. They're the farmer who only says what has to be said, or the seamstress who thinks it's unseemly to gossip. They are best known for their inclination to become traveling peddlers and merchants. Opossum traveling salesmen often have exotic wares from around the world, gathered during their extensive travels.

Playing One

Opossums are marsupials, so while they're loners they also tend to be a bit over-protective of those closest to them (growing up in a pouch does that to a person). It's not that they're unfriendly they're just reserved. Opossums are animals of few words. They tend to "mother" the Awakened they care about most. They're the type who quietly fixes the slant of someone's hat, makes sure everyone's mug is full, and gives people seconds even if they don't ask for it.

Fight or Flight: Opossums have a bit of a problem with fighting. They're not cowards, but they have to master their tendency to pass out. This makes a clever strategy though, when they pass out, get ignored by the enemy, and recover just in time for a surprise attack!

Otter

"Did I ever tell you about the time I catapulted over the castle wall? With a catapult? Well, it seemed like a good idea at the time…"

Otters are perhaps the most playful of all the species, engaging in activities just for the sheer enjoyment of them. Otters dance with abandon. They play music with gusto. For them, it's not about dancing to attract a mate, or playing an instrument to earn their keep. They do it because they want to. This means they sometimes make terrible deals, if the work involves something they really want to do. They throw themselves into whatever interests them.

Like typical dreamers, they work when they want to (or need to), and the rest of the time they have fun. It's hard for other animals to resent them, however, because otters are just so charming. In fact, they are well-known rakes and flirts. Many is the time a farmer's daughter has fallen for the handsome, charming otter just passing through.

If there's one thing otters love to do, more than anything else, it's fish. They usually supply whole villages with their efforts. Rather than using nets or fishing poles, otters make their catches literally – with their paws. They have a soft, insulated under-layer of fur, covered in longer hair, so they can dive deep and swim for long periods of time. It's not uncommon to find a village's young ladies hiding in the underbrush, swooning over a handsome, young, unclothed otter making his catch.



Because of their high metabolisms, otters eat a lot. In fact, they're often eating something, taking frequent breaks for breakfast, a mid-morning snack, lunch, tea-time, supper, dinner, and then a late-night snack. They eat fish primarily (including dried or smoked fish when traveling), though they also like crabs, crayfish, oysters, and clams.

Base HP: 14
Base MP: 7
Base Defense: 6
Speed: 5

Playful: Once a day, so long as they are not in Discord, otters may regain 1d6 Harmony simply by being playful. Anyone who plays with them receives half the amount rolled (round up) as well.

Swim: Otters spend a large part of their day in the water and make excellent swimmers. Instead of moving at half speed in the water, they double their speed. Otters can be submerged for long periods of time.

Role

Typically, otters fish, splash around, and have fun. Several otters fishing together will play swimming games and tell jokes to each other as much as they fish. Then, it's off to the pub for some singing and story-telling. If they fulfill other roles, such as carpenter or potter, they work when they want to, usually working on commission. Even otter merchants are known to open their shops when it suits them. They tend to avoid jobs that require a lot of work or study, and the best way to convince an otter to do something is to tell them it'll be fun. Jobs that require responsibility aren't for them.

Playing One

Otters like to have a good time. If they get bored, they look for something fun to do – like starting a card game or whittling something. While the others are making careful plans, an otter might be outside playing a game of catch or flirting with passersby. They are loveable rakes, so it's hard to get mad at them (even if they don't know the plan). It's not that they don't care about what's going on. They just don't take things so seriously, even when they're supposed to. They just want action.

Fight or Flight: Most other Favored assume otters aren't dependable in a fight, because of their fun-loving ways, but nothing can be further from the truth. They face conflict with a wink and smile. They're often the first to charge off into danger, if only for the excitement. No plan sounds too crazy to them, no matter how crazy it actually is.

Pika

"Oh yes, of course you can have the rake. I'm done with it now."

Distant cousins to the hares, the pika differ in their body proportions and outlook on life. Pika are short-limbed with tiny, rounded ears. Like their cousins, they are herbivorous, and frequently eat their meals twice.

Though their legs are short, do not mistake them for slow creatures. A pika can move quickly when needed. Pika live together in large nomadic tribes of inter-related families, wandering the countryside in caravans, singing and foraging for food as they travel. A pika tribe often makes its living as traveling performers and merchants.

Pika have a peculiar conception of personal belongings. In fact, they have no understanding of them at all. Within the tribe, all belongings are shared as needed. A pika has no problem borrowing his neighbor's rake, or a cup, or even his vest. In the end, a pika automatically assumes that everything belongs to the group. For them, trading is the process of exchanging goods between groups – Crystal Rock has its goods, the tribe has their goods, and the two formally make a trade. And anyone in a pika tribe is free to trade, so there's a high turnover of stuff. It can become a bit chaotic.

The problems begin once a pika considers himself part of another group (another hazy concept). Once they deem themselves part of a new group, they've been known to borrow back things for which they've already traded, and trade stuff they've "borrowed" from other places. So a band of pika might arrive in a village and trade between the two groups, overstay their welcome, and suddenly consider themselves a part of the village. Now, Crystal Rock's stuff is their stuff, too. After all, share and share alike. Other Awakened consider this "stealing," a concept pika definitely do not understand.

While the tribe is traveling, groups of pika scour the countryside for food and usable materials for crafting. Pika have an almost magical knack for locating food. Tales are often told of their ability to find food even in the depths of winter.

Base HP: 10
Base MP: 5
Base Defense: 6
Speed: 5

Alarm (Action): When pika spot an enemy they raise an alarm by chirping loudly. The sound is unmistakable and makes it impossible for opponents to make a surprise attack. If they are surprised, pika get a Reflex Save to end the surprise round and raise the alarm.

Dash: Despite their small size, pika are capable of amazing bursts of speed. Using an Action for an additional Move lets them move up to their full Speed at full Defense or up to twice their Speed at half Defense. Pika must wait at least 2 rounds until they can do it again.

Forage: Pika have an almost mystical ability to find things, usually food but also specific things like missing keys or a lost ring. When looking for an inanimate object, a pika has a 50 percent chance (even/odd) of finding it. The thing foraged for must be inanimate (they can't forage for people, after all), but this can be as broad (food) or specific (thronberries, a lace handkerchief) as the pika wants. Keep in mind, no amount of foraging for blueberries when they're out of season will be successful (this is at the Narrator's discretion).

Small: Pika are the same size as mice, roughly half the size of the typical Favored. They suffer –1 HP per level. They can only use equipment designed for someone their size and must use two hands to wield a Medium weapon. They cannot use Large or Massive weapons. In general, they take up half as much space as an average-sized animal (for example, two Small animals could ride an average-sized mount).

Role

When a pika caravan rolls into town, it's like the circus has arrived. They set up tents on the outskirts, and juggling, dancing, and singing pika entertain the town, while their merchants barter food and goods from distant lands. The pika understanding of "foraging" and "property" often comes into conflict with the rest of the community, however.

A resident pika has no problem making himself at home, in *your* home. When he comes over to visit, he'll help himself to a bit of cheese and a nice cup of tea. If he needs something, he'll borrow it (probably without asking first). Pika are not thieves, *per se*, but once a family of pika settle in a town, local folk start locking up things they want to hold on to. Like as not, if something cannot be found, ask the local pika.

Playing One

Pikas are always happy-go-lucky, with a ready song or other entertaining bit of fun to share with their friends. They'll chat with everyone, share stories from their travels, and show off what they foraged during the day. Their habit of "borrowing" things annoys others (to say the least). They're usually considered nosy, casually opening someone's pack to see if there's anything useful inside, and just taking it if they need it. To their mind, everyone is part of the team, after all. When confronted, they have no problems returning whatever they borrowed, often with a sheepish grin.

Fight or Flight: Pika dislike fighting their first impulse when trouble breaks out is to bolt in the opposite direction. A pika almost never gets into a stand-up fight. Instead, he fights from range or darts in and out of a melee, striking and disappearing into the brush.

Platypus

"I won't forget you said that."

Platypuses are by far the oddest of the Favored. They are duck-billed, warm-blooded egg-layers with beaver-tails and poisonous spurs on their webbed feet. They make excellent swimmers, able to hold their breath for long periods underwater. Their noses are at the end of their bills, which gives them an excellent sense of smell. They use their bills to dig in the muck searching for food. Platypuses typically live near the coast, diving for shellfish (and they control most of the market, much to the consternation of the otters).

Platypuses are prone to strong emotions. They make both friends and enemies quickly. They never forget a slight and hold grudges for their entire life (or the life of the source of the grudge). Platypuses have been known to nurse grudges for years, waiting for just the right moment to serve up a dish of cold revenge. As a result, they tend to be exceedingly polite to each other, and most other Awakened try to be polite to them as well, if only to avoid accidental offense.

Platypuses live together in large, extended families. Every member of the family works together as a community to take care of their young. When a young platypus is old enough, he begins to work for the family. If multiple families live in the same town, they pursue different occupations so as not to come into conflict over the market.

They usually eat worms, insect larva, shrimp and crayfish, but are really happy with any kind of fish.

Base HP: 16
Base MP: 3
Base Defense: 5
Speed: 4



Big: Platypuses are twice the size of the average Favored. They receive +1 HP per level. Armadillos can only use stuff designed for someone their size and can use Medium and Large weapons one-handed, but must still use two hands to wield Massive weapons. They cannot use small weapons and are too big to ride anything.

Sense (Smell): The platypuses' nose is located at the end of his very long bill, giving him an enhanced sense of smell. They can be very difficult to surprise. They gain a +3 bonus to Perception Saves and Tests involving smell.

Shadowed: Because of their strong emotions, penchant for nursing grudges, and venomous natures, Platypuses are shadowed. Platypuses suffer Disharmony more and have a greater chance of becoming Dire. They add +1 to the amount of Disharmony they incur and always lose 1 point (no matter how much Disharmony they resist).

Swim: Platypuses spend a large part of their day in the water and make excellent swimmers. Instead of moving at half speed in the water, they double their speed instead, and can submerge for long periods of time.

Venom: Platypuses have venomous spurs on their webbed feet, and they have no compunctions against using them against enemies. If a platypus successfully attacks and causes damage (1d3) there is a 50 percent chance (even/odd) the victim suffers an additional 1d6 points of damage. If so, victims make a Routine (6) Fortitude Save or else they *also* halve their Defense and lose the ability to act in their next round. The victim cannot be larger than twice the size of the platypus for this to work. Armor does not affect venom damage.

Role

Platypuses can most commonly be found in the marketplace bartering a dizzying array of shellfish: crabs, oysters, coracles, mussels…. They also tend to own sailboats, with the whole, extended family serving as crew. Those who choose to live inland become manufacturers of a variety of goods, with everyone in the family put to work. Platypuses quickly come to dominate whatever craft they choose, with others complaining about their unfair advantage.

Playing One

Because of their venomous spurs and tendency to nurse grudges for a long time, platypuses treat each other with unfailing politeness and they expect the same from other Favored. A platypus keeps track of who's been good to them and who hasn't, sometimes in a journal (just so they can keep it all straight). While they won't typically get revenge through violence, a Favored still has to be careful. Usually, platypuses simply drive a harder bargain with those who have annoyed them.

Fight or Flight: When it comes time to fight, the platypus is in there on the front lines, fighting to win. It's hard to turn a platypus from a fight when it involves someone against whom he has a grudge.

Rat

"Yes, but how does this concern me*? "*

Rats prefer to live and travel in packs, and are more comfortable in large groups. Although other Favored might assume rats rely on strength in numbers, individuals can be quite brave a cornered rat can make a dangerous opponent. Though comfortable associating with other species, rats tend to help each other out first. When given a choice between rescuing a fellow rat and another animal, they'll free the rat first. Rat society can be a bit insular, and they don't generally share what's going on in their community with the rest of the world.

Rats are one of two species who lived closest to the Titans (the other being mice). They prowled their alleyways and dug through their garbage for centuries. They are therefore the most comfortable with human artifacts, such as steel and magic, and the most comfortable among Titan ruins. Opportunistic scroungers, they often make their living trading Titan things. Because of their affinity and comfort with Titan things, rats are among the most likely to become Dire and many First Favored view them suspiciously.

Two abilities distinguish rats – their sense of smell and ability to get into anything. They have keen noses, and can even tell the number of occupants on the other side of a closed door by sniffing under it. Secondly, whether it's by crawling through small spaces or using their cunning and high manual dexterity, it's difficult to keep rats out of some place they want to go.

Finally, rats eat anything (and we do mean *anything*). Rats eat carrion and other species. Frogs, mice, other rats, it doesn't matter even if they're the bodies of former friends. Food is food to a rat. While they're aware of others' opinions of this practice, and eschew it in front of outsiders, when push comes to shove they'll still resort to the practice if needs be.

Base HP: 12
Base MP: 7
Base Defense: 5
Speed: 5

Brazen: Rats don't scare easily, and they had little fear of the Titans (especially if it involves something they want). If a rat retreats, it's because he wants to, or thinks discretion is the better part of valor. Rats gain a +2 bonus to Saves involving fear or intimidation.

Dash: Rats are capable of short bursts of speed to avoid danger. Using an Action for an additional Move lets them move up to their full Speed at full Defense or up to twice their Speed at half Defense. Rats must wait at least 2 rounds until they can do it again.

Sense (Smell): Rats rely on their noses as much as they do their eyes, and they can deduce all kinds of facts through their sense of smell. They can be very difficult to surprise. They gain a +3 bonus to Perception Saves and Tests involving smell.

Shadowed: Because of their affinity for Titan things, propensity to eat carrion (and, really, anything), and sly, secretive nature, rats are shadowed. They suffer Disharmony more and have a greater chance of becoming Dire. They add +1 to the amount of Disharmony they incur and always lose 1 point (no matter how much Disharmony they resist).

Titanology: Rats know about the Titans. They can identify their relics and artifacts, and know a great deal about their society (though not their history). They have a 50 percent chance (even/odd) to know *something* about the Titans or a Titan object. With a successful roll, the Narrator must truthfully answer one question related to the Titans (such as the Titan name for a location, identify an object, or a fact about their society).

Wriggle: Rats have the unnerving and uncanny ability to get into (or out of) places others cannot by squeezing their bodies through the smallest of holes. If there is a small opening, hole, or gap that can accommodate the rat's body, they can make a Routine (6) Reflex Save to wriggle through. If the hole is large enough for the rat to fit his head, the difficulty is Challenging (8). Smaller spaces require a successful Heroic (10) Save. It's up to the Narrator to determine if a hole is too small for the rat to exploit. Also, the Narrator should require a roll to get back *out* of such places.

Role

Through their affinity for learning and adapting, rats can do just about anything. They make cunning politicians and diplomats, as well as effective spies. Clever animals, they make excellent scholars (though not, curiously, school teachers) they often study things the Favored were not meant to know, like magic and Titan knowledge. Bands of rats scour Titan ruins for things they can find, bring back, and sell. It's not uncommon to see a gaggle of rats in a marketplace, trying to sell whatever it is they've dug up and repaired.

Playing One

Rats are furtive. They're sneaky, cautious, and sly, even if they don't mean to be. There are many stories about the rat who convinced a villain he was on their side, only to return later with the prison key to let his friends out. Even though they make friends with members of other species, they consider other rats to be closer allies. Rats quickly fall in with their own kind to the exclusion of outsiders, and they always seem to be up to something sneaky.

Fight or Flight: Rats stand up and fight, and the more allies on their side the stiffer their resolve. If anything, rats like being part of a group. Mostly because they provide a good distraction for whatever else they've got going on.

Squirrel

"Stay here. I'm going to follow Lord Grumblepot and see where he goes."

Before being elevated to First Favored, squirrels dwelled primarily in trees, and many squirrel communities still build their houses high above the forest floor. They have large families, with six or seven children scampering about (and getting into trouble) until it's time for them to start their own large families. Extended squirrel families can be huge, which they obsessively trace it's not unusual for a squirrel to present himself as your third cousin, twice removed, on his father's side, and two squirrels can spend hours tracking their relationship to each other.

Naturally inquisitive and precocious in spirit, squirrels have a habit of getting into things better left alone. They seem to get their noses into everything. Once something interests them, they always have to know. Whether this means asking a question better left unasked or sneaking into someplace they don't belong, eventually their curiosity gets the better of them. Most of the time, they know the bounds of propriety. Until they don't.

Squirrels love their nuts, though they also eat seeds, fungi, and green vegetables. Everyone knows squirrels enjoy a good acorn, which they prefer to eat raw. Because their teeth constantly grow, they typically gnaw a piece of bark to keep them nice and sharp. For their part, squirrels hate nut jokes.

Base HP: 12
Base MP: 5
Base Defense: 6
Speed: 6

Climb: Squirrels have small hands well adapted to gripping even the slightest of handholds. Instead of moving at half speed when they climb, they Move at normal Speed. This may be reduced by the type of surface being climbed, number of handholds, and the angle, at the Narrator's discretion.

Dash: Squirrels are capable of short bursts of speed to avoid danger. Using an Action for an additional Move lets them move up to their full Speed at full Defense or up to twice their Speed at half Defense. Squirrels must wait at least 2 rounds until they can do it again.

Leap: Squirrels leap from tree branch to tree branch. They may leap once per round as per the acrobat professional ability, and may leap twice the distance of other Awakened.

Role

As tree-dwellers, squirrels have large eyes and extremely dexterous hands, which often leads them to work as craftsmen. They weave intricate blankets, delicately embroiler clothes they sew, and make the finest porcelain. Squirrel-made goods are always in high demand, and command the best prices in trade.

Playing One

While pika are plain old nosy, and never really stop foraging, squirrels are curious. Not about everything, mind you, but once something attracts their attention they have to *know*. What is in the crate? Where is wizard going? What's inside that cart? Even if it's against a squirrel's better judgment, they just have to take a quick peek. Needless to say, they often find themselves getting into trouble.

Fight or Flight: Squirrels face conflict either by fleeing or fighting, as their individual personalities dictate. When alone or outnumbered, a squirrel often beats a hasty retreat, at least until he can figure out how to balance the terms. This might mean hiding someplace until he has the tactical advantage, or crawling up high and leaping down on an unsuspecting opponent.



Weasel

"I promise, on the spirits of my ancestors, your caravan will arrive at the village safely."

Of all the First Favored, the weasel has had the hardest time adapting. Prior to the Awakening, weasels were known as vicious, determined predators. They'd chase down and eat all manner of small mammals, such as rabbits and mice, even following them into their burrows. Consequently, most other animals don't trust weasels, or at least tend to be cautious around them.

In order to fit in with Favored society, weasels try to suppress their killer instinct by denying it. Some adhere to a strict code of pacifism, or at least try to. Sometimes, they fail at this, and of all the species weasels are among the most likely to become Dire (along with rats). Stories of weasels succumbing to their base instincts are frequent, and mothers scare their children with stories of weasels gone bad… Weasels feel they have a lot to answer for.

Strong and powerful for their size, they can catch and kill animals much larger than themselves. With their long, thin bodies and flexible spines, they can easily navigate around confined spaces it can be hard to keep a weasel contained, and harder still to keep him at bay. They're aggressive, and have a reputation for cleverness, quickness, and guile.

Since becoming First Favored, weasels have had to learn not to eat their neighbors. Primarily, they enjoy a variety of beans, vegetables, and insects, though they supplement this with eggs and fish.

Base HP: 14
Base MP: 9
Base Defense: 5
Speed: 6

Aggressive: Despite their attempts at pacifism, weasels can't help but exploit weakness with an aggressive bite to the neck (their preferred way of killing). When in Discord, any time a melee attack misses with a roll of three or less, a weasel may make an immediate, free counterattack, as the opponent has overextended or left some kind of opening. This does not count as an Action, and the opponent still gains the benefit of Defense and armor (nor does it have to be a bite).

Bloodlust: Once a weasel starts fighting, they find it hard to stop (even pursuing retreating opponents). When in Discord, a weasel must make a Challenging (8) Willpower Save to stop fighting, and will even attack allies in his bloodlust. They continue fighting until they make a successful Save and can make an attempt every round.

Shadowed: Because of their aggressive, predatory nature and reputation for cleverness and guile, weasels are shadowed. They suffer Disharmony more and have a greater chance of becoming Dire. They add +1 to the amount of Disharmony they incur and always lose 1 point (no matter how much Disharmony they resist).

Wriggle: Weasels can squeeze their slim bodies through small borrows and contort themselves through narrow passages. If there is a small opening, hole, or gap that can accommodate the weasel's body, they can make a Routine (6) Reflex Save to wriggle through. If the hole is large enough for the weasel to fit his head, the difficulty is Challenging (8). Smaller spaces require a successful Heroic (10) Save. It's up to the Narrator to determine if a hole is too small for the weasel to exploit. Also, the Narrator should require a roll to get back *out* of such places.

Role

Like groundhogs, weasels have had the hardest time adjusting to being Awakened because of their nature. While groundhogs try to keep it in check by adhering to a "warrior code," the weasels have tried restraint – either by ignoring their natures or trying to devote their skills to society at large. Highly territorial, most weasels swear to protect and defend whatever community in which they live, often as guards or constables. They aim to protect their homes, and the homes of their neighbors, to prove to the others that their aggressive natures can be a benefit to society.

Playing One

Weasels are killers, born and bred. Many try to live the life of a pacifist and avoid fighting of any kind. Fighting leads to bloodshed and many weasels don't know how to stop once the fighting starts, which usually leads to casualties. Others try to devote themselves to the defense of their communities. In this case, they aim to die on their feet, facing the enemy, protecting whomever they've sworn to protect. They're not proud of their species' past, so some have a chip on their shoulders, or be repentant.

Fight or Flight: Clearly, fighting is the go-to response in every situation. When someone insults a weasel – sword. If negotiations break down – sword. The weasel isn't getting his way – sword. Something threatens the safety of the village – sword, times two. It is very easy for a weasel to become Dire.

Professions

Tikirik hadn't been sure what he wanted to be when he grew up. Should he be a weaver like his mother, or a farmer like his father? Then, while out in the woods gathering berries, he stumbled upon a scout. Tikirik had liked the idea of freedom and adventure. Of learning the secret trails and guarding natural places. Then again, he had an affinity for the bow and could shoot an apple at a hundred paces. That day, he knew he'd become a scout and marksman.

After selecting your species, and writing down the information that provides, it's time to choose professions. Every Hero has two. You can pick them, or roll 1d20 two times to select randomly.

When you choose your professions, there are several routes you can go. You might choose two similar professions, such as warrior/marksman, which would allow you to fight well with both sword and bow. Or you could choose two complimentary professions, such as druid/shifter, which lets you cast nature spells and transform into other animals. Finally, you could go completely crazy, and select acrobat/sorcerer, swashbuckler/wizard, or scrapper/healer. Choose whatever suits you (just as long as it's not the same profession twice. That's not allowed).

When the rules refer to "levels" there are two ways this could apply:

Ability level: This is your level in the ability in question. For example, the swashbuckler's Parry 2 increases your Defense by your ability level, in this case +2.

Level: This is your total level in both professions. Thus, if the ability says to add your level, and you were a level 3 barbarian/swashbuckler, you would add +3.

Each profession tells you specific things about your character, so you'll want to write them down. See the Finishing Touches chapter for more information.

One more thing about choosing professions. When you gain a level, you alternate between the two professions, starting with the first one you write down. Thus, if you're a barbarian/sorcerer, you're going to improve in barbarian first, sorcerer second. In this regard, your first profession is *primary* and you'll improve faster in it.



Professional Abilities

Each profession has a number of abilities and skills associated with it. A rogue's ability to sneak. An alchemist's skill at identifying potions. A scout's skill at finding food in the wild. Professional abilities are grouped by letter in alphabetical order from A to H. You Hero gains the abilities listed after the A first. Then, whenever you increase in level, you gain the abilities listed after B, then C, then D, and so on, alternating between your two professions each time you level up.

Characters start play with the A abilities from *both* professions. Then, at level 1, you get the B professional abilities for your primary profession. At level 2, you get the B abilities for your second profession. The rules do it this way because with two professions, abilities cannot be tied to specific numeric levels. A barbarian/sorcerer will get B abilities from barbarian at level 1, but a sorcerer/barbarian would get the B abilities for barbarian at level 2, for example.

Example: *Jack wants to play both an acrobat and a scout. If he writes down "acrobat/scout," then he'll gain his abilities this way: Acrobat B at level 1, scout B at level 2, acrobat C at level 3, scout C at level 4, and so on. Since Jack kind of wants to focus on scouting primarily, he writes down "scout/acrobat" on his character sheet (and when he levels up, he'll get scout B at level 1, acrobat B at level 2, scout C at level 3, acrobat C at level 4…).*

Virtue and Vice

Every profession is archetypical to a certain extent, doing one kind of thing particularly. Warriors fight. Wizards cast spells. Acrobats tumble. While this seems obvious to state, each profession gives you a way to stand out and gain a bonus for doing what the profession is known for (its shtick). This element is the profession's virtue or vice. For example, a warrior can either act defensively or charge into the fray.

When you roll a 12 during a Test, your Hero either gains a huge bonus that you can keep for yourself (Vice), or that you can share with the rest of the group (Virtue). You may not save this bonus for later; you must use it for the *next* Test you roll or lose the benefit.

Virtue: When you roll a natural 12 during a Test you may share this bonus with everyone in the group, granting them a +1 to their next Test and giving yourself a +2 to your current Harmony.

Vice: Sometimes, you may want to hold onto this bonus for yourself. You get a +3 to your next Test, but you lose 1d4 Harmony. No Save can be made to reduce this penalty.

Each profession has its own flavor on how Virtue/Vice works, but each player should narrate their choices to reflect the situation. This is where some of the real drama of *Cairn* comes into play: Heroes making important choices that reflect in the action and story. While the Virtue/Vice most often comes into play during combat, don't feel yourself limited to that. Any time you make a Test is an opportunity to benefit, if you can think of a way to justify it.

1	Acrobat: Agile and athletic
2	Alchemist: Creates magical potions
3	Barbarian: Savage fighters
4	Druid: A priest dedicated to the Primal Powers
5	Enchanter: Creates magical items
6	Healer: Cures the sick and heals wounds
7	Marksman: An expert with the bow
8	Minstrel: Sings magical songs
9	Paladin: Fights for The Bright Ones
10	Priest: Can invoke the blessings of The Bright Ones
11	Rogue: Jacks-of-all-trades
12	Scholar: Study uncommon knowledge
13	Scout: Can guide you safely through the wilderness
14	Scrapper: A fighter who uses his body as a weapon
15	Shifter: Summon animals and transforms himself into them
16	Sorcerer: A mage that casts combat magic
17	Specialist: Focuses on a single class
18	Swashbuckler: Fights with light weapons, light armor and panache
19	Warrior: Fights with heavy weapons and armor
20	Wizard: Casts magic spells

Acrobat

I wondered why we bothered to have the squirrel along. She didn't seem to have any useful skills. It wasn't until we ended up in that scrap with those two porcupines that I figured it out. She darted forward faster than I've seen anyone move like ever. She leapt straight over the first one, kicked the second square in the chest, and then bolted back away before either of them could respond. Very impressive indeed!

As the Favored became more manlike and less like the animals they once were, many lost much of their natural agility. Acrobats train to leap, jump, and tumble, much as their ancestors used to, in order to escape dangers. Acrobats often train as performers and entertainers, or are drawn to adventuring from these professions. Some simply honed these skills as part of their natural environment, such as living high up in the treetops. In general, acrobats tend to be the more physical entertainers among the Awakened, from dancers to jugglers to high-wire artists, working either in troupes or busking individually.

ACROBAT

HP/level: 3

MP/level: 2

Weapons Known: Quarterstaff

Armor Worn: None

Starting Gear: None

Virtue/Vice: Grandstand. When you roll a natural 12, you may draw attention to yourself so your friends can get to safety (Virtue) or be noticed for your efforts (Vice).

- **A: Acrobatics 1, Swiftness**
- **B: +1 Fight, Climb, Land**
- **C: Acrobatics 2, Tumble Out, +1 Defense**
- **D: Poise, Leap**
- **E: +1 Fight, Acrobatics 3**
- **F: Quick Target, +1 Defense**
- **G: Acrobatics 4**
- **H: +1 Fight, Practiced Routine**

Acrobatics: Flipping, twisting, and tumbling are an acrobat's specialty. Add this ability's bonus to your Defense if you're unarmored and able to move freely. Additionally, add this ability's value to Tests to move over, around, or past an opponent blocking your way, and to any Reflex Saves.

Climb: Acrobats can find hand and foot holds on all but the smoothest of surfaces. Instead of moving at half Speed when you climb, you Move at your normal Speed. This may be reduced by the type of surface being climbed, and the angle, at the Narrator's discretion.

Land: Acrobats know how to land on their feet and absorb the impact when falling, even from great heights or a speeding cart. You suffer half damage from falls.

Leap: Much as the ancestors were able, acrobats can jump really far. You may leap twice as far as normal. In combat, once per round you can leap directly over an obstacle, ally, or enemy as part of your Move.

Poise: Roofs, tree limbs, and robe bridges hold no fear for acrobats. While others move at half-Speed when navigating something narrow or high up, you move at your normal Speed without penalty.

Practiced Routine (Action): The acrobat often develops gymnastic routines that could be useful in a fight. Once per battle, you may combine any two acrobat abilities, or an ability and an attack, and execute them as a single Action. Once executed, you spend the next Action recovering from your furious exertion and may use no Actions, only Moves.

Quick Target (Action): The acrobat's speed and reflexes make it difficult to hit them with ranged attacks. Any time a non-magical ranged attack is directed against you, you can attempt to avoid or deflect it with a Reflex Save.

Swiftness: Using their quickness, acrobats can move faster than others. You may Move your full Speed at full Defense or double your Speed at half Defense, but suffer a –2 to any Tests made to attack.

Tumble Out (Action): Opponents are often surprised by the acrobat's ability to flip or tumble out of a fight while remaining unscathed. Once per battle, you may disengage from an opponent without prompting a free Attack.

Alchemist

Blackfoot narrowed his eyes, squinting in the flickering candlelight. He had hoped for more time, but the enemy had sent their daggertusk sooner than expected. One drop too many, and the brew would be ruined. He heard his companions struggling with the hulking beast outside. Just a few moments more, and a whiff of Blackfoot's brew would send it into a deep slumber. Another crash, and Blackfoot was suddenly unsure if he'd counted six drops or five…

The alchemist's stock and trade is the creation of various concoctions — potions, unguents, salves, incense, powders, and so forth —using carefully executed chemical formulae that blend natural ingredients and magic. Among the magical professions, alchemists are unique in that they do not jeopardize their Harmony as part of their job; they cast no spells, and work to unlock the magical properties found hidden inside natural ingredients. Almost every village has an alchemist, manufacturing various helpful mixtures for the community at large.

All alchemists need access to a laboratory. When first apprenticing or while traveling, they often use a friend's lab. Most belong to the Alchemist's Guild, and so finding a lab often isn't a problem in all but the most remote of villages. While they guard their secrets from outsiders, alchemists gladly share formulae and recipes with one another to advance their art.

ALCHEMIST

HP/level: 2

MP/level: 2

Weapons Known: None

Armor Worn: None

Starting Gear: Large satchel, empty bottles and stoppers, padded leather potion case

Virtue/Vice: Smokebomb. When you roll a natural 12, you may create a distraction so your friends can maneuver in secret (Virtue) or use the smoke for cover (Vice).

- **A: Identify Potion**
- **B: Create Common Potions**
- **C: Practiced Resistance, Lab, Potion Use 1**
- **D: Create Uncommon Potions, +1 Defense**
- **E: Field Lab, Potion Use 2**
- **F: Create Rare Potions**
- **G: Potion Use 3**
- **H: Invent Potions, +1 Defense**

While the professional abilities below mention potions specifically, they apply to anything that can be made by an alchemist.

Create Potions: With the proper components and access to a laboratory, the alchemist can create all kinds of potions. Refer to the Potions section of the Magic Items chapter (page 297). At the beginning of a session, you have prepared a number of Common potions equal to your level, so long as you have access to a lab. Each Uncommon potion counts as two Common potions. Rare potions count as four.

Field Lab: Often, the alchemist uses a small, portable lab, which they carry with them on their journeys. This kit is almost as good as your home Lab, though you may only identify and create Common and Uncommon potions. It can't be used to create Rare potions or invent new ones. You may not brew potions away from your lab without one of these.

Identify Potion: The vast knowledge of herbs, compounds and unguents passed down to the alchemist allows them to determine a concoction's use or effect. If you have access to a lab, you can identify a potion and its effects in approximately one hour.

Lab: An alchemist needs a laboratory in which to brew his amazing concoctions. At this level, you have finally accumulated an extensive collection of vials, crucibles, bottles and tubes, and can build your own laboratory. You will need a place to put it, such as a house or rented room. Working in your own Lab grants you +2 Harmony. Working with another alchemist in your lab counts as a Celebration, and you gain an additional +1 Harmony and give them +2 Harmony, as well.

Potion Use: The alchemist's affinity for potions and alchemical substances makes them more readily able to harness their effects. You may subtract your Potion Use level from the MP cost of any concoction you use.

Practiced Resistance: Constant exposure to a variety of components and ingredients makes an alchemist resistant to quite a few of potion effects. After using an unknown alchemical mixture, instead of feeling the effects automatically you can resist the effect on an even roll on a 1d12. In either case, you become aware of the concoction's intended effect. This is a quick, but risky, way to determine an alchemical formula's effect.

Invent Potions: With their extensive knowledge of ingredients and formulae, an alchemist can attempt to create formula never before seen. You can concoct new potions using the rules in the Magic Items Chapter, page 280.

Barbarian

The groundhog emerged from the bushes with an unsettling smile on his face. He dragged that massive club of his behind him the one he called "baby." There was no sign of the rat spy he was chasing. I considered asking him what happened, but it was painfully obvious. It was the first time I remembered feeling sorry for a rat.

This profession shuns wearing armor in combat, using the biggest weapon they can find, and employing their anger to fuel their assault.

While many of the First Favored have adopted the trappings of civilization, some continue to cling to the old ways and live closer to nature. They live in the wilds, as their ancestors did, and shun the ways of the Titans (including steel and magic). They live in camps out in the wilds, often migrating with the seasons. Their warriors are savage fighters, which shocks their more sensitive cousins. However, barbarians also provide communities in which they live with a knowledge that comes from simply being outsiders; they remember the old ways, and know how to survive where society is not present. Their tribal ties bring them harmony and strength.

BARBARIAN

HP/level: 5

MP/level: 2

Weapons Known: Axe

Armor Worn: None

Starting Gear: Axe, large sack

Virtue/Vice: Rage. When you roll a natural 12, you may leap to your friends' aid (Virtue) or drive headlong into the fight (Vice).

- **A: +1 Fight, Stand Ground 1**
- **B: Tough, Reckless 1**
- **C: +1 Fight, Reckless 2, Ways of the Wild, +1 Defense**
- **D: Stand Ground 2, Tribal Ways**
- **E: +1 Fight, Smash**
- **F: Reckless 3, Way of the Land, +1 Defense**
- **G: +1 Fight, Shamanic Ways**
- **H: Stand Ground 3, Berserk**

Berserk: Through determination and raw fierceness, a barbarian can continue of fight rather than succumb to his wounds. Once per day, you can continue to fight at negative hit points until you reach –10 and automatically enter Reckless. Once combat ends, you fall unconscious as normal.

Tribal Ways: The wisdom of the tribe seeks Harmony wherever it can be found. Whenever you Celebrate outside of a village or town, you gain +2 Harmony. Sharing the old ways with others in this way counts as a Celebration, and you gain an additional +1 Harmony and give them +2 Harmony, as well.

Reckless: Barbarians are known for throwing caution to the wind and engaging in furious, all-out attacks. At the start of each round, you can choose to fight recklessly. Add your Reckless level to all melee attacks, but subtract it from your Defense. The Defense modifier lasts until your next round. *Example:* Bolba decides to use Reckless 2. He attacks at +2 but his Defense 7 is reduced to 5 until the beginning of Bolba's next round.

Shamanic Ways: You've picked up some tricks from the elders of your tribe. A number of times per day equal to half your level (rounded down) you may cast one Novice druid spell. You must select this spell when you acquire this ability. The normal Disharmony penalty for casting magic still applies.

Smash (Action): When fighting with a basher (a two-handed club) a barbarian can make a crushing blow instead of a regular attack. When you use Smash you cannot achieve a Critical Hit, but instead cause 1d10 damage. You can Smash as many times as desired each battle, but cannot Smash two rounds in a row.

Stand Ground: Barbarians have great skill in battle, and can evade or block many attacks directed at them. If you do not Move during a round, add your Stand Ground level to your Defense.

Tough: The toughness of a barbarian is legendary. You gain the equivalent of 1 point of armor (2 if you are a Hedgehog). This is considered natural armor.

Way of the Land: Barbarians are comfortable in the wilds, and can guide their companions when outside villages and cities. If they chose to take your advice on terrain, they are granted +1 as bonus to all Saves. Whether or not they follow your advice, you also gain these bonuses.

Ways of the Wild: When outside of a village or city, barbarians can forage for food and water. You can provide enough food and water for yourself and a number of companions up to your level. In areas where there is a strong Dire presence, you may either forage cautiously and feed half this number, or forage regularly and risk encountering the inhabitants of the area (Narrator's decision as to number and frequency).

Druid

Grayleaf watched two mice bolt for their lives as a boar rapidly closed ground. In a moment, the boar would be upon the hapless youths. Shaking his head slowly, Grayleaf closed his eyes and allowed his mind to fill with the green images of growing life all around him. With each breath, the damp, living smell of the forest filled his lungs, permeating his being. When he felt at one with the forest around him, he gently coaxed the plants and undergrowth to his will. The boar suddenly found itself tangled in an aggressive morass of plants that wasn't there before….

Unlike the majority of the Awakened who venerate The Bright Ones, druids worship the Primal Powers. The Primal Powers created the world, the personifications of everything in nature, from grass and rocks to wind and snow. The druids honor Lord Wind, Lady Oak, and the Flower Nobles, just to name a few. Every druid calls upon the power of one of these elemental Gods, and they remain on good terms with all the Primals. Druids may not be enchanters, sorcerers, or wizards as their secondary profession.

Druids tend to be watchers-of-the-fields for the Awakened, using their knowledge in order to preserve both flora and fauna. They preserve the balance of nature, sometimes (for instance) allowing a wildfire to run its course. They watch over the sacred, natural places, and generally shun civilization unless they absolutely have to visit a town. When they do interact with society they often seem unusual or 'touched in the head.'

DRUID

HP/level: 3

MP/level: 5

Weapons Known: Quarterstaff

Armor Worn: Light

Starting Gear: Treestaff, Rugged clothing

Virtue/Vice: Nature's Blessing. When you roll a natural 12, you may call upon the air, water, and earth to protect your friends (Virtue) or draw out its strength for yourself (Vice).

Druids are spell–casters who have access to the Druid spell list.

- **A: Companion, Novice Spells**
- **B: Nature's Sanctuary**
- **C: Verdant Path, Journeyman Spells, +1 Defense**
- **D: +1 Fight with natural weapons**
- **E: Sense Unnatural, Adept Spells**
- **F: Greater Verdant Path, +1 Defense**
- **G: Sense Disharmony**
- **H: Avatar of the Forest, Master Spells**

Treestaff: Every druid has the ability to craft a Treestaff, a symbol of their office as priest of the Primal Powers and guardians of the forest. The Treestaff provides a +2 bonus to the Willpower Save to avoid Disharmony when casting magic. If the druid falls into Discord, the Treestaff withers and dies within a day. In order to craft a Treestaff, the druid must be in a state of Balance and in a forest at least a mile from civilization. It takes 1d6+1 days to complete this task.

Avatar of the Forest: A druid who reaches total communion with nature becomes a formidable force in defense of the environment. You must be in a state of Grace to use this ability, and at least one mile away from any village or settlement. You suffer half the normal Disharmony for casting spells when in this state (round down) until until sunrise or sunset, whichever comes first.

Companion: As a guardian of nature, the druid earns the trust and friendship of animals, in general, and one in particular. You can make a friend of a small un-Awakened animal of some type, such as a stripefang or hopper. You can speak to it in its natural language and give it simple commands, and it can communicate with you (again, simply). You can use this Companion to scout ahead, alert you to approaching danger, and many other simple tasks. Note, you do not control this animal's actions, and the Narrator is encouraged to treat it like any other NPC. It is your friend, and you should treat it as such.

Nature's Sanctuary: Druids are more at home in the wilds than in civilization. Communing with Nature more than a mile from a village or settlement grants you +2 Harmony. Leading a ceremony to honor the Primals counts as a Celebration and you gain an additional +1 Harmony and give others +2 Harmony, as well.

Sense Disharmony: The druid's affinity with the natural world allows him to pinpoint the source of Disharmony. By concentrating, you may detect the biggest source of Disharmony in a wilderness area and follow its general direction to its location. The range is the same as per Sense Unnatural. You must be at least one mile from civilization to use this ability.

Sense Unnatural: Druids can sense the unnatural. By concentrating, you can sense the presence of the Unnatural or Dire creatures in a wilderness area with this ability. The range equals a number of miles equal to half your druid level (round down). You must be at least one mile from civilization to use this ability.

Spells: The druid has access to the Druid Spell List. Novice / Journeyman / Adept / Master spell levels are detailed in the magic section of the rules.

Verdant Path: The druid passes through natural surroundings as though part of it. When traveling a mile or more beyond civilization, you can pass through any sort of terrain without being affected by it; your movement isn't slowed or hampered in any way. Magically animated terrain still affects you normally, as per the spell's description. In addition, you leave no trail behind you and you cannot be tracked. At the Greater level, the druid is no longer affected by magically animated terrain.

Enchanter

Timmik was popular with the children of the village. His magics could create the most wonderful playthings, wooden birds that flew and teapots that sang tunes as they whistled. There was much more to Timmik's skills than toys, but if Timmik had his way the children would grow up not needing the more potent of his magics.

Enchanters harness the world's magic to create all manner of objects, weaving an essence of the fantastic into mundane items. From lamps that light with a word to waistcoats that button themselves, the enchanter makes the everyday magical. Although using magic can lead to Disharmony, the Favored just can't seem to get enough of these magical devices — they're too useful. While most would never consider casting a spell, they have little problem with using an everhot teapot or warming cloak. To them, in fact, they're not really using magic at all. Most see magic items as more of a guilty pleasure.

Enchanters are fairly common among the First Favored, and almost every village has one. They make small, useful items fairly easily, or magically mend things that have broken. Most often, an enchanter begins his career as a simple cobbler, carpenter, or tailor, and slowly picks up tricks of the trade. Other mages tend to look down on enchanters for making "toys," though wizard/enchanter or sorcerer/enchanter make a powerful combination. While most enchanters are content to make small, convenient items, a few seek the magical secrets known to the Titans — the things that spit fire and shook the heavens. And that can be dangerous.

Enchanters use the power of the runes — the primal symbols of creation — in order to imbue an object with magic. There are literally thousands of runes, each a pictograph representing a concept or idea. Combining these symbols into a complicated equation, the enchanter essentially writes the magical instructions to direct the flow of magical energy to produce a range of effects. Magic items harness the power of creation, bottling it up and diminishing its flow. While most items an enchanter makes are relatively harmless, enchanters themselves still dabble in The Bright Ones' power and thus risk Disharmony.

All Enchanters need access to a workshop. When first starting out or traveling, they often seek the help of local practitioners so they can make use of their workshops. Finding a workshop often isn't a problem in all but the most remote of villages. While they guard their secrets from outsiders, enchanters readily share their secrets with one another to advance their art.

ENCHATER

HP/level: 2

MP/level: 3

Weapons Known: None

Armor Worn: None

Starting Gear: Craftsman's tool kit in a leather case.

Virtue/Vice: Embue. When you roll a natural 12, you may place a tiny – but temporary – spark of magic into the weapons of your friends (Virtue) or fuel your own weapon with magic (Vice).

- **A: Identify Magic Items**
- **B: Know Novice Runes**
- **C: Workshop**
- **D: Know Journeyman Runes, +1 Defense**
- **E: Name-bonding**
- **F: Know Adept Runes**
- **G: Rune Affinity**
- **H: Know Master Runes, +1 Defense**



Identify Magic Items: Enchanters know the basics of how to craft a magic item, can tell if an object is magical in nature, and what it can do. If you have access to a Workshop, you can Identify Magic Items. Most can be identified in about an hour of study, but more obscure items can take much longer. Some unique items defy identification completely.

Know Adept Runes: The enchanter's understanding of the runes continues to develop, either through experimentation or study. You may craft Rare magic items and inscribe Adept runes.

Know Journeyman Runes: The enchanter's repertoire of runes grows as his understanding deepens. You may craft Uncommon magic items and inscribe Journeyman runes. See the rules in the Magic Item Chapter for more information.

Know Master Runes: The enchanter has unlocked the deepest secrets of the runes, and can perhaps create items that rival those of the Titans. You can craft Unique magic items and inscribe Master runes**.** See the rules in the Magic Item Chapter for more information.

Know Novice Runes: The enchanter has a basic understanding of the runes and what they can do. You can craft Common magic items and inscribe Novice runes. See the rules in the Magic Item Chapter for more information.

Name-bonding: An enchanter learns to weave a Favored's true name into his enchantments, attuning an item to a specific individual. Name-bonding allows you to create items that are bound to a specific Favored, and any item so bound only works for the intended recipient. A sword is still a sword, and can be swung by anyone, however only the name-bound can access any magical powers it possess. The subject of the bonding must be present for the name-bonding ritual. Name-bonding cannot be removed or bypassed.

Rune Affinity: Through intense study, the enchanter gains an affinity for a specific rune, unlocking its secrets and making it easier to use. Select a specific rune from the Rune Spell List when you gain this ability. When you cast this rune, you may either (pick one): Double the duration of the rune; lower the MP cost for casting the rune by your level (to a minimum of 1); or reduce the Disharmony by half your level (round down). Select the effect at the time of casting.

Workshop: Every enchanter needs a workshop in which to create his wondrous objects. You have finally accumulated an extensive collection of tools and can build your own Workshop. When working in your own Workshop you gain +2 Harmony. Working with another enchanter in your workshop counts as a Celebration and you gain an additional +1 Harmony and give them +2 Harmony.

Healer

Windwhisper took one look into the mouse's eyes and knew her talents were badly needed. No simple wound, this, but a rend by a Dire foe that exposed more than bone and muscle; she could see the young warrior's spirit ebb. The village needed more protectors like this one, and she was not about to let what spirit was left slip into the night. As she placed a hand upon her charge, she saw the fear and pain in his eyes ease as she began to invoke Mercy and chant softly into the half-light of the flickering torches around her.

The Titans tried to live in perfect health, and even stave off death, through magics that went against the natural order. They created hideous spells that made the dead rise again in a quest for immortality. This denial of Harmony and the power of The Bright Ones is one of the things that lead to their downfall.

Healers bring about healing and recuperation through accord with nature, using herbs and poultices, and the healing power of The Bright Ones. They are not interested in the study of forbidden knowledge, as wizards are, nor the direct, practical application of magic, as sorcerers are. They do not seek to cheat death or chase after immortality, but only to do no harm and maintain the health and well-being of those around them. Despite their altruistic motivation, they still suffer Harmony loss for casting magic, although this is not nearly as great as the price paid by other mages.

Most healers learn their craft from other healers, working as a nurse or orderly and picking up bits and pieces over time. In smaller communities, a healer will take on an apprentice to groom a replacement and ensure the village will not go on without one. Recently, there's been talk of opening a healer school where their arts can be studied systematically. Every village has at least one healer, watching over his charges in the event of an accident or illness.



HEALER

HP/level: 2

MP/level: 4

Weapons Known: None

Armor Worn: None

Starting Gear: Healer's medicine pouch.

Virtue/Vice: Grace. When you roll a natural 12, you call upon calming energy to ease the worry of your patient/friends (Virtue) or focus your own energy, blocking out all fear (Vice).

Healers are mages who have access to the Healing Spell List.

- **A: Herbalism, Novice Spells**
- **B: Holistic Health, Healing Poultice**
- **C: +1 Defense, Journeyman Spells**
- **D: Diagnose Illness, +1 Defense**
- **E: Treat Disease, Adept Spells**
- **F: Intercession**
- **G: +1 Defense, Protect the Wounded**
- **H: Purge Corruption, Master Spells, +1 Defense**

Intercession: When the body is too weak to continue in life, only powerful magic can keep a spirit from departing to return to The Bright Ones. Such an act is contrary to nature and costs a healer dearly. You can bind a spirit to a deceased body in the hopes of restoring it to life. Doing so reduces your Harmony by 1d12 points (no Willpower Save) to keep a character in a state of suspended animation for one week. This does not heal the body, nor does it deteriorate during this time. You must have at least 1 Harmony before using this ability.

Protect the Wounded: A healer would rather die than let someone under their care fall prey to an attack. You can nominate any one unconscious character to protect, as you leap in the way of any attacks directed at your charge. Use your Defense and armor instead of the intended target's, and you suffer any hit point loss. This includes ranged and area-of-effect attacks, as you interpose yourself between your patient and any harm.

Diagnose Illness: Without knowledge of the nature of an illness, a healer's ability to treat it is greatly limited. This ability allows the healer to spend 10 minutes with a patient and determine what illness they suffer from, its cause, and what treatment is necessary. This includes the effects of poison and venom.

Healing Poultice: Although healing potions are the alchemist's stock-and-trade, healers can make non-magical poultices using natural ingredients. A healer may create one Healing Poultice per day, which can be carried and used by someone else. Applying this poultice heals 1d6 HP. The poultice, unlike a potion, relies on fresh ingredients and is only effective for one week after its creation.

Herbalism: The healer is experienced with locating and identifying plants, herbs, molds, and fungi. You can identify helpful and harmful plants, and know their effect. Make a Test and add your level to correctly identify helpful or harmful plants found in the wild, and know a little something about them. The Narrator sets the difficulty of this Test depending on the item's rarity.

Holistic Health: Companions travelling with a healer enjoy better physical health than others do. While you are in attendance, all group members have their Max HP increased by +2, heal +2 HP extra from resting, and recover +2 HP when recovering overnight.

Purge Corruption: The healer is so adept with the use of herbs and magic that they can now cleanse a patient's body of Disharmony. This process takes a full day of ministering to the patient in an indoor location, and restores 6 Harmony (up to the patient's maximum).

Spells: Healers have access to the Healing Spell List. Novice / Journeyman / Adept / Master spell levels are detailed in the magic section of the rules.

Treat Disease: While healers have access to spells with which to combat illness, sometimes there isn't enough magic to go around. In those times, you rely on your knowledge of herbalism to craft medicines with which to combat illness and plague. Make a Test to create the appropriate medicine, with the difficulty set by the Narrator depending on the severity of the illness. Minor diseases may be cured quickly, while more serious afflictions may merely be slowed to allow time for another solution to be found.



Marksman

Keen-Eyes had no patience for bullies. As the brawny assailants approached their prey, Keen-Eyes calmly strung his bow. He waited until a clawed fist was raised, and then put his first arrow through the palm of the hand. Before the assailant could scream, he loosed a second arrow to pin the foot of the second bully to the ground. The third bully had time to react, pulling a beater from his belt. The third arrow buried itself in the club, and its wielder went wide-eyed in fright. The hapless hedgehog ran, leaving his compatriots wounded and confused.

Any warrior can wield a bow. But in the hands of a marksman the bow becomes a weapon to strike terror into a foe. An experienced marksman can make shots any other combatant would find impossible, and make them quickly, too.

Many marksman come from the ranks of militia guarding a town or village, and simply perfected their skill through hours of practice. Others trained specifically to pull off sniper-like shots, most notably hunters looking for food in the wilds. Either way, the marksman is looked to for protection from threats that may either be dangerous at a distance, or even more dangerous should the distance be closed. They're often considered the 'first response' to danger before it gets to the settlement.

MARKSMAN

HP/level: 4

MP/level: 2

Weapons Known: Dagger, Bow

Armor Worn: Light

Starting Gear: None

Virtue/Vice: Deadeye. When you roll a natural 12, you may fire an arrow "too close" to an enemy, giving your friends a chance to seize the moment of hesitation (Virtue) or place the arrow somewhere niggling and vexing, in order to mark your next shot (Vice).

- **A: +1 Shoot, Fletcher, Sharpshooter 1**
- **B: +1 Shoot, Bowyer, Pierce Armor 1**
- **C: Trick Shot 1, Range, Quick Shot, +1 Defense**
- **D: +1 Shoot, Sharpshooter 2, Master Fletcher**
- **E: Pierce Armor 2, Double Shot**
- **F: +1 Shoot, Master Bowyer, +1 Defense**
- **G: Trick Shot 2, Sharpshooter 3**
- **H: +1 Shoot, Pierce Armor 3, Triple Shot**

Bowyer: A marksman can make their own bows, given time and materials. You can make a bow with a week's worth of time, during which you may do other things.

Trick Shot (Action): A marksman can do a lot more with an arrow than just inflict damage. You may shoot for a particular 'effect', including cutting cords, disarming, or pinning clothing to walls or floors. While the Narrator assigns a penalty for such shots, you may add your level in Called Shot to these attack Tests.

Double Shot: Reloading with rapidity is the hallmark of a seasoned marksman. You can take two attacks with a bow in any round in which you do not Move. Moving while using Double Shot incurs a –2 Shoot penalty to both shots.

Fletcher: A Marksman can make his own arrows given time and materials. You can make a dozen arrows per day, during which time you may not engage in other activities.

Master Bowyer: A master marksman can craft a bow of incredible accuracy. The weapon has +2 Shoot in the hands of its creator only; for anyone else it performs as a normal weapon. You may only make one such bow at a time, and this takes one month of work to create. You may make such a bow for others, however only they may use it and get the bonus.

Master Fletcher: A master marksman can craft a number of briarbarb arrows, special arrows with many thorny protrusions. You may make a number of these arrows equal to your level per day (though you may not make normal arrows during this time). Briarbarbs cause 1d8 damage instead of the usual 1d6.

Pierce Armor: Skilled marksmen can place shots where they will cause the most harm. If the target of an attack is wearing armor, reduce the armor value by your ability level. This includes natural armor, as you aim for weak areas vulnerable to arrow fire.

Quick Shot: A marksman trains to eliminate opponents before they are close enough to become a threat. You may make a free attack at the beginning of combat before the normal initiative order begins. This ability may only be used when you are not surprised, and only in the first round of combat.

Range: Marksmen must be able to estimate range accurately in order to place their shots. You can tell the distance to a target or location just by looking at it.

Sharpshooter: The marksman learns the anatomical locations most likely to cause life-threatening injury. You can reduce the Crit rating of bow attacks you make by your level in this ability.

Triple Shot: The ultimate in rapid-fire archery. You can make three attacks with a bow in any round in which you do not Move. All three shots have a –4 Shoot. Moving while using Triple Shot incurs an addtional –2 Shoot penalty to all three shots.

Minstrel

The squirrel was known as "Taleweaver" to everyone, but none knew his true name. Every so often he would walk into a village and hold court in the common room of the inn. He began with tales of adventure and peril, moving on to ribaldry after the children had been shuffled off to bed. On these nights, the audience felt their hearts swell with bravery, or their eyes fill with tears, depending on the song. It was as though they were the song, and the song was them. More than one innkeeper wished aloud for Taleweaver to settle down and work for them, but the minstrel would remind them all that such tales had to be lived so they could be retold…

Minstrels are travelling storytellers and singers of songs whose knowledge of ancient tales and legends are a welcome addition to many adventuring companies and inns. The inspiring music of a minstrel has turned the tide of many a battle, and melted the heart of many a despot. When not engaged in such weighty pursuits, minstrels enjoy entertaining others, in town squares, on street corners, or at the local fair. Though minstrels may not themselves be mighty warriors or powerful spell-casters they dabble in both disciplines and use their own talents to bolster others.

Minstrels are looked upon as good and friendly folk. When journeying, most First Favored react positively to a traveling minstrel, as they anticipate good songs and exciting stories. They can usually find a place to stay and a hot meal, in return for a few leys.

MINSTREL

HP/level: 3

MP/level: 3

Weapons Known: None

Armor Worn: None

Starting Gear: Musical Instrument (typically something portable, like a lute or mandolin)

Virtue/Vice: Embolden. When you roll a natural 12, you recite a few lines that encourage everyone in the group (Virtue) or embrace the tale, and make an example of yourself (Vice).

- **A: Inspirational Song 1, Lore**
- **B: Charm**
- **C: +1 Fight, Harmonious Song**
- **D: Inspirational Song 2, Daunting Song, +1 Defense**
- **E: Suggestive Song**
- **F: Calming Song**
- **G: +1 Fight, Inspirational Song 3**
- **H: Spell-weaving, +1 Defense**

Calming Song: After suffering the disconcerting events common to adventuring, a minstrel can help restore Balance with a soothing song. When you perform the Calming Song, everyone in the audience recovers +2 Harmony, including yourself.

Charm: A minstrel's natural charm and wit have been known to open many doors — and many hearts. You can attempt to ask a favor of any NPC, with the difficulty of the Test set by the Narrator. The more reason an NPC would have to refuse, or the more hazardous the favor, the more difficult the roll. Charm may be used once per session.

Daunting Song (Action): A minstrel's music can have a strong effect on the weak-minded, filling their minds with dread and sadness. This only affects NPCs who are part of a group, and are not named. This has no effect on leaders or named characters, or large monsters. Those affected suffer a –1 penalty to all Fight, Shoot, and Damage rolls for as long as you play the Daunting Song. If you are attacked, successfully or unsuccessfully, the effects of the Daunting Song end.

Harmonious Song (Action): When things seem dark or unsettling, a minstrel's song can chase away the gloom. As long as you perform this song, you reduce the amount of Disharmony lost due to violence or encountering the Dire (and Unnatural) by half your level (round down). This reduction of Harmony loss applies to your companions within earshot, and may reduce the Harmony loss to zero. You must be playing this song *before* the Willpower Save versus Disharmony. If you are attacked, successfully or unsuccessfully, the effects of inspirational song ends.

Inspirational Song (Action): A minstrel's voice and music have been known to bolster the courage of many a companion. For as long as you perform an Inspirational Song, your allies may re-roll any Test, Fight, or Shoot roll equal to or less than your ability level. If you are attacked, successfully or unsuccessfully, the effects of inspirational song ends.

Lore: Minstrels tend to know a little something about everything. Roll a 1d12, if the roll is less than or equal to your level, then you know a small piece of information about the subject. Your effective level may be modified by the Narrator for subjects that are more or less common. Note that your lore is, by nature, oral history and legend and is likely to be much less accurate compared to the specific knowledge of a scholar.

Spell-weaving: Minstrels at this level can perform songs that have an almost magical effect. You can attempt to emulate the effect of a Novice spell from the wizard, druid, or priest spell list. Choose this spell when you acquire this ability. Casting a spell in this manner still results in Disharmony.

Suggestive Song (Action): A minstrel's music can inspire crowds to do incredible things. This only affects NPCs who are part of a group, and are not named. This has no effect on leaders or named characters, or large monsters. Those hearing the Suggestive Song undertake one simple task or adopt one basic attitude conveyed by the song. Roll 1d12. If the roll is equal to or less than your level, the suggestion has taken hold of the crowd in some way. The Narrator may modify your target number due to the crowd's opinion toward you, or the danger involved in the suggestion. It is possible for a crowd to interpret the suggestion in a way you do not anticipate!

Paladin

We still tell the tale so many years later, the tale of the bravest warrior we'd ever seen. He followed The Bright Ones, and always went on about courage and perseverance in the face of danger. We used to laugh at his earnestness when we thought he wasn't listing. Then, one dark day , we were attacked by so many gnolls that we knew our only hope was flight. As they charged, the paladin rushed out to meet them, calling out to The Bright Ones. He fell that day, but he bought us the time we needed to escape….

Paladins follow The Bright Ones as warriors of faith and conviction, wielding sword and faith in their name. Paladins serve a particular Bright One of their choosing. This is their patron, to whom they dedicate themselves and for whom they fight. Paladins literally fight for Love, Courage, Wisdom, or Nobility, to name a few.

They protect the sacred groves and lodges so important to the worship of The Bright Ones, no matter who they worship. All paladins work together to protect Adriana's natural splendor. Paladins work equally well with druids and priests. Lastly, paladins combat the Dire, those Awakened who have fallen from The Bright Ones' grace, and follow in the footsteps of the Titans.

The profession of paladin is relatively new among the First Favored, finding themselves "called" by The Bright Ones' power to rise up and champion the cause of nature.

PALADIN

HP/level: 5

MP/level: 3

Weapons Known: Sword

Armor Worn: Medium

Starting Gear: Shield, Badge of Office marked with the symbol of their patron Bright One.

Virtue/Vice: Valor. When you roll a natural 12, you can lead your friends with your noble words and deeds (Virtue) or strike out alone to suffer fate for them (Vice).

- **A: +1 Fight, Smite, +1 Defense**
- **B: Purity 1, Communion**
- **C: +1 Fight, Maintain Balance**
- **D: Purity 2, Resolve, +1 Defense**
- **E: +1 Fight, Maintain Grace**
- **F: Purity 3, Rebuke**
- **G: +1 Fight, Defy, +1 Defense**
- **H: Purity 4**

Badge of Office: Every paladin receives a Badge of Office, which represents his or her chosen Bright One. Without this Badge of Office, the paladin cannot invoke The Bright Ones, and may not use any of his paladin abilities besides combat bonuses. The Badge of Office can be replaced at any lodge.

Communion: A paladin's inner calm and focus allows them to center and maintain Harmony. Once per day, you may meditate for ten minutes to recover a number of points of Harmony equal to your level.

Defy (Action): A paladin can call upon The Bright Ones to vex a Dire creature. Once a day, you may invoke The Bright Ones against a Dire opponent. Until daybreak, the Dire opponent only inflicts half damage when their attack roll is odd (divide before subtracting armor). This ability costs you 1 MP each time you use it. The effect ends when the opponent is defeated or your Magic Points reaches zero.

Maintain Balance: A paladin's faith makes them far more resistant to despair and loss of composure. If you drop below 0 Harmony and enter Discord, you are considered to be in Balance instead (you do not suffer the penalties for being in Discord). This has the same effect as the priest spell "Impose Balance."

Maintain Grace: A close relationship with The Bright Ones means a paladin typically has a sense of self and Grace lacked by others. If your Harmony is above 0, you are considered to be in Grace (and gain all Grace benefits while in Balance). This has the same effect as the priest spell "Inspire Grace."

Purity: A paladin's incredible faith assists them in maintaining their Harmony. Reduce any Disharmony loss by the your level in this ability. Thus, if you have Purity 2, you reduce any Harmony loss by 2 points. The normal Harmony rules apply.

Rebuke (Action): A paladin may summon The Bright Ones to call down ruin upon Unnatural and Dire creatures. By spending 2 MP, you create a burst of the pure light of Harmony, causing 1d6 damage to Unnatural or Dire targets. This damage is unaffected by armor. If you are in Discord, you may not use this ability (the benefits of Maintain Balance do not apply).

Resolve: A paladin's faith can be as effective as armor in keeping the paladin unharmed. Any time you take damage from an Unnatural or Dire opponent, you may spend 2 MP and reduce the damage suffered by –2. For example, a Dire wolf bites Reasha the paladin, causing 5 damage; Reasha's player spends 2 MP and reduces the damage incurred from 5 to 3 points. This ability may not be used if you are in Discord (Maintain Balance does not apply).

Smite: Faith in The Bright Ones can be channeled into a furious attack on Unnatural or Dire creatures. With a successful hit in melee combat with an Unnatural or Dire creature, if your Fight roll is even you can spend 2 MP to increase the damage by +2. This causes a flash of light when hitting the opponent. You may not use this power if you are in Discord (the benefits of Maintain Balance do not apply).

Priest

The Bright Ones watch over us. Never was that more clear than when I was with Dark Moon. Despite her rather not-bright name, she shown like a clear light when there was chaos all around her. She gave honor to Courage and Daring, and that honor was paid back a hundred fold when we needed it.

Priests are the spiritual leaders of Awakened society, guiding others in the principles of The Compact and worship of The Bright Ones. The Bright Ones embody the essence of First Favored's virtues — Courage, Purity, Love, et. al. While the Primal Powers represent impersonal forces, The Bright Ones are more approachable. Every right-thinking Favored believes in The Bright Ones (even if they say they don't).

Priests do serve a particular Bright One, instead serving all equally. They marry couples in the name of Love, bless children in the name of Grace, and conduct funerals in the name of Peace. There is always a Bright One appropriate to a circumstance. Priests lead religious services at lodges and sacred places, where the First Favored praise and honor The Bright Ones for the gifts they have received.

Although they serve the Gods, priests still suffer Disharmony due to the casting of magic (though not as much as sorcerers or wizards). Even though they meddle in the Song that creates the world, they believe they work *with* the Gods and anticipate their will. Priests may feel guilty about violating The Compact, but they believe it's for the greater good. Priests may not be sorcerers or wizards as their secondary profession.

PRIEST

HP/level: 2

MP/level: 5

Weapons Known: None

Armor Worn: None

Starting Gear: Symbol of the Bright Ones

Virtue/Vice: Faith. When you roll a natural 12, you can lead your friends in prayer, guiding them in the ways of The Bright Ones (Virtue) or suffer for them quietly (Vice).

- **A: Novice spells, Know the Way, Mantra**
- **B: +1 Defense**
- **C: Divine Guidance 1, Journeyman spells**
- **D: +5 MP, +1 Defense**
- **E: Divine Succor, Bright Redemption, Adept spells**
- **F: Divine Guidance 2,**
- **G: + 1 Defense**
- **H: Master spells, +1 Defense**

Spells: Priests have access to the Priest Spell List. Unlike other spell-casters, they do not permanently spend MP to learn spells. At the beginning of each day during their prayers, the priest may allocate his MP to spells that he feels he will need that day, as other spell casters would spend MP to learn a spell. This allows for greater flexibility, but is more taxing than the path of the mage.

Symbol of the Bright Ones: Every priest carries a symbol of The Bright Ones, given to him by his lodge. This holy symbol provides a +2 bonus to the Willpower Save to avoid Disharmony when casting magic. Lost holy symbols can only be replaced by visiting a lodge.

Bright Redemption: The priest can redeem those who have fallen from the light of The Bright Ones. So long as you are in Balance or Grace, you may perform a ritual to bring those in Discord back to the light. The ritual takes a number of minutes equal to 5 times the number of Harmony points needed to bring the recipient back into Balance, and costs you a similar number of MP. Upon completion, the recipient has 1 Harmony, and loses half of their base hit points due to stress and fatigue. Note that this ritual can also cure willing participants of their Dire status.

Divine Guidance: The priest's connection to The Bright Ones protects them from unforeseen harm. You may add your ability level to any and all Saves. Furthermore, you may share this bonus with your companions by spending a number of MP equal to the number of people 'protected', and conducting a small religious service. Divine Guidance lasts until the next sunset or sunrise, whichever comes first.

Divine Succor: When in great need, a priest may call upon the protective nature of The Bright Ones. By sacrificing half of your base MP, you may ignore the results of any one attack or failed Save; you are surrounded by a glowing aura of holy light that protects you from danger.

Know the Way: A priest knows instinctively whether or not their actions will cause Harmony loss, as well as being able to see the Harmony in others. The Narrator should warn you if you are about to do something that would result in Harmony loss, as well as allowing you to ask in advance if a certain course of action would lead to Disharmony. In addition, by successfully making a Perception Save, you can identify someone as being either in Grace, Balance, Discord, or Dire.

Mantra (Action): Each priest knows the Mantra of The Bright Ones. By spending time focusing on the Mantra, you may resist the loss of Harmony resulting from contact with the Unnatural or Dire (but not magic, violence, or metal). Anytime you are subject to Harmony loss, such as entering an Unnatural area, you may recite the Mantra of The Bright Ones and lower the amount of Disharmony by 1 point. This ability may be shared with your companions by chanting the Mantra as a group.

Spells: Priests have access to the Priest Spell List. Novice / Journeyman / Adept / Master spell levels are detailed in the magic section of the rules.

Rogue

Fribble inched closer to The Root, the tavern run by and for moles. He just knew the evidence they needed was hidden somewhere inside, and he was going to take a look. First, he's have to pick the lock on the front door. Then creep past any sleeping occupants. Then find whatever hiding places there might be….

Rogues pick up a little bit of almost everything, and combine them into a repertoire of abilities that let them do many different things. Because of the association with so-called nefarious deeds, they prefer to think of themselves as "jacks-of-many-trades."

They almost never approach something in a straight-forward manner, and they excel at "thinking outside the box." While most of what they know can be plied honestly, rogues can also turn their skills to more mischievous deeds. Their knowledge of simple mechanics allows them to tinker, or pick locks. Being nimble lets them seemingly vanish, or palm small objects. And the rogue's simple fortune often keeps them safe when trouble comes calling.

Rogues ply their trade anywhere. In small villages, they may be tricksters and troublemakers, but in larger communities, rogues often form brotherhood of like-minded animals. Rumors of a so-called "thieves' guild" are just that, and shouldn't be believed (or should they?).

ROGUE

HP/level: 4

MP/level: 3

Weapons Known: Dagger, Sword, Bow

Armor Worn: Light

Starting Gear: Kit of various helpful tools in a bundle

Virtue/Vice: Opportunist. When you roll a natural 12, you can find a weakness for your friends to exploit (Virtue) or keep it all for yourself (Vice).

- **A: Climb, +1 Fight OR Shoot, Nimble Fingers**
- **B: Rogue's Prowess 1, Prestidigitation,**
- **C: Luck 1, Know the Shadows, Sneak Attack, +1 Defense**
- **D: +1 Fight OR Shoot, Rogue's Prowess 2**
- **E: Luck 2**
- **F: Rogue's Prowess 3, +1 Defense**
- **G: +1 Fight OR Shoot, Luck 3**
- **H: Shadow's Friend**

Climb: The rogue is good at getting into places high up. Instead of moving at half Speed when you climb, you move at your normal Speed. This may be reduced by the type of surface being climbed, such as glass, and the angle at the Narrator's discretion.

Know the Shadows: Rogues are good at avoiding being noticed and moving silently. When you want to sneak or hide, opponents subtract half your level (round down) to any Perception Save to notice your movements.

Luck: Rogues rely on luck as much as skill. During a single game session, you may choose to re-roll one Test or Save, or negate a single Fight or Shoot roll made against you for each level of this ability you possess.

Nimble Fingers: Rogues are generally good at performing intricate, light-fingered work and jobs requiring great manual dexterity. You know how to foil locks, pick pockets, and disarm traps, as well as any other task requiring nimble fingers. You may add half your level (round up) to the Test, or take half the time (but not both).

Prestidigitation: Rogues always have their fingers in something. At any given time, you may produce a small, insignificant item that you 'just happened' to pick up along the way. While it's ultimately up to the Narrator if you actually have what you're looking for, a lump of cheese, a bit of string, a marked playing card, or a handful of buttons are all within reason.

Rogue's Prowess: Over time, a rogue focuses on some tasks more than others, specializing in a particular area. Each time you gain this ability, choose any *one* other ability to receive a bonus equal to your level. This is instead of the normal bonus, not in addition to. If an ability gives you the skill to perform multiple talents, such as Nimble Fingers, you must choose *one* aspect to receive the bonus (for example, foil locks, pick pockets, *or* disarm traps).

Shadow's Friend: At this level, the rogue gains the near-mystical ability to cloud the minds of others when they sneak or hide. So long as you can make a distraction, or the smallest of cover exists, you may spend 2 MP in order to use Know the Shadows. Anyone without a specific reason to look for you will automatically fail Tests or Saves to search for you, and even those who have reason to be suspicious (such as guards on patrol) suffer a penalty equal to your level.

Sneak Attack (Action): A rogue almost never attacks an opponent head-on when a Sneak Attack is possible. When you sneak up on an opponent (named, unnamed, or leaders), and they are unaware of you, you may take special advantage of the situation. This has no effect on large monsters. Armed with a blunt weapon, you can attempt to knock out your opponent by rolling 1d6 and adding your Fight level. On a result of 6 or more, you knock the target unconscious for 1d12 minutes. When armed with a bladed weapon, roll an attack Test as normal, ignoring armor.

Scholar

Gleamtooth always had his nose in a book. On the road as he walked. At mealtimes around the campfire. If he could, he would've fought with a book. The others in the group gave him sidelong glances and wondered why he came on this adventure. Then, they found strange tracks in the mud by the river, something not even the scout could identify. Gleamtooth hopped off his hound, and examined the prints. He flipped through his book.

"Boar," he said, snapping his book closed with finality.

Sure enough, about a mile up the road, a boar charged them

Scholars are revered for their knowledge, and their willingness to share and teach what they learn in their communities. To other animals, the source of the wind, the movement of the stars, or the mating habits of rippers aren't important to know. The wind still blows, the stars still move, and there are always more bears. But scholars are curious about the world around them, and willing to go out into the world to find their answers.

All scholars need access to a library from which to glean information. They often spend time in the libraries of other scholars, especially when first starting out or traveling on the road. Many belong to the various scholarly organizations, which pursue like-minded interests. While they protect their precious books from laymen, scholars gladly share their knowledge with one another to advance their studies.

SCHOLAR

HP/level: 2

MP/level: 2

Weapons Known: None

Armor Worn: None

Starting Gear: Blank Parchment, Ink and Quill in a carrying case, several scroll cases.

Virtue/Vice: Wisdom. When you roll a natural 12, you can share your sagely advise about a missed opportunity (Virtue) or demonstrate by example (Vice).

- **A: +1 MP, Scholarly Knowledge 1**
- **B: Advice, Professor**
- **C: Advice 2, Fight Smarter**
- **D: Scholarly Knowledge 2, Forewarned, Library, +1 Defense**
- **E: +1 MP, Leap of Logic**
- **F: Advice 3, Know Weakness**
- **G: Leap of Logic 2**
- **H: Scholarly Knowledge 3, Intuit, +1 Defense**

Talents: Every time you gain a scholar ability (including at level 0) you may choose one subject from the accompanying list. Since the list of possible subjects is almost limitless, you can make up your own, such as "butterfly migration" or "squirrel culture." You have a comprehensive knowledge of that subject.

KNOWLEDGE TALENTS

Architecture – you know about architectural styles and designs.

Biology – you know about science of life, and how organisms work.

Engineering – you know how to design stuff, like bridges, fortifications, water-works, and so on.

Geography – you know where things are, and stories about them.

Legends – you know many different stories about the past.

Nature – you know about nature, such as weather, insects, and plants.

Philosophy – you know about different systems of thought about reality, beliefs, and morals.

Titan Things – you know about the Titans. But watch out, since many consider this a dangerous area of study.

Advice: Scholars know a lot of information that can be helpful to others as they go about their work. If you are present while another character performs a task, you can advise him with your generous knowledge; this subject should be pertinent to the task at hand, as per the Narrator's ruling. For example, if you know the subject "architecture," then you could advise a beaver in construction of a wall. Taking your advice gives them a +1 to their Test. This is usable a number of times per day equal to your ability level.

Fight Smarter (Action): As he conducts his research, the scholar often comes across obscure tidbits of information here and there, such as learning about dragons in a geography text. When you face an enemy, you may make a Test to see if you've come across any helpful information. The Narrator sets the difficulty depending on the opponent's rarity or other circumstances. With a success, you receive a +1 Fight or Shoot against this opponent, as do any companions you advise. This bonus lasts only for current battle, and must be re-rolled even if they confront the same kind of monster later on.

Forewarned (Action): As with the ability Fight Smarter, the scholar may have picked up a useful bit of information here and there. When you face an enemy, you may make a Test to see if you've come across information you can use. The Narrator sets the difficulty based on the opponent's rarity or other circumstances, With a success, you gain +1 to your Defense and Saves against this enemy, as do any companions you advise. This bonus only lasts for the current battle, and must be re-rolled even if you confront the same kind of monster later on.

Intuit: The scholar's knowledge borders on the mystical, as he solves problems with only the smallest of details. Once per day, you may ask a single, specific question of the Narrator, and receive a truthful (if vague) answer. This ability cannot be used more than once per game session.

Know Weakness (Action): As with the ability Fight Smarter, the scholar may have run across a bit of information about an opponent's defenses or weaknesses. When you face an enemy, you may make a Test to see if you've come across any helpful information. The Narrator sets the difficulty depending on the opponent's rarity or other circumstances. With a success, you inflict +1 damage against this opponent, as do any companions you advise. This bonus lasts only for current battle, and must be re-rolled even if you confront the same kind of monster later on.

Leap of Logic: Sometimes inspiration strikes. Once per day, you may re-roll a failed Test involving either a Talent or knowledge ability (such as Forewarned). At ability level 2, this is allowed twice a day.

Library: A scholar needs a library in which to conduct his research, write his observations, and store his books. At this level, you have finally accumulated enough books, scrolls, and maps to build a Library of your own. When you work in your Library you gain +1 Harmony.

Professor: Most scholars see it as their duty to pass on what they've learned; some just can't help being windbags…. If you spend time teaching other Awakened about one of your Talent subjects, this counts as a Celebration and you gain +3 Harmony and give them +2 Harmony.

Scholarly Knowledge: Scholars always seem to know something, though its relevance may be questionable. While you can know any trivial or commonplace fact without making a Test, sometimes you need to know something specific, and fast. Whenever you make a Test to recall knowledge you might know, you add +1 per ability level to the die roll. The Narrator will tell you if the knowledge you have applies (see "Talents," above).



Scout

No one ever discounted Ragged Moon. He'd been alive longer than anyone could remember; he used to joke that he'd met Titans, and that they'd treated him as a respected equal. Whether or not it was true, the old badger knew the land like no one else. It seemed like every tree, every rock, every bit of grass-covered plain was his home, and he knew if anything was a whisker out of place.

Travel in the world of Adriana is a risky proposition, at best. Beyond the narrow trails between villages and towns, far from the well-traveled roads connecting cities, there are dangers unknown. These are the wilds, once well-known to the First Favored, but now becoming a memory. There are those, however, who revel in the wilderness, and know the secret ways to keep safe… or that lead into danger.

Scouts are the "thin line" between the wilds and civilization, and most communities have at least a few scouts among their residents to guide travelers and police the countryside. Scouts thus stand with one foot in both worlds, keeping one side safe from the other, and enforcing a balance between them. They stride the wild places of the world, keeping Unnatural things at bay, ever-vigilant for eerie places associated with Disharmony.

Scouts not only know the lay of the land, but can also survive in the wilderness, locate fresh water, identify helpful or dangerous plants, and find edible food.

SCOUT

HP/level: 4

MP/level: 3

Weapons Known: Bow, Quarterstaff

Armor Worn: Light

Starting Gear: Cloak, pack for provisions

Virtue/Vice: Details. When you roll a natural 12, you can scout a specific item, location, or weakness for your friends (Virtue) or strike at the right moment for yourself (Vice).

- **A: Eye for Terrain 1**
- **B: +1 Shoot, Nature's Lore, +1 Defense**
- **C: Eye for Terrain 2, Guide 1**
- **D: Tracking, The Long Road, +1 Defense**
- **E: +1 Fight, Eye for Terrain 3**
- **F: Guide 2, Sense the Unnatural, +1 Defense**
- **G: Eye for Terrain 4**
- **H: +1 Shoot, Lord of the Wilderness, +1 Defense**

Eye for Terrain: The scout has a basic understanding of the lay of the land, no matter what environment in which he finds himself. You receive a bonus to Perception Saves made to sense possible ambushes equal to your ability level. Ambushes you set up impose a penalty to an opponent's Perception Save by the same amount. You must be at least one mile outside villages, towns, and cities for this bonus.

Guide: One of the most important roles for a scout is leading others safely through the wilderness. You may Guide your companions when venturing beyond civilization and into the wilds. Roll 1d12 and add your ability level against a Routine (6) Difficulty. With a success, you and your companions gain a bonus to any and all Tests and Saves involving natural terrain. This bonus equals your level in this ability and lasts so long as you are in the given terrain type.

Nature's Lore: The scout learns how to identify almost anything in the wilds — animal tracks, harmful or helpful plants, nuts and pine cones, and so forth. You may roll 1d12 and add half your level (round down) to correctly identify anything found in the natural world, and know a little something about it. The Narrator sets the difficulty of this Test depending on the item's rarity.

The Long Road: Terrain difficulties are less 'obstacles' and more 'detours' to scouts. Your Speed when outside of combat is +1, and when traveling for more than four hours you add one-quarter to the distance traveled by you and your companions. Also, if you are traveling a planned route, you may make a Routine (6) Test to have some idea what natural obstacles lie in your path along the way.

Lord of the Wilderness: At this level, the scout becomes one with the wilds, making him difficult to surprise, wary of natural dangers such as rockslides, and dangerous in a fight. So long as you are in Balance or Grace, you may spend 5 MP to re-roll for any single failed roll. You must be at least one mile outside of civilization in order for this ability to work.

Sense the Unnatural: While nature has a certain simple beauty, the corrupt stick out like a sore thumb. Before you enter the presence of the Unnatural or Dire, the Narrator should make a Perception Save for you. If successful, you become aware of the presence of the Disharmony. If the Save is made by 3 or more, you know either the location or the nature of the Disharmony. The sense is usually a 'gut feeling', and does not rely on sight, smell, or hearing. Note that while the usual target number for the Save is Routine (6), certain crafty or subtle Dire beings may have the ability to raise the difficulty of this test.

Tracking: The scout learns how to read the signs of the environment to track others, and to move undetected through natural surroundings. Roll 1d12 and add half your level (round down) to Track your quarry. The Narrator determines the difficulty based on the environment and condition of the terrain. Similarly, you can obscure your trail by imposing half your level as a penalty to someone else's Tracking Test.

Scrapper

Miss Moonbright always seemed like a quiet little thing. That was until the rats came after her children. I've never seen anyone cause so much damage with their bare paws before! You see that mark way up in the tree there? That's where the rat-leader landed when she kicked him...

Some First Favored throw themselves into battle — literally without thought for tactics, weapons, or armor. Sometimes they're motivated by their strong heart, sometimes by a lack of common sense, or sometimes just by the need to protect those around them. A few have found ways to make themselves surprisingly effective in this way.

Due to this almost untrained nature, scrappers come from almost every walk of life; anyone can, theoretically, throw a punch; Scrappers just tend to have a knack for doing it better than most. That, along with their humble, unarmed nature draws them from all sorts-of simple professions, from chandlers to shoemakers.

SCRAPPER

HP/level: 4

MP/level: 3

Weapons Known: None

Armor Worn: None

Starting Gear: None

Virtue/Vice: Tough as Nails. When you roll a natural 12, you can push your way through the thick of it, to get to your friends (Virtue) or strike a finishing blow for yourself (Vice).

- **A: +1 Fight, +1 Defense, Punch**
- **B: Steel Fur 1, Joy of the Brawl**
- **C: +1 Fight, Kick, Steel Paws 1**
- **D: Whirlwind Attack, +1 Defense**
- **E: +1 Fight, Steel Fur 2**
- **F: Brawler's charge, Steel Paws 2**
- **G: +1 Fight, +1 Defense, Improvised Weapon**
- **H: Steel Fur 3, Steel Paws 3**

Brawler's Charge (Action): The scrapper hurtles headlong into a fight, hoping to take down an opponent with sheer momentum and his own body weight. You may make a Brawler's Charge once per battle. You run or leap up to double your Speed and throw yourself bodily into a target. The attack causes 1d12 damage, and both you and your opponent(s) end up lying on the ground. Brawler's Charge may affect up to three opponents, but all three must be adjacent to each other (Narrator's discretion); divide the damage equally.

Improvised Weapon (Action): While scrappers don't normally use weapons, per se, they become experts at using whatever is at hand as a weapon. You may use any non-weapon item as a weapon, inflicting 1d6 (Crit 16+) damage. This does not count an improvised action (see page 183).

Joy of the Brawl: Scrappers enjoy a good fight, but at a cost. You may spend 1 Harmony to receive a +1 damage bonus (even if you are in Discord) when fighting unarmed.

Kick (Action): Scrappers can use their feet as well as their hands as lethal weapons. You may use your feet as weapons (1d8/Crit 15+), but you may not Kick in the round immediately following.

Punch (Action): While anyone can throw a punch, scrappers seem particularly good at it. You may use your fists as weapons in combat (1d4/Crit 16+). Other animals may punch, but only cause 1d2 points of damage.

Steel Fur (Action, 5MP): The scrapper's refusal to wear armor forces his body to toughen up and allows him to ignore most wounds. Invoking Steel Fur requires an Action and 5 MP. For the rest of the battle, this ability hardens your fur so that it acts like armor of a value equal to the ability level. For example, Steel Fur 2 provides 2 points of protection. This doesn't add to other armor, so use the best of the two ratings if your other profession allows armor use.

Steel Paws (3MP): The scrapper can, through strange exercises, harden his hands to punch through almost anything. Prior to making an unarmed attack, spend 3 MP to add your level in this ability to your damage. For example, Steel Paws 2 adds +2 to your damage should you successfully hit.

Whirlwind Attack (Action): Scrappers eventually learn to float like a butterfly and sting like a buzzer, and make a rapid series of attacks. Once per battle, you may make a double punch, allowing you to make two punch attacks against the same opponent. If you use the Steel Paws ability, the MP cost and bonus applies to both attacks.

Shifter

We wondered how the old mole would keep up with us on the journey. He was always evasive when asked about it. Once out of the village, we found out why. The mole dropped his pack and began to change. His dark, coarse hair paled and grew as he dropped to all fours. His tail was suddenly orange and fuzzy. He had become a fox. More than fast enough, as it turns out.

Shifters come from the wild, uncivilized parts of the world — remote forests and distant mountains. Much like paladins who fight for The Bright Ones, shifters embrace the power of the animal kingdom to defend the natural world. Typically, they live beyond civilization, guarding sacred glades and stone circles. Sometimes, shifters work as animal handlers and veterinarians in towns and villages.

These First Favored blur the lines between themselves and the selves of un-Awakened animals around them. From simple empathy to the ability to shift their forms into other creatures, shifters have a varied bag of tricks at their command. No one is knows if their abilities are magical. Some believe this is less a profession and more a blessing from the Primal Powers — something the Favored is born with.

SHIFTER

HP/level: 3

MP/level: 3

Weapons Known: None

Armor Worn: None

Starting Gear: Totem (see below)

Virtue/Vice: Adapt. When you roll a natural 12, you can use your communing powers to call everyone to aid one another (Virtue) or to aid you (Vice).

- **A: +1 Fight, Affinity**
- **B: Speed of the…**
- **C: +1 Defense, Animal Friend**
- **D: Survival of the…**
- **E: +1 Speed, Lord of Nature**
- **F: Savagery of the…, +1 Defense**
- **G: +1 Fight, Nature of the…**
- **H: Heart Form**

Totem: At level 0, you gain a physical representation of your first affinity — a carved figure of the un-Awakened animal of your choice. This can be worn as part of a a charm or kept in your pocket. You must make an additional Totem for each new Affinity you acquire. If lost or stolen, you lose the ability to use any of its animal-

related abilities. Lost totems can only be replaced by a druid, or carved yourself. In either case, the process that takes one week to complete.

Affinity: Shifters maintain close ties to un-Awakened animals. You have limited communication and empathy with the members of a selected un-Awakened animal species. They act friendly towards you and can communicate simple concepts in their own language (which you understand). You do not in any way control their actions.

At level 0, and whenever you acquire new shifter abilities, you may choose an Affinity for an additional un-Awakened animal.

Animal Friend: Both un-Awakened animals and the shifter recall their common ancestry long ago, which forms a bond between them. With this ability, no un-Awakened animal of any species willingly attacks you unless you attack or otherwise provoke it first (this includes the actions of companions).

Savagery of the… (Action): The shifter learns to transform himself to adopt the attack form of a chosen animal. You may replace either your Fight or damage rating with that of one of your Affinities for 6 MP, or both for 12 MP. This lasts for either one hour or the duration of combat, whichever is shorter.

Speed of the… (Action): Shifters learn to mimic the movement type and Speed of their chosen animal. For 6 MP, you may replace either your initiative or Speed (and movement type) with that of one of your Affinities, or both for 12 MP. This lasts for either one hour or the duration of combat, whichever is shorter.

Survival of the… (Action): The shifter embraces the power of his chosen animal's form. For 6 MP, you may replace either your Defense or armor with that of one of your Affinities, or both for 12 MP. This lasts for either one hour or the duration of combat, whichever is shorter.

Lord of Nature: The shifter is more in-tune with the ebb and flow of the world. If you are at least one mile from any village or town, you gain +2 Harmony for Celebrating with un-Awakened animals. If others join you, this counts as a Celebration and you gain an additional +1 Harmony and give them +2 Harmony.

Nature of the… (Action): The shifter becomes one with the nature of his chosen beast. For 6 MP, you may choose one special ability from one of your Affinities. This lasts for either one hour or the duration of combat, whichever is shorter.

Heart Form: The shifter can transform completely into one of his Affinity animals. Shifting into Heart Form costs 12 MP and lasts until the next sunrise or sunset, whichever comes first. It can also be willingly 'dispelled' by the shifter. While in animal form, you may use the better statistic of either the un-Awakened animal or your own. All equipment, including Totems, transforms with you. For all intents and purposes, you *are* the animal. While you still retain your intelligence and knowledge, you only communicate as the animal. Note that you continue to gain the benefits of your Totem while in Heart Form.

Sorcerer

Clean Whiskers had always protected our village of Shadowdale from the monsters that came from the old Titan ruins. I remember them actually turning away when they saw him slowly walking towards them. We cheered Clean Whiskers and honored him every time.

I couldn't help but smile as I stepped into the small pool of sunlight outside Clean Whiskers' door. I'd finished my apprenticeship, and had my own staff to prove it. I could practically taste the magic in the air, and now it was time to show the monsters who was boss...

Sorcerers are a relatively new development in First Favored society. More than priests, enchanters, or even wizards, sorcerers are mages who use magic directly and forcefully. While wizards focus on more indirect and utilitarian spells, sorcerers are interested in raw power and the destruction it can bring. Channeling the power through their staves, or sometimes through their own bodies, sorcerers can visit devastating results upon their enemies.

Sorcerers are less interested in theory and more interested in application. Wizards believe sorcerers see magic as a means to an end, while sorcerers tend to view wizards as pompous windbags. Of all the mage professions, the sorcerers are perhaps the closest to the stories of how Titans used magic.

SORCERER

HP/level: 3

MP/level: 4

Weapons Known: None

Armor Worn: None

Starting Gear: Spell Staff (see below)

Virtue/Vice: Hail of Magic. When you roll a natural 12, you can use your powerful magic to guard your friends against an enemy (Virtue) or use it to fend off those who would harm you (Vice).

Sorcerers are mages who have access to the Sorcerer spell list.

A: +5 MP, Novice Spells

B: Combat Magic 1

C: +1 Defense, Combat Magic 2, Journeyman Spells

D: Magical Defense 1

E: + 5 MP, Lesser Sacrifice, Adept Spells

F: Combat Magic 3, Magical Defense 2, +1 Defense

G: Greater Sacrifice

H: Master Spells

Spell Staff: For every sorcerer, the Spell Staff (or wand) is like a symbol of office. This is a spell magic item you craft for yourself without needing the services of an enchanter. Every Spell Staff is unique and usable only by its creator. Casting sorcery spells without your Spell Staff costs you twice the normal MP. You can replace a Spell Staff by crafting a new one between sessions. You can't have more than one Spell Staff at the same time.

Combat Magic: Sorcerers learn to aggressively channel energy into their magic. You may add your Combat Magic level to the attack and damage rolls of your spells for one round, or your Defense for an entire battle, but you suffer the same amount of Disharmony in addition to Disharmony for spell casting (no Willpower Save allowed). Thus, if you add +3 to your damage for a spell, you suffer 3 Disharmony.

Greater Sacrifice (Action): The sorcerer can intentionally fault Harmony in order to channel raw power into a spell. Note that this power is only usable while you're in Balance. You sacrifice 8 Harmony (no Willpower Save) and half your remaining hit points (rounded up). The next spell you cast costs no MP, and automatically causes maximum damage. This ability may only be used with spells that cause damage.

Lesser Sacrifice: The sorcerer knows how to use his own life essence to power his magic. By willfully sacrificing 4 Harmony (no Willpower Save), you may convert a number of hit points equal to your level into MP. The MP cannot exceed the maximum points that you are allowed, nor can a lesser number than your level be exchanged.

Magical Defense: At the cost of 5 MP, you may either add your level in this ability to your Defense, or counter-spell another mage. Counter-spelling adds double the Magical Defense level to the MP cost your opponent must spend to cast their next spell. Note that counter-spelling is not considered an Action. You cannot use both effects at the same time. The use of Magical Defense may be switched from one to the other using the sorcerer's Action.

Spells: Sorcerers have access to the Sorcerer Spell List. Novice / Journeyman / Adept / Master spell levels are detailed in the magic section of the rules.





Specialist

Specialists are not a profession in and of themselves; they're more a philosophy. While others branch out and take on several roles in their lives, specialists narrow their focus to a razor-sharp precision. This is the only way players can focus on a single profession; rather than playing a warrior/warrior, you play a warrior/specialist.

SPECIALIST

HP & MP are identical to the other profession you chose. So, for instance, if the other profession gives you HP 4 per level and MP 2 per level, then specialist gives the same amount, for a total of HP 8/level, MP 4/level

Weapons Known: None

Armor Worn: None

Starting Gear: None

Virtue/Vice: Specialist. When you roll a natural 12, you can use your specialty to aid your friends (Virtue) or use it to aid yourself (Vice).

The specialist profession offers no abilities of it's own. Instead, use this level progression table. You still alternate between the two professions (primary/specialist), gaining an increase to hit points and magic points even though you do not receive any professional abilities.

Lvl 0: Primary abilities A

Lvl 1: Primary abilities B

Lvl 2: –

Lvl 3: Primary abilities C

Lvl 4: –

Lvl 5: Primary abilities D

Lvl 6: –

Lvl 7: Primary abilities E

Lvl 8: –

Lvl 9: Primary abilities F

Lvl 10: –

Lvl 11: Primary abilities G

Lvl 12: –

Lvl 13: Primary abilities H

Swashbuckler

The others thought White-Mask was crazy. We were surrounded by weasels in the forecourt of an ancient Titan castle, and I thought we were doomed for sure. With a sudden laugh, she leapt into their midst. Her rapier flicked out as she spun and danced as if she didn't have a care in the world. A parry here. A dodge there. Then, some witty remark. I think that's what bothered them most…

With a confident laugh and a quick blade, the swashbuckler is the devil-may-care combatant. Whereas other warriors try to batter their opponents, for the swashbuckler it's about style and panache. Swashbucklers learn this from their masters. In fact, this is one of the few fighting professions that requires apprenticeship. It is from their master that they receive their first rapier, an uncommon weapon made of steel. Swashbucklers come from all walks of life. All they need is a certain zest for action and derring-do.

When not practicing or righting wrongs, most swashbucklers like to celebrate. They can be found in taverns or wandering around the local fair. They take odd jobs around town, in order to support themselves. Even these menial jobs are performed with a sense of style and flair.

SWASHBUCKLER

HP/level: 4

MP/level: 3

Weapons Known: Dagger, Rapier

Armor Worn: Light

Starting Gear: Fancy clothes, bottle of dandelion wine

Virtue/Vice: Panache. When you roll a natural 12, you can use your skill with the blade to disarm, distract, or beguile an enemy so your friends can push the initiative (Virtue) or to draw everyone's attention to you (Vice).

- **A: +1 Fight, Parry 1**
- **B: Panache, Derring-do, +1 Defense**
- **C: +1 Fight, Feint, Precision 1**
- **D: Pierce, Parry 2, +1 Defense**
- **E: +1 Fight, Flurry**
- **F: Rapier Mastery, Precision 2, +1 Defense**
- **G: +1 Fight, Parry 3, Riposte**
- **H: Precision 3, +1 Defense**

Rapier: The rapier is as emblematic to the swashbuckler as the treestaff is to the druid or the spell book is to the wizard (although it does not confer any additional abilities). Every swashbuckler starts adventuring with one, and they are the only profession that begins play with a metal weapon. All rapiers are made of steel, and have the following profile: small, 1d4/1d10 damage, Crit 9+. This lowers the swashbuckler's Max Harmony by -2. If lost, a rapier can be replaced at any blacksmiths.

Derring-do: Swashbucklers are daredevils of the battleground. When you Move at least three inches, you may add half of your level (rounded down) to all Reflex Saves for that round, as well as the same number to your Defense. This ability cannot be used when wearing armor heavier than 'light'.

Feint (Action): The swashbuckler's attacks flick out from almost any direction, making them hard to combat. Choose an opponent with whom you are in melee combat. You get +2 Defense against him until your next Action; if you attack the same opponent in the next round, you receive a +2 to your roll.

Flurry: Planting his feet and holding his ground, the swashbuckler can make a flurry of attacks. When fighting with a small weapon you may choose to take three attacks in any round in which you do not Move. If you do so, you must roll to hit for each attack separately and you cannot Crit with either of them.

Panache (Action): The swashbuckler's tongue is as razor-sharp as his blade. While fighting, you may, as an Action, taunt your opponent with a cutting remark. If they fail a Willpower Save, they become enraged and make an ill-timed attack; they receive a -2 to their next attack Action.

Parry: Swashbucklers favor a rapier in one hand and a dagger in the other, which makes them deadly opponents. When fighting in this way, you get a bonus to your Defense equal to your level in this ability. For example, Parry 2 grants you a +2 Defense. Your Parry level also adds to your Reflex Saving throw.

Pierce: With rapier in one hand and dagger in the other, the swashbuckler can flick his blades into vulnerable areas. When fighting with a rapier or dagger against an opponent wearing armor, you may reduce his effective armor against you by -1.

Precision: While other fighters swing their weapons like clubs, the swashbuckler aims for precision and accuracy. Subtract your level in this ability from your rapier's Crit rating. This talent only works with a rapier.

Rapier Mastery: Swashbucklers become comfortable around steel because of their reliance on their rapiers. You ignore the Harmony penalty for carrying and using a rapier and/or dagger, but not other metal weapons.

Riposte: This is the classic swashbuckler maneuver, the ability to seize an opening in an opponent's defenses and make a quick attack. This ability only works with a rapier. If an opponent misses an attack Test against you, then you may immediately make a free attack against them. You may only Riposte once per round.

Warrior

Stalwart and strong, that was Sunbelly. Even when everything was crashing down around him, I watched him walk right up to the corrupted hound and smack it in the nose as if disciplining a wayward child. Nothing fazed him, nothing bothered him, and I knew, like I knew the sun would rise, that he would have my back when danger arose.

The way of the warrior is the way of strong weapons and sturdy armor, but what, they ask, is the strength of the weapon without the muscle to wield it? What is the protection of armor without the stout heart behind it? Warriors march into danger without fear, knowing they have both what is outside and inside to get the job done. The majority of warriors serve their communities as guards, constables, or militia. They place themselves between the world's dangers and the homes of their friends and loved ones.

Warriors often find themselves rallying townsfolk in times of great need. Most communities don't maintain large, standing "armies," and would, indeed, find the practice unusual. Should the need arise, everyone turns out with pitchfork and hoe, ready to defend the community. It is then that warriors really excel.

WARRIOR

HP/level: 5

MP/level: 2

Weapons Known: Any

Armor Worn: Any

Starting Gear: Healing Potion

Virtue/Vice: Warrior. When you roll a natural 12, you can use your strength to guard the way for your friends (Virtue) or charge forward into the fray (Vice).

- **A: +1 Fight, +1 Shoot**
- **B: Rally, Devastate 1**
- **C: +1 Shoot, Know Your Enemy, +1 Defense**
- **D: +1 Fight, Inner Bulwark**
- **E: Devastate 2**
- **F: +1 Fight +1 Shoot, Tactical Mastery, +1 Defense**
- **G: Maul**
- **H: +1 Fight, Devastate 3**

Devastate: For warriors, it's all about battering down your opponent with strength. You may add your level in this ability to your damage in melee combat. If you score a Crit, add the bonus after you double your damage roll, not before.

Inner Bulwark: Carrying around a heavy weapon, wearing heavy armor, and fighting all day tends to build up a warrior's constitution. Add half your level (rounded up) to any Fortitude Save.

Know Your Enemy: You may, upon seeing an enemy, make a Challenging Perception Save. Success allows you to ask for one statistic about said enemy: Fight, Shoot, damage, Speed, Defense, armor, and so on. Inside combat, while this does not take an Action, it can only be performed once per round.

Maul: After awhile, the warrior becomes adept at bashing things effectively. You reduce the Crit rating of any large or massive weapon you use by –1.

Rally: Warriors lend courage and strength to their allies. If those around you accept you as leader in a fight, once per day they may add half your level (rounded down) to any and all Saves they make during the fight. Note that while you receive this benefit automatically, you must have at least one standing ally with you in order to make it work.

Tactical Mastery: The warrior knows every footstep on the battlefield. During combat, you may choose to add +1 to the Fight, Shoot, or Defense of your allies in any given round. Also, you and your allies gain +1 on Perception Saves to avoid surprise attacks at all times.



Wizard

Swifttail had a quiet, studied power to her. She muttered to herself a lot, and always seemed to be playing with her fingertips. There were some that thought she was mad. Of course, when the ant-plague started, the fact that she was able to get them to retreat with a wave of her hand, and bound the ant-queen with her own magical chains pretty much put that rumor to rest.

Wizards are masters of magic, delving deeply into supernatural mysteries. They often have strong intellectual backgrounds, and possess a keen mind and subtle curiosity. In this, they share personality traits and characteristics with the scholar (and many have scholar as their other profession). Both are intellectually curious, but wizards are curious about things others would rather they not be. While a healer's magic may heal, and an enchanter's magic may make useful objects, a wizard's magic is both powerful and frightening.

A wizard typically learns from a master, to whom they apprentice for many years, often in secret. Because they seem wiser and more knowledgeable about the world, their opinions are often sought out, especially when it comes to the Dire and Disharmony. Some Favored believe the wizards secretly influence and guide events around them (and they wouldn't be far from the truth).

WIZARD

HP/level: 2

MP/level: 5

Weapons Known: None

Armor Worn: None

Starting Gear: Spell Book (see below)

Virtue/Vice: Mind over Matter. When you roll a natural 12, you can use your magic to share secrets with your friends (Virtue) or to cloud the vision of your enemy (Vice).

Wizards are mages with access to the Wizardry spell list.

- **A: +5 MP, Novice Spells**
- **B: Arcane Lore 1**
- **C: +5 MP, Arcane Lore 2, Journeyman Spells**
- **D: Arcane Protection 1, +1 Defense**
- **E: +5 MP, Lesser Magical Mastery, Adept Spells**
- **F: Arcane Lore 3, Arcane Protection 2**
- **G: +5 MP, Greater Magical Mastery**
- **H: Master Spells, +1 Defense**

Spell Book: Every wizard has a Spell Book in which he inscribes his knowledge. Without a Spell Book, wizard spells cost double their normal MP. This is a special magic item you craft for yourself without requiring the services of an enchanter. Every Spell Book is unique and can only be used by its creator. Replacing a Spell Book can take weeks. You can't have more than one Spell Book at the same time.

Arcane Lore: Masters of magic, wizards can quickly figure out the vagaries of other spell-casters and duplicate their spells. When you see another mage casting a spell, you may spend 4 Harmony and make a Routine (6) Perception Save. If the Save succeeds, you may cast one 'charge' of the spell observed. The charge must be used before the next time you sleep, and the casting costs double the MP for the spell. Only one spell can be duplicated at a time; you may not have multiple charges at the same time. At level 1, the charge may be of one Novice spell. At level 2, one Journeyman spell can be copied, and at level 3, one Adept spell can be observed and duplicated. Master magic spells may never be duplicated.

Arcane Protection: The wizard can wrap protective magical energy around himself and others. For each level of this ability, you may add +1 to all Saves for yourself and any single companion you choose, so long as the companion is visible to you. You may choose to switch, and protect a new companion, at the beginning of your turn.

Greater Magical Mastery: When an enemy casts a spell in sight of you, you may immediately spend 4 Harmony and twice the spell's MP to attempt to hijack the spell, control it, and direct its effect (if it has multiple possible effects). After spending Harmony, the targeted caster must make a Willpower Save, the difficulty of which is 3+ your wizard level. If the Save fails, you have control of the spell.

Lesser Magical Mastery: Over time, the wizard learns to read his opponent's gestures and thus know the spell he casts. When a mage casts a spell in sight of you, you may immediately spend twice the MP of the cast spell to attempt to counter-spell and cause it to fail. After spending the points, the targeted caster must make a Willpower Save, the difficulty of which is 3+ half your level. If the Save fails, the spell fizzles.

Spells: Wizards have access to the Wizardry Spell List. Novice / Journeyman / Adept / Master spell levels are detailed in the magic section of the rules.



Finishing Touches

Wiggleleaf was excited. She liked the open road, seeing where her feet would take her. Once again, she was going on an adventure. Like in the stories. She checked over her gear for the fourteenth time. Backpack, with socks, blanket, sewing kit, and trail-cakes. Good, warm cloak. Spear and knife. The last filled her with excitement. She was going on an adventure…

You're almost done! You've made your choice of species and professions. All you have to do is fill out your character sheet with all the vital information you'll need to play the game. Write all of these things down in the proper places on your sheet.

Species Information

The definitions for the Species Traits are in their own section of the rules. You don't have to write them on your sheet, but before you start playing you should look up the ones you have and see what they do. Your species also provides some basic information, such as base number of hit points, base magic points, base Defense, and Speed. You're going to need this information for the next step.

SPECIES

	Base HP	Base MP	Base Def	Spd
Armadillo	14 HP	3 MP	4	5
Bat	10 HP	9 MP	6	4
Beaver	16 HP	5 MP	4	5
Frog	12 HP	7 MP	5	5
Gecko	10 HP	7 MP	6	6
Glider	10 HP	5 MP	6	6
Groundhog	16 HP	3 MP	5	4
Hare	14 HP	5 MP	5	6
Hedgehog	12 HP	7 MP	5	5
Loris	12 HP	5 MP	5	4
Meerkat	12 HP	5 MP	5	6
Mole	14 HP	9 MP	4	4
Mouse	10 HP	7 MP	6	5
Opossum	14 HP	3 MP	4	4
Otter	14 HP	7 MP	6	5
Pika	10 HP	5 MP	6	5
Platypus	16 HP	3 MP	5	4
Rat	12 HP	7 MP	5	5
Squirrel	12 HP	5 MP	6	6
Weasel	14 HP	9 MP	5	6

Profession Information

Write down your professions. Remember, the first one you write down is considered your primary profession, followed by the second one. As you gain in experience, you alternate between the two, starting with the primary profession. So, if you're playing a barbarian and a sorcerer, you should write down the one most important to you first, followed by the second. Being a barbarian/sorcerer is different from being a sorcerer/barbarian.

Your Hero starts out at Level 0 in both professions. He or she has no worldly experience yet, just lots of practice and training. When you start out, you *combine* the information from *both* professions to create your starting Hero. After all, you can't be a barbarian/sorcerer without any sorcerous abilities – that would make your Hero just a barbarian.

Hit Points and Magic Points

Hit points and magic points are your Hero's most vital statistics, because they tell you when you die and can no longer use magic (respectively). Whenever your Hero increases in level, you add a number of HP and MP based on both professions.

Add the HP per level ("HP/lvl") from both professions together, and write the total on your sheet. This is the amount of hit points your Hero gains when he or she increases in level.

To find your starting hit points, add the total number of hit points from both professions to the Base HP from your species, and write this number in the HP section of your sheet.

Add the MP per level ("MP/lvl") from both professions together and write the total on your sheet. This is the amount of magic points your Hero gains when increasing in level.

To find your starting magic points, add this number to your Base MP from your species, and write the total in the MP section of your sheet.

Example: *Tinnum is a Mouse with a Base HP 10. He is a zero level Acrobat/Swashbuckler. Acrobat gives him 3 HP/lvl and Swashbuckler gives him 4 HP/lvl for a total of 7 HP, which he writes in the "HP/Lvl" box on his sheet. Whenever he levels up, he adds 7 HP to his total. He adds his Base HP 10 to the 7 HP he gets at level 0, giving him an starting total of 17 HP.*

Weapons and Armor

Write down the weapons and armor listed for both of your Hero's professions on your character sheet. These are the weapons and armor the Hero is trained to use. Anyone can use a club, knife, spear, sling, or staff. Anything else has be on your "Weapons Known" list. Likewise, you can wear any kind of armor you want, but if it's something not allowed by your professions you'll suffer a penalty.

Example: *Tinnum the acrobat/swashbuckler checks his professions for what armor and weapons they allow him to use. Acrobats can use a quarterstaff and wear Light armor. Swashbucklers have dagger and rapier listed as Weapons Known and under Armor Allowed it says Light, so he writes those in.*

This means that Tinnum is trained to use a , quarterstaff, dagger and rapier, and can wear Light armor.

Choose a melee and/or ranged weapon from the list of those provided by your Hero's professions. You can use a weapon you're not familiar with, but you get a –2 penalty to your "to hit" Test. Remember, anyone can use a club, knife, spear, sling or staff, as well as teeth and claws.

Some weapons can be made out of metal, like bronze or steel. These aren't available to starting Heroes. You need to trade for them during play. Using metal weapons of any kind reduces your Maximum Harmony.

Write the damage and Crit ratings of whatever weapons you chose in the "Weapons Carried" section of your character sheet. See the Fighting Chapter, page 174, for more information on weapons and damage.

WEAPONS

Name	Size	Natural
Bite	N/A	1d4/1d4 (11+)
Claw	N/A	1d3/1d4 (11+)
Knife/Dagger/Rapier	Small	1d4/1d4 (11+)
Small Sword/Axe/ Short Spear	Medium	1d6/1d4 (11+)
Longsword/Long Spear	Large	1d8/1d4 (11+)
Greatsword / Greataxe	Massive	1d10/1d4 (11+)
Club(Beater)/Light Mace	Medium	1d6/1d4 (12+)
Club(Basher)/Heavy Mace/ Quarterstaff	Large	1d8/1d4 (12+)
Great Club	Massive	1d10/1d4 (12+)
Sling	Small	1d6/1d4 (12+)
Bow	Medium	1d6/1d4 (11+)

ARMOR

You can wear any armor you want, but if it's not listed under your profession then you suffer a –2 penalty to any Tests or Saves you attempt when using a professional ability. This is because your Hero isn't trained in its use. Professional abilities that do not require a Test, such as spellcasting or shapeshifting, cannot be used at all.

Light: Made from natural materials such as wood, it provides 2 points of protection per hit.

Medium: Made from lighter metal alloys like bronze, it provides 3 points of protection per hit.

Heavy: Made of steel, Heavy armor provides 4 points of protection per hit.

For more information about weapons and armor, see the Barter chapter, page 154, and the Fighting chapter, page 174.

Fighting Stats

Add up any bonuses your professions give you to your Fight and Shoot ability at Rank "A" and write the total in the Fight box. The same goes for any Defense bonuses.

Example: *Tinnum gets a +1 Fight at Rank "A" of Swashbuckler, but nothing from Acrobat so he writes +1 in the Fight box.*

Virtue and Vice

Both professions give your Hero a way to stand out and gain a bonus for what the job is known for. What you do with this bonus is up to you; you can share it with the rest of the group (Virtue) or keep it all for yourself (Vice).

Write down both profession's Virtue and Vice. They both apply at all times, which gives you two ways in which either be virtuous or selfish.

Example: *Tinnum can either Grandstand (acrobat) or use a bit of Panache (swashbuckler), and he writes those down on his character sheet.*

Professional Abilities

Every profession provides abilities, such as the barbarian's Stand Ground or the minstrel's Calming Song. Consult the table accompanying your profession choices, and write down whatever abilities you get on the "A" line in *both* professions.

Remember, even though you start out with profession abilities from *both* professions, when your Hero gains a level during play you alternate between them (starting with the primary profession).

Example*: Tinnum, as a level 0 acrobat/swashbuckler, starts out with Dodge 1 and Swiftness for Acrobat, and Parry 1 for Swashbuckler.*

Current Harmony

Your Hero's current, starting Harmony comes from the base values for each of your two professions. Druids and priests start with the highest Harmony, because of their connection to the Primals and The Bright Ones (respectively). At the other end of the spectrum are those who use magic – wizards and sorcerers. They start with a lower Harmony because of their connection to magic.

If the Narrator needs to find the current Harmony for an NPC, add the base values from each of the two professions together, plus their level. Thus, an level 4 warrior/wizard NPC would have 13 Current Harmony (4 from wizard, 5 from warrior, plus 4 levels). This is just a rule of thumb and you can adjust this as you see fit.

Example: *Tinnum has a starting Current Harmony of 12. Seven points for being an acrobat, and five points for being a swashbuckler.*

HARMONY BY PROFESSION

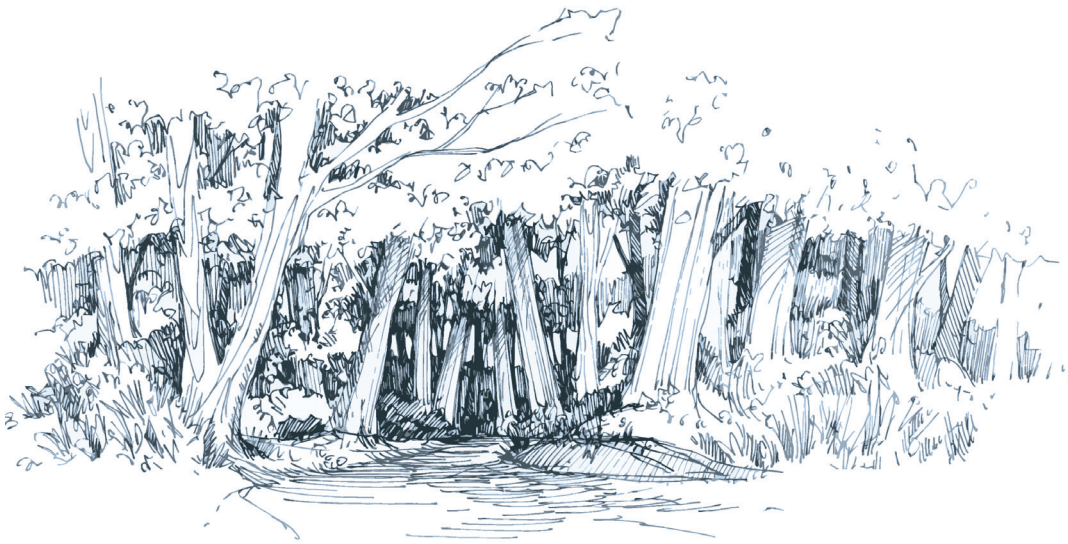
8 Druid, Priest

7 Acrobat, Minstrel, Scholar, Shifter, Scout

6 Barbarian, Healer, Marksman, Paladin, Rogue, Scrapper

5 Alchemist, Enchanter, Swashbuckler, Warrior

4 Wizard, Sorcerer



Maximum Harmony

Maximum Harmony is the highest your Hero's current Harmony can go; you may not have more Harmony than your character's Max. The type and amount of metal your Hero carries around affects his or her Max Harmony. Metal alloys such as bronze and steel attract Disharmony and lowers your Max.

Every Hero starts with 20 Max Harmony, modified by the conditions listed on the Max Harmony Modifiers Table. The penalty applies for each metal object your Hero carries. Lugging around large amounts of metal – a steel rapier, chain mail armor, a few bronze daggers – reduces your Max Harmony by an appropriate amount.

These things can change over time, however, if your Hero's conditions change. For example, if your Hero normally wears Heavy Metal Armor and gives it up for wooden armor, then his Max Harmony increases by +4. This change happens over a "reasonable amount of time," determined by the Narrator. Picking up an iron sword shouldn't affect Max Harmony, for example; constantly carrying it around, however, should. Your Narrator will tell you when your Max Harmony should change.

MAX HARMONY MODIFIERS

Weapons

Small -2

Medium -3

Large -4

Massive -5

Armor Types

Bronze/Iron (Medium Armor) -2

Steel (Heavy Armor) -4

Example: *Tinnum buys a bronze dagger (a small weapon). His Max Harmony is reduced by –2 to a Max of 18. Next, he adds a steel longsword (large). This reduces his Max Harmony further (–4), down to 14.*

Later on, Tinnum takes the Heavy Armor (–4) from a Dire weasel. His Max Harmony drops to 10. He can no longer enter a state of Grace.

Finally, Tinnum decides to forego his metal weapons in favor of those made of wood and bone. He stops carrying his dagger and sword, and in a few days' time his Max Harmony increases to 16.

Give it a Name

One last task — your Hero needs a name! The convention in *Cairn* is that the first name is a nonsense word (like Fribble) and the surname (if any) is descriptive (Bigbelly, Whiskerwind and so forth). The surname can be a family name or just something you picked up along the way. Don't spend too much time fretting over it; you can always choose a surname first. If you can't come up with one - roll one randomly. Roll once on column A, and once on column B - combine the results and you're in business!

RANDOM NAME GENERATOR

	Column A	Column B
1	Bright	Born
2	Day	Berry
3	Flutter	Bough
4	Long	Folly
5	Moon	Gleam
6	Night	Leaf
7	Quick	Oath
8	Shadow	River
9	Shimmer	Song
10	Storm	Tail
11	Sun	Watch
12	Wood	Wind

Creating Mellowstar

We've covered all the ins-and-outs of creating a character for *Cairn*, so let's cover an example. I decide I want to create a hedgehog.

Looking over the hedgehog description, I decide, first things first, that he's going to be smarter than the typical hedgehog (and definitely smarter than those troublesome squirrels). So I write down "smarter" on my character sheet.

From being a hedgehog, I get Base HP 14, Base MP 7, Base Defense 4, Speed 5, and the Curl, Resist Venom, and Spiny traits.

Now it's on to professions. I want to be a warrior and scholar. Because I want to increase my levels in scholar faster, I'm going to be a scholar/warrior. I think of myself as a scholar first, warrior second (see, I'm already thinking about who my Hero is).

On to tallying up the numbers on my character sheet. My Hero gets +6 HP/lvl from my professions (1 from scholar, and 5 from warrior), which I add to my Base HP, for a total of HP 20. My Hero gets 2 MP for being a scholar and 1 for being a warrior, so I'll be getting +3 MP/lvl. I add this to my Base MP, and get a total of MP 11. I put all the other numbers in their appropriate places on my character sheet, too.

Scholars don't really receive training in weapons and armor (after all, they're scholars), so my Hero doesn't have any Weapons Known or Armor Worn. The warrior, however, is all about weapons and armor, and my Hero can use any of them. So while I didn't learn how to swing a sword as a scholar, I can still use one because I'm also a warrior. However, even though I can wear any kind of armor as a warrior, I'm going to suffer penalties to my scholar professional abilities. Got it?

I'm going to choose a quarterstaff and wooden armor (which means I can't Curl when I'm wearing it. Oh well).

Time to write down my Virtues & Vices. As a scholar, my virtue/vice is Wisdom. I can either share my wisdom with others (virtue) or keep my advice to myself (vice). Warriors get the Way of War. I know when it's best to defend (virtue) or attack (vice).

Next up are professional abilities. From scholar, I get the following abilities: +1 MP and Scholarly Knowledge 1. From warrior, I get: +1 Fight and +1 Shoot. I write those down on my character sheet.

My Hero's starting Harmony is 12 – 5 points from being a warrior and 7 points from scholar. Since starting Heroes don't get metal weapons or armor when they're first starting out (except for the swashbuckler), I have a Maximum Harmony of 20.

Finally, a name. Mellowstar. I like the sound of that.

Name mellowstar

Species/Class hedgehog scholar/warrior level 0

Traits

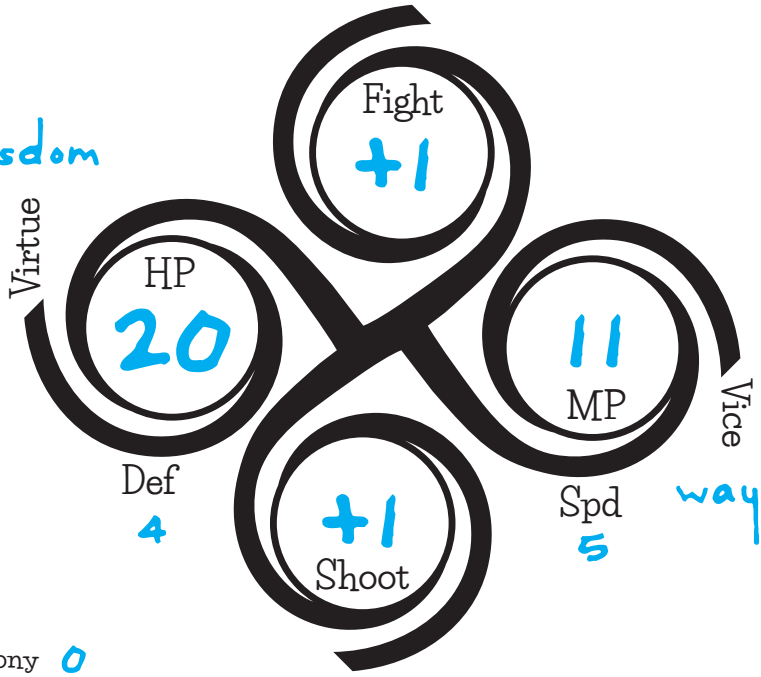
curl, resist venom, spiny

+1 mp, scholarly knowledge 1, +1 fight, +1 shoot

Abilities

smarter

Attribute



Harmony 0

XP 0

Armor/Weapon

light armor (2),

quarterstaff(natural), large, 1d8/1d4 (12+)

goggles
matchstick
mixing bowl
porridge mix

Gear



Barter and Trade

The mole merchant was driving a hard bargain. Moles usually did. He wanted silver, which Mellowstar didn't have. So instead he asked Mellowstar for his candles, lantern, and *gloves in trade for the signal whistle. It was too much. And what good would a whistle be if he couldn't see in the dark? "Tell you what," he offered. "I'll come back with some worms. You guys like worms, right?"*

A lantern to light your way. A good cloak to keep you warm. A stout walking stick or trusty knife with which to protect yourself. As you adventure, you're going to need *things* – equipment and services. While sometimes you can provide these things for yourself, by making your own clothes or food, most often you'll want things you cannot make. In other words, you're going to want to *trade*.

Money

Back in the day, long ago, the Titans used something called "money" to buy things. Little bits of metal, usually gold or silver, the only real value money had was because everyone said it valuable. You couldn't eat gold, nor dress in silver. But all the Titans agreed that money was useful.

They used these gold and silver coins to buy things. Some humans had a lot of coins; many more had few. The people with a lot of coins used them to buy a lot of things. They had many fine clothes and knick-knacks, and owned very large homes (sometimes two or three). Often, they bought more than they could use. How many horses could one man ride at a time? How many nice outfits could he wear in a day?

It led to Disharmony between the Titans.

The people with fewer coins could buy fewer things. Sometimes, they went hungry because they didn't have enough of these coins. Sometimes they were cold, because they couldn't buy clothes or firewood. They lived in only one home, and often it wasn't very nice. Some of the humans with a lot of money thought themselves better than the people with few. For their part, the humans with fewer metal bits often resented those with a lot, and wished they had more.

The humans fought over these little bits of metal. They stole them from each other. They killed each other for them. They cheated each other for them. Many humans worked long hours and many days, and still they didn't have enough of the shiny metal pieces. Others hardly did any work at all, and still had plenty.

It was all a little bit silly, really. And in the end, the Titans paid for their folly….

MOLE MONEY

For reasons only they understand, the moles use money. They find silver as they tunnel, and melt it down into little rectangular pieces. They use these among themselves to trade, probably because they find the metal pretty. They've tried to get the other First Favored to take these silver bits in trade, but, so far, they've been unsuccessful. When they offer a squirrel weaver or hare farmer these bits for their wares, they're more than likely to get a doubtful look. The moles, however, insist on using money in their trades; it's a good idea to keep a few silver bits on hand if your character is going to be trading with moles.

The moles give goods and services something called "prices." You then pay the price in silver bits. The whole system is a bit odd, since you can pay less than the quoted price through a system called "haggling." So really, the moles use a barter and trade system just like everyone else, only they like to do it for these silly silver bits.

Barter and Trade

The First Favored use what is known as a "barter and trade" system. First of all, they don't really understand the concept of money, even though they've heard stories about it. And if you explained it to them, they'd find it all a bit mad. Secondly, they find the barter and trade system simply makes more sense. If you need a pair of gloves, you trade for them.

The First Favored like to hear stories revolving around the Titans and their money, and often request them from minstrels and storytellers around the campfire at night. There is also a popular series of folktales known as the "Muckledun Mole" stories, which often involve Muckledun Mole making foolish trades with his silver bits and the hilarity that ensues. (Moles aren't fans of these tales, however.)

What is Barter and Trade?

The barter and trade system is, quite simply, trading one thing for something else. You trade something you have for something you want. For example, you need a new rake for your garden, so you trade a bushel of carrots with Grumpadun for one. You give him the carrots, he gives you the rake.

Things get a bit more complicated, however, because the Favored with whom you are trading has to *want* what you're offering. Grumpadun, for example, might not like carrots, and no amount of convincing him will do. Thus, the two traders have to trade what the other wants.

You might have to offer several things to sweeten the deal. For example, you want a rake, and Grumpadun is willing to trade you a bushel of carrots *and* your work gloves. Again, if you both agree to the trade, you get a new rake and Grumpadun gets the gloves and carrots.

Lastly, for really complicated trades, you might have to trade with a third Favored for something the second trader wants. You want a rake, and offer carrots. Grumpadun doesn't like carrots, but loves Tabikan's nut pies. You go to Tabikan and trade her your carrots for a nut pie. Then, you take the nut pie to Grumpadun to trade for a rake.

The heart of the barter and trade system is that both sides have to come to some kind of *agreement*. You want the hoe. Grumpadun is willing to trade it. What are you willing to trade Grumpadun for it, and is it something he wants?

A Trading Economy

How does this all work on a larger scale? Most often, the Favored offering goods for trade also made them or produced them in some way. The squirrel offering candles to trade often made them herself. The farmer in the marketplace selling cabbages grew those on his farm. The local innkeeper offers space in his home, and food made by his wife. Remember, there is no money with which to pay employees or buy supplies; everything is traded for. There are three layers to a barter and trade system:

Individual: At the base of the system is the individual. Everyone has a skill or skills, stuff they're good at doing or making. But not everyone can be good at everything. Often you have to trade stuff you have for things that you want or need.

Tradesmen and Artists: The next layer concerns those who specialize in a particular area, like carpenters, blacksmiths, and healers. Oftentimes, these things require all kinds of special knowhow and tools. These tradesmen make things that the other Favored can't produce for themselves. He or she then trades these items for things *they* need.

Some critters are especially good at what they do, which raises them to the level of artist. While other shoemakers can make boots, Tucklestar the Shoemaker makes the best boots around. These items often get more in trade, because they're somehow special. Note also that artists can usually produce goods that have a "town" or "city" value even though they live in a village (their products are as good something normally only available in a town or city).

Merchants: A few of the First Favored specialize in trading for the sake of trade. They're called "merchants," and what they do is trade for things they're later going to trade someplace else. In this way, goods and services move across the land.

One last word on how the First Favored conduct business. Some critters make long-term deals with each other, agreeing to trade the same things over-and-over. Rather than barter each time, they make an agreement, called a "contract." For example, Mrs. Perebow, a baker, agrees to trade Farmer Samitan three bushels of his apples for a baker's dozen of her apple pies every harvest time. They write this trade down, so no one forgets their side of the bargain.



How Does it Work?

Whether or not you successfully trade is not handled by dice rolls. You and the other person (often the Narrator, but not always) have to role play the transaction. Often, this can be as simple. Since sitting around negotiating a trade isn't much fun (especially for those not involved), we recommend that the Narrator in particular wrap up these kinds of transactions quickly, so everyone can get back to the story.

Sometimes, however, the Narrator has a strong reason for complicating a trade deal – it adds to the story or setting. Maybe he wants it known that the local healer likes Rafflebone Peppermints, so that when you need her help you make sure to bring a bag of them along. The barter and trade system makes a great way to encourage stories.

Trade Value

How much is a lantern worth, anyway? Is a lantern and knapsack worth a sword? If you can get someone to agree to a trade, then that's what it's "worth." While this is up to the individuals involved, in order to give you a rough guide everything has a "trade value."

Rather than expressing value or worth in terms of money or gold pieces, the *Cairn RPG* defines this by an item's rarity. There are four levels of rarity, defined by how difficult it is to get the item in question: Common, Town, City, and Unique.

As a general rule of thumb, one common item is "worth" one common item. An item from a town is "worth" two common items. Something that only comes from a city is "worth" either two town items *or* four common goods. Unique items are so rare it is up to the you and Narrator to decide on a price.

TRADE VALUES

Common = Common

Town = 2 Common

City = 2 Town *or* 4 Common

Rare/Unique = Roleplay

Common: These are the simplest of items, things that can be made just about anywhere, by anyone with a bit of skill. You can trade for common items and services everywhere; that's why they're common.

Town: Some goods and services are more complicated to make, or they require specialized resources and equipment, and must be made in a town.

City: Goods and services that come from a city require either a lot of cooperation from others, a number of different pieces to make, or specialized knowhow.

Rare or Unique: Some goods and services are so rare or unique that they can only come from one place, the person who provides them.

Just because a piece of equipment has a town or city value doesn't mean it is unavailable in a village. Favored trade all the time, so a local merchant may have a supply of lamp oil and lanterns in his shop. This is, of course, at the Narrator's discretion. The barter system is intended to indicate both rarity *and* value. Similarly, the system encourages the Heroes to do a bit of traveling (and roleplaying). Perhaps Sarafina Bushytail wants some perfume from the city, or Mayor Brownberry needs the Heroes to pick up a chess set he ordered. So the system is also meant to encourage stories.

Remember, however, these are not firm rules; the Favored with whom you're trading has to want the item you're offering, and must be willing to trade. Offering two common items – candles, for example – won't do you a bit of good if the other trader doesn't want them, no matter what the rules say. Alternatively, you can sweeten the deal by offering more than what something is "worth," like trading two baskets for one bedroll.

TRADE DISPUTES

In addition to keeping the peace and punishing wrongdoers, every community has some way of handling trade disputes. While it doesn't happen often, sometimes one side doesn't hold up their end of the trade, and a solution has to be found. Maybe the rake you traded for broke the first time you used it. Maybe Mrs. Berebow didn't supply the promised pies. In these cases, a new trade has to be negotiated, only this time with supervision from a town official.

Equipment and Harmony

Some goods use metal in their construction, such as iron pots, lanterns, and needles. The Harmony rules focus on weapons and armor made from metal alloys like bronze or steel because we wanted to keep the rules as simple as possible, and didn't want players to have to keep track of every arrowhead and nail. However, especially thorough (or devious) Narrators could include objects that use metal in their manufacture, as well.

The hedgehog toting around an iron pot, metal lantern, and flint and steel could find himself in trouble. Carrying around all these useful (but spiritually dangerous) tools reduces his Max Harmony. Similarly, average, everyday Favored are bound by the Compact, and have to watch the amount of metal in their homes. What if Farmer Cottonleaf became Dire because of all the rakes and shovels he keeps around? What if Mrs. Tuggleleaf fell into Discord because of her collection of metal teapots?

As a general rule of thumb, the Narrator can keep track of the amount of all the metal objects the Heroes carry, using the Harmony rules. An iron pot or skillet might count as a small or medium weapon depending on the size, for example. It might take a lot of insignificant items, like buckles, needles, a set of delicate tools, and a lantern to equal the penalty for a small weapon.

Lastly, keep in mind that many of these objects can be made using natural materials, bone for needles and clay for cookpots.

GOODS

Backpack	Common
Barrel, Wooden	Town
Basket	Common
Bedroll	Common
Bell	Town
Belt Pouch	Common
Bit and Bridle	Common
Blanket	Common
Boardgame, Quality	City
Boardgame, Simple	Common
Bucket	Common
Candle (3)	Common
Chess Set	Town
Chest Wooden	Town
Clock	City
Crowbar	Common
Cup, Clay	Common
Cup, Porcelain	Town
Dice	Common
Dice, Loaded	City
Flint & Steel	Common
Grappling Hook	Common
Hammer/Nails	Common
Hourglass	City
Ink	Town
Jug, Clay	Common
Jug, Porcelain	Town
Ladder	Common
Lamp, Oil	Town
Lantern	Common
Lantern, Bullseye	City
Lock, Good	City
Lock, Simple*	Town
Lock, Complicated*	City
Magnifying Glass	City
Needle, Bone	Common
Matches (10)	City
Needle, Metal	Town
Paper	City
Parchment	Town
Perfume	City
Playing Cards	Common
Pole	Common
Pot*	Common
Rope, Hemp	Common
Rope, Silk	City
Sack	Common
Saddle	Town
Saddle Bags	Town
Scales	Town
Shovel	Common
Signal Whistle	Town
Skillet, Iron	Common
Soap	Common
Spyglass	City
Tankard	Town
Tankard, Leather	Common
Tent	Common
Tools, Delicate	City
Torch	Common
Towel	Common
Vial, Glass	City
Waterskin	Common
Whetstone	Common

* Iron

FOOD AND DRINK

Ale (Tankard)	Common
Apples (3)	Common
Berries, Blue (Flat)	Common
Biscuits, Hard, Trail	Common
Brandy (Glass),	
Apricot	Town
Honey	City
Raspberry	Common
Bread (Loaf)	Common
Cabbage (Head)	Common
Carrots (Bushel)	Common
Cheese, Hard or Soft	Common
Cricket Pie	Common
Cucumbers (2)	Common
Eggs (3)	Common
Fish	
Raw or Dried	Common
Steamed, Whole	Common
Fruit, Dried	Common
Lettuce (Head)	Common
Meal	
Excellent	Town
Gourmet	City
Simple (Good)	Common
Milk (Jug)	Common
Mushrooms (Flat)	Common
Nuts (Sack)	Common
Oranges (2)	City
Pears (3)	Common
Pie, Fruit (Whole)	Common
Porridge	Common
Potatoes (Bushel)	Common
Stew, Bean	Common
Stew, Vegetable	Common
Strawberries (Flat)	Common
Tea, Earl Grey (Pot)	Town
Tea, Herbal (Pot)	Common
Trail Mix (Sack)	Common
Turnips (Bushel)	Common
Waybread, Soft, Trail	Town
Wine	
Dandelion (Bottle)	Common
Excellent (Glass)	City
Grape (Glass)	Town

SERVICES

Bath, Hot	Common
Grooming	Town
Healer, Good	Town
Healer, Quality	City
Healer, Simple	Common
Lawyer, Per Day	City
Letter Written	Town
Painter, Portrait	City
Porter	City
Shelter, Hard Bed	Common
Shelter, Private Room	Town
Shelter, Soft Bed	Town

CLOTHES

Boots, Good	Town
Boots, Plain	Common
Cloak, Plain	Common
Cloak, Travel	Town
Cloak, Waterproof	City
Coat, Fancy	City
Coat, Plain	Common
Coat, Warm, Padded	Town
Gloves, Fancy	Town
Gloves, Warm	Common
Hat, Fancy	City
Hat, Good	Town
Hat, Simple	Common
Hose	Town
Hose, Silk	City
Pants, Fancy	City
Pants, Good	Town
Pants, Plain	Common
Shirt, Linen	Town
Shirt, Plain	Common
Shirt, Silk	City
Shoes, Fancy	City
Shoes, Good	Town
Shoes, Plain	Common
Socks	Common
Vest, Fancy	City
Vest, Good	Town
Vest, Plain	Common

ARMOR

Breastplate	Town
Buckler	Common
Chain Mail	Town
Gauntlet	Town
Helmet, Fitted	Town
Helmet, Pot	Common
Hide/Leather	Common
Padded	Common
Ring Mail	Common
Scale Mail	Town
Shield	Common
Studded	Common

WEAPONS

Axe, Hand	Common
Axe, 2-handed	Common
Bow	Common
Club	Common
Claymore	Town
Dagger	Town
Knife	Common
Rapier	Town
Sling	Common
Spear	Common
Staff	Common
Sword	Town



Tikirik searched the underbrush frantically. He knew the forest and its plants well. He spent a lot of time in them. He was a scout, after all. And if he had enough time, he could easily find some goldenberries. But Wiggleleaf had been bitten by a poisonous snake and might die soon. They needed those berries now!"

You have your character, and your Narrator is ready to run a game session. So how do you do things? Typically, you describe what your character wants to do, and the Narrator tells you the results or consequences. Other times, the Narrator describes things, and you tell him how your character reacts.

Like most other roleplaying games, the *Cairn RPG* uses dice to determine the outcome of events that are in question. This is a game after all, and there's an element of chance. Two simple guidelines help you figure out when dice are necessary.

The Golden Rule

The Golden Rule: Your character is able to do what he should be able to do.

This sounds so simple that it seems as though it shouldn't need to be said, but it says a lot and covers a surprising amount of ground. One thing it means is that you don't need to roll dice if you and the Narrator agree that something your character wants to do is typical for you. That is to say, if the action you want to perform is something you normally do and you aren't under pressure, you don't have to roll dice.

For example, if you're a carpenter, you don't have to roll dice to make a nice chair. An enchanter shouldn't have to roll dice to make a magic broom. Even a marksman can shoot at practice targets all day long without ever having to make a die roll. Remember, if it's something you can typically do, then you can do it. You don't have to roll dice for every little thing.

The Silver Rule

The Silver Rule: You need to roll when you don't know what's going to happen.

Do you successfully run across the fallen log across the gorge? Can you find the secret formula in your library? While it would be easy to simply say "yes" and get on with the story, these moments often affect the course the adventure takes. If you fall off the log, now you're clinging to it and have to be rescued before you fall. If you can't find the formula in time, the group has to find a different solution. This adds drama to your stories.

Rolling the dice should add something to the story. Dice provide an element of uncertainty and this provides a bit of dramatic tension. After all, there is a chance you might fail. A game where you always knew the outcome wouldn't be much fun. No one cares if Wiggleleaf jumps to the next tree when nothing's going on. When she's being chased by angry buzzers, however, it becomes important to know if she makes it across.



Tests, Saves, and Difficulty

There are two kinds of rolls you will be asked to make:

Tests tell you if your character succeeded at something you wanted to do.

Saves tell you if you resisted something happening to you.

Think of Tests as active, and Saves as reactive. Both Tests and Saves call for the roll of 1d12. The Narrator sets a difficulty number for you to meet or beat. In most cases, the Difficulty is Routine, with a target number of 6 or better. If you roll less than a 6, your attempt failed. Some rolls have Challenging, Heroic, or Legendary Difficulty. In the end, this is the Narrator's decision.

Routine: Routine Tests are just that – routine. Normally, it would be something covered under the Golden Rule, given enough time and opportunity. That is to say, for some reason there is an element of risk or uncertainty. This is the most basic of difficulties, and the penalties for failure shouldn't be that great.

Challenging: Tests and Saves at this difficulty are more difficult than Routine. It's something that isn't easily done or is somehow exceptional. These are the kinds of moments when things start getting *really* dicey. If something seems as though it should be tough, it should be a Challenging Test or Save.

Heroic: These Tests and Saves should happen only a few times during a game session. These are the moments in movies when the theme music kicks in. If successful, they are noteworthy accomplishments. If something seems as though it should be really tough, it's probably a Heroic Test or Save.

Legendary: Tests and Saves at this level should be rare, perhaps one per session, maybe even only one per story. These are the kinds of things that inspire ballads, the moment of high drama where everything is on the line. If something seems almost impossible to pull off, it is likely a Legendary Test or Save.

SETTING THE DIFFICULTY

For the Narrator, setting the Difficulty number for a Test or Save is as much an art as a science. First of all, even though the Difficulty levels are 6, 8, and 10, there's nothing that says a Difficulty can't be an 11 (or even a 15!). It may be obvious to say, but Difficulty is a measure of how difficult you think a particular action may be. This is why it's so important to let your players tell you what their Heroes are doing rather than just telling them to make a Challenging (8) jumping Test – if they really want to jump, tumble, and catch a swinging vine, there's nothing that says you can't make them work for it.

Difficulty Level Examples

Routine 6+ Picking a simple lock; climbing a tree while being chased; shooting a moving target

Challenging 8+ Picking a complicated lock; climbing with few handholds; shooting an apple off someone's head

Heroic 10+ Picking a complex lock; climbing a sheer cliff; shooting an apple in someone's mouth

Legendary 12+ Picking a Titan lock; climbing a glass wall; shooting an apple off someone's head while blindfolded

Making a Test

So it comes time to make some sort of dice roll. What do you use? The answer is simple:

Anything written down on your character sheet can be used to modify any kind of dice roll the Narrator calls for.

Some things, like Fight or Defense, are pretty straightforward (and are covered in the Fighting chapter). But for things like jumping, climbing, foraging, and so forth, *anything* you have written down for your Hero could be used as a bonus – a trait, a professional ability, a Tweak….. If you have something on your character sheet that could reasonably affect the outcome of the Test, you add +1 to your die roll (with the Narrator's approval). Multiple bonuses from different sources can apply.

For example, if you're playing a squirrel and she has the climb species trait, then you can add a +1 bonus to any climbing Tests you have to make. If she's also an acrobat and you have the climb professional ability, then you can use that, too (and get a +2)! Alternatively, at a certain point, the Hero's bonuses may be so large that the Narrator rules a Test isn't even necessary, because the character is so good at something (see The Golden Rule).

This way, rather than trying to figure out which skills might apply or trying to describe your Hero's actions by shoehorning them into particular skills, you should describe what it is you want your Hero to do *first*, then see which abilities, traits, and so forth apply. Your description comes first (rather than making a skill test and having the Narrator describe the action).

You can get pretty creative with your description, because remember: If it's written on your character sheet and you can figure out a way to use it in present circumstances, then it might apply.

Example: *Natalie plays a gecko acrobat/rogue who wants to sneak along a wall. She thinks the gecko's Small trait and her Know the Shadows rogue ability should apply to a Test as she describes herself moving slowly and quietly, and tries to keep as small as possible. If the Narrator agrees, she gets a +2 to her Test.*

Example: *Sara plays a frog minstrel/acrobat and wants to sneak past some guards. She doesn't really have anything on her character sheet that applies, so she rolls an unmodified 1d12.*

Example: *David plays a squirrel acrobat/rogue and wants to climb a wall. He has "climb" on his character sheet three times (from squirrel, acrobat, and rogue). He gets a +3 to his roll (alternatively, the Narrator could rule that a Test isn't even needed).*

Example: *Jack's armadillo scout/barbarian wants to find edible food in the forest before the group starves. He describes how he uses Nature's Lore, Ways of the Wild, and his sense of smell to locate some delicious grubs. The Narrator agrees that all these would apply, and Jack gets a +3 to his Test.*

Example: *A goblin wants to play a riddling game before he lets Ken's loris healer/scholar go. Ken's Hero has the Puzzles Tweak, so the Narrator lets him add +1 to the Test.*

Example: *Paul plays a hedgehog barbarian/minstrel, and he wants to find edible food in the forest before the group starves. "I'm going to make a Ways of the Wild Test. But I also have the Garden Tweak so that should help me since I grow vegetables, too." The Narrator lets him add +2 to his Test.*

Example: *Jim plays a beaver warrior/scholar and he wants to intimidate a rat into divulging some important information. "I think I would know that rats are afraid of bigger animals from my Forewarned ability, and use my Big size to intimidate the little guy. Oh, and I stand there tapping my club because everyone knows warriors can bash the heck out of their opponents (Devastate)." The Narrator thinks Jim's pushing it with Forewarned and Devastate, and only gives him a +1 because of his size.*

After you explain what you want your Hero to do, the Narrator decides whether or not the ability, trait, or what-have-you applies to the Test or Save as you've described. Sometimes, this may take a little convincing on your part, as when you try to say the otter's playful ability should apply to a Test to charm a guard. Other times, the Narrator might rule that what you've described stretches the bonds of credibility. No amount of convincing is going to get the Narrator to agree that just because you have the House Tweak you should know the location of a hidden door. The Narrator should be consistent in his rulings. If you say having a garden works to identify edible berries one time, then players expect it to work that way again.

Next, the Narrator figures out a Difficulty based on your description and any circumstances that apply. For example, if you want to escape a predator by jumping from one tree limb to the next, the Narrator might say this is a Routine (6) Difficulty. If you also say you want to summersault in the middle of the jump, he might make it a 7 or 8. The Narrator should always try to let the players do precisely what they describe and set the Difficulty accordingly.

Example: *Mellowstar is being chased by a gang of rats, and he must run across a narrow log spanning the gorge ahead. He doesn't have anything in particular on his character sheet to aid him. The Narrator decides this is a Routine (6) Test, and the player rolls 1d12 and gets a 3. The Narrator describes how Mellowstar gets midway across the log and slips.*

Tikirik sees Mellowstar in danger and races to the rescue. The player explains that as a meerkat he's going to use his claws to really grip the log and as an acrobat his Balance ability should help, as well. The Narrator agrees. The player rolls 1d12, adding +1 for claws and +1 for Balance. He rolls a 4 and adds +2, just matching the Routine (6) Difficulty.

Time

Often, what puts the outcome of a Test in question is time. You could easily fix a roof or bake a pie given enough time. But what if you're rushed? Rushing could lead to mistakes. Or you might not finish before the time is up. This is a great way to add tension to an adventure. In these circumstances, when time is of the essence, the Narrator could ask for a Test (even if it's something you've done a million times before).

Example: *Wiggleleaf has been bitten by a venomous snake, and Tikirik (a scout/marksman) has to has to find goldenberries. Even though it's something Tikirik could find given enough time he has find it before Wiggleleaf dies. The Narrator calls for a Test.*

The Narrator might even, in the interest of a good story, ask for several Tests if the job is particularly large or time-consuming. Each Test might represent an hour's, day's, or even week's amount of effort. Even failed Tests would count towards this time limit.

Opposed Tests

Some outcomes depend on the actions of an opponent. The classic example of this is arm wrestling. In this case, both animals involved in the activity make a Test, adding in any appropriate modifiers. The side that rolls the highest wins the contest.

Example: *Buggles is a wizard/rogue and sneaks past a guard. Buggles rolls 1d12 and adds a +1 bonus from his profession ability, Know the Shadows. The Narrator, on the guard's behalf, rolls 1d12. Buggles rolls a 7 and adds +1 for a total of 8. The guard gets a 5. Buggles successfully sneaks into the castle.*

Levels of Success

Knowing how well you did something can sometimes be important, too. While anyone can dance, you might need to know how *well* you danced (maybe you're dancing for someone important, or you're involved in a dance contest). It's not so much the success as the quality of the result.

In this case, when you roll dice you not only have to beat the Difficulty, you should also note down the final Test result. The higher this number, the better the outcome.

Example: *Serrafina sings a song at the local tavern. She's a minstrel and also has the Sing Tweak. She rolls a 1d12 and adds +1 for being a minstrel and +1 for Sing. She rolls an 11, for a total of 13, easily beating the 6 Difficulty. Not only does she get a standing ovation, someone offers her a mug of cider.*

Working Together

It's always better to work in a group. By working together you can improve your chances of success. For example, if you need to pick a bushel of dawnflowers (a very rare plant), your chances of finding them improves with the more animals involved. This is especially true for larger projects, such as building a bridge or a new lodge.

Each character involved in the activity adds +1 to the die roll, and you get to add their bonuses from their species, profession, and tweaks, too.

Example: *Tikirik, Mellowstar, and Buggles all work together to fix Farmer Blix's roof before it rains. Farmer Blix is a beaver and Mellowstar is a scholar. Someone rolls 1d12 and adds +1 (for the beaver's Build) and +1 (for Mellowstar's knowledge of building techniques) and +3 (for three participants). That's a total of +5 added to the die roll. Because fixing a roof takes time, the Narrator decides that the storm will arrive in two hours, and they must make four successful Tests to get the roof repaired in time.*

TEST TYPES

Basic: Roll 1d12 vs. Difficulty level

Modified Basic: Roll 1d12 vs. Difficulty level; add +1 for each trait, ability, and Tweak that applies

Opposed: Roll 1d12 vs. opponent's 1d12 roll; add +1 for each trait, ability, and Tweak that applies

Combined: Roll 1d12 vs. Difficulty level; add +1 for each participant, +1 for each trait, ability, and Tweak that applies

Common Saves

Now that we've covered Tests, it's time to discuss the other type of dice roll you'll be making – Saves. Saves are reactive. That is to say, they happen in response to something. Someone is going to do something to you, or something is going to happen to you, and you have to determine if you're affected.

The Narrator can call for a Save against anything, but they tend to fall into one of the following categories:

Fortitude: Can you shake off a physical effect (such as exhaustion or poison)? This represents your physical toughness.

Perception: Did you see something? This represents your ability to notice things.

Reflexes: Can you avoid or dodge something? This represents your reflexes and agility.

Willpower: Can you resist being forced to do something, or force yourself to something (often used for magical effects or fear)? This represents your strength of mind.

Sometimes it may seem that certain Saves overlap. Is jumping out of the way of a falling rock Reflexes or Perception (noticing the rock before it hits you)? In the end, your Narrator will tell you what kind of Save to make.

Often times, the Narrator will just tell you to make a "Fortitude Save" or a "Reflex Save" without telling you the reason. Something has happened, or is about to happen, and he's giving you a chance to avoid it. He doesn't have to tell you what you're reacting to until after you attempted the Save.

Just like with Tests, Saves have a Difficulty level. Some situations are simply harder to avoid than others. Some poisons are stronger than others, while some animals have camouflage that makes them harder to see. Lastly, modifiers might apply to a Save, as well, such as trying to dodge a falling rock on slippery ground.

Similarly, you might have something on your character sheet that could provide a bonus to your Save. A squirrel's or hare's dash trait might provide a +1 bonus to a Reflex Save, for example, or an armadillo's sense (smell) might apply to a Perception Save (depending on the circumstances). As always, the Narrator has the final say on what applies.

If you "make your Save," you generally avoid whatever was about to happen, though sometimes this may mean you still suffer *some* effect.

Modifiers

Other circumstances affect your ability to complete a task. Things like rushing, working in poor lighting, or not having the right tools can all affect whether you successfully built that catapult the town needs. Which of these modifiers apply, and their values, depends on your Narrator. Similarly, no list can be exhaustive, so the Narrator should feel free to come up with any other modifiers he thinks might apply. (Remember when we told you to listen to the players' description of what their Heroes do?)

Essentially, if the Narrator thinks you have a better chance of success at something because of the situation, he may assign a bonus from +1 to +3 to your roll. Similarly, if he thinks something could affect your chances negatively, he'll include a penalty from –1 to –3.

Example*: Buggles (a frog rogue/scholar) wants to jimmy open the door to a wizard's study. He has an expert set of lockpicks, but it's night and dark. The Narrator decides the Test has a +2 because of the tools and a –1 for the poor lighting.*

MODIFIERS

Inferior Tools –1 to –3

Standard Tools 0

Superior Tools +1 to +3

Pitch Black (a moonless night, a sealed room) –5

Poor Lighting –1 to –3

Standard Lighting 0

Good Lighting +1 to +2

Great Lighting (sunshine at noon on a clear day) +3

Rushed –1 to –4

Distracted –1 to –3

The Narrator should be careful about how he applies these modifiers. The difficulty of a Test is reflected in the Difficulty number. So making a Test a Legendary Difficulty (12+) and then including a bunch of penalties isn't quite sporting. As a general rule of thumb, you should include modifiers to tweak a Test a bit.

For example, walking across a narrow log requires no Test. Running across a log might call for a Routine (6) Test. Running across a log in the dark might be a Challenging (8) Test with a –2 to the roll. Running across a log in the dark during a downpour might be better off as a Heroic (10) Test.

Raising the Stakes

Sometimes, it's important that your Hero accomplish a task. It could mean the difference between success or defeat. Just as a Legendary or Heroic Difficulty represents a dramatic point in the story, raising the stakes allows you a second chance to succeed at an important dice roll. Only Heroes and Leaders may raise the stakes.

"Raising the stakes" is a way for you to re-roll a Test or Save that you fail the first time. Tell your Narrator that you're raising the stakes and roll the Test again. This Test is exactly the same as the previous Test – the same modifiers and Difficulty. However:

If you raise the stakes, and fail again, you lose 4 Harmony. There is no Willpower Save. You can put yourself in Discord in this way. In addition, the consequences of failure are more severe, as described by the Narrator.

If you raise the stakes for a Test, you may not do it again until someone else raises the stakes during the current game session.

You may only raise the stakes once on a given Test. You may not make multiple raise the stakes attempts for a single Test.

You can raise the stakes in combat when making a Test to attack, however if you fail, then you lose your next round (both Action and Move). You are caught flat-footed, and can do nothing. All other rules for raising the stakes apply – you may only do it once, may not do it again until someone else raises the stakes, and you lose 4 Harmony for a failed attempt.

Harmony affects your ability to raise the stakes. If you're in a state of Grace, you don't need to raise the stakes to re-roll a "1," and if you're in a state of Discord, you can't reroll a "1" no matter what. For more about Grace and Discord, see the section on Harmony.

Fighting

Wiggleleaf gripped her trusty spear as the goblins made their charge. The group was on their way to north to find a Dire ripper for Mayor Brownberry when they were spotted by a goblin patrol. Tikirik loosed an arrow in their general direction and struck one in the shoulder. Mellowstar firmly planted his feet and readied his sword. Buggles readied a spell. Suddenly, a goblin was upon her and Wiggleleaf thrust forward and up. And a goblin went down.

Sometimes, when you've exhausted all other options, or you just can't avoid it, you may have to fight. The First Favored try to avoid fighting, because of the risk of losing Harmony (see the Harmony chapter for details). War and murder were the tools of the Titans, and go against the principles taught by The Bright Ones. However, the world isn't always a friendly place, and you may have to defend yourself, your friends, and your community from harm. Remember - almost all combat comes with the risk of lost Harmony.

Fighting is a special kind of Test, so we cover it separately.

Rounds

When it comes time to fight, combat is broken up into a series of rounds. In a round everyone gets a chance to do something. When everyone has taken their turn, the round is over and a new round begins until the fight is over.

If it becomes important, there are roughly 6 rounds per minute.

Initiative

The first thing you do at the start of every round is roll initiative. Initiative tells you who acts in what order. At the start of every round everyone rolls 1d12 and adds their Speed. The Narrator doesn't roll for the characters and critters he controls, their initiatives have been prefigured. Everyone takes their turn in initiative order, from highest to lowest. In the case of a tie, both characters act simultaneously.

Surprise

Sometimes, one side gets the drop on the other, because they were hiding or the other side wasn't prepared. In other words, one side didn't know the other was there. Examples include springing out from behind the bushes, or dropping down from the ceiling.

When this happens, the Narrator may ask you to make a Perception Save to spot the danger in time. The Difficulty might depend on how well the attackers are hidden, or it could be an Opposed Test. If you fail, then the ones doing the surprising automatically go first. No initiative is rolled. This is called a "surprise round." When everyone on the side who had the advantage has taken their turn, the other side may act. Initiative is rolled normally starting on the next round.

Taking Your Turn

On your initiative turn, your Hero gets to perform one Action and one Move. Actions are significant things like attacking and casting spells. Moving involves moving around the area, looking for a better position or approaching a particular foe. You can either Move, then take an Action, or use an Action, then Move.

Doing something simple — drawing a weapon, speaking a few words, opening an unlocked door, picking up something small off the ground, or turning around, or any other short, quick action — doesn't require the use of a Move or Action. As a general rule, if it takes almost no time to do, you can do it for "free."

Moving

While combat can be resolved just by describing what's going on, some people like to use maps and counters to keep track of who's standing where and who's fighting whom. In this respect, a roleplaying game mimics a board game, with pieces to move around a table-top. Moving is done on a map marked with 1-inch offset squares or hexes. If you're not using a map with squares, you can just mark off movement in inches. As a rule, one inch equals five feet.

A character can Move up to half their Speed (round down) in inches and still get the benefit of their Defense. Moving in this way assumes you're Hero is being cautious and keeping any eye out for danger. Characters can Move up to their full Speed in inches, but only gain the benefit of half their Defense. They're assumed to be moving at full tilt and being less cautious.

The Narrator can reduce the character's movement rate because of terrain, obstacles, or other circumstances (mud, snow, jagged ground, and so on). This penalty should always affect the character's total Speed (round down when calculating half Speed), and should not reduce it below 2".

Example: *Tikirik's Speed is 6. On his turn, he can either Move up to 3-inches and use his full Defense OR he can Move up to 6-inches and get half his Defense.*

Example: *Buggles' Speed is 5. He decides to Move cautiously into the grove, checking for danger. Half is Speed is 2.5, so the most he can Move and still get his full Defense is 2-inches.*

Example: *Tikirik has a Speed 6. The Narrator reduces this by –2 because of broken, jagged ground. Tikirik now has a Speed 4, and can either Move 2-inches (half Speed) for full Defense or 4-inches for half Defense.*

Actions

When it's your turn, your Hero can perform one Action during the round — fighting, shooting, casting a spell, lighting a torch, digging through a pack for something small, or using an item, professional ability, or species trait. Always remember, your Hero can do whatever they want. Just describe what you're doing and let the Narrator handle it.

Attack: When it comes time to attack an opponent with a melee weapon, roll 1d12 and add your Fight. Compare the total to the opponent's Defense. If your total is equal to or greater than your opponent's Defense, you've hit!

Shoot: If you're attacking an opponent with a ranged weapon such as a bow or sling, you add your Shoot to the 1d12 roll. Compare the total to the opponent's Defense, just like a melee attack. To keep things simple, the rules don't take range (or attack modifiers for range) into account. Bows shoot for a distance of 60 feet at close range; farther than that and the Narrator might impose penalties to the attack Test.

Throw: Some weapons, like daggers and spears, can be thrown. In this case, add your Fight score to the 1d12 roll. Like with ranged weapons, we don't take range into account. Use common sense.

Dodge: Your Hero can use their Action to dodge an attack they are facing and of which they are aware. This uses your Action for the round, and you may do nothing else. Your Hero gains a +2 Defense against *one* attack when dodging.

Use Ability: Some professional abilities and species traits are marked (Action) after the name. This means that you must use your Action in order to use the ability.

Cast Spell: If your Hero is able to cast spells, then doing so costs you an Action. Some spells may require several rounds to cast, in which case you must use multiple Actions. These must be used consecutively to successfully cast the spell. You may not use an Action to start casting a lengthy spell, attack with your next Action, then go back to casting the spell. Spells take effect immediately during the round in which they were cast.

Use Item: An object, such as a magic item or potion, your Hero carries can be used with an Action. The item must be easily accessible, such as hanging from a belt, in which case it counts as drawing a weapon (a free Action). Otherwise, you have to spend an Action fishing it out of your pack first.

Move: You can use your Action to take a second Move in the round, instead of attacking or doing something. As with a Move, you can either move up to half your Hero's Speed at full Defense, or up to your full Speed at half Defense. This is great for crossing long distances quickly.

Complex Actions: Some activities might require several Actions to complete, such as lighting a torch, digging through a backpack, or searching for a secret door. The Narrator can tell you how many Actions it takes to complete the task (we like rolling 1d4), and the task isn't complete until the Hero uses the required number of Actions.

Example: *It's Wiggleleaf's turn and she wants to attack a goblin opponent. She uses her Action to attack, rolling 1d12, adding her Fight, and comparing her total to the goblin's Defense. She rolls a 4 and adds her Fight +2 for a total of 6. Not enough to beat the goblins Defense 8.*

Example: *Tikirik decides to dodge an attack by one of the goblins. This uses his Action for the turn (he may do nothing else, like attack) but gives him a +2 Defense against the goblin.*

Example: *Buxba decides flight is the better part of valor and uses his Action to Move a second time in the round. He decides not to be too careful about it and Moves at his full Speed for an extra 6 inches of movement (but he only gets half his Defense this round).*

Modifiers

Just as in your typical Test, modifiers apply in combat. Things like standing on the high ground or using your off-hand affect your ability to fight. As with other modifiers, the Narrator will give you a penalty if he thinks something harms your chances, and a bonus if he thinks something helps you. Only the Narrator can determine the type and size of modifiers to combat.

Modifiers are applied to the roll "to hit."

COMBAT MODIFIERS

Aiming	+1 per round of aiming
Flat Ground	0
Good Lighting	+1 to +2
Great Lighting*	+3
Higher Ground	+1
Improvised Weapon	-1 to -3
Lower Ground	-2
Off-Hand Attack	-2
Pitch Black**	-5
Poor lighting	-1 to -3
Rocky terrain	-1 to -2
Slippery terrain	-1 to -3
Standard lighting	0

* sunshine at noon on a clear day

** moonless night, sealed room, etc.

Example: *Wiggleleaf stands at the top of the stairs, fending off a guard. She would get a +1 to her Attack Test for being on higher ground. But it's a moonless night, so the Narrator tells her she has a –2, as well.*

Harmony in Battle

Harmony affects your ability in combat, in the following way:

Grace: If your current Harmony is 16 or more, you are in a state of Grace - whenever you roll a "1" for an attack Test you may count it as a "12" instead.

Discord: If you have 0 (or fewer) Harmony, you are in a state of Discord - whenever you roll a "1" for an attack Test not only do you miss, your opponent gets a free attack against you (which is resolved immediately). This attack doesn't use up the opponent's next Action, and you still gain the benefit of your full Defense.

Inflicting Damage

If you successfully hit your opponent, you may cause them damage. Your damage is determined by your weapon type. Roll the damage die indicated, and then subtract the value of the armor your opponent is wearing (if any). The rest is subtracted from your opponent's Hit Point total.

Example: *Mellowstar hits a rat with a sword, which is a 1d8 weapon. He rolls his 1d8 and gets a 4. The rat wears chain mail (Medium armor with a value of 3), so he subtracts 2 from the total and suffers 2 hit points of damage.*

Armor

Armor protects you from damage by absorbing it, much like a turtle's shell. Some animals have natural armor, like the armadillo. If you have natural armor and you wear something extra, you only gain the benefit of the armor worn.

You can wear the armor types allowed by your professions without suffering some kind of penalty. If you wear armor that's not normally available to your professions, then you have a –2 to any Tests or Saves you attempt when using a professional ability. Professional abilities that do not lend themselves to dice rolls, such as spellcasting or shapeshifting, cannot be used at all.

Light Armor is made from natural materials, such as wood, and protects for 2 point of damage per hit.

Medium Armor requires metal, usually bronze, and protects for 3 points of damage per hit.

Heavy Armor requires steel, and protects for 4 points of damage per hit.

Shields are made from natural materials, usually wood, but can be clad in metal. Unlike armor, shields add +1 to a Hero's Defense (instead of protecting for damage).

We don't concern ourselves with issues like armor wearing out over time or becoming too damaged to use. That's a story consideration for your Narrator.



Weapons

Most animals have their own, natural weapons – teeth and claws. In addition, you might choose to carry a weapon to cause greater damage. Anyone can use a club, knife, spear or staff, regardless of their profession. Anything else has to be on the "Weapons Known" list for one of your professions. You can use a weapon you aren't familiar with, but you receive a –2 penalty to your Fight Test.

All weapons inflict damage based on a die roll. Each weapon lists a Base Die and a Bonus Die, depending on their size. The material from which the weapon is made can modifiy this (see page 181). When your Hero inflicts damage, roll both dice but *only* use the die that scores the higher result.

Example: *Mellowstar hits an opponent with his club and rolls both 1d6 and 1d4. He rolls a 3 and a 4, respectively, so he inflicts 4 points of damage.*

Weapon Size

Weapons inflict a base amount of damage based on their size. All weapons are classified as Small, Medium, Large, or Massive.

A normal sized character can wield Small and Medium weapons one-handed and must use two hands to wield a Large weapon. They cannot wield Massive weapons. Characters with the Small trait can wield Small weapons one-handed and must use two hands to wield a Medium weapon. They cannot wield Large or Massive weapons. Characters with the Big trait can wield Medium and Large weapons one handed and must use two hands to wield a Massive weapon. They cannot wield Small weapons.

A complete list of weapons appears on page 146.

- Small weapons have a 1d4 Base Damage die. Small weapons include daggers and rapiers.
- Medium weapons have a 1d6 Base Damage die. Medium weapons include axes and short spears.
- Large weapons have a 1d8 Base Damage die. Large weapons include longswords and quarterstaves.
- Massive weapons have a 1d10 Base Damage die. Massive weapons include great clubs.

Materials

Weapons can be made from a variety of materials, from simple wooden clubs to big, steel axes. The weapons listed on the weapons table progress from those made using natural materials all the way up to steel versions. As the metal of the Titans, these aren't available to starting characters (with the exception of the swashbuckler). You need to trade for steel in a city during play.

MATERIALS

Natural weapons are those made from natural components, like bone, flint, wood, or shell. They carry no Harmony risk and have a 1d4 Bonus Damage die.

Bronze weapons are made from bronze (obviously). They're stronger, heavier, and sharper than their natural counterparts, and have a 1d6 Bonus Damage die.

Iron weapons, like bronze, impose a negative modifier on your Max Harmony. Iron is stronger than bronze, but not necessarily better. Iron has a 1d8 Bonus Damage die.

Steel weapons are the strongest, sharpest, best weapons a Hero can own. However, The Bright Ones seem to dislike it the most – anything made of steel carries the highest penalty to Max Harmony. Steel weapons have a 1d10 Bonus Damage die.

Example: *A bone knife inflicts 1d4 points of damage because of its size, and you roll an additional 1d4 because it's made from natural materials. A bronze knife inflicts 1d4 damage due to its size, and you roll a 1d6 because it's made of bronze (and is thus sharper and harder). Remember, you take the* higher *of the two values rolled.*

Critical Hits

All weapons have a critical hit (Crit) rating. This is the number in parentheses on the weapons table.

- Blunt weapons have a base Crit value of 12+ for natural weapons, while iron and steel versions have a Crit of 11+.
- Weapons with points or sharp edges have a Crit value of 11+, while bronze and iron versions have a Crit 10+, and steel versions Crit on a 9+.

If you roll this number or better on 1d12 before you add your Fight or Shoot score, you add *both* the Base Damage and Bonus Damage dice results together, rather than using the best one.

Example: *Tikirik uses a steel small sword, which has a Crit 9+. This means he'll inflict more damage whenever he rolls an unmodified 9, 10, 11, or 12. In this case, he rolls 1d6 and 1d10 and adds them together.*

Example: *Mellowstar wields a wooden club, which has a Crit 12+. He has +2 Fight and rolls a "natural" 12 (before adding his Fight score). He inflicts a Crit, and rolls 1d6 + 1d4 and adds the results together.*

Example: *Tikirik fires a bronze-tipped arrow at a goblin (Crit 10+). She rolls a 9 and adds her Shoot 2 for a result of 11. She does NOT Crit because the unmodified die result is not 10+. She still hits, however, and rolls two 6-sided dice, taking the higher of the two results.*

Hit Points

Hit Points measure your general health and physical well-being. You gain additional Hit Points as you increase in level, which represents your ability to withstand more damage with practice. In other words, you don't get stronger, but rather you're more used to getting hurt; what used to cause you a lot of pain at Level 1 isn't as bad at Level 3.

Any time you're reduced to 0 HP or less you lose consciousness and are slowly dying.

Dying: Every round your hit points are 0 or less, roll a 1d6. If you roll a 1, lose 1 HP. If you are no longer in combat, you lose 1 HP per minute. Anyone can try to stabilize a dying character. It takes 1 minute and succeeds on an even roll on a 1d12. A stabilized character has 0 HP. He is still unconscious but no longer dying (in other words, you can stop rolling 1d6 even though you're at 0 HP).

Death Threshold: If you ever reach a negative HP score equal to your death threshold, you are dead. Your death threshold is equal to half your base HP plus your level.

Recovering HP

Your wounded Hero can begin regaining lost hit points almost immediately by resting. You must be able to sit or lay down comfortably for at least 30 minutes in order to rest. If your Hero's hit points have been reduced to less than half your maximum (round up), then after resting increase your current hit points to that amount. If you have more than half your maximum hit points, but less than your total, then resting does no good. You must receive healing in the form of a spell or potion.

Example: *Buggles has 4 HP. His maximum number of hit points is 15. Half that is 8. Since his current hit points are less than half his maximum, Buggles can rest for at least 30 minutes to bring himself up to 8 HP.*

Example: *Tikirik's total hit points are 16, and currently has 10 HP after a nasty fight with some weasels. Since his current hit points are greater than half his maximum, he cannot get the benefit of resting. Tikirik hopes someone has a healing potion.*

The next opportunity a Hero has to heal lost hit points is by recovering. You must be undisturbed, cannot do anything strenuous (like travel or fight), and must be well fed, kept comfortable, and tend to your wounds. In this way, you heal at a rate of 1d6 hit points per day in recovery. This can be aided by spells and potions, as well.

Example*: Buggles now has 8 HP, but he's far from being healthy. He decides to stay in bed, resting comfortably with a good book and a cup of tea. After a day, Buggles' player rolls 1d6 and gets a 4. He now has 12 HP. He spends another day recuperating, rolls another 1d6, and gets a 5. That's more than enough to get him back to 15 HP (his maximum).*

Improvised Actions

Some professions have special abilities, known as talents, which require the use of an Action to perform. These are listed under the individual professions, noted with "(Action)."

Sometimes, you'll want to do something that isn't covered by the rules, such as trying to climb onto a Dire cat's back to get a better shot at him, or immobilizing an opponent by grappling with him. These are known as Improvised Actions, and are governed by two simple rules:

* On the round following an Improvised Action no one else is allowed to attempt another.

* The character who performed an Improvised Action can't attempt another until someone else has attempted one.

The effects of an Improvised Action are left to the Narrator, as are the chances it succeeds. In many cases, he may call for an Attack roll with a penalty of –1 to –5, depending on how outrageous the intended action is. Or he may ask for some other kind of test entirely.

Other Kinds of Damage

Fighting isn't the only way that your character can get hurt. Things like falling, getting sick, or drowning can also injure you. While these situations are rare, they may come up in a story. The Narrator can use these guidelines to handle these occurrences.

Breathing

You fall over the side of a boat, and you can't swim. You're trapped in a burning building. You can't breathe. When this happens, you begin making Fortitude Saves for each minute you cannot get air. Make a Save for the first minute. The second Save has a –2 penalty. The third Save, and every Fortitude Save thereafter, has a –4 penalty.

With a failed Save, you can no longer hold your breath and begin taking 1d8 points of damage per round. When you reach 0 HP, you lose consciousness. You continue to suffer 1d8 damage for as long as you're asphyxiating, up to your death threshold (see page 182). If you are reduced to 0 HP, but can breathe, you continue to lose it Points as per the rules for dying.

Example: *Wiggleleaf falls into a lake and cannot swim. She immediately makes a Fortitude Save, and succeeds. She can hold her breath for the first minute. At two minutes, she makes a second Fortitude Save, this time at a –2, and fails. Wiggleleaf starts to take 1d8 points of damage per round.*

Wiggleleaf drops to 0 HP and she looses consciousness, but someone pulls her out in time. Wiggleleaf starts making dice rolls as described under death threshold (see page 182).

Disease

A disease sweeps through your village. You're bitten by a monster that causes illness. A Dire location makes visitors ill. When you're exposed to a disease, you make a Fortitude Save to determine whether or not you are affected. Particularly nasty diseases might have a higher Difficulty or modify your Save, depending on the Narrator.

The effects of a disease are up to the Narrator. This could range from a story effect, such as simply being bedridden, to a loss of Hit Points. The more virulent the disease, the greater the hit point loss or the more frequently you suffer damage. For example, Rosy Fever inflicts 1d2 HP of damage for every hour.

Once contracted, only a healer and medicine can stop a disease. Stabilizing a character dying of disease has no effect, unless through spell or ability use.

Falling

You're leaping from limb-to-limb to escape a Dire dragonfly, and miss a branch. You're running along a narrow log, and your feet slip. You're a rogue, and miss a handhold while you're climbing. When you fall, you get a Reflex Save as a last ditch effort to try and catch yourself, even if it's the result of a failed Test.

If you fail this, you're falling, and your character takes 1d6 damage for the every ten feet fallen, up to a maximum of 20d6. Armor has no effect.

Example: *Buxba leaps from one tree to the next and fails his Test. He immediately makes a Reflex Save to reach out and seize a nearby branch. He fails this, as well, and the Narrator rules that he's 40 feet above the forest floor, so Buxba suffers 4d6 damage.*



Fire

You become trapped in a burning house. The Dire porcupines throw fire bombs. A Titan relic spits flames. Fire causes 1d8 points of damage, unless otherwise stated.

It's possible, however, for your clothes or fur catch on fire. In this case, make a Reflex Save to avoid or put out the flames. The more intense the fire, the higher the Difficulty should be. With a failed Save, you suffer 1d8 points of damage per round until you extinguish the flames.

Poison

You accidentally eat berries you shouldn't have. A Dire weasel poisons the apricot brandy. You're bitten by a poisonous monster. Make a Fortitude Save when you're poisoned. Poisons could either affect the Difficulty of this Save, or the amount of damage suffered with a failed Test. Especially strong poisons might either give you a negative modifier to your Save Test, or increase the Difficulty, depending on the Narrator. Effects might range from a simple story effect (like a sleep poison) to damage to your hit points.

Example: *Poor Wiggleleaf eats some shaderoot, a toxic berry that causes paralysis. The Narrator sets the Difficulty at Challenging (8+), and she fails the Fortitude Save. Wiggleleaf falls down, and cannot move a muscle.*



Harmony

The group tiptoed into the Dire ripper's den, Buggles leading the way. He summoned a ball of light to drive back the shadows, expecting who-knows-what to jump out. Mellowstar saw it first, resting innocently on the cave floor. A skull. As he approached, he suddenly felt cold and nauseous. He felt unclean. Tainted. The skull was Unnatural!

It is said the Primal Powers sit around a cosmic fire singing a song, and that song is the world. The Song contains all the things that ever were, and ever will be. They sing the trees, the rivers, the mountains, and all the creatures of field and forest. This Song gave birth to The Bright Ones, who added their voices to the Song, creating man. The Gods' individual harmonies intertwine to create the Song of all reality.

Humans were made to be stewards of the land and take pleasure in the Song, for they were made in the image of the Gods. But evil stole into the land in the form of The Dark One. Was he a rebel among the Gods who desired to sing his own song, or did he come from outside Heaven to corrupt the Song? No one knows. But it was he who taught the Titans the mysteries of forging metal, the secrets of magic that man was not meant to know, and the knowledge of violence and killing. These things added discord and disharmony to the Song, much like a piano that's out of tune.

Thus, the Titans were destroyed by their own hubris, trying to sing a melody of their own design. Things such as greed, wrath, envy, and lust, led them to use metal, war, and magic to impose their will upon the world. The Titans sought to sing their own song, like beating on a cowbell during a sonata. In time, The Bright Ones destroyed the Titans for the Disharmony they caused. They raised up the humble woodland creatures to take the Titans' place, and charged them with living a different, gentler path – living in Harmony with each other and the world around them.

Harmony is the central mechanic in the *Cairn RPG*. Players must choose between taking the quick and easy path to success, creating Disharmony, or stay in Harmony by taking the harder road. It won't always be easy, because sometimes you really won't have a choice. On the one hand, you'll have the lives of your friends in your hands, and on the other you'll have your own Harmony to consider. Do you do what's right in the eyes of the Gods, or what's right in the heat of the moment? It's up to you.

Tracking Harmony

Harmony is a scale ranging from –10 to 20. The higher your Harmony score, the better off you are. Positive numbers are good, describing your Hero as being "in Harmony." Things like helping out a friend, talking your way out of conflict, and fighting to subdue either earn you points of Harmony or prevent you from gaining Disharmony. Negative numbers reflect someone in "Discord." Actions like killing, resorting to magic, or using metal result in Harmony loss.

Another way to think of it is that positive numbers mean you're doing the right things, have the right intentions, and have a positive state of mind; while negative numbers mean you're marching to the beat of your own drum and doing things you shouldn't be doing. Lose too much Harmony, and you become a force for Disharmony.

Your Hero's Harmony score carries over from game session to game session, so you should keep close track of it. There are two numbers used to track your Hero's Harmony:

Maximum Harmony: This amount is the highest your Harmony can go, and any points of current Harmony over this number are lost and have no effect. Most Heroes start the play with a Maximum Harmony of 20, modified by the type and amount of metal he or she carries. Metal attracts "negative energy" (Disharmony) and lowers your Max Harmony. Your Narrator will tell you when and how you can increase your Maximum Harmony (most often through achieving a higher level).

Current Harmony: This is the most important number to keep track of, as it will frequently change. Your current Harmony is just that – your current number of Harmony points, and this number will go up or down based on your Hero's actions. Killing an opponent, for example, causes your character to lose Harmony (or gain Disharmony – both mean the same thing). You can earn points of Harmony by cleansing an area of corruption or doing something nice for others. Your Narrator will tell you when your Hero is in danger of losing Harmony, or when you earn more.

The Harmony scale is divided into four different conditions, which describe your Hero's overall state of mind and connection to the world-at-large: Grace, Balance, Discord, and Dire.

Grace

When your Hero's Harmony is 16 or more, he or she is said to be in a state of Grace. This is not unlike being a saint or wise man, and it is demanding to remain in this state. Your Hero feels a sense of hope, joy, and promise, and demonstrates those virtues we see as good and noble – honesty, self-control, generosity, sacrifice, mercy, peace, and so on. Grace gives your Hero the following benefits:

Whenever you roll a 1 on a 1d12 for a Test, Save, or attack, you may count it as a 12 instead. This counts as an overwhelming success of some kind, which the Narrator should detail.

Your Hero can sense people in Discord with a successful Challenging (8) Perception Save. He or she might feel a heaviness in their chest, or get a sense that something isn't quite right.

Your Hero can sense the presence of the Dire or Unnatural in the nearby surrounding area (but no more than a few feet), and identify its source. Your character feels as though they were standing next to a block of ice or the mouth of a dark cave. No roll is necessary.

When your Hero Celebrates to regain Harmony, those who celebrate with you recover an additional +2 Harmony.

Balance

Between 1 and 15 points, your Hero is in a state of Balance. You feel neither too high nor too low, and there are no positive or negative effects. Your character generally feels good about life, the universe, and everything – it's their normal state. Some spells and professional abilities may require you to be in Balance in order for them to work.

Discord

From 0 to –10, your Hero is in a state of Discord, and on his or her way to becoming Dire. Rather than being generally upbeat and positive, your Hero demonstrates traits seen as harmful or negative – they're depressed, mean, selfish, or self-absorbed. They may be easily angered, feel picked on, or lose interest in things that previously made them happy. Nothing seems to go right for the character, and those in Discord suffer the following penalties:

Whenever you roll a 1 on 1d12 for a Test or Save, your Hero has a disastrous failure, which the Narrator should describe. Whatever the situation, it has gotten somehow worse.

When you roll a 1 for an Attack, not only does your Hero miss, but your opponent also receives a free Attack against you (though your Defense still applies). Resolve this free Attack immediately.

Dire

If your Hero's Harmony falls below –10, then he or she becomes Dire. They no longer have any connection to the natural order or the world at large. They are consumed by anger, greed, jealousy, gluttony – all those qualities we see as vices or defects. In short, the Dire have become like the Titans, a force for Disharmony and corruption. Should this happen to your Hero, the Narrator takes your character sheet and they may become a villain in a future story.

The Dire gain additional powers and abilities by virtue of their corrupt nature. These generally depend on whatever caused their Dire state, as described in the Bestiary Chapter, page 250.

Losing Harmony

Where there is a danger of losing Harmony, the Narrator will often ask you to make a Willpower Save. The greater the threat, the higher the difficulty, with Legendary (12+) Saves reserved for the most corrupt or powerful sources of Disharmony.

If you succeed, you can reduce the amount of damage to your Hero's Harmony by 1d6 (Favored with the Chosen species trait roll 1d8); for minor Harmony threats, this may mean losing no Harmony at all. Any remaining Disharmony subtracts from your Harmony score. If you fail the Save, then your Hero suffers the full amount of Disharmony "damage."

Example: *Tikirik and Buxba enter a cursed grove littered with skulls. The Narrator decides the Unnatural forces at work pose a threat of 1d4 Disharmony and rolls a 3. Tikirik attempts a Routine (6) Willpower Save and rolls a 7 on 1d12 – a success! Next he rolls 1d6, with a result of 4. Tikirik doesn't lose any Harmony. Buxba fails his Save and suffers all 3 points of Disharmony.*

HARMONY SAVE DIFFICULTIES

In order to determine the difficulty of the Willpower Save to resist Disharmony, the Narrator should first roll the dice indicated for the source of Disharmony and consult this table.

1–6	**Routine (6+)**
7–13	**Challenging (8+)**
14–20	**Heroic (10+)**
21+	**Legendary (12+)**



What Causes Disharmony?

The Primal Powers and The Bright Ones create the world just as an orchestra plays a symphony. Certain actions alter the tune, creating Disharmony, and can have serious consequences for your Hero and the world at large. Magic, especially the magic of the Titans, harnesses the power of the Gods and changes the Song. Metal such as bronze or steel attracts the negative energy of Disharmony the way a flower absorbs sunlight. Violence can be treacherous since by its very nature it is discordant. Lastly, the Unnatural and the Dire generate Disharmony, which can "rub off" onto others, tainting them.

In short, the very things a Hero does can lead to discord and corruption. Over the course of your Hero's life, you will have to choose whether you're going to take the quick and easy route – inflicting more damage with a steel sword, changing reality with magic — or go the less disruptive route of using a wooden club or even settling your differences peacefully. These are the consequences of battling the forces of Disharmony.

Harmony is lost in four specific ways: Fighting, metal, magic, and encountering the Unnatural.

Fighting

Even though violence is a part of nature, it is the opposite of harmony, agreement, or society. Anger leads to hatred leads to violence, and that way leads to Disharmony. While every Favored recognizes the relationship between predator and prey in the cycle of life, killing someone still brings suffering and pain. Death may be a part of life, but it is no ones' right to decide when someone else's end should come. Any act of violence has the potential to cause your Hero to lose Harmony.

There are alternatives to fighting. Talking. Negotiating. Making peace. While sometimes you just have to fight to settle a disagreement – like standing up to a bully – it's not always the best (or only) option. Violence should be a last resort. Often, this makes for a more complicated story. For example, a tribe of goblins raids local farms. You could go out to meet them on the field of battle, or you could find out why they're suddenly attacking (which means talking to the goblins to find a different solution).

The amount of Disharmony generated depends on the extent of the fighting and the nature of the opponent. Willpower Saves for Harmony are made after the fight, so it's possible to mitigate the loss by doing things like fighting to subdue and thus avoiding bloodshed. How these values apply is up to the Narrator; he or she might calculate the final Disharmony for the entire fight or for each separate violent act. It depends on how strict the Narrator wants to be.

Example: *The group fights four weasels, wounding three and killing one. This might net a total Disharmony of 10 (6 points for killing and 4 for Awakened opponents) OR Disharmony 14 (4 points for bloodshed, 6 for killing, 4 for Awakened opponents). The Narrator could take this to its ultimate conclusion and calculate Disharmony for every sword blow….*

VIOLENCE DISHARMONY

Violence 2 pts

Bloodshed 4 pts

Killing 6 pts

Unnatural or Dire Opponents +0

Un-Awakened Animals +2

Awakened Species +4

Violence: This generally refers to non-lethal conflicts, like a fist-fight, though the Narrator might also include other acts of violence, such as kicking in doors or smashing crockery.

Bloodshed: The conflict leads to the shedding of blood, rather than a fight to the death. At the Narrator's discretion, this might include accidental bloodshed, too.

Killing: You have killed your opponent. The Narrator might apply this even if you didn't mean to kill him.

Unnatural or Dire Opponents: The Unnatural and Dire are enemies of Nature and the Balance. While killing them isn't preferable, doing so doesn't incur additional Disharmony.

Un-Awakened Animals: From time-to-time, you may have to fight, or kill, an un-Awakened animal. Because your ancestors were once like them, the Awakened still feel a kinship to them, and feel bad about causing them violence.

Awakened Species: Nothing generates quite as much Disharmony as killing a fellow Favored animal. You are taking everything they have, and extinguishing their light. Fighting with another First Favored is the essence of Disharmony.

CARNIVORES

Knowingly eating the flesh of a fellow Awakened animal is taboo, and doing so causes 10 points of Disharmony. There is no Willpower Save when engaging in what amounts to cannibalism. Eating an un-Awakened animal of an Awakened species causes 5 points of Disharmony, but it is not as severe and a Willpower Save *does* apply.

How these penalties apply depends on the individual Narrator. The Narrator may decide that eating un-Awakened animals poses no risk to Harmony at all, or that the perpetrator must be caught in the act in order for the penalty to apply. Under no circumstances should the risk to Harmony for eating a fellow intelligent species be waived, as this drastically changes the mood and tone of the setting.

Metal

Not all metal leads to Disharmony, only alloys. Noble or base metals such as gold, silver, copper, and iron occur naturally, and thus do not corrupt. They are a part of the Worldsong, and intended by the Primal Powers. But base metals are too brittle, too soft, or corrode too quickly to make them useful. In order to overcome these weaknesses, they must be smelted into alloys – some combination of the metal with something else in order to produce something useful. Bronze, for example, is a composite of copper and tin.

The same way water seeps into low places, or metal filings are attracted to a magnet, metal alloys draw Disharmony to your Hero. In this way, the more metal an Awakened carries, the more they make themselves a focus for corruption. Unlike with resorting to violence or casting magic, which generates Disharmony immediately, metal has a long-lasting impact, and lowers your Hero's Maximum Harmony.

The effects of metal take longer to come into effect and require more time to "detox." Because of this, most First Favored can use a metal plow, hammer, or rake without much threat to their wellbeing. Carrying around a bronze dagger or encasing yourself in steel, however, affects your Hero's Maximum Harmony. Your Narrator will tell you when to lower (or raise) your Max Harmony.

Every character starts with 20 Max Harmony, modified by the penalties listed on the Max Harmony Modifiers table. This depends on the weapon's size or the type of armor being worn. Carrying around more metal increases the penalty, while eschewing metal lowers it. The penalty is for *each* metal object your Hero carries regularly. The Harmony scale remains the same, however, which means carrying too much could result in being unable to achieve a state of Grace (or even reduce Balance).





MAX HARMONY MODIFIERS

Weapons

Small* –2

Medium –3

Large –4

Massive –5

Armor Types

Bronze/Iron (Medium Armor) –2

Steel (Heavy Armor) –4

* For very small metal objects, like arrowheads, nails, or flint and steel, the Harmony penalty should be calculated as a group, *not* each individual arrowhead. In this case, a quiver of arrows counts as a small Harmony penalty.

Example: *Mellowstar decides wear bronze chainmail armor. The Narrator determines that after a week of wearing his armor, Mellowstar's Max Harmony decreases by –2 (for a Max Harmony of 18). Later on, Mellowstar chooses to forego his armor and the Narrator rules that after two weeks his Max Harmony returns to its original amount.*

Example: *Tikirik carries a bronze knife (small) (–2), an iron club (large) (–4), and wears Heavy Armor (–4). This reduces his Max Harmony to 10. Tikirik cannot enter a state of Grace armed and armored in this way.*

Magic

Magic is, quite simply, an attempt to alter the Worldsong and sing your own tune. It is an attempt to enforce your own will upon the world-at-large – a selfish act. Changing the weather, causing an earthquake, resurrecting the dead – this is the power of magic. It harnesses the power of the Primals and The Bright Ones in order to change nature or alter reality, and is a quick, easy solution to many of life's problems. Magic calls upon knowledge that the Awakened were not meant to know, and leads to Disharmony.

Those who use magic are considered strange and dangerous, and are given a wide berth. Even though their intentions may be good, those who cast spells meddle with powers they do not understand, and create consequences they cannot foresee. While it may seem beneficial to save someone's life with a healing spell, that person may go on to become Dire and cause a great deal of suffering. Even priests and druids, who serve the Gods, are not immune to the dangers of magic or its repercussions.

Whenever a Hero cases a spell, they generate Disharmony because they are meddling with the powers of the Gods. When a Hero casts a spell (or uses a magic item), they must make a Willpower Save with the difficulty based on the strength of the Disharmony. As with fighting, this Save is made after the spell is case, and depends on the spell's level and type. Unlike violence, however, the spellcaster can never be sure how much Disharmony he or she will generate. This is the danger of using the power of the Gods.

MAGICAL DISHARMONY

Spell Level

- **Novice Spell 1d4**
- **Adept Spell 1d6**
- **Journeyman Spell 1d8**
- **Master Spell 1d10**
- **Titan Spell 1d20**

Caster Type

- **Druid +2 pts**
- **Healer +1 pts**
- **Priest +2 pts**
- **Sorcerer +4 pts**
- **Wizard +4 pts**

Example: *Buggles is a wizard casting a Master spell. This threatens him with 1d10+4 Disharmony. After the spell is cast, the Narrator rolls the die for a result of 8. Buggle's player attempts a Challenging (8) Willpower Save and rolls a 5 – a success! The player rolls 1d6 to see how much this will be reduced by, and gets a 3. Buggles loses 5 points Harmony.*

Similarly, magic items cause Disharmony in the Worldsong by changing the tune. Whenever a Hero spends MP to trigger a magic item's or potion's effects, you must make a Willpower Save. The amount of Disharmony risked depends on the level of the magic item being used. Note: When using magic items, do *not* take the Hero's profession into account (as with spellcasting); everyone risks the same amount of Disharmony when using magic items.

MAGIC ITEM DISHARMONY

Common	**1d3**
Uncommon	**1d6**
Rare	**1d8**
Unique	**1d10**
Relic	**1d20**

The Unnatural

The Unnatural is, quite simply, something not meant to be. They are places, objects, and creatures strong with Disharmony. Most often, they have been tainted with Disharmony and become corrupted. Left unchecked, this corruption spreads, growing like a cancer to infect other things around them. The presence of the Unnatural causes Disharmony, and Disharmony causes the Unnatural.

When the Primals conceived of the universe, they envisioned the natural – the rocks, the flowers, the clouds, the streams – all the things that make up the world. They also made room in the Song for the supernatural – things like dragons and unicorns – because they intended a bit of wonder in the world. The Unnatural, however, is not a part of the Primals' Song and thus runs counter to nature. Like a tear in a piece of cloth, if Disharmony is allowed to go unchecked, eventually the fabric will rip. Things, Unnatural things, use these portals to enter the Song and further corrupt it.

Places: Places can become Unnatural through their association with magic, violence, or Disharmony. A haunted wood, an ancient Titan battlefield, and the lair of a Dire boar are examples of places strong with Disharmony. Sometimes, a place simply becomes corrupted with Disharmony on its own for reasons that are unexplained. Left unchecked, these areas can continue to grow; a single corrupted tree could eventually give rise to noxious flowers that drip ichor, black and purple butterflies that bite like mosquitos, and attract a nest of Dire rippers.

Objects: Just like places, objects can become corrupted by Disharmony and become Unnatural. An Unnatural object might be the helmet of a great Titan conqueror, the spell book of a powerful wizard, or even a simple ring exposed to too much Disharmony. While most magic items do not create Disharmony, Titan relics (and some unique items) certainly do. Lastly, sometimes, but not always, an object might come from someplace *else*, outside the universe, and lead to corruption.

Creatures: The most common example of an Unnatural creature is the Dire. They pursue their own selfish agendas, leading them to behaviors that make them Dire, becoming the embodiment of Disharmony. Dark and twisted, both inside and out, the Dire are often bloated, scabrous, or deformed, and are aggressive, manipulative, greedy, angry, and so on. But they are not the only kind of Unnatural creature. Monsters from another dimension, not a part of the Song, find their way into the world. The presence of monsters like ghosts, homunculi, and shadows causes Disharmony (and can often be found near Unnatural places and objects).

The dangers posed by Unnatural places, objects, and creatures depend on how strongly they are associated with Disharmony. The Narrator sets the amount the Unnatural generates depending on its role in the story and the kind of threat he wants the Heroes to face. Weak or nuisance threats to Harmony should use the "low" level, while extremely dangerous threats – like the thing at the climax of a story – should use the "high" amount. Keep in mind that size does not equal strength; a mighty dragon only recently Dire might only cause a mild amount of Disharmony, while a plain, simple ring could generate a great deal of Disharmony indeed.

UNNATURAL (AND DIRE) DISHARMONY

Low 1d3 – 1d6

Medium 1d8 – 1d10

High 1d12

Note: Some Narrators may prefer to add a whole number to flatten the results, such as 1d4+2 (3–6 Disharmony). This is perfectly acceptable, though care should be taken not to risk more Harmony than intended. A "low" threat shouldn't cause more Disharmony than a "high" threat.

Coming into close contact with the Unnatural triggers a Willpower Save versus Disharmony. The Narrator should define what "close contact" means based on the needs of the story. One might rule that picking up a cursed lamp triggers a Willpower Save, for example. Another Narrator might say it's as soon as they get close to it. A third might call for a Save every time the Heroes *use* the lamp. As a general rule, however, the Heroes should be in the presence of the source of Disharmony in order to trigger the Willpower Save.

The Narrator should roll for the amount of Disharmony the place, object, or creature produces. This determines the difficulty of the Willpower Save, as normal. Make this Save immediately when the Heroes encounter the Unnatural. Only one roll should be made per encounter (though the time interval is up to the Narrator). Entering an Unnatural place, like a haunted cave, should only entail one Save (rather than several over time). Similarly, once you've attempted a Save for encountering a pack of Dire buzzers, you shouldn't have to do so again when you run into five more (at least during a single adventure). Use common sense.

Gaining Harmony

Just as you lose Harmony for violence or encountering the Unnatural, you can gain Harmony for acts of heroism, kindness, generosity, and friendship. In other words, when you do the right thing, that counteracts the effects of Disharmony – sort of like karma. Defeating the Dire, restoring the balance, or reaffirming your connection to the world around you through celebration are all ways in which you can increase your Harmony.

Only the Narrator can award points of Harmony, and he'll tell you when your Hero has done something good enough to recover it. Normally, the Harmony award applies immediately. For example, if your Hero gains +2 Harmony for cooking dinner for his friends, his Harmony goes up right away. Sometimes, Harmony is awarded at the end of a story (like experience points), for things like defeating the Dire beast or restoring the balance to the haunted grove.

Defeating the Dire

One of the ways to earn Harmony is to overcome the Dire (and the Unnatural). The Dire are walking sources of corruption who seek to enforce their own selfish desires on the world around them. They want to dominate others, so they persecute. They want their neighbor's land, so they murder. It's not enough that they have enough to survive, they're only ever happy when they also deprive others. They want what they want, when they want it, regardless of the thoughts or needs of others.

Defeating the Dire does not necessarily mean killing, however. There are other ways in which to "defeat" them. The Dire are often angry, lonely, or hurting in some way (after all, something made them Dire), and helping them to recover Harmony is one way to save them. Often this means helping them to see the error of their ways, restoring their connection to the world, and bringing them back to the light. While this can be a lengthy process of finding out what made them Dire in the first place and fixing the problem, it might also be more satisfying.

If you slay a Dire opponent, the Harmony award for defeating the Dire equals half the amount of Disharmony they generate. Thus, if a Dire dragon causes 10 points of Disharmony, then you regain 5 points after slaying him; the amount your Hero may have actually lost does not apply. If you restore their faith in Awakened society, you

regain Harmony equal to the *full* amount. Unfortunately, the Unnatural (like ghosts and filth) cannot be saved; slaying or otherwise banishing them nets you the full amount of Disharmony they created. These awards are often given at the end of a story along with experience points.

Example: *Buxba lost 6 points of Harmony confronting a Dire weasel, but the Narrator rolled a 10 when determining how much Disharmony the villain created. If Buxba kills the Dire, he gets back 5 points, but if he somehow saves the Dire, he gets 10 Harmony.*

Restoring the Balance

Just as your Hero can recover Harmony by defeating Dire and Unnatural creatures, he or she can earn Harmony by restoring the balance to nature. The best way for Heroes to deal with Unnatural places and objects is to restore them to Harmony. This is typically done by finding the source of corruption and fixing it somehow.



Example: *The Heroes might discover a tree in the forest strongly associated with Disharmony. If they conduct a ritual to The Bright Ones around it, this eliminates its connection to the Unnatural and restores it, thus earning them a Harmony reward. Exactly what the source of the corruption is, and how to deal with it, is up to the Narrator and is usually the point of the entire story. This should be a mystery that the Heroes must solve in order to save the day. Destroying a Titan relic, disrupting a stone circle, or releasing the spirit of a trapped ghost are all examples of restoring the balance.*

While the details are left to the Narrator, the Harmony award for restoring the balance is usually equal to the amount of Disharmony the area or thing generates. This can be two to three times higher for overcoming particularly tough challenges or engaging in prolonged activities, at the Narrator's discretion.

Example: *The Heroes discover a Titan wizard's workshop while exploring the ruins at Goblin's Glen. It is strong with Disharmony, and the Narrator rolls an 8 on 1d12 for the room. He figures that if the Heroes somehow disrupt the summoning circle carved into the floor, this restores the room to balance and nets them an award of 8 Harmony. Now, if they can just defeat the shadows that live in the chamber….*

Celebration

Celebration is the generic, catch-all term for doing the right thing. Helping a neighbor home with her groceries is a Celebration. Hosting dinner with friends is a Celebration. Puttering around in your garden, renewing your ties to the good earth, is a Celebration. As a general rule of thumb, if it's good, kind, or noble, you're Celebrating and eligible for a Harmony reward. There are two ways to earn Harmony through your actions.

Generally speaking, when you're being outgoing, kind, or considerate, you get some Harmony through fellowship and sharing. There are a lot of things that could earn you Harmony in this way, so it's up to the Narrator when you've done something nice enough to warrant an award. These are things that anyone can do, at the appropriate time or when the opportunity presents itself. Helping someone carry something heavy is being helpful. Visiting a sick friend with some soup is being thoughtful.

Certain Tweaks and professional abilities also allow you to do specific things that give you Harmony. Not everyone can do them; you have to have the ability written on your sheet. You have the cook Tweak, and take pleasure from cooking for others. You have the library Tweak, and gain satisfaction from reading a good book. You're a minstrel, and take pleasure from entertaining a crowd. The Tweak or professional ability describes the conditions of the award, and may be further modified by the Narrator (such as a minstrel entertaining at a festival).

Some Tweaks and professional abilities allow you share your "thing." Doing so gives you satisfaction and gives them pleasure, and you can all enjoy the Harmony boost. While cooking for yourself is nice, it's so much better to cook for others; they enjoy the meal and you take pleasure from doing something nice for someone else. Gaining Harmony for yourself is good; sharing the boon is so much better.

CELEBRATION AWARDS

Entertaining Others 1 pt.

Working Together 1–3 pts.

Doing a small favor (helping someone home with the groceries) 1–2 pts.

Doing a big favor (helping someone move) 3–5 pts.

Huge favor (carrying a letter to another town) 6–9 pts.

Small Gathering (2–5 others) 2 pts.

Medium–sized Gathering (6–10 others) 4 pts.

Large Gathering (10+) 6 pts.

Festival 10 pts.

Honoring The Bright Ones +5 pts.

Honoring the Primal Powers +3 pts.

Meditating 2 pts.

In a Lodge +2 pts.

In a Stone Circle +3 pts.

In a Sacred Grove +5 pts.

RETURNING TO THE NORMAL WORLD

Heroes often find themselves in dangerous situations, and confronting scary sights. They go out into the world, and often come back changed by their experiences. This is the part in the movies where the Heroes have a feast, not just to celebrate their victory but also to renew the ties of fellowship and "return to the normal world."

This is what Celebration is about. Spending time with friends and family to restore a sense of oneness with your community. Puttering around in the garden to take pleasure from the simple things in life. Reading a good book (or writing one!) to renew the spirit. Celebration is about coping with the things your Hero has seen and done and renewing his relationship with the familiar.

Examples of Celebration

These awards can be cumulative, at the Narrator's discretion. The awards can get pretty high rather quickly, so certain kinds of activities (such as religious festivals where the entire town turns out) should be rare. After all, you can't have Christmas every week. Exactly what constitutes a Celebration, and all the modifiers involved, depends solely on the Narrator. Handing out too much Harmony too quickly changes the tone of the game. Heroes should be required to "heal" Harmony slowly, much like hit points.

You help a friend weed their garden; you recover +2 Harmony (small favor).

You participate in a dinner party with friends and neighbors; everyone recovers +2 Harmony (small gathering).

You use Calming Song (a minstrel professional ability) to perform for a tavern-full of Awakened. You gain +2 Harmony, plus whatever situational awards apply (such as the size of the group, during a festival, and so on). Those listening also gain Harmony.

You have the Cook Tweak, and gain +2 Harmony whenever you cook for yourself. When you cook for a friend, you gain an additional +1 (for a total of +3) and give them +2 Harmony.

You have the Cook Tweak and cook for a small dinner party. You get +3 Harmony, and they get +2 Harmony. Everyone also gets +2 Harmony for the small gathering. So you'd gain +5 Harmony and everyone else gets +4.

You have the Cook Tweak and prepare a dish for a festival (+10) honoring The Bright Ones (+5). You get +3 Harmony for cooking, others get +2 Harmony for enjoying your food, everyone gets +15 Harmony for the festival honoring The Bright Ones.



Casting Spells

Buggles carefully copied the arcane characters from the manual his master had given him into his own spell book. After months of training, his previous scrawl had become much more readable. He dipped his quill in the specially formulated ink again and finished the last character.

This chapter is for both players and the Narrator. It details the rules for learning, casting, and maintaining spells, as well as the descriptions of the spells available for use by each spell-casting profession.

There is a lot of latitude in the spell descriptions for interpretation by the players and Narrator alike. That was done on purpose. This is magic, not everything should be precisely spelled out. Keep to the spirit of the spells and be mindful of the relative power of each one, and you should be just fine.

What is Magic?

Magic is a part of the world, an energy that permeates everything. It's the power of creation that binds and sustains the physical world, the super-natural that gives the natural its form. It flows, like a river, continuously nourishing creation. It is the power of creation – a force much like wind, fire, or the sea.

Tapping this power interrupts its flow, siphoning it off and directing it someplace else. Using magic changes things. Those things aren't a part of The Bright Ones' Song, and spellcasters use that force in ways The Bright Ones didn't intend – changing one thing into another, altering the weather, causing earthquakes. Magic uses the power of the Gods for cheap parlor tricks and alters their WorldSong.

Those who use too much magic become a source of corruption. No one knows for certain how the Titans learned of magic and how to use it, though the Compact suggests it was the shadowy figure known as the Dark One, who taught men the secrets of metal, violence, and magic. How the First Favored learned of magic remains a mystery, as well, considering The Bright Ones' opinion on the matter. Perhaps it is some kind of test, placing temptation in the forest.

While magic can be a powerful tool, it can also lead to Disharmony and eventually becoming Dire. Wise Favored uses it sparingly.



Learning Spells

Spell-casting professions purchase their spells by permanently expending MP from their pool. Learning a Novice spell costs 1 MP, a Journeyman Spell costs 2 MP, an Adept Spell costs 3 MP, and learning a Master spell costs 4 MP. You can learn the appropriate spell by spending MP during character creation or between sessions.

The MP you spend on spells cannot be used to cast spells; purchasing spells permanently lowers your MP amount. So you need to balance out your versatility versus the number of spells you want cast before resting. You could either know many spells, but only be able to cast a few per day, or you could know two or three spells and cast them frequently.

Heroes should learn at least 3 spells for each of their spell casting professions during character creation.

LEARNING SPELLS COSTS

Novice	**1MP**
Journeyman	**2MP**
Adept	**3MP**
Master	**4MP**

Between sessions you can forget one or more spells to free up MP to learn new spells, or simply increase the size of your pool.

Rituals

Most spells can be cast using a single Action. Rituals, however, require more time and careful preparation. They cannot be cast in combat, and require the caster's total concentration; an attack on a spellcaster engaged in a ritual immediately foils the casting. Rituals can take anywhere from a few minutes to a few hours to complete. They typically require ceremonial objects as part of the casting. Lastly, rituals only affect targets in the immediate vicinity of the caster, unless otherwise stated.

As always, a ritual's casting time, material components, and area of effect depend on the Narrator's judgment.

Maintaining Spells

Whether it is Active (M/A) or Passive (M/P) a caster can only maintain a limited number of spells at the same time. The highest level of spells a caster can cast determines the number of spells that they can maintain at once, as summarized on the following table:

NUMBER OF SPELLS MAINTAINED	
Novice	**1**
Journeyman	**2**
Adept	**3**
Master	**4**

Mages who have the Familiar Tweak can maintain an extra spell.

Active (M/A) spells require the concentration of the caster to maintain. If the spellcaster suffers damage in combat, the Active spells he maintains immediately end. Passive (M/P) spells require much less from the caster and remain active until canceled or the caster falls unconscious.

Range

All spell ranges are line of sight. If you can see your target or the spell's destination point clearly, then you can affect it with a spell. For example, if you're standing on a hill, roof, or other high vantage point and you can see a goblin war-chief clearly, then you can target him with an offensive spell. However, it is up to the Narrator to define just what "clearly" means. This should depend on the nature of the spell.

As a general rule of thumb, spells that allow you to affect places beyond the range of line of sight have no range limit. Conversely, spells that only affect the caster have no range at all. Some spell descriptions clearly specify a range as part of the spell's effect. Otherwise, a spell's range and area of effect are up to the Narrator's interpretation. Let the spell's description, and common sense, be your guide.



Druid Spells

Druid spells alter nature while working within it. Druids have access to these spells at the appropriate level.

Novice Druid Spells

FLOATING LEAVES (2 MP, M/P)

The druid causes the target of this spell to fall slowly enough that they suffer no damage, no matter how high. The target is surrounded by a shower of falling leaves suitable for the region.

LIGHT THE WAY (2 MP)

The druid concentrates on a destination and a will-o-wisp materializes to guide the caster along the way. You must picture the destination in your mind as best you can, and the more details you include the more reliable the spell. The destination must actually exist, and cannot be generic. If the path is somehow confusing, the spell fails on an even roll on a 1d12 (the will-o-wisp hovers in one place).

SPEAK TO THE SMALL (2 MP, RITUAL, M/P)

The druid can talk to and understand any un-Awakened animal for as long as the spell is maintained. The information communicated by animals should be basic – "danger here," "mouse went that way," and so forth. Un-Awakened creatures often communicate in baffling ways to the Awakened, relying on impressions and emotions rather than true language.

SURESTRIDE (2 MP, M/P)

This spell allows the druid increase the movement rate of one subject. The subject gains +1 Speed and isn't slowed by rough terrain or overgrowth. Dense foliage, rough ground, and other obstacles momentarily move aside for you as you pass.

SUSTAIN (2 MP, M/P)

Once cast, so long as the spell is in effect, the subject doesn't have to eat or drink more than an acorn's worth of food or a thimble full of water in a day. Any ill effects from not eating or drinking take twice as long to affect you.

WHISPERTREAD (2 MP, M/P)

With this spell, the druid magically obscures any evidence of the subject's passing. You do not leave any tracks, no matter the terrain type, nor any other signs (such as broken branches or snapped twigs). Even in terrain such as snow or mud, you remain trackless, even to those with especially keen senses.

Journeyman Druid Spells

BEFRIEND WOODLAND CREATURE (4 MP)

The druid strengthens the Harmony of any natural, un-Awakened creature by speaking soothing, encouraging words. The subject creature befriends you, and becomes neutral if it's attitude is hostile. A befriended animal aids you within its abilities and nature, and it cannot follow complex instructions nor do control its actions. Any attempts to coerce the creature into an act that would gain them Disharmony immediately revokes the spell's effect.

CALL NATURE'S GUARDIAN (4 MP, RITUAL, M/P)

Because druids are the guardians of nature, they enjoy a close relationship with nature spirits (dryads, gnomes, and nymphs). With this spell, you invite any nature spirits in the area to come and join you for a chat. You must cast this spell near an appropriate natural feature (tree, rock, or water), and the spirit appears on an even roll on a 1d12. You have no control over its actions, nor are there any guarantees of safety (though it is neutrally disposed towards you).

EASE BLIGHT (4 MP, RITUAL)

By planting his Treestaff firmly on the ground and calling on the Primal Powers, the druid temporarily eases the corruption of the land caused by Disharmony. The area of effect can be no larger than the shade beneath an oak tree. For one day after the ritual is cast, reduce the amount of Disharmony an Unnatural location generates by 1d4. Some areas particularly strong in Disharmony actively resist this spell; the effects are left to the Narrator's imagination.

FRUITION (4 MP, RITUAL)

By firmly planting your Treestaff on the ground and calling on the appropriate Primal Power, the druid causes nearby plants to bloom and produce flowers, fruit, or nuts as applicable, no matter the season. The area of effect is equal to the size of a grove, centered on you. The harvest from these plants is especially nutritious and long-lasting, allowing them to be stored for longer periods of time.

SOOTHE STORM (2 MP, RITUAL)

The druid holds his Treestaff high above his head and commands the clouds above, thus allowing you to affect the weather in the local area. A raging storm can be calmed to a light rain, a light rain can be calmed to overcast skies, and overcast skies can be cleared. You can use this ritual multiple times in succession, and can be used in reverse (calm skies can be made overcast, overcast skies can produce light rain, and so forth).

THORNSTING (4 MP, M/A)

The druid causes underbrush and small plants in the immediate surrounding area to increase in size and sprout vicious thorns. Any creature moving through the thorn-field suffers 1 point of damage per round of movement through the area of effect. You and any allies you designate remain unaffected by this spell.

Adept Druid Spells

SOOTHE THE TROUBLED LAND (6 MP, RITUAL)

As with the Ease Blight spell, the druid uses his Treestaff to temporarily ease the Disharmony of the land. For one day after the ritual is cast, an Unnatural location generates only 1 point of Disharmony for those who enter it. Particularly strong areas of Disharmony may have hidden ways to fight back against this spell at the Narrator's discretion.

STINGING SWARM (6 MP)

You cause all manner of insects to swarm forth from the area around you, directed at a single target within line of sight. The swarm stings, bites, and distracts the target of this spell, causing them to lose his next Action and suffer 2 points of damage, which is unaffected by armor.

SUMMON NATURE'S GUARDIAN (6 MP, RITUAL, M/P)

It's said that every rock, tree, and brook has its own elemental spirit that resides within. With this spell, the druid coerces a dryad, gnome, or nymph to emerge from its natural abode. The summoned nature spirit is favorably disposed towards you (though not necessarily any companions) and will not attack you unless provoked. You do not control its actions, nor can you give it commands.

TANGLING TENDRILS (6 MP, M/A)

You animate the grass, trees, and other vegetation in the immediate area to twist and writhe, grabbing anything in the area and holding it fast. Tangling tendrils restrict any kind of movement, including spell-casting and fighting. Any creature attempting to break free escapes on an even roll on a 1d12, after which it may Move half its Speed or stand fast and take another Action. If it remains in the area of effect, it immediately becomes entangled again on the next round.

WOODLAND GIFT (6 MP, RITUAL)

Through this ritual, the druid magically calls natural, un-Awakened creatures from the surrounding fields and forests nearby. The creatures take a short time to arrive, and each brings a small offering of food to place at your feet before leaving again. Woodland gift generates enough food to satiate up to eight people.



Master Druid Spells

BEFRIEND NATURE'S GUARDIAN (8MP, M/P)

With this spell, the druid compels a dryad, gnome, or nymph to treat the caster as a trusted friend and ally. The nature spirit must either already be present, or called or summoned beforehand. You do not control its actions and its understanding is a bit… limited. But it will do the best it can to honor your requests, so long as they do not run counter to the nature spirit's well-being.

EYES OF THE FOREST (8 MP, RITUAL, M/A)

The druid enters a deep trance as you link with the Primal force of the forest. While you maintain this ritual, you cannot move or sense anything through your body. Your consciousness is able to flit from natural creature to natural creature within the bounds of the forest, seeing through their eyes.

FAERY FRIEND (8 MP, M/P)

You gain a permanent faery companion. This faery treats you as a trusted friend and ally, and does its best to follow instructions. Keep in mind, the faery is not an automaton and does its best to honor your requests, though they may interpret your instructions… creatively. You do not control its actions, and it does not take actions that run counter to its own well-being. You may only have one faery friend at a time, and lose half your hit points automatically should it be killed.

PASSAGE OF OAK (8 MP)

This spell allows you to touch a tree and step through it to another tree within the same forest one round later. You do not have to be able to see the destination tree at the time of casting. You may transport others in this way, one at a time, by touching both them and the tree at the same time. The target appears to merge with the tree seamlessly, though there is always some small evidence of their passing.

PURGE CORRUPTION (8 MP, RITUAL)

The druid cleanses all traces of Disharmony from an area, returning it to its natural Balanced state by use of this ritual. This state only becomes permanent if the source of Disharmony in the area is found and removed, otherwise the area slowly becomes Unnatural again. As with Ease Blight and Soothe the Troubled Land, strong areas of Disharmony may fight back.

WOODLAND SENTINEL (8 MP, RITUAL, M/P)

Through this powerful ritual, you Awaken the spirit of a tree, animating it, and creating a loyal, if somewhat large, servant and guardian. The Awakened tree does its best to protect you while you are within the bounds of the forest from which it came. If you leave the forest or stop maintaining the spell, the tree returns to its normal state. You can only maintain one woodland sentinel at a time.

Healing Spells

Healing spells restore lost hit points, remove illness, counteract poison, and provide other healthful benefits. Healers have access to these spells at the appropriate level.

Novice Healing Spells

CALL FORTH FROM THE BRINK (2 MP)

By magically intoning the subject's name, the healer instantly stabilizes the target of this spell. They stop losing hit points as per the dying rules on page 182. No roll is necessary. The subject is surrounded in a faint aura of light. Any further damage to the target causes them to begin lose hit points once more.

CALM STREAMS' RESPITE (4 MP)

A pair of smoky tendrils, smelling faintly of lavender and sandalwood come from the hands of the healer and surround the subject of this spell. The target feels as though they've had a full night's rest and becomes "rested," which restores his HP to his "rested" level (half max, rounded up).

GIRD WITH THE BEAR'S MIGHT (4 MP, M/P)

When cast, you increase the target's current and maximum hit points by +3 plus your level. The target of this spell visibly toughens and grows slightly larger, lending them an intimidating aspect.

PANACEA (2 MP)

With this spell, you neutralize any poison or venom in the target's system automatically. The subject will be ill for several minutes as their system purges the toxins. For additional MP, the healer may *destroy* a single dose of a toxin outside of a living body; for example, a gallon of water could be cleansed of impurities and made safe to drink.

REWEAVE THE FLESH (2 MP, RITUAL)

The healer lays hands upon the injured subject, while calling on The Bright Ones to reweave wounds and injured body parts. You heal the subject for a number of hit points equal to 1d8 + your level. This ritual requires a clean space and at least 10 minutes' time.

THATCHING (4 MP)

A pair of glowing tendrils emerge from the healer's hands when this spell is cast, enveloping the target in bands of glowing light. The light that surrounds them causes the target to recover a number of hit points equal to 1d6 + the healer's level. After this spell is cast, the target is temporarily ravenous, and needs to consume twice as much food at their next meal.

VIGOR (4 MP, RITUAL)

With this ritual, the caster infuses the subject with enervating magical energy which strengthens their overall health and well-being and increases their ability to resist disease, illness, and poison. The subject gains a +3 bonus to all Fortitude Saves for the next day.

Journeyman Healing Spells

BESTOW THE OAK'S STRENGTH (6 MP, M/P)

This spell causes the subject's body to grow harder and tougher, with patterning reminiscent of an oak tree's bark. The target increases their current and maximum hit points by +6 plus the caster's level.

INVIGORATING BREEZE (8 MP)

A wave of healing energy flows from the caster in all directions, accompanied by a strong breeze that smells faintly of fresh-mown grass. All allies in the immediate surrounding area heal a number of hit points equal to 1d6 + the healer's level.

PALLIATIVE (6 MP)

As per the Thatching spell, the caster sends healing energy to a target creature, healing a number of hit points equal to 1d6 + twice the healer's level. The target must consume more food at their next meal – three times as much.

PURGE PEST (4 MP, RITUAL)

This ritual sends positive energy through the subject's body, purging them of any and all diseases with which they may be currently afflicted. The spell is accompanied by the strong scent of garlic, which leaves the subject nauseated for several minutes before fully recovering.

THE STARFISH'S SECRET (6 MP, RITUAL)

This ritual causes any severed or damaged limbs on the target to regrow, returning the limb to full usability. This cannot repair a severed head. The ritual requires the healer make an effigy of the limb to be restored from green wood, fresh earth, and living vines, which is attached to the subject's afflicted area.

TRUTH OF THE EARTH (4 MP, RITUAL)

This ritual calls upon the healing energy of the land itself to restore a subject to heal and repair any wounds they may have suffered. The healer redirects the magical energy from nearby ley lines to heal the subject for a number of hit points equal to 1d8 + twice the caster's level.



Adept Healing Spells

EMPOWERED THATCHING (8 MP)

As per the Thatching spell, the caster sends healing energy to a target creature, healing a number of hit points equal to 1d6 + three times the healer's level. The subject must consume twice as much food for the *day*, rather than a single meal.

GARDEN OF THE FLESH (6 MP, RITUAL)

This ritual requires the attendance of at least two of the subject's comrades or family, as they soothe and comfort the subject while the healer works. Over the course of the ritual, plants magically grow to envelop the subject and remove any injuries. The subject heals a number of hit points equal to 1d8 + three times the healer's level.

THE MOUNTAIN'S ENDURANCE (8 MP, M/P)

With this spell, the healer causes the subject's body to grow harder and tougher, taking on a gray pallor and becoming more rock-like. The subject increases their current and maximum hit points by +9 plus the healer's level.

RECALL SPIRIT (8 MP, RITUAL)

This ritual implores the spirit of a fallen comrade to return to the world for a short period and answer questions about his mortal form. The ritual requires that the target's body be intact (or the subject of healing spells to remove their wounds); the body must be ritually prepared with certain inks and paints. Upon the completion of the ritual, the spirit returns to answer up to four questions before returning to the void.

RESTORATIVE STORM (10 MP)

A wave of healing energy flows in all directions from you, accompanied by a strong wind that smells faintly of gardenias. All allies in the immediate surrounding area heal a number of hit points equal to 1d6 + twice the caster's level.



Master Healing Spells

THE EARTH ABIDES (10 MP, M/P)
The healer suffuses the subject's body with magical energy drawn from the land itself. The subject is not able to take any aggressive or Disharmonious actions while the healer maintains the spell, but may retreat or defend themselves. The subject increases their current and maximum hit points by +12 plus the healer's level.

MASTER'S RESTORATION (8 MP, RITUAL)
This ritual sends positive energy through the subject's body, cleansing them of all ills, relieving the effects of poison, disease, fatigue, and all damage. The spell is accompanied by the strong scent of ozone, as though lightning struck close by.

POWER OF THE HEARTHSTONE (8 MP +1 MP PER TARGET, M/P)
The healer invokes memories of hearth and home, magically strengthening the resolve of those around him. This spell increases the current and maximum hit points of every target in the immediate surrounding area by +8 plus the healer's level.

PLAGUEBANE (8 MP +1 MP PER TARGET)
This spell cures any diseases afflicting anyone within your line of sight in the immediate area. During its casting, you are momentarily afflicted with the disease you purge, and are unable to take any actions other than maintaining the spell. If the spell is somehow interrupted, your body is wracked with disease spirits, and lose 1 point of Harmony (no Save).

RESTORATIVE VORTEX (12 MP)
A wave of healing energy flows in all directions from you, accompanied by a glowing tornado of restorative energies. All allies in the immediate surrounding area heal a number of hit points equal to 1d6 + three times the healer's level. Further, any Dire or Unnatural creatures are repulsed by the wave and lose their next Action.

TRUE PANACEA (8 MP +1 MP PER TARGET)
This spell neutralizes any poison or venom afflicting anyone within your line of sight in the surrounding area. As with the Panacea spell, the caster may also remove poisons from liquids such as water at the rate of 10 gallons per additional MP spent.

TRUE THATCHING (10 MP)
As per the Thatching spell, the caster sends healing energy to a target creature, healing a number of hit points equal to 1d6 + four times the caster's level. The subject does not have to consume additional amount of food after benefitting from this spell.

Priest Spells

Priest spells protect, aid, and generally affect Harmony. Priests have access to these spells at the appropriate level.

Novice Priest Spells

BLESS (4 MP, RITUAL, M/P)

The priest presents his holy symbol and blesses the target, filling them with determination. The target gets a +3 to any Test, Save or attack die roll less than 6 (so a result of 4 would become a 7 before any additional bonuses).

IMPOSE BALANCE (4 MP, RITUAL, M/P)

With this ritual, the priest recites prayers to The Bright Ones, calling on them to protect the subject from transgressions. If the target drops below 0 Harmony he remains in a state of Balance instead of falling into Discord.

INSPIRE GRACE (4 MP, RITUAL, M/P)

As with Impose Balance, the priest calls upon the grace of The Bright Ones in prayer, affecting one target. If the target is currently in a state of Balance, he achieves Grace instead. Both Impose Balance and Inspire Grace can be used on the same target, allowing him to retain Grace no matter what his Harmony score is.

LIGHT OF HARMONY (4 MP + 1 HARMONY)

This spell shines a beam of pure Harmony at the chosen target. An Unnatural or Dire target suffers 2d4 damage, which is not affected by armor. This costs you 1 point of Harmony (no Save).

PRAYER TO THE BRIGHT ONES (4 MP, RITUAL)

This is the basic prayer to The Bright Ones, often used during all ceremonies to ask them for their forgiveness and blessings. Each ally in the immediate area who participates in the prayer gains +1 Harmony.

RADIANT HARMONY (4 MP, M/P)

With this spell, the target glows with a light that is painful to Unnatural and Dire creatures. They hesitate to approach and, if they do, must succeed at a 1d12 roll of 6+ in order to attack.

RECOVER HARMONY (4 MP, RITUAL)

The priest sits quietly, meditating on the nature of The Bright Ones in an attempt to refresh his spirit. This takes 30 minutes of contemplation, during which you can not be interrupted. You recover +6 Harmony. This ritual can only be used once per day.

RESTORE HARMONY (6 MP, RITUAL)

The Restore Harmony ritual fills your allies with resolve. Each ally participating in the ritual recovers +3 Harmony. This spell does not work on you, only others.

Journeyman Priest Spells

BESTOW GLIMMER OF CLARITY (6 MP, M/P)
You summon a glimmer of The Bright Ones, which follows the target. The glimmer glows softly and radiates a feeling of contentment. As long as the glimmer is present, the recipient gains a +2 on Tests, Saves, and attacks.

BESTOW GLIMMER OF FAITH (6 MP, M/P)
You summon a glimmer of The Bright Ones, which follows the target. The glimmer glows softly and smells of incense. As long as the glimmer is present, the target receives a +3 bonus on Willpower Saves.

BESTOW GLIMMER OF GRACE (6 MP, M/P)
You summon a glimmer of the Bright Ones. The glimmer glows brightly and radiates a feeling of peace. While present, the recipient maintains a state of Grace regardless of their current Harmony.

BLESSING CHANT (6 MP +1 MP PER TARGET, M/A)
You chant praises and songs to The Bright Ones, giving all allies within range of your voice a +3 bonus to any Tests, Saves, or attack Action die rolls less than 6 (so a result of 4 would become a 7 before any bonuses). You cannot cast any other spells or carry on a conversation while maintaining this spell.

CASTIGATE THE UNNATURAL (6 MP)
You invoke The Bright Ones to lash out at creatures of darkness. All Unnatural or Dire creatures within your line of sight are repelled. Each creature affected staggers backward at half its Speed and loses any other Actions for the round.

CLEANSING LIGHT (8 MP + 2 HARMONY)
This spell causes a cone of the pure light of Harmony to project forth from your hand. All Unnatural or Dire creatures in the cone take 2d4 damage, which is unaffected by armor. This spell costs the priest 2 points of Harmony (no Save).

PETITION THE BRIGHT ONES (6 MP, RITUAL)
The priest leads allies in the immediate area in a recitation of all the things for which they are thankful, and oftentimes the light of The Bright Ones appears above the assembled. This ritual allows all allies in the immediate area who participate in the prayer to recover +2 Harmony.

THE TRUTH OF HARMONY (8 MP, RITUAL)
By reciting appropriate stories from the Compact, you fill your allies with a sense of conviction. The target of this ritual recovers +5 Harmony. This will not work on you, only others.

Adept Priest Spells

BRILLIANT RAY (8 MP + 3 HARMONY)

This spell causes a ray of the pure light of Harmony to project forth from your hand. Any Unnatural or Dire creatures struck by the ray suffer 2d8 damage, which is not affected by armor. This spell costs the caster 3 points of Harmony (no Save).

CENTERING (8 MP, RITUAL)

As with Recover Harmony, the priest attempts to refresh his spirit. You atone for any actions which may have led to Disharmony or brought shame to The Bright Ones, and recover +12 Harmony. This requires at least 30 minutes of prayer and reflection. This spell can only be used once a day.

HEARTH AND HOME (10 MP, RITUAL)

With this ritual, the participants recall the blessings they've been given by The Bright Ones – the gifts of friends, family, hearth, and home. The target of this ritual recovers +7 Harmony. This will not work on you, only others.

INTERCESSION (10 MP, M/A)

You force a Dire creature to consider the Will of The Bright Ones on an even roll on a 1d12. As long as you maintain the spell, the targeted creature cannot attack and will listen to you or other characters, thus giving you a chance to Celebrate with the Dire and lead them back to Balance. This should be handled through role-play between the players and the Narrator. This spell may only be attempted once on the creature.

RECEIVE GRACE (8 MP, RITUAL)

The priest leads allies in the immediate area to rebuke the Titans and their works, and lament their fall. This ritual allows all allies in the immediate area who participate in the prayer to recover +3 Harmony.

SACRED GROUND (8 MP, M/P)

The priest holds his holy symbol high and calls upon The Bright Ones to abjure Dire and Unnatural creatures. The immediate surrounding area is suffused with the a bright, cleansing light that the Unnatural and Dire will not willingly enter.

VOICE OF THE BRIGHT ONES (8 MP, M/P)

While you maintain this spell, your voice becomes more resonant and your words more convincing. Anyone hearing you will be inclined to listen and take you words to heart. While maintaining this spell, you cannot dissemble or lie, or the effect immediately ceases.

Master Priest Spells

BRIGHT ONES' INTERCESSION (10 MP, RITUAL)
You lead a ritual in which you call upon The Bright Ones to banish Disharmony from the hearts and minds of the participants. This ritual allows all allies in the immediate area who participate in the prayer to recover +6 Harmony.

CALL SPARK OF CLARITY (10 MP, M/P)
You summons a spark of The Bright Ones. The spark glows brightly and radiates a feeling of accomplishment. While present, the spark affects all allies within a 20 foot radius, granting them a +2 to all Test, Save and attack rolls. The spark follows the priest, hovering near your shoulder.

CALL SPARK OF FAITH (10 MP, M/P)
You summon a spark of The Bright Ones. The spark glows brightly and smells of incense. While present, the spark affects all allies within a 20 foot radius, granting them a +3 on all Willpower Saves. The spark follows the priest, hovering near your shoulder.

CALL SPARK OF GRACE (10 MP, M/P)
You summon a Spark of the Bright Ones. The spark glows brightly and radiates a feeling of contentment. While present, the spark affects all allies within a 20 foot radius, allowing them to maintain a state of Grace regardless of their current Harmony. The spark follows priest, hovering near your shoulder.

LIGHT OF DAY (10 MP + 4 HARMONY)
By forcefully presenting your holy symbol and calling upon the might of The Bright Ones, the priest floods the immediate surrounding area with the pure light of Harmony. All Unnatural and Dire creatures in the vicinity suffer 2d8 points of damage, which is unaffected by armor. The spell costs you 4 points of Harmony (no Save).

RECEIVE THE BRIGHT ONES (12 MP, RITUAL)
You call upon The Bright Ones to intercede in the life of the target. The target of this ritual recovers +9 Harmony. This will not work on you, only others.

SAVING GRACE (10 MP, M/A)
This spell forces a targeted Dire creature to consider the Will of The Bright Ones. As long as you maintain the spell, the targeted creature cannot attack and will listen to you or other characters, giving you a chance to Celebrate with them and lead them back to Balance. This should be handled through role-play between the players and Narrator (perhaps even as a Celebration). This spell may only be attempted once on the creature.

Sorcery Spells

A sorcerer's spells are direct and often violent, making the sorcerer more susceptible to Disharmony. Sorcerers have access to this spell list at the appropriate level.

Novice Sorcery Spells

ASSUME TITANS' SHADOW (4 MP, RITUAL, M/P)

This spell creates a shadowy aura that protects the sorcerer from damage. This armor has a value of 1. It doesn't stack with actual armor or armor granted by other means (such as the hedgehog's species trait). In these cases, use the best armor value available.

BOLT SWARM (4 MP, M/A)

The sorcerer conjures a half dozen tiny energy bolts that swarm around a chosen target. Beginning the round after the spell is cast, the swarm attacks every round, inflicting 1d4 damage, which is unaffected by armor. The swarm cannot change targets once conjured.

DEFLECTION (4 MP, RITUAL, M/P)

With this ritual, the sorcerer adds +1 Defense to himself or someone else as long as he maintains the effect. This spell magically deflects incoming attacks, both melee and ranged.

FRACTURE (4 MP)

A burst of magical energy strikes an inanimate object, shattering it as though it were brittle. Unenchanted objects resist the spell on an even roll of 1d12. Magic items cannot be affected.

REND SORCERY (4 MP, RITUAL, M/P)

This spell blocks a number of points of spell damage equal to your MP/level stat (i.e., a character who gets 7 MP/level gets a 7 point ward). Remove any damage caused by spells from the spell ward first, then apply any additional damage to your hit points. For example, if you have a 7 point spell ward and suffer 4 damage from a spell, apply the damage to the spell ward, reducing it to 3 points. If you are then hit for 5 spell damage, this spell blocks 3 points, and the remaining 2 points affect you.

SLASH (2 MP)

When cast, this spell conjures a shimmering blade of force just long enough for you to make one melee attack, as though wielding a sword. This counts as a normal attack Action for all intents and purposes, as though you were using a physical sword (include your Fight bonus). If you hit, you inflict 1d8 damage.

TITANS' SHOCK (2 MP)

The sorcerer creates a thunderclap that startles a target creature. The target loses their next Action. This has no effect on Leaders or Named characters, or large monsters.

Journeyman Sorcery Spells

ASPECT OF THE TITANS (6 MP, RITUAL, M/P)
As Assume Titans' Shadow, only the phantasmal aura is more distinct, and distinctly warlike. This armor has a value of 2.

BLAST (4 MP)
The sorcerer causes a blast of magical energy from either his hands or spellstaff directed at any nearby opponent within line of sight. No attack Test is necessary. This blast inflicts 2d6 points of damage, but the target's armor rating still applies, as normal.

DIVERT HARM (6 MP, RITUAL, M/P)
With this ritual, the sorcerer adds +2 Defense to himself or someone else as long as he maintains the effect. This spell magically deflects incoming attacks, both melee and ranged.

HORNET SWARM (6 MP, M/A)
The sorcerer conjures dozens of tiny energy bolts that swarm through a small, designated area for as long as he actively maintains the spell. Beginning the round after the spell is cast, one bolt attacks every opponent within the area of effect, inflicting 1d4 damage, which is unaffected by armor. The swarm remains in a static area and cannot be moved.

KNOCKDOWN (6 MP)
The sorcerer raps his spellstaff on the ground while uttering the command word, sending out a wave of concussive force that knocks a single target off its feet. Large creatures remain standing on an even roll on 1d12, but cannot Move their next turn.

RED IN TOOTH AND CLAW (4MP, M/A)
When cast, this spell conjures a shimmering blade of force long enough for you to make melee attacks, as though wielding a sword. For as long as you actively maintain the spell, you can attack once per round with this spectral weapon. Treat this as a normal attack Action (add your Fight bonus). It inflicts 1d8 points of damage.

SORCERER'S BEDEVILMENT (4 MP, RITUAL, M/P)
As per the Rend Sorcery spell, this blocks a number of points of spell damage equal to two times the caster's MP/level stat (i.e., a character who gets 7 MP/level gets a 14 point ward). Apply damage to the ward first.

SMASH (4 MP)
A burst of magical energy strikes an inanimate object, shattering it as though it were brittle. Unenchanted objects are smashed automatically. Common magic items resist the spell on an even roll on a 1d12. Items with greater enchantments are not affected.

Adept Sorcery Spells

DESOLATION (12 MP)
This spell creates a large blast of magical energy centered on the sorcerer that affects all creatures within the immediate area. It inflicts 2d6 damage to each target. No attack Test is needed, but subtract for armor as normal.

SHATTER (8 MP)
A burst of magical energy strikes an inanimate object, shattering it as though it were brittle. Unenchanted objects and Common magic items are smashed automatically. Uncommon magic items resist the spell on an even roll on a 1d12. Items with greater enchantments are not affected.

SORCEROUS SCHISM (6 MP, RITUAL, M/P)
This ritual blocks a number of points of spell damage equal to three times your MP/level stat (i.e., a character who get 7 MP/level gets a 21 point ward). Apply spell damage to the ward first, as per the Rend Sorcery spell.

TITANS' CUIRASS (8 MP, RITUAL, M/P)
This ritual surrounds the sorcerer with phantasmal armor with a value of 3. The armor appears in the form of something known as a "cuirass," a type of Titan armor.

TITANS' FIRE (6 MP)
The sorcerer conjures a burst of eldritch fire that unerringly strikes a chosen target within line of sight, causing 6 points of damage, which are unaffected by armor.

TITANS' SCUTUM (8 MP, RITUAL, M/P)
With this ritual, the sorcerer adds +3 Defense to himself or someone else as long as he maintains the effect. This spell magically deflects incoming attacks, both melee and ranged.

THUNDERCLAP (12 MP)
The sorcerer raps his spellstaff on the ground while uttering the command word, creating a wave of concussive force that affects every creature within a 5 foot radius. Each creature is pushed back 5 feet and knocked down (no Save). Large creatures remain in place on an even roll on a 1d12, but are still knocked down.



Master Sorcery Spells

CONTEMPTUOUS DEFENSE (10 MP, RITUAL, M/P)
With this ritual, the sorcerer adds +4 Defense to himself or someone else as long as he maintains the effect. This spell magically deflects incoming attacks, both melee and ranged.

OBLITERATE (10 MP)
A burst of magical energy strikes an inanimate object, shattering it as though it were brittle. Unenchanted objects, and Common and Uncommon magic items are smashed automatically. Rare magic items resist the spell on an even roll on a 1d12. Items with greater enchantments are not affected.

ELEMENTAL DESOLATION (12 MP)
The sorcerer conjures a burst of elemental energy, the type of which is determined by the caster. The bolt unerringly strikes the chosen target as long as you can see him clearly and he is within line of sight, causing 2d6 damage along with an appropriate elemental effect. See the elemental effect table.

THRON'S BREASTPLATE (10 MP, RITUAL, M/P)
This ritual creates nearly solid-seeming armor with a value of 4. According to legend, it appears as an ornate breastplate worn by a Titan warlord named Thron.

TITANS' CANNONADE (8 MP)
The sorcerer conjures a blast of magical energy that unerringly strikes a chosen target within line of sight, causing 8 points of damage, which are unaffected by armor.

TITANSTORM (14 MP, M/A)
The sorcerer conjures dozens of tiny energy bolts that swarm through a small, designated area for as long as he actively maintains the spell. Beginning the round after the spell is cast, one bolt attacks every opponent within the area of effect, inflicting 2d6 damage, which is unaffected by armor. The swarm remains in a static area and cannot be moved.

RENDER SORCERY UNTO OBLIVION (8 MP, RITUAL, M/P)
This spell blocks a number of points of spell damage equal to four times your MP/level stat (i.e., a character who get 7 MP/level gets a 28 point ward). Subtract spell damage from this ward first, as per the Rend Sorcery spell.

TITANS' PHALANX (12 MP, M/A)
This spell creates a free-standing wall of blades composed of shimmering magical energy that covers an area of 5 feet by 10 feet. The blades strike at any creature that attempts to pass through the area of the wall, inflicting 1d8 damage, which is affected by armor. Creatures attempting to pass through the wall are pushed back by the blow on an even roll on a 1d12.

Wizard Spells

Wizard spells have broader applications than those of the sorcerer, providing them with more versatility and usefulness. Wizards gain access to the wizard spell list at the appropriate level.

Novice Wizard Spells

CONJURE (2 MP)

This spell calls a small, unremarkable object into the wizard's hand. It is normal in all ways, but must be able to fit into your hand. Best not to think about where the spell got it. It's magic! Conjured food sustains life, but not well. Tea and honey end up tasting particularly nasty.

CONJURER'S TORCH (2 MP, M/A)

With this spell, the wizard conjures a ball of light that gives off the same illumination as a torch. It moves where directed, and can be dimmed to no more than a spark, so long is it stays within 10 feet of you.

THE GOOD EYE (2 MP, M/P)

So long as you maintain the spell, you can see the presence of magic as a faint glow. This won't give any additional information, and the glow is the same brightness no matter how powerful the target magic. It works on magical items, as well as enchanted animals or places. This spell is not triggered by magic whose purpose is to conceal or misdirect, so an invisible object wouldn't give itself away by the glow of it's magic.

MIRAGE (2 MP, M/A)

The wizard creates a simple illusion so long as it is actively maintained. It can't be bigger than a small cart, can't be very complicated or detailed, and it can't move quickly. No matter what is shown, the illusion glows slightly, so it is obvious that it isn't real. This is a visual illusion only and can't make any sounds.

REVEAL (2 MP)

This spell reveals any magically concealed objects or creatures within 10 feet of the wizard. The spell reveals something hidden by conventional means, like a sneaky rat or secret door on an even roll on a 1d12.

WARDEN'S SCREAM (4 MP, RITUAL, M/P)

The wizard places a mark that either glows brightly or issues a high pitched whine for several seconds when some simple condition is met (activate when someone passes this tree, for example). The condition cannot require special skills or senses (you can't ask it to trigger when someone with bad intentions comes near). If it is at all confusing, the spell fails on an even roll on a 1d12.

Journeyman Wizard Spells

ANIMATE (4 MP, M/A, TOUCH)
You temporarily animate a non-magical object and control its actions with your mind. The object cannot be larger than you. Under the effects of this spell, chairs dance, brooms sweep, and coat racks take your coat for you.

BARRIER (4 MP, M/A)
This spell creates a barrier of force within your line of sight. The barrier must have something to anchor to on each end, such as the edges of a doorway or two trees. While you maintain the barrier, nothing may pass through it. The barrier can be attacked and collapses after sustaining damage equal to your MP/level stat. This spell can be targeted up to thirty feet from you.

CHARM (4 MP, M/A)
The charm spell allows you to enhance your standing in the eyes of the target. The spell succeeds on an even roll on a 1d12. If successful, the target views you as a friend and will do nothing to harm you. This effect lasts as long as you maintain the spell, or until you take hostile Action against the target.

CONCEAL (4 MP M/A)
With this spell, you cause yourself or a person you touch to disappear from view, including any gear worn or carried. The target remains invisible as long as you maintain the spell, or until they take a hostile Action. You or the target can still be detected by sound or smell.

HALLUCINATION (4 MP, M/A)
The wizard creates a comprehensive illusion that affects both sight and hearing. The illusion cannot be larger than a small cart, but can be extremely detailed and complicated, giving it the semblance of life. You must actively control the illusion and remain within line of sight. Viewers of the illusion have a chance of detecting it's true nature on an even roll on a 1d12. Touch always reveals the illusion to be false.

LEVITATE (4 MP, M/A)
With this spell, you can render yourself, or someone else, weightless. While you maintain the spell, you control how far above ground the spell's subject floats. You cannot cause any lateral movement through the spell, but the target can be moved physically in any direction.

WHISPERING WIND (4 MP)
After casting this spell, you whisper a short message, which is carried on the wind to your intended recipient. The spell may only target someone the wizard knows, and distance is not a factor.

Adept Wizard Spells

BECOME AS SPIRIT (6 MP, M/A)
An improved version of the Conceal spell, this spell grants invisibility and silent movement to you or someone else within line of sight. The spell remains in effect for as long as you maintain it, or until the target takes a hostile Action.

BREATHE AS THE FISH (6 MP, RITUAL, M/P)
This ritual temporarily grants you, or someone else, the ability to breathe underwater. It does not grant any special ability to swim or see through murky water.

CONFUSION (6 MP, M/A)
You cause one creature in line of sight to become confused and unable to act, so long as you maintain the spell. The target stands and looks around, or wanders aimlessly, but still acts to defend itself. Leaders, Named characters, and large monsters automatically receive a Challenging (8) Willpower Save. Directing an attack against a confused creature allows it to break the spell on an even roll on a 1d12.

DELIRIUM (6 MP, M/A)
This spell creates a comprehensive illusion that affects both sight and hearing. The illusion cannot be larger than a house, but can be extremely detailed and complicated, giving it the semblance of life. You must actively control the illusion and remain within line of sight. Viewers of the illusion have a chance of detecting its true nature on an even roll on a 1d12. Touch always reveals the illusion to be false.

HAND OF GLORY (6MP, M/A)
This spell causes one target to fall into a deep, magical slumber from which they cannot be awakened for as long as the caster maintains the effect. Heroes, Leaders, and large monsters receive a Challenging (8) Willpower save to resist.

SUMMON TERRIBLE DARKNESS (6 MP, M/A)
You create a cloud of darkness in a 15 foot radius around you, which is impenetrable to sight to anyone other than you. You may grant temporary ability to see through the darkness to anyone you touch.

THE TRUE EYE (6 MP, M/P)
While under the effect of this spell, you are able to see through all illusions of Adept level or lower, and see through Master level illusions on an even roll on a 1d12.

WIND WALK (6 MP, RITUAL, M/P)
This ritual grants you with the ability to literally walk on air. This is not flight; you are able to walk on the air as if it was a solid surface. You retain your normal movement rate.

Master Wizard Spells

AMOK (8 MP +1 PER TARGET, M/A)

You cause up to six subjects in line of sight to become confused and unable to act for as long as you maintain the spell. The targets stand and look around or wander aimlessly, but continue to act in self-defense. Leaders and Named characters, or large monsters receive a Challenging (8) Willpower Save. Directing an attack against confused creature allows it to break the enchantment on an even roll on a 1d12. This spell can be targeted up to thirty feet from you.

BECOME UNTO SHADOWS AND FOG (8 MP +1 PER TARGET, M/A)

As with the Conceal spell, this spell grants invisibility and silence to you and up to six others you designate.

DELUDE (8 MP, M/A)

This spell creates a comprehensive illusion which affects both sight and hearing. The illusion can be large enough to cover a small town, and can be extremely detailed and complicated, giving it the semblance of life. You must actively control the illusion and remain within line of sight. Viewers of the illusion detect that it is not real on an even roll on a 1d12. Touching the illusion always reveals it to be false.

IMPRISON MAGIC (8 MP, M/P)

This spell absorbs the next spell targeted at you on an even roll on a 1d12, and converts it into MP which you immediately add to your MP pool.

SPECTRAL FORCE (8 MP, M/A)

This spell creates a comprehensive illusion which affects sight, hearing, and touch. The illusion is so detailed and convincing that anyone venturing to touch it convinces themselves that it is actually real. The illusion cannot be larger than a small cart, must be in your line of sight, and you must maintain the illusion.

TRANSFER MAGIC (8 MP)

This spell allows you to transfer up to half of your available MP to another spellcaster in the immediate vicinity and within line of sight.



Experience

Just like any other kind of game, a roleplaying game has "winners," though not in the traditional sense of the word. If you finish the story successfully – you defeat the monster or save the town – you "win." But if you don't – the monster lives to fight another day or the town suffers some catastrophe – that doesn't necessarily mean you "lose," either. The goal is to tell a good story.

Unlike other kinds of games, once a game session is over that doesn't mean it's really over, either. Once you reach the story's end, you can tell other stories with the same cast of characters and link them together to tell the tale of your character's life. And just like really good stories, over time your characters grow and develop.

The way we do these things is through experience points and levels. Your character's overall ability is defined by his or her level. You start at Level 0, but can advance as high as level 14. Each time you "level up," your character gets better at what they can already do or learn new things. You'll get more hit points and magic points, and acquire new professional abilities.

Earning Experience

Experience points measure your program from level to level. At the end of each play session, the Narrator hands out experience points based on what your Hero did during the game. There are all kinds of ways to earn experience points, from simply defeating the villain to being the most entertaining player at the table. We encourage the Narrator to be creative; if you think something deserves a reward, give the player some experience points.

Some of the ways you can gain experience are:

Base Awards

These are experience points the Narrator awards everyone for showing up and participating. Sometimes, not everyone has a chance to shine – your barbarian/druid didn't have much to do this session, for example. But you should still get some experience just for coming to the session. Everyone gets this base award no matter what their character did, with the Narrator adding to it from other categories. These are non-cumulative.

Short or Uneventful Session: Generally, a good roleplaying session lasts between 4-5 hours and is filled with action and events. However, sometimes not everyone can play for that long (or nothing particularly eventful happens during the session). Maybe all you got to do is roleplay a conversation with a loris scholar and never got to the fight with the tower guards. In this case, everyone gets a few experience points.

Standard Session: You all get together and play a session of the *Cairn RPG*. A lot of things happen and everyone has a good time. This is the standard award for a typical night of gaming.

Extra-long or Eventful Session: Just as you can play for a short time, you can play an extended session that lasts a long time. You get a lot of stuff done, or maybe even play through the entire story in one sitting. Or something meaningful happens that advances the story. Maybe the group befriends a powerful ally or finds an important clue. In these cases, the Narrator should award more experience as the base award.

Resolution: Every story has an end. The princess is rescued. The evil wizard is defeated. Everyone returns home to tell tales of glory, rest up, and get back to everyday life. Each session is typically part of a much larger, over-arching story. When you wrap up a story arc, like finally confronting the Dire mole villain who's behind the whole adventure in the first place, you get this award.

Epic Resolution: This is like resolution, but larger-than-life. The Heroes end the story in a truly exciting or surprising way – something unexpected. This is the sort of conclusion your and your friends will talk about for years to come. In this case, the base award should reflect such memorable deeds.

Individual Awards

These experience point awards are handed out by the Narrator on an individual basis depending on each character's actions during the session. Did the mouse lead the charge against the rat bandits? Did the hedgehog stand up to the Dire weasel? Did the curious squirrel find the secret door? Then they deserve a little extra reward. These are cumulative, adding to the base award. Often times, it's best to hand these awards out when the action occurs, so you don't forget it later.

Important Action: Something your Hero does is vital to the story. This is similar to the eventful session award, only on an individual basis. You figure out the dragon's riddle, find the secret door into the wizard's lair, or befriend the hostile ripper. If it somehow advances the story in some way (or spins the action in a new, expected direction), then the Narrator should reward your deeds.

Individual Action: Your Hero does something he or she is supposed to do. This is usually tied to your Hero's species and profession. Rogues sneak, wizards cast spells, scholars study things. You use something written down on your character sheet – an ability or trait – that adds to the action or advances the story.

Good Roleplaying: This is hard to define, but easy to recognize. Generally, it means being true to the character you've created. For example, if you say you're playing a brave mouse, then he should stand up to the town bully (even if he's three times your size). That's good roleplaying. Similarly, if you're playing a cowardly hedgehog, but you finally muster your courage, then that can be good roleplaying, too. It has to feel right. If you roleplay your Hero well and stay in character, then you should get this award.

Good Sport: This is an award for the players' actions at the table (yes, *you*). Were you helpful? Did you help create a good story? Did you contribute ideas? Enthusiastic, engaged players earn extra experience for helping everyone have a good time.

Awarded by Group

The Narrator isn't the only one who hands out experience points. You all, as a group, can get in on the action and hand out these awards. Think of them as a way to reward your fellow players for contributing to the good time.

Best Idea: The person who had the best idea during the session gets this award. It can be for anything – figuring out a puzzle, coming up with a successful plan, even giving the Narrator an idea that he uses in the game.

Most Entertaining: In addition to being "games," roleplaying games are also improvisational theater and cooperative storytelling. This is similar to the good sport award handed out by the Narrator. The group should decide who the most entertaining character was for the session and give them a reward.

Most Memorable Deed: Sometimes, your Hero will pull off something memorable. The kind of thing that everyone talks about years later. It could be that time the mouse slew the one-eyed dragon single-handedly. It could be the result of the luck of the dice. Or it might be something funny. The deed doesn't even have to be successful. It just has to be unforgettable.

EXPERIENCE POINT AWARDS

Base Award

Unusually Short/Uneventful Session 2 pts.

Standard Session 4 pts.

Extra Long/Eventful Session 8 pts.

Resolution 6 pts.

Epic Resolution 10 pts.

Individual Awards

Important Action +2

Individual Action +1

Good Roleplaying +3

Good Sport +2

Awarded by Group

Best Idea +2

Most Entertaining +2

Most Memorable Deed +2

Gaining a Level

When you collect a specific number of experience points, you increase in level. This is called "leveling up." Your character gets better at what he or she does. Your Hero's hit points, magic points, and other statistics go up. They also get to add new professional abilities.

LEVEL PROGRESSION TABLE

	XP	Profession Abilities
Lvl 0	0	**Primary A/Secondary A**
Lvl 1	10	**Primary B**/Secondary A
Lvl 2	20	Primary B/ **Secondary B**
Lvl 3	35	**Primary C**/ Secondary B
Lvl 4	50	Primary C/ **Secondary C**
Lvl 5	70	**Primary D**/ Secondary C
Lvl 6	90	Primary D/ **Secondary D**
Lvl 7	115	**Primary E**/ Secondary D
Lvl 8	140	Primary E/ **Secondary E**
Lvl 9	170	**Primary F**/ Secondary E
Lvl 10	200	Primary F/ **Secondary F**
Lvl 11	235	**Primary G**/ Secondary F
Lvl 12	270	Primary G/ **Secondary G**
Lvl 13	310	**Primary H**/ Secondary G
Lvl 14	350	Primary H/ **Secondary H**

Adjust HP and MP

Every profession lists an HP per level ("HP/lvl") and MP per level ("MP/lvl"). When you created your Hero, you added these two together to get your character's total HP/lvl and MP/lvl. These are the hit points and magic points your Hero receives every time you increase in level. You don't necessarily get "stronger" or "healthier," when you level up. You simply become more proficient at being a Hero.

Example: *Jim's Hero is a swashbuckler/scholar and increases in level. He gains 6 HP/lvl (4 from swashbuckler, 2 from scholar) and 5 MP/lvl (3 from swashbuckler, 2 from scholar).*

Fight and Defense

Some professional abilities include an increase to either your Fight, Shoot, or Defense, meaning you get better at protecting yourself. Add these bonuses to the appropriate places on your character sheet.

Professional Abilities

Every time you gain a level, your Hero gets new professional abilities. You alternate between your Hero's primary and secondary profession. On the level progression table, the boldface entries tell you which profession's abilities you add at a particular level. Primary profession before the slash, secondary profession after. Thus, at level 1, you add the abilities from line B for your first profession, and at level 2 you add the abilities from line B for your second profession. Write down the appropriate abilities for the profession in which your Hero currently levels up.

Example: *You play a level 0 swashbuckler/scholar and you level up. You're now a level 1 swashbuckler/scholar, so you write down the abilities from B line for the* swashbuckler *profession. The next time you gain a level, you're a level 2 swashbuckler/scholar and write down everything from the B line for the* scholar *profession.*

Tweaks

At the end of any session where you don't earn enough experience to gain a level you may choose a Tweak instead. Tweaks add a little something to your Hero, like a garden or ability to cook. Nothing earth-shattering, but stuff that adds some individuality to your Hero.

Many Tweaks affect Harmony, either your own (when you do something you really enjoy) or someone else's (when you do something nice for them). Other Tweaks allow you to distinguish yourself in some way, either through a Skill (S) or Thing (T). Skills let you do something specific, like cook or dance. Things are stuff you have, like a garden, library, or family heirloom.

Tweaks might also affect a Test, where appropriate. While you can sing or dance without rolling the dice, these skills might somehow apply to an action you're attempting. Just like anything else written on your character sheet, if you and the Narrator agree if affects the Test then the Tweak adds +2 to the die result.

Finally, some Tweaks have prerequisites. They can only be taken if you have the listed profession, species, or Tweak. These are noted in the Tweak descriptions.

Narrator Tweaks

The Narrator can use Tweaks for the majority of everyday non-player characters the group encounters. You don't really need to create a character sheet for every NPC you need. A hedgehog tailor only needs the hedgehog species traits and the sewing Tweak, for example. If you need a Tweak that isn't on the list (like blacksmith), it's easy to come up with them on your own. Simply look at the other Tweaks and base your idea on that.



The Tweaks

Buddy: (T) You and someone else in the group should take this together. You become best friends and boon companions. Spending time with your Buddy as part of a Celebration earns you +2 Harmony, but seeing your Buddy hurt or in pain can cause you to lose Harmony (how much is up to the Narrator).

Cache: (T) *(Squirrels Only)* You have a hiding place where you can stash valued possessions or food to survive the winter. Your stuff is safe in your Cache and no one else can find it.

Cantrip: (T) *(Wizard)* You know a minor spell that you can cast at will with no MP cost. This is usually something so simple that you could do it without magic, like lighting a candle, opening/closing a door, or peeling fruit. But you use magic. Cantrips last only a few seconds, and under no circumstances can they affect combat. You can have as many Cantrips as you like.

Collection: *(T)* You collect something —shells, pressed flowers, butterflies, whatever. Adding to your collection earns you +2 Harmony. Showing it to others counts as a Celebration, and you gain an additional +1 Harmony and give them +2 Harmony.

Cook: *(S)* Not everyone knows how to cook. Cooking is an art that takes something already delicious and makes it great. Cooking for yourself grants you +2 Harmony. Cooking with or for others counts as a Celebration and you gain an additional +1 Harmony and give them +2 Harmony.

Dance: *(S)* Everyone can (and should) dance, but you've learned how to do it well enough so that other people enjoy watching you. Dancing gives you +2 Harmony. Dancing with or for others counts as a Celebration, and you gain an additional +1 Harmony and give them +2 Harmony.

Familiar: *(T)* (*Wizard*) A small, magical beast has befriended you. You define what this creature is, though it should somehow be special – a spark of light, an owl, a faerie. It is intelligent, and has a mind of its own, so you don't control its actions (the Narrator does). So long as the Familiar remains by your side, you can maintain one extra spell. You may not have more than one Familiar at a time, and if your familiar dies you lose all your Harmony and are immediately placed in Discord.

Favorite Thing: *(T)* You have a favored object that's somehow special to you – your father's walking stick, a trusted sword, a master-crafted lute. Any Tests you make when using this item grants you a +1 to the result. Without it, you suffer a -1 penalty instead. If lose your Favorite Thing, you must acquire this Tweak again to "buy off" the penalty.

Forage: *(S)* You are good at gathering what you need from the surrounding environment. While this usually pertains to food, you can also use it to find misplaced objects (glasses, keys, etc.). Foraging gives you +2 Harmony. Foraging with or for others counts as a Celebration and you gain an additional +1 Harmony and give them +2 Harmony.

Gamer: *(S)* You like to play games and you're good at them — chess, cards, board games, and so on. You can't play a game by yourself, but playing with others counts as a Celebration and grants everyone +2 Harmony.

Garden: *(T)* You have a small plot of land nearby where you grow things — vegetables, fruit, flowers. You can take this multiple times for a larger Garden, eventually even becoming a farm (which adds +1 to the town's Food). Gardening on your own lets you gain +2 Harmony. Gardening with others counts as a Celebration, and you gain an additional +1 Harmony and give them +2 Harmony.

Gizmo: *(T) (Enchanter)* You have a one-of-a-kind item that you made — like a compass that points to dinner or a quill that inks itself. It should be simple, more entertaining than useful, and can be non-magical in nature. If you lose it or it breaks, you cannot replace it (unless you take this Tweak again). You can have more than one Gizmo.

Grand Mastery: *(S) (Mastery)* Like Mastery, this makes you even better at the chosen skill and you're recognized as a grand master in the field. Add +1 to any Harmony awards associated with this skill. You may only take Grand Mastery once.

House: *(T)* You own a modest cottage. You can take this Tweak multiple times to add on to your House. Or several members of the group could choose this Tweak at the same time for a larger House you all live in together.

Joy: *(T)* Something you do gives you joy. Select a Tweak marked with an *(S)* when you take Joy. This skill now lets you recover +2 Harmony when you use it, in addition to any other associated Harmony awards. For example, Cooking grants you +2 Harmony; with Joy, it grants you +4 Harmony. You can only take Joy once.

Mastery: *(S) (any Skill)* You can take this for any Tweak marked with an *(S)*. You are better at the chosen skill than the average person. For example, a Master Cook can make a better meal than most others. Add +1 to any Harmony awards associated with this skill. You may only take Mastery once.

Mapping: *(S)* You're good at estimating distances, knowing which direction is which, and can turn your observations into a reliable map. You also know how to read a map and can reliably pin-point your location on one.

Musician: *(S)* You can play a musical instrument well enough to entertain others. You cannot mimic the minstrel's professional abilities. When you make music, you gain +2 Harmony. Performing for others counts as a Celebration, and you gain an additional +1 Harmony and give them +2 Harmony.

Pet: *(T)* You have a pet, an un-Awakened animal native to the region. Pets can't help you in combat, nor will they do things like scout ahead or keep watch. They're only good for making you happy. Spending time with your pet gives you +2 Harmony.

Recipe: *(S) (Master, Cook)* This is a dish that only you can make, and that you're well-known for. Eating it is a memorable and joyful experience that gives others +2 Harmony.

Reputation: *(T)* You are known for something significant or unusual, and others have heard of you. Examples include being the best tracker in town, defeating a Dire boar single-handedly, or being able to hold 20 acorns in your mouth. Choose what you're known for when you select this Tweak. This is a good way to commemorate something you've done in an adventure.

Secret Place: *(T)* You have a secret location that only you know about, a place where you can hide out or be alone with your thoughts. This can be a hollow tree stump, a hidden cave, an abandoned shack, or something similar. No one else knows where to find you (unless you tell someone or you're followed).

Sew: *(S)* You know how to make clothing and other items (like quilts and blankets). Sewing grants you +2 Harmony. Belonging to a sewing circle or sewing for others counts as a Celebration, and you gain an additional +1 Harmony and give them +2 Harmony.

Sing: *(S)* You know how to sing and do it well enough that other people enjoy listening to you. You cannot mimic the minstrel's professional abilities. Singing gives you +2 Harmony. Singing with or for others counts as a Celebration, and you gain an additional +1 Harmony and give them +2 Harmony.

Song: *(T) (Master, Sing)* You've written a popular song that audiences often request to hear. Listening to you sing your Song is a memorable and joyful experience that gives listeners +2 Harmony. If you're a minstrel with this Tweak, audiences gain +4 Harmony.

Special: *(T)* You can take this for Tweaks marked with a *(T)*. This makes the object special in some way - better, bigger, smaller, more unusual. For example, a Special Pet could be a rare kind of animal and a Special House might be up in the trees.

Story: *(T)* You know a story that others want to hear around the campfire or down at the pub, and they frequently ask you to tell it. This can be about your own exploits, and you can take this Tweak multiple times. Hearing you tell your Story is a memorable and joyful experience that gives listeners +2 Harmony.

Train: *(S) (Pet, Trick)* You can train your Pet, making it more useful in certain situations. Examples include keeping watch, or "attack!" The command must be simple. Keep in mind, this endangers your Pet, and if it dies you immediately fall into Discord.

Trick: *(S) (Pet)* You can teach your Pet a Trick, something simple. This can be as useful as "sit" and "fetch," or as silly as eating a snack from the tip of its nose. It is more entertaining than useful.



Once Upon a Time...

Those words, so simple. The promise of a story. Great things to be done, enemies to be overcome, adventures to be had. In *Cairn*, you tell these stories about your exploits. You are the heroes. What will you do?

Cairn is a storytelling game, in which you all sit down together to craft a story through your character's actions. You play the main characters. The person who tells the story, sets up the main conflict, and plays all the other roles, is called the Narrator.

Rather than having adventures in pursuit of gold, glory, or experience points, the average *Cairn* story should involve the town in which you live. An outside force threatens the town's security. A conflict arises among the people living there. Something needs to be done. A good game of *Cairn* links back to the greater good, and the animals who depend on you. After all, you're the heroes.

Adventuring

Most adventures in a typical RPG are about roaming around the world, seeking adventure. You may become involved in big events and major doings, but typically your character came from someplace else. The Player Characters don't seem to come from anywhere in particular or belong to a particular place. One week, you're saving a village from a wizard, the next week it's off to the city to infiltrate a castle. You meet a mysterious stranger in a tavern and you're off to wherever the plot leads you.

In this game, your characters are linked to a place. You are part of a community. You grew up there (or have lived there for a really long time). You have friends and family there. When you have adventures, it's to save the town from some danger or somehow aid in its progress and development. Even if you journey to another town for an adventure, you'll eventually return to Cairn because it's your character's home. Cairn, you see, depends on you, because you're the Heroes. Over time, the town's success and survival depends on your character's actions.

In order to measure Cairn's health and growth, the town is represented by four statistics. Just like the Heroes' hit points and Harmony, these stats will go up or down depending on things that happen in the game – most often a consequence of your character's success or failure. Every town needs these four things in order to not only survive, but also grow and prosper.

THE WANDERING ADVENTURER

Certainly, you can still have the typical "wandering adventurer" campaign… The campaign could involve travelling from place-to-place with a caravan, protecting it from harm and dealing with Discord where it crops up. Or, the adventurers could act as questing knights, peacekeepers, or rangers, travelling to a town in order to help the locals, then moving on to the next town. In any case, the adventurers should have a temporary home base to defend.

HOME IS HOME

One of the reasons we stress where you make your home is that many professional abilities and tweaks require you to live *someplace*. You need somewhere to put your garden, set up your lab, or store your collection of seashells. Wherever you and your group choose to base your stories, this is going to be your home.

Food: To survive the Winter. While surrounding farms provide food, some things threaten the town's food supply or they may need specific foodstuffs. This statistic measures how much food the town has.

Resources: To make repairs, build new buildings, or make other civic improvements. Someone's roof may need fixing after a storm, or the citizens might like a new flour mill. This statistic measures anything consumable but inedible, like wood, stone, or metal.

Morale: To feel proud of their community and its accomplishments. People like to know they are building something important and that theirs is the best place to live (at least in their opinion). This stat measures the town's overall confidence and self-esteem.

Security: To keep the residents safe. Cairn might need new fortifications, more militia, or improved defenses, as well as keeping out unsavory types. This statistic measures the town's ability to survive catastrophe.

How It Works

At the beginning of a *Cairn RPG* campaign, each statistic has a score of three. None can be more than two higher than any other stat. Should one fall to zero, calamity has struck and the town has none of whatever the statistic represents – the town is out of food, its residents starving; buildings collapse out of disrepair; there is an air of gloom on the streets; the town cannot defend itself from even the smallest threat. The only way the statistic can be recovered is through a major adventure or quest.

The Narrator uses this system to come up with adventures, by picking one of the stats to be affected (or randomly rolling on an adventure seed table; more on those later). He then crafts a plot involving that stat. So, for example, if the Narrator wants to tell a "food story," and comes up with a plot to save a farmer kidnapped by a Dire mole. Alternatively, you can swap this around and develop the plot first, then figure out which stat would be affected.

Should the Heroes successfully conclude the adventure, that stat increases by one point. Nothing happens to the stat if the Heroes should fail. They simply lose the chance to improve the stat.

In addition, at the end of an adventure, the *players* also select one of the four town stats to increase *even if they fail in the main storyline*. The group must come to a consensus on what they find during the story to improve the town. The players may even pick

the same stat as the one being offered by the Narrator – such as making a powerful ally (Security) during a Security adventure. This represents their stumbling upon or discovering something useful to the town. It's a good idea to pick a stat related to something awesome the Heroes did during the adventure, like that time they befriended a dragon (Security +1).

Example: *The group successfully rescues Farmer Billowtail from a pack of ravening gnolls, which the Narrator has decided is a Food adventure. Cairn's Food stat increases by one point. In addition, the group decides to increase the town's Resources because they helped a den of beavers. Even if they'd failed in the Food adventure, the players could still increase Cairn's Resource stat.*

The Seasons

As with all animals, the Favored are most concerned with preparing for the Winter. During Spring, Summer, and Fall, the residents of the town get ready for Winter, as well as going about their daily business. The Heroes go on one (or two) adventures each season in an effort to secure the town's future, which means they have a chance to improve Cairn's stats before Winter comes. This is a good way to provide structure to a campaign, as the years pass and the Cairn's fortunes go up or down. It also helps emphasize the effects of the Heroes' actions on the overall community.

During Winter, no adventures take place, as everyone is holed up in their homes and dens waiting for Spring to return. The Narrator reduces each stat by one point, representing the citizens consuming supplies and the general wear-and-tear of Winter. In addition, the Narrator rolls 1d12 for a specific event that impacts the town.

WINTER EFFECTS TABLE

1d12	Winter
1	Avalanche. Resources –1, Security –1
2	Blizzard. Everything in town goes down 1 more point.
3	Early Spring. Food +1
4	Fallen Trees. Security –1
5	Frozen Ground. Security –1
6	Frozen River. Morale –1
7	Long Winter. Food –1
8	Winter Festival. Food –1, Morale +1
9	Predators. Morale –1, Security –1
10	Scavengers in the Night. Food –1, Resources –1
11	Sickness. Morale –1
12	Spoiled Food. Food –1

Not only does this give you something to talk about – "remember the year of the big blizzard?" – and keeping track of time – "it happened in the year of the long winter…" – but the Narrator can use the Winter event as a springboard to new adventures in the coming Spring. Food must be replenished, damaged walls must be repaired, and so forth.

Adventure Seeds

Adventure seeds are just that – the seeds from which the story grows. All the major characters in Cairn include a list of adventure seeds, things they need done, concerns they have, stuff they want, rumors they've heard…. These seeds take the form of a short, declarative sentence in the form of [who] [what] [where] and [why], along with a town statistic related to the adventure. Examples include "Professor Puddlestar has an ancient map on his wall he wants you to follow (Morale +1)" and "Asta Ringrunner needs berryroot to make an important potion (Security +1)." Each is intended to suggest a plot to the Narrator, from which he can design his own stories.

The Narrator can select or randomly roll for an adventure seed from one of these tables. A particular seed might suggest an adventure to the Narrator that he finds interesting, or he might choose one based on the related town statistic. Maybe a seed listed under Serafina Bushytail would fit in nicely with the overall campaign, for example, or perhaps Cairn needs more resources so the Narrator chooses a resource seed.

The Narrator should do this before sitting down to play a game session, so he has time to work up a plot and create all the necessary characters. Alternatively, you might end the story on a cliffhanger – you've awarded experience points and Harmony, and during any Celebrations that occur the Heroes chat with NPCs and select the adventure seed that interests them. Then, the Narrator stops there, goes off, and designs the adventure before the next game session. For the truly adventurous, you can start the game this way, as the Heroes wander around Cairn looking for something to do, and randomly roll for an adventure seed, with the Narrator coming up with the plot on the fly….



NARRATOR OPTIONS

This system for coming up with *Cairn* stories gives the Narrator a lot of options.

The Narrator could provide stats for neighboring communities, as well, with the Heroes' actions affecting them, too. Maybe they visit Crystal Rock and help the town with a food adventure, making them heroes on a larger scale.

Even though the rules allow for only one or two adventures per season (except Winter), if you want, the group can go on many more adventures. But only one or two of these should count towards Cairn's stats.

Rather than the Narrator doing all the work, the adventure could be determined by the players. In fact, should the Heroes notice that something needs work in Cairn, they may decide to focus on that stat. Oftentimes, there is a need for supplies, or to learn of a missing friend, or even to explore…. The adventure seeds in the setting chapter are full of ideas. Rather than the Narrator rolling on a table, let the players decide the next adventure by talking to people and rolling the dice.

You could use the adventure seeds in addition to your own story. Essentially, this works like a sub-plot to the main action. For example, the Heroes may be traveling to the Ruins of Goblin's Glen to explore, and someone also wants them to carry a letter to a relative. Whatever awards are listed with the adventure seed should apply, if the Heroes are successful in their task (so they might earn as much as three points towards the town's needs).

The Path of Adventure

Now that you have a hook upon which to build a story, it's time to create the adventure. Every adventure in the *Cairn RPG* follows the same format, a modified version of The Hero's Journey as told by Professor Joseph Campbell in his book *The Hero with a Thousand Faces*. Campbell posited that all myths, all stories really, followed a pattern. The heroes are going about their daily business when they receive the call to adventure – a wizard knocks on your door, and offers you an adventure to far-off mountains…. The Hero's Journey is at the center of the Odyssey, Star Wars, The Lord of the Rings, and even Harry Potter. And it's the heart of *Cairn*.

This framework contains a series of scenes and events through which the story flows. In the beginning, the Heroes are doing whatever it is they do in Cairn, going about their ordinary lives. Something happens to encourage them to leave their comfortable homes and step into a strange and dangerous world. Aided by allies that they pick up along the way, and facing many challenges and enemies, the Heroes must succeed in their quest. Then, they return home, either in defeat or victory.

The Call to Adventure

Crossing the Bridge

Allies, Enemies, and Tests

Obstacle and Complication

Returning Home

A good game of the *Cairn RPG* always tries to link the story back to the larger world and the community. A Dire rat wizard curses the berries of the forest, so the heroes have to go out and stop him. A ripper (an un-Awakened bear) has become Dire, and ravages the land and Heroes have to find a way to stop him. The forest across the river has become dark and haunted, so the Heroes need to go find out why and return it to Balance.

The Call to Adventure

The Call to Adventure is, quite simply, the scene in which the Heroes learn about the problem they are going to confront. This can take the form of an event that happens to which the Heroes must respond, or a meeting with someone who gives them a challenge to face. Remember, however, there's no requirement that the Heroes take up the challenge; they can always refuse a particular adventure seed in favor of something else. Once they accept the challenge, they can take the time to learn more about the situation before moving on to the next stage on the path.

First, the Narrator should give the Heroes time to exist in the ordinary world of their mundane lives. Even heroes do something in their downtime. So give each Hero a chance to go about their daily business – puttering around in their garden, building a ship in a bottle, practicing their skills, and so on. This is a good way for the Heroes to Celebrate and raise their Harmony scores before the adventure. In fact, the adventure may start out with the group Celebrating with others in Cairn – a festival or religious ceremony, perhaps. Simply ask each player what his or her Hero is doing and go from there.

Next comes the Call. The Hero is presented with a problem, challenge, or adventure. This can take many forms, though the two most prevalent are the event or the encounter. With the encounter, the Heroes are wandering around Cairn when they meet someone who needs some help. Maybe they overhear a conversation, or someone approaches them with a problem. This is a great way to introduce the adventure seed. While they shop for goods in the Marketplace, Eliza Grayhair mentions an adventure seed as a bit of gossip. Events are a good way to introduce a plot wholly of the Narrators design (in that they do not use adventure seeds) or has a sense of immediacy. There's an earthquake, and citizens need saving. There's a sudden goblin attack, and the town must be defended. Or a plague hits Cairn, and someone needs to go get medicine.

Lastly, before they set out, the Heroes should have a chance to gather as much information and supplies as they think they'll need. Give them time to seek advice and receive guidance. Just because the Lord Mayor of Cairn asks the Heroes to escort him to Brandybuck Junction doesn't mean Professor Puddlestar and Skittles Wickerdrey don't have some useful information, such as likely dangers on the road or rumors about their destination.

These three elements combine to establish the stakes of the game, give the Heroes some starting information, and give them a goal. Once they're prepared, the Heroes are ready to move on further down the path.

Example: *The Narrator, Jim, has decided on the adventure seed "travelers want someone to stop a Dire ripper (an un-Awakened bear) menacing people on the road to Cairn (Security +1)." He plans to let the Heroes go about their daily business for a bit before introducing the adventure seed. Then, he plans an encounter with Alyere Loregood. Afterwards, they can meet with the Lord Mayor of Cairn to find out why the town's militia hasn't taken care of it, and stop by the enchanter's shop for anything that can help.*

Crossing the Bridge

This is a euphemism for leaving Cairn. The Heroes have acquired the information, advice, and supplies they need, and are ready to set out. While they don't literally have to traverse a bridge, the Heroes cross the threshold into the land of adventure. This is where the Heroes get their first taste of the dangers ahead. And just as trolls guard bridges in fairy tales, the Heroes often have to face some challenge soon after leaving Cairn.

This is the plot point or turning point that starts the action. Something happens to the Heroes: They're attacked by predators; rough weather forces them to turn back or find another route; they get lost and have to seek the help of a kindly woodsman…. Something happens that threatens the Heroes' safety and security. This is called the Threshold Guardian (though it can be something inanimate, like a thunderstorm).

This threat often (but not always) takes the form of a physical confrontation. The antagonist (or his henchmen) try to harm or threaten the Heroes. This is the first time the Heroes see what they're up against. Alternatively, the Heroes are waylaid by bandits, meet a monster, or encounter some physical threat.

Whatever it is, it should be related to the overall adventure in some way (at least thematically). If the story focuses on travel and exploration, the event should involve wilderness dangers. If the story is about saving a beaver lodge from monsters, then this encounter should involve the beasts in question. In trying to save the forest from Disharmony, this encounter might include woodland critters running for their lives (and attacking the Heroes out of fear).

Example: *Jim plans on an encounter soon after the group leaves Cairn – a group of pika entertainers who recently saw the ripper on their way to town. They can describe what he looks like and give the Heroes an idea of his location. In the meantime, a few of the pika attempt to pocket some of the Heroes' gear (prompting some Tests).*

Allies, Enemies, and Tests

This isn't one step on the path to adventure, but several that can be grouped together. Over the course of the story, as the Heroes move closer to their goal, they will face many allies, enemies, and tests. Many, though not all, of these encounters should relate directly to the overall plot. These are the minor events that lead up to the main conflict of the story, where the Heroes can learn more about the stakes, the enemies at hand, and gain valuable knowledge. The Narrator should actually include several of these encounters, though he doesn't have to include them all. For example, exploring an ancient Titan ruin might consist of nothing but tests as the Heroes' figure out the tricks and traps within. These individual scenes should lead the Heroes closer and closer to their objective.

DISCORD

Not all of your characters have to be Dire for them to pose a threat to the Heroes. In between Balance and Dire is the state of Discord. The character feels jealous, greedy, angry, depressed, and all the other negative emotions. Sometimes, the best way to deal with an opponent in Discord isn't to fight him, but rather to Celebrate with him. Help him gain points of Harmony, and see the errors of his ways.

ALLIES

These are characters who can help the Heroes. They provide a bit of information, some kind of assistance, or perhaps even join in the adventure. This is the kindly healer who tends your wounds, or the knowing scholar happens to know an important secret, or the family that gives you a place to stay for the night. They may not even appear to be allies at first, instead requiring the Heroes to somehow win them over to their point of view. A supposed enemy or neutral character might be turned into an ally with some clever roleplaying.

ENEMIES

These characters aren't your Heroes' friends. They are usually henchmen of the villain who carry out his plans, protect him from harm, or hunt down the Heroes. Sometimes, these enemies are there to provide the group with a challenge unrelated to the main story. They may be the band of Discordant squirrels who charge a fee to enter "their" forest, the bully in tavern just itching for a fight, guards protecting the villain's lair, or a nest of buzzers you stumble upon. Other times, they oppose the Heroes in other ways, by often competing with them or otherwise opposing their goals. You don't always have to defeat your enemies in order to overcome them.

TESTS

Not everything that stands in the way of your success will be another critter. Sometimes, the Heroes face challenges such as crossing a raging river with no bridge, or running from an avalanche, or weathering a ferocious storm. These kinds of encounter are a good way to show the dangers of nature and the world beyond your door, or simply provide some variety to the story. It's also a good way to show off a Hero's abilities and problem-solving skills.

Example: *After the Heroes encounter the band of pick-pocketing pika, Jim plans an encounter with a crotchety old armadillo woodsman. He's suspicious of strangers and outsiders, so he's wary of the Heroes, but they can turn him into an ally with some clever roleplaying. He can give them information on some strange things going on in the woods.*

Next up, as they travel deeper into the forest, Jim plans a scene where the Heroes are attacked by enemies – un-Awakened animals who appear to be fleeing in a panic. Something odd is going on, and they can follow the trail closer to the source.

In another scene, a glade is eerily silent, and filled with mutated plants – flowers with tiny, biting mouths, black ferns, and so on. After some Tests, Jim plans to reveal that they're absorbing Disharmony from someplace nearby.

Lastly, Jim plots a scene where the Heroes come upon a hunting band of goblins who are also looking for the ripper. The group can fight the goblins, or perhaps ally with them to chase down the Dire threat.

AN OPEN MIND

If the Narrator comes to the table with only a single resolution for an obstacle and is unwilling to consider other options, your players will become frustrated when they can't figure out your resolution. Design your obstacles in way that allows the players to decide how they want to pass them, instead of with a single path through. This will keep you and your players from becoming frustrated and make for a better story. If the players come up with a way to sneak past the ferocious beast you intended them to fight, reward them for their clever thinking and let it happen.

Create a shell of an encounter, challenge, or non-player character, with enough flavor to engage the players, but not so much that you spend hours preparing. As the Narrator, you need to be light on your feet and let the players have the reins, so you all tell the story together. This kind of teamwork results in a much better story than forcing the players through your own personal vision.

Using the ferocious storm example, you could prepare a primary resolution of "hiding in a nearby cave until the storm passes," and a couple of backups like "shelter in a grove of trees," or "pitch tents." Be prepared to improvise, because players seldom take the paths you expect. Don't stonewall or railroad them into your way of doing things.

Ordeal and Complication

The Heroes have left Cairn and have had several encounters where they learn more about the adventure at hand. They've faced enemies, made allies, and acquired the knowledge they need to succeed. At this stage on the adventure path, the Heroes confront the main obstacle, and face a complication.

Just as leaving the safety of Cairn threatens the Heroes with danger, now the Narrator raises the stakes again – facing the fearsome ordeal that lies at the heart of the adventure. If their opponent is a Dire weasel trying to take over Brandybuck Junction, then this is where the Heroes get a crack at him. If they're seeking a magical component for Cairn's enchanter, this is where they find it. Often, this is the big battle scene where the Heroes must fight for their lives.

But always, there's a complication. Things aren't quite as the Heroes thought. Maybe the villain isn't the real villain, and someone else pulls the strings from the shadows. Perhaps the problem is much bigger than the Heroes thought; the Dire wizard has already taken over and fortified the village, or the cursed berries have already withered and died. Sometimes, a much bigger problem is causing the problem the Heroes set out to confront; the goblins attack farms because something bigger has driven them out of their lands, for example. This new situation may call for the Heroes to retreat, find a different solution, and try again.

Example: *Now Jim plans for the ordeal — the confrontation with the Dire ripper! The Heroes have followed the trail of fleeing animals and corrupted fauna and found the ripper's lair. Jim has two complications in mind: First, the goblins don't want to kill the ripper, they want to capture it and take it home! So the group has to fight off the goblins. Second, the real problem isn't the ripper, it's a tree that's become infected with Disharmony. Not only that, but it's protected by a shadow! In order to solve the problem, the Heroes have to defeat the shadow and save the tree. Otherwise, more animals will become Dire.*

Returning Home

We're getting close to the end of the adventure here. The Heroes have done what was needed, and they return home. They bring back with them the food, resources, or security they sought out in the first place – the magic berries, the kidnapped baker, the villain restored to Balance, or simply knowledge of a job well done.

Once they've returned safely to Cairn, this is where the Narrator hands out experience points and Harmony awards. The Heroes can improve their stats if they increase in level, or select a new Tweak if they don't. This is also a good time for Celebration. The adventure is over.

Example: *The Heroes have defeated the shadow and restored the tree to Balance through a ritual to The Bright Ones. They even decided to try to save the Dire ripper, and restore him to Balance, too.*

They return to Cairn, and Jim hands out Harmony and experience point awards. Because the Heroes were successful, they add +1 to Cairn's Security (since they've kept the town safe from a marauding dire ripper). The group also decides that because of the ally they made (the armadillo woodsman) they should increase Cairn's Resources by +1 since he can provide the town with timber. Finally, the group holds a Celebration at the Cider Mill Inn – a victory dinner.

Creating Narrator Characters

Without characters, the stories you create will be empty and meaningless. As the Narrator, you play the parts of all the characters with whom your players interact. This is a challenge sometimes, since you want to make all of the characters unique and memorable, to make the story better. So, how do you do that?

First, decide what characters your players will be most likely to interact with over the course of your story, and spend most of your effort on them. You will need to define a few things for each character: What type of Awakened is it? Is it male or female? What does it look like? What purpose does it serve in the story?

The simplest way to create a non-player character (NPC) is to pick the stats that the Narrator needs to get the job done. Just give them what you think they should have. Often, that's just some hit points and fighting stats. You don't need to use the character creation rules. If you need an armadillo blacksmith, you know he's got some natural armor and knows how to work metal. The rat thugs that stand up to the Heroes only need their Fight and Defense and a few hit points. It's as simple as that.

Sometimes, you'll need a bit more information, particularly if they're named or they serve an important role in the story. Just pick a species and profession, decide on their level (for stuff like hit points and any abilities), and add anything else you'll think they need. The leader of the rat thugs might be a scrapper, so you'll need to add all the stuff from "rat" and "scrapper," and maybe give him a few levels (to make him a bit tougher). Only the most important NPCs should have character sheets of their own, with all the game information figured out in advance.

The most important things about non-player characters aren't statistics, it's who they are and how they act. Give your characters a quirk and a voice. Anytime you're speaking as the character at the table, speak in their voice. Is your character a young squirrel lass? Speak quickly in a squeaky, feminine voice and act somewhat twitchy. Refer to the character species chapter for tips on how to role-play characters of each of the species, and incorporate them into your NPCs. Bring the character to life consistently, and they will become a memorable part of the story.

The Villains

The majority of antagonists are going to be Dire. Dire animals have sunken so far into Discord that they no longer have any concept of Harmony. They do what they want, forcing their will upon the world without regard for the edicts of The Bright Ones. In effect, they become like the Titans. They have become selfish, greedy, jealous, and destructive – all the negative emotions we abhor.

The natural world cannot stand the presence of a Dire animal, and slowly twists and darkens around them the longer they remain in the same place. Dire animals often become twisted caricatures of themselves.

When creating a Dire animal, focus on what makes him Dire. Think of a single negative emotion that consumes him, and then decide how he expresses that emotion in your story.

If they're not Dire, then they're on their way to becoming Dire. They're in Discord. They can still feel the natural Harmony of the world, but choose to ignore it, whether out of spite or pain. If a Discordant animal continues on it path, it will eventually become Dire. When creating a Discordant animal, focus on why he's in Discord. What is driving him away from the natural world. In many cases, this will create your story for you.

If they're not in Discord, they're doing something that will lead to it. This could be as simple as a farmer aggressively expanding his fields at the cost of a nearby forest, or a town leader investing the town's resources into a standing militia armed with steel weapons. Their goals may be benevolent, providing more food for the town or providing protection from danger, but in the end, the result is Discord. For this type of character, simply focus on the need that he is trying to meet, and how and why he's going astray from the natural order.

Unnamed, Named, and Leaders

Generally, there are three kinds of NPC: Unnamed, named, and leaders. While less, unnamed NPCs might automatically be affected by a spell or magic item, someone with a name or a leader is made of sterner stuff. Sometimes, they receive a Save. Sometimes, they're simply unaffected. While the four mole guards are automatically affected by a confusion spell, their leader – Faustus – receives a Willpower Save, for example. The mole guards are nameless. Faustus, their leader, has a name.

Narrators should be careful about how they apply this guideline. Don't try to cheat by giving everyone a name.

Unnamed: These characters make up the majority of the story's inhabitants, the extras who exist just to further the story along and then leave the stage. You might need a guardsman patrolling the streets at night for the Heroes to sneak past. Or the squirrel farmer who passes on an important clue. You don't need to know a lot about them

in order for them to play their role, so you don't need to name them. All you need, really, are some game stats that let them do what they need to do in the story (Fight, Defense, and maybe a few Tweaks), if that.

Named: These characters have a recurring or important role in the story. They're the barkeeper in your favorite pub, the captain of the guard, or the rat gang leader. They're a bit more important because they either drive the story, or they're someone the Heroes interact with regularly. If you need to think of a name for a character, then they're important to the setting or story in some way. In fact, some Unnamed characters become Named over the course of play. When that happens, you might consider creating them as full-fledged character (species, profession, levels, abilities, and so forth).

Leaders: Leaders are an odd mix of Unnamed and Named characters. Sometimes, this is the villain of the story so he should have a name, along with a character sheet of his own. But sometimes, you just need a nameless leader-type, like goblin chieftain. In this case, his role is important, but you don't need to know his life's story. So Leaders can be Named or Unnamed.

Unnatural Things

Unnatural things can be found in places where the Titan's influence was strongest, or where their magic or the influence of Dire animals has damaged the natural order, leaving a festering scar on the land. They lurk in the shadows and dark crevices of the world, spreading Discord and preventing the land from healing itself.

Even the wisest of sages cannot say whether these places draw the creatures or create them. All agree that these supernatural creatures prevent the land from healing, and that they somehow feed on corruption.

As the Narrator, you can use supernatural things as an obstacle, or an enemy in your stories. They should be devious and clever opponents to rival the worst Dire animals, and difficult to kill. Adventurers should focus on avoiding a creature while searching for the source of corruption in an area, the destruction or cleansing of which will cause the creature to go away.

Narrators should use unnatural creatures carefully, avoiding sudden, direct confrontations that would cause an outright defeat of the group. Instead, foreshadow the encounter frequently, starting with tales of the creature, then evidence of its existence and its effects on the land. Encourage the players to think around the problem instead of confronting it directly. If they insist on a direct confrontation, make it obvious that the creature is too strong and that the players' best efforts are not wounding it.

Be creative in your description of a supernatural creature. They may bear a slight resemblance to something natural, or seem completely alien. In either case, they should invoke a sense of horror and fear on the part of the adventurers. These are the things that squirrel mothers threaten their children with to get them to stay in bed at night.

Narrator Advice

What do you do when everything goes wrong, and your adventurers are haring off in a direction that you absolutely did not expect?

You improvise!

If you're following the guidelines in this chapter for creating stories, you should have a flexible framework that's easy to fill in on the fly, by reacting to the actions of the players. If it appears that the players are completely abandoning your planned story, you can adjust things to continue to tell the story you planned, or you can work with the players to tell a new story.

Adjusting your plans is the easiest choice. When the adventures follow the path to the left, when the story requires them to go right, simply move the action to the left instead. Your players will probably never know the difference.

Going along with the players is harder and takes practice to do smoothly. The first thing you need to do is abandon your preconceptions of the story and listen to what the players are trying to do. Don't get frustrated. If you need a few minutes to collect your thoughts, take a table break, get a soda or some snacks, and let the players talk in the background while you figure out what to do next.

It can help to have generic challenges prepared ahead of time that you can drop into any story. This can give you a few more minutes to think of what to do next while the players work out what to do.



Wiggleleaf watched the trees and gripped her spear tightly. She scanned for the nest of buzzers she knew had to be out there. They'd already menaced travelers on the road to Barkmire Point. If someone didn't do something, they'd continue to sting the unwary. Wiggleleaf squared her shoulders, her ears drooped low, and entered a clearing up ahead where Tikirik had said the next would be.

The First Favored aren't the only things living in the world of Adriana. There are all manner of birds, lizards, insects, fish… and animals that are a part of the natural world like blackfangs and daggertusks. There are even un-Awakened versions of Awakened animals, like hoppers burrowers, and leapers. Then there are the creatures who are supernatural — dragons and fairies — who are still a part of The Bright Ones' intentions. Lastly, there are the things the Gods did *not* intend — creatures of the Unnatural, who come into the world and bring corruption with them. *Cairn* is a fantastic setting, so you need fantastic creatures.

Most Favored never encounter many of these creatures, living as they do close to civilization. Even those who live in the forests or on the plains may go for a long time without seeing a daggertusk or hawk. And things like dragons and ghosts are for stories at bedtime, or to threaten a misbehaving child. Heroes, however, go out into the world and do the kinds of things that bring them into contact with monsters. The beasties in this chapter give you something to oppose *besides* the Dire.

Some of them will be friends. Some of them will be nuisances. And some of them… will be enemies.

The Dire

Of all the opponents the Heroes will face, the Dire are the most dangerous. Being Dire means the character has become a vessel for Disharmony, consumed by darkness. They are filled with anger, greed, hatred, jealousy — the emotions or drives we see as negative.

"Dire" is something you add to an existing character. Create the elements you need — species, professions, and level — then add a Dire template to him or her, and add any additional Dire powers. The Narrator should choose the level of Disharmony the character generates, which then determines the dice to roll, and the number of total powers the Dire possesses. A newly Dire character, for example, might only cause 1d3 points of Disharmony and possess two powers, while an Awakened strong with Disharmony generates 1d12 Disharmony and has five (or more!) powers.

The Dire templates give Narrators a short-hand method for creating particular kinds of Dire creature. You can modify this by adding additional Dire powers. This helps to keep things fresh and interesting for the Heroes, and allows the Narrator to personalize the Dire a bit. The templates not only give you a motivation for the Dire, but also suggest a specific power for each stage of its corruption (with higher-discord Dire including the lower level powers).

For example, Paul wants to design The Berry Witch, a hedgehog who wants to possess all the berries in the forest. He decides it's out of greed, not gluttony, so he selects the Greedy Dire template. He wants The Berry Witch to be a powerful adversary, so he decides to make her a high Disharmony creature. She generates 1d12 points of Disharmony and has five powers. She's vindictive, scabrous, and tenacious, and to this Paul adds claws and sense.

DIRE DISHARMONY AND POWERS

Disharmony	Amount	Powers
Low	1d3–1d6	1–2
Medium	1d8–1d10	3–4
High	1d12	5+

ENVIOUS

These Dire want what others have, and resent them for having it. They feel bitter about the happiness, success, or good fortune of others, or crave things they have like a nice house or an attractive spouse. The envious Dire wants it so badly for themselves that they'll go to unspeakable lengths to get what they want or take it away from others.

Examples: A Dire bear envies the nice houses of nearby Favored and resolves to destroy the town. A Dire squirrel envies the talent of a local minstrel and endeavors to ruin her reputation.

Low — Sundered: Envious Dire can never feel joy, instead focusing on what they don't have.

Medium — Homicidal: Envious Dire use this power on anyone who has something they want.

High — Misery: The envious can pass their misery on to others.

GREEDY

Greedy Dire always want more — more acorns, more seashells, more blankets… more, more, more! Whatever it is they value, they never have enough. Often, what they desire has no practical value, or they have more than they could ever possibly use. They'd do anything to acquire what they want.

Examples: A Dire mole wants ALL the candles! A Dire dragon collects the Five Broken Swords (Titan relics). A Dire hedgehog sends his rat thieves to steal all the teapots in town.

Low — Vindictive: When it comes to acquiring these Dire do anything, most especially murder.

Medium — Scabrous: The Dire's insatiable desire manifests as a sickly, nauseating appearance.

High — Tenacious: The greedy Dire does not like to give up, not while there are still things to hoard.

GLUTTONOUS

These Dire over-indulge in food and drink to the point where it becomes wasteful. They eat more than they need, eat just for the sheer pleasure of consuming, hoard food, or keep others starving. The gluttonous Dire do anything to ensure they have the best food and drink, and the most of it — to the detriment of others.

Examples: A Dire weasel traps and eats local mice. A Dire mole kidnaps the local baker, forcing her to bake pies for him all day long.

Low — Bloated OR Emaciated: The overwhelming craving for food leads the Dire to either become impossibly bloated or nauseatingly thin.

Medium — Fear: The Dire's horrific appearance strikes fear in the hearts of those who see them.

High — Vampiric: The gluttonous Dire literally feeds off its victims.

PRIDEFUL

While their overweening pride may or may not be deserved, some Dire place too much importance on their own success and well-being. Self-absorbed and arrogant, they take any opportunity to prove they're better than everyone else.

Examples: A Dire meerkat warrior proves he's the best fighter by provoking a fight with the Heroes. A Dire faerie hates the prettiest squirrel in town.

Low — Sundered: The prideful Dire lacks empathy for others, and ceases to be a part of society.

Medium — Savage: The Dire lashes out at those around it who point out his short-comings, or are better than it.

High — Dread: The Dire becomes so cut off from the surrounding world that it generates even more Disharmony.

SLOTH

Lazy and shiftless Dire don't do their fair share of the work, but expect to share in the fruits of other's labor. They might pretend to pull their own weight, or simply demand others take care of them. Despite being lazy, these Dire can spread their maleficence as easy as any other, usually through their minions.

Examples: A Dire beaver forces the rest of clan to maintain his dam. A Dire frog enslaves others to care for him.

Low — Shrouded: The shiftless are good at hiding their parasitic nature, appearing to be productive and in Harmony.

Medium — Bloated: The Dire becomes morbidly fat through inactivity.

High — Misery: The lazy Dire becomes adept at making those around it miserable.

WRATH

These Dire become consumed by inordinate or uncontrolled anger, and seek to do harm to others. Even though the cause may be just, such as writing a wrong, violence and hatred comes to dominate their thoughts. Often, wrathful Dire continue lashing out at the object of their rage long after the issue has been settled.

Examples: A Dire nymph seeks to destroy a nearby beaver dam and release her river. A Dire gnoll craves vengeance on the relatives of the warrior who bested him.

Low — Vindictive: The Dire uses this ability to strike down the source of its ire.

Medium — Homicidal: Violence is the only solution to all the Dire's problems.

High — Killing Stroke: The Dire becomes a master of death, killing at will.

Dire Beasts

In addition to Dire Awakened, Natural and Supernatural beasts can also become Dire, either through their own actions or by close contact with the Unnatural. While a dragon might become Dire through his lust for gold, a family of hoppers might become corrupted by living in a cursed pond.

Simply give the creature a number of powers based on their connection to Disharmony (in addition to their normal abilities and stats). A goblin with a "low" Disharmony would have one or two powers, for example. In some cases, applying a Dire template might be more appropriate, such as giving a dragon the greedy Dire template.

Dire Powers

Bite: While most animals have a bite, the Dire has gaping jaws full of razor-sharp teeth that inflict an additional 1d6 damage.

Bloated: The Dire has grown grotesquely large. Double the creature's base hit points and increase its size category by one step (Small becomes Medium, Medium becomes Large, and so on). It causes +1d6 Disharmony.

Carapace: The Dire has developed some kind of natural armor, even if they didn't have it originally — a thick coating of fur, scales, a shell, and so on. This is as strong as steel, granting the Dire Heavy armor.

Claws: The Dire has large, fearsome claws. If the animal already has claws, they are bigger and sharper. If the animal doesn't naturally have claws, it does now. They inflict an additional 1d6 damage.

Dread: Increase the amount of Disharmony the Dire generates by one die type, or double the number of dice rolled (1d6 becomes 1d8 or 2d6). This does not grant the Dire additional powers.

Emaciated: The Dire appears lean and hungry, but moves like a coiled spring. Add +3 to Initiative.

Enlarge: The Dire can enlarge or stretch one body part, which must be defined when you select this power. Examples include distending the jaw to swallow victims whole, enlarging an arm to give it greater reach, or the legs to give it greater movement.

Fear: The Dire's appearance has somehow become horrifying, or perhaps it just exudes an aura of fear. Anyone in the immediate area must make a Heroic (10) Willpower Save or receive a –2 penalty to any actions directed at the creature and a –1 to all other Tests and Saves. Targets with 12 hit points or less who fail this Save must flee until they're convinced they've escaped its wrath. Only one Save may be made per hour.

Homicidal: The Dire sees violence as the first, last, and only resort. Add +2 to Fight.

Horns: The Dire spouts an impressive pair of horns with which it can gore victims like a bull. They inflict +1d8 damage.

Killing Stroke: The Dire is a master of killing. They inflict double damage with one attack, once per day. Declare the use of killing stroke before the "to hit" dice are rolled.

Misery: The Dire exudes Disharmony, which feels like standing next to a large block of ice. The Dire may give one point of Disharmony to another Awakened. No Save allowed. He may do this a number of times a day up his Disharmony die type (1d6 = six times, 1d8 = eight times, and so on).

Savage: Either increase the Fight bonus for one of the Dire's attacks by +3, two of its attacks by +2, or all of its attacks by +1. Increase the damage caused by one of its attacks by one die type, or double the number of dice rolled (1d8 becomes 1d10 or 2d8).

Scabrous: The Dire's appearance is nauseating, its skin covered in oozing scabs and festering pustules. Anyone in the immediate presence of the Dire must make a Heroic (10) Fortitude Save or else become physically ill. Nauseated Heroes suffer a –2 penalty to all Tests in the Dire's presence. Targets with 12 hit points or less who fail this Save can do nothing other than wretch. Only one Save may be made per hour.

Sense: One of the Dire's senses becomes almost supernatural, such as being able to see much farther than normal, or the Dire possesses a sense not normal for its species (a Dire squirrel with the bat's echolocation). The Narrator determines which sense is affected. The Dire receives a +2 to Perception Saves made for surprise.

Shrouded: The Dire's true nature and intentions cannot be detected, even by those in Grace (though magic still reveals the monster's true nature). For all intents and purposes, the Dire appears "normal," though he must still hide or mask any physical effects of being Dire. Any Disharmony loss due to the Dire does not take effect until its true nature is revealed.

Sundered: The Dire cannot have their Harmony affected any further, and gain a +4 to Saves to resist magic.

Tenacious: The Dire regenerates at the end of any round in which it inflicts at least one HP of damage, but does not take damage itself. The amount regenerated equals the amount of Disharmony the Dire causes (1d3 Disharmony means it regenerates 1d3 HP, for example).

Tentacle: The Dire has a sinuous tentacle that can grasp and crush for 1d6 damage.

Vampiric: Whenever the Dire inflicts damage they regenerate up to 1d3 HP, as well.

Vindictive: Whenever the Dire inflicts damage, they cause an additional 1d4 points of damage.

Creature Types

There are all kinds of creatures, monsters, and animals in the world of *Cairn*. They can be divided into three general categories, which describe their nature and place in the environment.

NATURAL

These beasts are a part of the natural world, no matter how fantastic they seem to us. Even creatures like blackfangs and doomclaws are more like our bears and lions — they're a part of the natural environment created by The Bright Ones.

Not all members of a particular species were Awakened by The Bright Ones, so there are still plenty of un-Awakened frogs, rats, and otters scurrying about. To avoid confusion — is that hare talking about hares running amok in his crops discussing other Awakened, or not? — the Awakened have had to come up with new names for their un-Awakened cousins.

SUPERNATURAL

Supernatural creatures have existed since the world began, and some, like fairies, even predate the Titans. Even though they're beyond, or above, nature (super-natural), they're still a part of The Bright Ones' conception. They still have a purpose in the scheme of things, even if no one is sure what that is.

UNNATURAL

These are creatures that should not be. They come from another dimension and are definitely not a part of the Primal Powers' design. No one knows where they came from or how they got here, but the suspicion is that it has something to do with the origins of metal, magic, and violence. These beings embody Disharmony, and there is a Harmony risk associated with encountering Unnatural creatures (just like the Dire). The amount is listed in parentheses after the creature type on the template.

DOMESTICATED ANIMALS

When the Titans fell on the fateful night of The Maelstrom, their animals disappeared with them. Cows, chickens, sheep, goats, horses… all kinds of farm animals simply ceased to be. No one knows why.

The Template

Every creature is described mechanically by a template. This provides the information the Narrator will use when you encounter the monster in question. This includes things like the beastie's size, intelligence, and attitude.

As the Narrator, you use this kind of information to portray the creature's actions; a big, dumb monster should behave differently from a small, smart, aggressive one. If the small, friendly faeries attack with the same ferocity as a large, hostile ripper, then (strictly speaking) you're not being fair to the players.

Lastly, the template provides you with information you'll need for combat, like initiative, Speed, and attack modifiers. In general, these work just like they do for the player characters.

Challenge Level

This often determines the number of creatures appearing when they're encountered. Sometimes the creature's text specifies a number, but more often than not you should determine the number based on the Challenge Level.

Challenge Level is a description of the threat the creature potentially poses to the adventurers. A creature that poses a nuisance is different from a heroic challenge. This gives you, the Narrator, a rough idea of how the dangerous the creature is, based on its combat statistics and abilities.

The Challenge Levels, from easiest to hardest, are:

Nuisance: These creatures, while they don't pose a serious danger to you, can whittle down your Hit Points and Magic Points. They're often speed bumps in the story to slow down your progress and make things more interesting.

Dangerous: These creatures present a more serious threat, and should appear at critical points in the story. These are the troll under the bridge or the ogres looking for a meal. They're a serious drain on the Heroes' resources.

Heroic: Encounters at this level are daunting, and pose a serious risk to Heroes. This is the dragon in his lair, or the beast at the end of the maze. Typically, they're the main bad guy, the point of the whole adventure.

Legendary: An encounter at this level is even more heroic than Heroic. Every once in a while, the Heroes must face something legendary, a once-in-a-lifetime challenge about which minstrels will write songs and scholars will write stories. These are those creatures.

To determine how many of a given creature will make a good match for your group, you should add up the number of characters plus their total levels, then divide by the number indicated by the creature's Challenge Rating. Round up for Nuisances, and down for everything else.

In general, a group should have several Nuisance encounters, two to three Dangerous encounters, and only one Heroic or Legendary encounter. Nuisance and Dangerous creatures are intended for low level groups (1 to 3), Dangerous and Heroic for mid-level groups (4 to 7) and Heroic and Legendary for high level groups (8+).

NUMBER APPEARING

Challenge Level	Divide By
Nuisance	2
Dangerous	6
Heroic	12
Legendary	24

Size

Every creature has a size associated with it. The Awakened are roughly 2 to 3 feet tall. All of the creatures in this chapter are listed as being Small (about half that size), Medium (about the same sized the Favored), Large (significantly larger than the Awakened, often what was once "man sized") or Huge (anything larger than Large - just how big will often be specified in the description).

Intelligence

All creatures possess some form of intelligence, whether it is the basic instinct of "fight or flight" or the cunning of a brutal predator. You should use this information to influence the kinds of behavior in which the creature engages. Cunning monsters, for example, might figure out that splitting up and attacking the adventurer's flanks makes an effective tactic, while a creature working off instinct might be driven away by fire.

From the simplest intelligence to the most complex, the Intelligence levels are:

Instinct: The creature possesses rudimentary intelligence — much like the First Favored before they were Awakened. That is to say, animal intelligence. Fight when cornered, flee when in danger, time to eat, time to sleep, good place lair, and so forth.

Simple: This level of intelligence is like that of a child — smarter than basic instinct, but lacking in experience. The idea of actions having consequences may not have set in yet (particularly for faeries and gnomes). Reasoning with them, if you can, might be a challenge.

Cunning: Creatures with this level of intelligence can be clever and dangerous. They're good at solving problems to get what they want. They possess almost Titan-like levels of aptitude, much like one of our raccoons figuring out how to open a locked garbage can, or a fox figuring out how to get into the henhouse.

Brilliant: This is the most dangerous level of intelligence, because it is equal to or better than that of the Titans (and the Favored). These creatures plan far in advance, understand consequences, have ulterior motives, and can be quite devious.

Attitude

In addition to Intelligence, a creature's behavior is dictated by its attitude, or outlook on life. What will the creature in question do when encountering the Heroes? Will they be friendly, attack, or ignore them altogether? You can combine this demeanor with Intelligence for some idea on how the creature behaves.

Friendly: These creatures not only assume that you aren't a threat, but also that you're friendly towards them, as well. Much like a puppy trusts everyone it meets, these creatures believe everyone means them no harm. Until they learn otherwise. Friendly creatures won't attack you unless given good reason to.

Neutral: You are neither friend nor foe, and the creature treats you the same way. They might wait to see how you'll act toward them, or view you with a sort of benign neglect. They sit on the fence, waiting to see how you'll treat them. Neutral creatures don't generally attack unless attacked first.

Hostile: These creatures assume you're a foe. They believe the Heroes pose a threat, or might make a tasty meal. They might be aggressive or unreceptive to friendly advances. This doesn't necessarily mean the creature is suicidal, and they might run away if they think they'll live to fight another day. Hostile creatures attack unless there's a reason not to.

Wicked: Creatures with this attitude are mischievous, depraved, or just plain immoral. They might only be playfully mischievous, without realizing they're doing anything wrong. Or they might be anti-social, with no conscience, and no regard for your feelings or wishes. Or your life. Generally, they don't think they have to consider you at all, much like we might view a mosquito. You can never trust the Wicked.

FLIGHT

Most creatures prefer to flee, and live to fight another day. Listed after their Hit Point total, some monsters have a number alongside in parentheses, such as "(flee 8-)". This means that the creature(s) in question will run away when their current HP drop to this level. Moreover, if more than half the original number of creatures run away or become incapacitated, the rest flee, as well (unless they're cornered or flight is too dangerous). As always, this is up to the Narrator to roleplay.

Making New Creatures

A creature you're familiar with, and know what to expect, is a boring creature. After awhile, even the most terrifying monster becomes humdrum after encountering it 20 times. The Narrator could, and should, modify monsters a bit, just to keep things new and interesting. After all, the monster you know is not nearly as scary as the monster you don't.

First, the easiest way to do this is to adjust some of the beast's stats. Give it more Hit Points (thus making it harder to kill). Adjust its attack or defense information (thus making it more lethal). Maybe this particular blackfang is faster, or can fly farther. Keep in mind, however, that changing a monster's statistics alters its Challenge Level, so that your creation may become far more lethal than originally intended.

Second, you could change some of the monster's traits. For example, you might give a daggertusk the Venom monster trait. While not every daggertusk is venomous, this particular one is. Again, changing the creature in this way affects how dangerous it can be.

Third, particularly when it comes to Unnatural monsters, you could alter the amount of Disharmony it generates. Unnatural creatures are "things that should not be" and create corruption by their very presence. When Heroes encounter them, there is a chance the Unnatural will corrupt them, as well. Maybe this particular creature is more discordant than others of its kind…

Lastly, and it's something you might not consider at first, but you could actually make a creature weaker, by lowering its combat stats or removing a monster trait. This would actually lower the threat the monster poses, perhaps even allowing you to include greater numbers of the monster in question. Imagine if the adventurers are used to seeing only two or three Leaperjacks, but this time encounter six or seven.

Challenge Level is only a rough guide to the kind of threat a creature poses; hard-and-fast rules for determining a relationship between a monster's game stats or abilities and its Challenge Level can be complicated. Therefore, you should modify creatures only after you're comfortable with the rules.

THREATS NEAR AND FAR

The world beyond the boundaries of civilization is both strange and fantastical. There are dragons, gnomes, pixies, goblins and other monsters running about, just as in any other fantasy roleplaying game. Some creatures the Favored encounter may be terrifying, far beyond their day-to-day experience. In order to keep a sense of the fantastic, the Narrator should use these sparingly.

Bestiary

Buzzer

Buzzers are annoying giant bees with long, narrow stingers at the end of their abdomens. They build their hives wherever they can, often choosing places inconvenient to the Favored (like under barn eaves or near someplace important). While they generally leave others alone, coming too close or disturbing the hive causes them to attack in a swarm.

Type: Natural; **Challenge:** Nuisance

Size: Small; **Intelligence:** Instinct; **Attitude:** Hostile

Initiative: 15; **Speed:** 0 (fly 7)

Defense: 7; **Armor:** 0; **HP:** 4

Fight: Sting +0, (1d4)

SPECIAL ABILITIES

Compound Eyes: Buzzers see through compound eyes, making them very difficult to sneak past or avoid. Non-magical attempts to avoid detection suffer a –2 to the Test or Save.

Queen: Every hive has a queen. While the queen does not leave the nest, she may be encountered by a swarm in search of a new place to live (or if the hive is disturbed). Add +2 to Initiative, Defense, and HP. Her sting is more painful (1d6 damage, 1d6 venom).

Sting: The sting of a buzzer can be quite painful. When they sting, they release a venom that causes an additional 1d4 damage every hour for 1d6 hours unless treated. When stung, the victim must make a Routine (6) Fortitude Save to negate this effect.

Daggerbeak (Eagle, Falcon, Hawk)

Daggerbeaks are any of a number of large, predatory bird that feeds on small, un-Awakened animals (particularly rodents like mice and rats). Unfortunately, they have been known to attack the Awakened, as well, which makes them a problem in the wilderness. They have wickedly sharp beaks and uncanny eyesight.

Type: Natural; **Challenge:** Dangerous

Size: Large; **Intelligence:** Instinct; **Attitude:** Hostile

Initiative: 12; **Speed:** 4 (fly 10)

Defense: 8 (10); **Armor:** 1; **HP:** 30 (flee at 12-)

Fight: Bite (x2) +2 (1d8), Talons (x2) +3 (1d8)

SPECIAL ABILITIES

Swoop: Daggerbeaks attack from a great height, using their speed and maneuverability as an advantage. If they only attack using their claws, they may interrupt their movement with an attack (move a few inches, Attack, finish movement).

Wheel: Daggerbeaks can hover over an area by using the thermal up-current, which allows them to stay airborne without moving. This increases their Defense to 10 and grants them a +2 Fight on the first attack they make.

Daggertusk (Boar)

Daggertusks are un-Awakened boars. Compact and powerful, Daggertusks have large heads and short legs. They are covered in a coat of short, stiff bristles. They're characterized by the two large tusks that grow from their lower jaws (though female daggertusks do not have tusks). They're generally solitary and hunt in the early morning and dusk. They eat just about anything, though generally not Favored species (except for frogs and geckos). They can be extremely aggressive when cornered or trapped in their forest dens, however. The goblins have found a way to breed and train daggertusks as mounts.

Type: Natural; **Challenge:** Dangerous

Size: Medium; **Intelligence:** Instinct; **Attitude:** Neutral

Initiative: 10; **Speed:** 5

Defense: 8; **Armor:** 1; **HP:** 42 (flee at 8-)

Fight: Gore (x2) +3 (1d8)

SPECIAL ABILITIES

Charge: If a daggertusk can Move at least 30 feet in a straight line, it may charge. It uses both actions to Move, but ends its movement with an attack that has Fight +2 and causes 2d6 points of damage. Its Defense drops to 6 until its next round.

Dragon

Dragons are the ultimate example of a Legendary creature. These majestic creatures have been around since before the Titans rose to prominence, and will be around a long time after the Awakened have gone. They are thought to have been the first creatures created by The Bright Ones. While they speak their own language, they can also converse in a sort of "universal" language which any intelligent creature can understand. They are incredibly intelligent and well-versed in every subject, making them a treasure store of knowledge. Every dragon is an individual, with its own personality and motivations. They're like a force of nature personified, and just as morality doesn't apply to a thunderstorm, dragons cannot be said to be good or evil. They just are.

They prefer to live in seclusion, partially because the Titans kept hunting them, partially because they need to sleep. A lot. They hibernate deep in their mountain lairs in the Highpeak Mountains. For reasons surpassing understanding, dragons like gold and riches, which they sleep on. However, they're light sleepers, and wake up at the slightest noise. They often have a large cache of Titan relics, which they may or may not be protecting.

Type: Supernatural; **Challenge:** Legendary

Size: Huge; **Intelligence:** Cunning; **Attitude:** Varies

Initiative: 12; **Speed:** 6 (fly 18)

Defense: 12; **Armor:** 2; **HP:** 160

Fight: Claw (x2) +6, (2d6), Bite +8 (3d8), Tail +6 (1d12)

SPECIAL ABILITIES

Fear: Once roused to anger, dragons are a terrible sight. Anyone in the presence of an angry dragon must make a Heroic (10) Willpower Save or receive a –2 penalty to any actions directed at the creature and a –1 to all other Tests and Saves. Targets with 12 hit points or less who fail this Save must flee until they're convinced they've escaped its wrath. Only one Save may be made per hour.

Scales: Dragons are covered in natural scaly armor that's difficult to penetrate. They have +3 Armor and Critical Hits have no effect.

Spells: Dragons know a lot about a great many subjects, but excel at magic. They know 12 MP worth of wizard spells, have 36 MP, and cast spells as 8th level wizards.

Truesight: Dragons can see through illusions of all kinds, and attempts to use stealth automatically fail. It is impossible to sneak up on a dragon.

Dryad

Dryads are nature spirits who inhabit trees in the darkest, most ancient part of the forest. They are always encountered alone, taking up residence in a single tree to which it becomes bound. They always appear as female humanoids with pale green skin and long, brown hair, and they dress in clothing made of vines and leaves. It is unknown if they are the spirit of the tree, or if it merely takes up residence in a given tree. Dryads are tied to their trees, and protect them fervently; if it is cut down or harmed it affects the dryad, as well, and they don't like woodsmen much. They are always friendly to those in a state of Grace, but Discord and edged weapons scare them (make a Willpower Save).

Type: Supernatural; **Challenge:** Dangerous

Size: Medium; **Intelligence:** Simple; **Attitude:** Friendly

Initiative: 12; **Speed:** 5

Defense: 8; **Armor:** 0; **HP:** 18 (flee 5-)

Fight: Touch +2 (0)

Paralyzing Touch: If a dryad is forced to fight, she tries to touch her opponent. If she hits, the opponent must make a Challenging (8) Fortitude Save or they become paralyzed as roots, bark, and leaves cover their bodies. This effect lasts until the next rain, or is somehow dispelled.

SPECIAL ABILITIES

Herbalist: Dryads know the effects of every leaf, berry, and root in their forest, and where to find them. They can craft poultices (see Healer ability) and even cure diseases if they have a mind to.

Summoning: When threatened, a dryad can summon a timberling, who appears in place of a nearby tree to defend her and her home.

Tree-bound: A dryad cannot travel farther than a mile from her tree. Any damage to the tree affects them, as well.

Tree-walking: As a maneuver, dryads can pass into any tree and emerge from another tree within 100 yards. They may not, however, remain within the tree for more than a few minutes.

Fairies

Fairies are nature spirits that look like tiny humans with big eyes and colorful butterfly or dragonfly wings. While pretty to look at, they're also mischievous and mercurial. They like to play games and pranks, which often turn dangerous. They can be friendly one time, and surly they next. Because they're closely associated with the Primal Powers, they simply may not understand mortals. Fairies can often be found living near sacred groves, stone circles, ancient parts of the forest, and under magical hills.

Type: Supernatural; **Challenge:** Nuisance

Size: Small; **Intelligence:** Cunning; **Attitude:** Wicked

Initiative: 12; **Speed:** 6

Defense: 12; **Armor:** 0; **HP:** 4

Fight: Touch +0, (0), Bite +2 (1d4)

Sleep Touch: Once per day, if a fairy is forced to fight, it attempts to touch its opponent. If it hits, the target must make a Challenging (8) Willpower Save or else fall into a deep sleep that lasts a day and a night. The victim may only be awakened by the fairy.

SPECIAL ABILITIES

Glamour: Fairies can create convincing illusions that incorporate sight and sound, even when invisible. They only speak through these images, projecting their thoughts into symbolic images. They also use these in their practical jokes.

Healing: Once per day, a fairy can heal up to 12 HP by touch.

Invisibility: Fairies can become invisible at will, and can only be detected by those with the Sense Trait or magical means.

Filth

Filth comes from the same dark dimension from which Shadows originate. They're attracted by corruption, and travel through the doorway crated by Disharmony to take up residence in the real world. It lairs near the source of corruption, lying in wait for victims. Filth appears as just that, a shifting mass of molding garbage that flows along the ground.

Type: Unnatural (2d4 Disharmony); **Challenge:** Dangerous

Size: Medium; **Intelligence:** Instinct; **Attitude:** Wicked

Initiative: 13; **Speed:** 6

Defense: 10; **Armor:** 1; **HP:** 48

Fight: Tentacle (x6) +4 (1d8)

SPECIAL ABILITIES

Horror: Filth is an unnatural thing, and seeing one causes horror. Anyone within 50 feet of a Filth must make a Challenging (8) Willpower Save or become paralyzed with fear and lose their current round, and all of the next as well. Only one Save can be made per hour.

Sense: Filth can detect and track victims through their body heat. They can make Tests and Saves even when in complete darkness, and can re-roll Saves for surprise.

Tentacles: Filth can spawn up to six tentacles which it uses to attack any target within 20 feet, but it cannot attack the same target twice in the same round. When it hits, the victim must make a Routine (6) Willpower Save or lose 1 Harmony.

Ghost

Ghosts are the immaterial spirits of the dead. They happen in one of two ways: Either their spirits become trapped by an area of Disharmony, or they fail to move on to the afterlife for some reason (thus causing an area of Disharmony). Most often, ghosts are former Titans, which makes them the only way anyone can see one, although ghosts of the Awakened have become more and more common. While it's possible to slay one with magic, it's better (and often easier) to find the reason for the ghost's appearance and deal with that.

Type: Unnatural (1d10 Disharmony); **Challenge:** Heroic

Size: Medium-Large; **Intelligence:** Varies; **Attitude:** Hostile

Initiative: 10; **Speed:** 4

Defense: 8; **Armor:** 0; **HP:** 42

Fight: Touch +2 (1d10)

Corrupting Touch: When a ghost passes through or touches an opponent, it steals some of their Harmony. Make a Challenging (8) Willpower Save or lose 1d3 points of Harmony. No further roll to reduce this damage can be made. Favored who lose all their HP *and* become Dire as a result of Chill Touch return as ghosts during the next full moon.

SPECIAL ABILITIES

Immaterial: They cannot be attacked with physical objects, which pass right through them, and they can move through things like walls and tables. Magic and magic items still have an effect on ghosts.

Fear: Ghosts are scary, and when they appear the sight of them strikes terror. Anyone in the presence of ghost must make a Heroic (10) Willpower Save or receive a –2 penalty to any actions directed at the creature and a –1 to all other Tests and Saves. Targets with 12 hit points or less who fail this Save must flee until they're convinced they've escaped. Only one Save may be made per hour.

Gnoll

Of all the animals Awakened by The Bright Ones, the one species everyone wishes they'd left alone are the gnolls. Humanoid jackals or coyotes, these towering scavengers make rats and weasels seem genteel in comparison. Gnolls are nomadic, and travel and hunt in packs. They typically find a cave or ruin in which to shelter, scavenging all they can before moving on. For some reason, they don't believe in The Compact, or they just ignore it. They're cruel and sadistic, and enjoy tormenting a Favored before eating them. And they don't mind Titan things like steel. They're often led by a Dire pack leader, and Gnoll packs frequently become a source of corruption. So perhaps something else Awakened the Gnolls after all….

Type: Supernatural; **Challenge:** Dangerous

Size: Large; **Intelligence:** Cunning; **Attitude:** Hostile

Initiative: 12; **Speed:** 8

Defense: 10; **Armor:** 2; **HP:** 16 (flee at 6-)

Fight: Sword +3 (1d8), Bow +2 (1d6)

SPECIAL ABILITIES

Darkvision: Gnolls can see, and hunt, at night, as well as daylight. They suffer no penalties for darkness or lighting conditions.

Howl: Gnolls often let out an unnerving howl before they attack in order to frighten their prey. Make a Routine (6) Willpower Save or suffer a –2 Fight for 1d4 rounds. Targets with 12 hit points or less who fail this Save must flee until they're convinced they've escaped. Only one Save may be made per hour.



Gnome

Just as dryads are nature spirits who inhabit trees, gnomes are spirits of stone. They are always encountered alone, and live in a single, specific boulder, stone, or rock. They appear as small, fat humans with grey skin and short-cropped beards, and they're always male. Scholars are unsure if they are the spirit of the rock itself, or if it somehow takes up residence in a stone of its choosing. What is known that protect their stones devotedly. If a rock is shattered or cracked, it affects the gnome, as well. They do not like miners, for obvious reasons. Similarly, the sight of metal and precious jewels angers them, as they know from whence these things came — hacked out of rock (for some unknown reason, gnomes never inhabit precious stones). They are generally ill-tempered and don't like being disturbed.

Type: Supernatural; **Challenge:** Dangerous

Size: Medium; **Intelligence:** Simple; **Attitude:** Neutral

Initiative: 8; **Speed:** 4

Defense: 8; **Armor:** 3; **HP:** 40

Fight: Hammerhand +2 (1d10), Hurl Boulders +0 (1d12)

Hammerhand: Gnomes have a punch like a sledgehammer, which can shatter rock.

SPECIAL ABILITIES

Grow: If a gnome is reduced to half his maxiumum HP, he increases his size to Huge, which triples his current hit points, reduces his Defense to 6, and increases his Hammerhand damage to 2d10. If killed or incapacitated, the Gnome shrinks back down to normal size.

Stone-bound: A gnome cannot travel farther than a mile from his rock. Any damage to the stone affects them, as well.

Stonewalking: As a maneuver, gnomes can pass into any nearby stone and emerge from another stone within 100 yards. They may not, however, remain within the rock for more than a few minutes.

Tunnel: A gnome can use his power over the earth to move dirt and stone, creating underground tunnels in a matter of minutes.

Goblin

Goblins were a nuisance in the time of the Titans, and they've only gotten worse since then. Aggressive and nasty, they stole into human farms and homes in the dead of night to steal chickens and children. They were like foxes, only worse, because they had cunning and thumbs. Now, after the Titans, they've only gotten bolder. Whole tribes move into an area and claim it for their own, raiding villages and waylaying travelers. They like any kind of terrain — mountainous, hilly, forested — and the tribe of Goblin's Glen even lives in yurts and rides daggertusks… .There's even said to be a Goblin City someplace.

Goblins are a sickly green color, with large heads filled with sharp little teeth and beady yellow eyes. They dress in motley clothes, and wield a variety of knives, cleavers, and hooked blades — whatever they can steal or plunder. They especially like to lure victims into carefully prepared traps.

Type: Supernatural; **Challenge:** Nuisance

Size: Medium; **Intelligence:** Cunning; **Attitude:** Wicked

Initiative: 12; **Speed:** 6

Defense: 8; **Armor:** 1; **HP:** 8 (flee at 4-)

Fight: Dagger +1 (1d6), Spear (wooden) +1 (1d6)

SPECIAL ABILITIES

Darkvision: Goblins can see at night as well as they can in daylight. They suffer no penalties for darkness or lighting conditions.

Sneaky: When approaching or following a victim, goblins can blend in with their surroundings so perfectly as to be virtually impossible to see (a Challenging (8) Perception Save). They can also move almost silently over any terrain, even when running.

Ventriloquism: Goblins are excellent mimics and can throw their voices up to 100 yards in order to misdirect their victims. They use this ability to lure victims into traps and ambushes. However, they have a hard time mimicking words, so speech sounds mumbled and indistinct.

Griffon

Of all the beasts found in nature, the Griffon is considered kings of the animal kingdom. They are powerful and majestic creatures, with the hindquarters of a lion and the head, forequarters, and wings of an eagle. The Bright Ones are said to have set the griffons as guardians to come down from their mountain aeries in times of great trouble. Druids consider them sacred, and believe they are closest to the Gods. They prefer their solitude, nesting high upon the slopes of Highpeak Mountain. They are incredibly wise and fair, but strike with swift detachment, like a force of nature.

Type: Supernatural; **Challenge:** Legendary

Size: Huge; **Intelligence:** Brilliant; **Attitude:** Neutral

Initiative: 14; **Speed:** 8 (fly 18)

Defense: 10; **Armor:** 2; **HP:** 80

Fight: Claw (x2) +4 (1d10), Bite +6 (2d6)

SPECIAL ABILITIES

Clearsight: Griffons have excellent vision, like their eagle cousins. Not much escapes their sight, including motives. With a successful Perception Save, a Griffon can see the smallest detail, including sensing things like body language that give away motives and intentions. It's said a griffon can see when you're lying.

Grab: In battle, a griffon swoops down upon its prey, snatches it, and drops it from a great height. Make a Challenging (8) Reflex Save to avoid their talons. Use the falling damage rules to determine the damage.

Incorruptible: Griffons are immune to the effects of Disharmony and may never become Dire.

Screech: Griffons can let out an ear-piercing and startling cry that paralyzes their prey. Make a Challenging (8) Willpower Save or be paralyzed for 1d6 rounds. They like to use this ability to get the attention of others when they hold court.

Homunculus

A creature created by ancient magic, Homunculi once served Titan wizards in their spellcraft. The few remaining Homunculi who survived the Maelstrom live in Titan ruins close to their former master's workshops, and they are always encountered alone. They look like lumpy little gargoyles sculpted from clay, with a toothy grin and small, leathery wings. They hate just about everything except for wizards and sorcerers, who fascinate them. A homunculus will present himself to one (especially those in Discord), driven by their instinct to serve. While they live a long time, they have poor long-term memories and little in the way of secrets to offer. While homunculi don't know any spells, they understand the principles of magic very well and make excellent teachers and coaches (which may be how the Favored learned of magic in the first place). They feed on blood whenever possible.

Type: Unnatural (1d3 Discord); **Challenge:** Nuisance

Size: Small; **Intelligence:** Cunning; **Attitude:** Hostile

Initiative: 10; **Speed:** 4 (fly 6)

Defense: 5; **Armor:** 1; **HP:** 5

Fight: Claw +1 (1d3), Bite +2 (1d4)

SPECIAL ABILITIES

Rebirth: Homunculi are extremely difficult to kill. A homunculi's body must be burned, otherwise it comes back to life an hour later at full HP.

Spells: Every homunculus can instinctively cast 2 Novice sorcerer and 2 Novice wizard spells that it can cast once a day each without spending MP.

Translate: A homunculus can read anything, even ancient texts that are written in lost languages. This makes then highly effective to spellcasters looking for forbidden knowledge.

Nymph

Nymphs are nature spirits who live in rivers, streams, pools, and lakes. They are always encountered alone, and live in a specific are of a body of water. Like their cousins the dryads, they appear as female humanoids formed out of water. They may either be the spirit of the water, or simply protect a select water feature. Reclusive, they are more likely to hide underwater or flee from intruders. While generally neutral towards the Favored, they particularly like otters (Friendly) but aren't a fan of beavers (Hostile, though not aggressive).

Type: Supernatural; **Challenge:** Dangerous

Size: Medium; **Intelligence:** Simple; **Attitude:** Neutral

Initiative: 12; **Speed:** 5

Defense: 8; **Armor:** 0; **HP:** 18 (flee 5-)

Fight: Touch +2 (0)

Beguiling Touch: When forced to fight, nymphs attempt to touch their opponents. If successful, the target must make a Challenging (8) Willpower Save or else be beguiled by its beauty. Beguiled targets may take no Action other than standing there, mouth agape. This effect lasts until the next sunset or sunrise.

SPECIAL ABILITIES

Flow: Nymphs can control the direction and speed of water, making it flow in a manner of her choosing. They can use this power to propel small boats at double their normal speed.

Refreshing Waters: Once a day, a nymph can "bless" or create water that restores 1d3 Harmony. This effect only works once per drinker, per use of the ability.

Water-bound: A nymph cannot travel farther than a mile from their water source. Any damage to their water affects them, as well.

Water-walking: As a maneuver, nymphs can travel up to 100 yards from their homes, including completely different bodies of water (from pool to pool, for example). They may not, however, remain on land for more than a few minutes.

Ripper (Bear)

Rippers are un-Awakened bears. These large, hulking beasts live deep in the forest. They have a den, often a cave or hollow tree stump, in which they hibernate throughout the winter. Because they must store up enough fat for this time, rippers have voracious appetites and must range far-and-wide to obtain their food. They're omnivorous, which means they're not above eating meat should the opportunity present itself. While this is often other un-Awakened animals and fish, they've been known to attack the Favored if their hunger is dire.

Type: Natural; **Challenge:** Heroic

Size: Large; **Intelligence:** Instinct; **Attitude:** Hostile

Initiative: 9; **Speed:** 6

Defense: 10; **Armor:** 2; **HP:** 90 (flee at 10-)

Fight: Claw (2x a round) +3 (1d8), Bite +2 (1d10)

SPECIAL ABILITIES

Rage: At 30- HP, rippers become enraged and fight with enhanced stats. Lower Defense to 8, but increase Armor to 4, Fight to +5 and +2 to damage.

Rip: In a round when a ripper hits a single opponent with both claws, it can inflict an additional 2d6 points of damage if it so chooses. It can also use this ability to tear through any but the strongest defenses, such as uprooting trees and knocking through wooden houses.

Terror: Rippers are able to stand on their hind quarters, towering over their opponents, which is a frightening sight. Anyone in the presence of a ripper who stands must make a Challenging (8) Willpower Save or else flee in terror until they're convinced they've escaped its wrath. Only one Save may be made per hour.

Shadow

Shadows are the living embodiment of the Unnatural. They are only encountered in places of Disharmony, where they gather to prey on unsuspecting victims. They appear as moving silhouettes of a roughly humanoid shape, and they move irrespective of a light source (which often gives them away).

Type: Unnatural (1d8 Disharmony); **Challenge:** Dangerous

Size: Medium; **Intelligence:** Cunning; **Attitude:** Hostile

Initiative: 8; **Speed:** 4

Defense: 8; **Armor:** 0; **HP:** 42

Fight: Touch +2 (5)

Chilling Touch: Shadows steal the very warmth from a victim's bones. When a shadow touches an opponent, make a Challenging (8) Willpower Save or lose 1 Initiative. This effect is cumulative, and the victim's Initiative may not drop below 1. The effect lasts until the victim can get warm again.

SPECIAL ABILITIES

Shadowform: They cannot be attacked with physical objects, which pass right through them. Magic and magic items still have an effect on shadows. Unlike Immaterial, this ability does not allow shadows to pass through physical objects, though they can pass through even the smallest opening (such as under a door).

Shadow Walk: Shadows can pass into any shadow and emerge from any other shadow within 100 yards as a Move.

Stalker (Wolf)

Stalkers are four-legged canines, the cousins to the dogs humanity loved so well. They hunt in packs, often chasing prey for miles in order to tire them out before attempting to encircle them and attack from the flanks. Generally nocturnal, stalkers can be found in any environment, including prairies and the frozen tundra. They're carnivorous, and aren't intimidated by the Favored's larger size.

Type: Natural; **Challenge:** Dangerous

Size: Medium; **Intelligence:** Cunning; **Attitude:** Neutral

Initiative: 14; **Speed:** 8

Defense: 10; **Armor:** 1; **HP:** 28 (flee at 12-)

Fight: Bite +3 (1d8)

SPECIAL ABILITIES

Howl: Stalkers often let out an unnerving howl before they attack in order to frighten their prey. Make a Routine (6) Willpower Save or suffer a –2 Fight for 1d4 rounds. Targets with 12 hit points or less who fail this Save must flee until they're convinced they've escaped. Only one Save may be made per hour.

Maul: Stalkers have savage jaws, locking on to a victim and never letting go. On a successful hit, opponents must make a Challenging (8) Fortitude Save in order to escape a stalker's jaws. With a failed Save, the stalker automatically hits in the next combat round. Targets may make a Save every round to break free, but may take no other actions.

Runner: When running long distances stalkers can move twice as fast as other species, and faster than anything but other runners (this has no effect on combat movement Speed).

Timberling

Creatures of legend, timberlings are considered to be guardians of the forest. They take root in sacred groves or in "new growth" forests to protect them. Although they recognize the Favored as woodland creatures, albeit a lot larger than they once were, they can be either friend or foe. They've been known to help guide a lost child to safety, but also attacked herbalists for picking berries. As trees, they tend to take the long view, and can be difficult to convince or placate.

Type: Supernatural; **Challenge:** Heroic

Size: Huge; **Intelligence:** Instinct; **Attitude:** Neutral

Initiative: 8; **Speed:** 5

Defense: 9; **Armor:** 2; **HP:** 72

Fight: Stomp +2 (3d6), Whomp +2 (2d8)

SPECIAL ABILITIES

Regeneration: In any round in which a timberling doesn't Move, it can take root and heal itself of 1d8 HP damage as a Move. It cannot regenerate damage resulting from fire.

Weavers (Spiders)

Weavers are giant spiders. They're usually encountered in the darkest reaches of the forest, though individual Weavers can be found most anywhere. They spin large, sticky webs, in which they catch their prey. Carnivorous, they inject their victims with a toxin that liquefies their insides, which they then drink. While they generally don't eat the Favored, they are not picky either. They're cunning and remorseless. It's said they're ruled by the dreaded Spider Queen who lives somewhere in the Dead Forest.

Type: Natural; **Challenge:** Dangerous

Size: Medium; **Intelligence:** Cunning; **Attitude:** Hostile

Initiative: 15; **Speed:** 8

Defense: 9; **Armor:** 4; **HP:** 36

Fight: Pincer Bite +3 (1d6+2), Sting +2, (1d6)

SPECIAL ABILITIES

Compound Eyes: Weavers see through compound eyes, making them very difficult to sneak past or avoid. Non-magical attempts to avoid detection suffer a –2 to the Test or Save.

Queen: The Spider Queen is said to be a terrifying creature full of malice. She has: **Size:** Large; **Intelligence:** Brilliant; **Attitude:** Wicked. Add +2 to Initiative, Speed, and Defense, and +1 Armor. She has 72 HP and causes 1d8 damage.

Venom: Weavers inject their victims with a paralyzing venom, which liquefies their insides. Make a Routine (6) Fortitude Save to resist, or become paralyzed for 1d8 hours. This venom also causes 1d6 damage hourly, unless treated.

Web: Weavers spin sticky, silken webs from their abdomens, which they use to build their homes. While others become trapped in a weaver's web, they can traverse them without penalty. Make a Challenging (8) Perception Save to notice (and avoid) a web. Those trapped must make a Challenging (8) Fortitude Save to break free.

Un-Awakened Creatures

There are all kinds of un-Awakened animals scurrying about — frogs, hedgehogs, voles, bats…. Many of these are cousins, and ancestors, of the First Favored. Because it can be confusing to call them by their original names, the Favored have come up with new names for them. Because shifters can transform into any natural creature, these animals and their game effects are included below. The Narrator can also use them if he needs un-Awakened animals for a story.

Type: Natural; **Challenge:** Nuisance

Size: Small; **Intelligence:** Instinct; **Attitude:** Neutral

HP: 4-8 (flee at half HP)

Armadillo (Rooter)

Rooters are un-Awakened armadillos. They root around the forest floor, in search of stuff to eat. They have poor eyesight, but a keen sense of smell. They're characterized by the bony plates that cover their bodies.

Init: 12; **Spd:** 6; **Defense:** 7; **Armor**: 2; **Fight:** +2 (Claws 1d4)

SPECIAL ABILITIES

Armor: Rooters are covered in bony plates of armor that counts as Medium armor.

Burrower: Rooters use their sharp claws to dig burrows and dens, and can tunnel underground at half their Speed. No other ability that increases Speed can be used while digging.

Sense: Rooters have a keen sense of smell. They can make Tests and Saves even when in complete darkness, and re-roll Saves for surprise. In addition, they can distinguish details about the environment through their noses.

Badger (Stripefang)

Stripefangs are un-Awakened badgers. They live in heavily wooded areas and are fiercely protective of their dens and young. They are generally calm and unassuming until provoked or threatened. They routinely attack opponents much larger than themselves.

Init: 14; **Spd:** 6; **Defense:** 8; **Armor:** 0; **Fight:** +3 (Bite 1d3, Claws 1d4)

SPECIAL ABILITIES

Aggressive: A stripefang is a tenacious opponent who attacks without regard to their own safety. Stripefangs get a +2 Fight.

Burrower: Stripefangs use their sharp claws to dig burrows and dens, and can tunnel underground at half their Speed. No other ability that increases Speed can be used while digging.

Fierce: Stripefangs aren't scared of anything, including stuff that's bigger than them. They receive a +2 to any Willpower Save related to fear.

Bat (Blackfang)

Blackfangs are un-Awakened bats. They live in caves, barns, and even can be found hanging upside down in trees. They often live in large colonies, and come out at night to hunt flying insects.

Init: 14; **Spd:** 4 (fly 12); **Defense:** 10; **Armor:** 0; **Fight:** +3 (Bite 1d6)

SPECIAL ABILITIES

Sense: Blackfangs can sense things through echolocation, bouncing sound waves and measuring the distance. They may make Tests and Saves even in complete darkness. They also receive a re-roll when making Saves for surprise.

Frog (Hopper)

Hoppers are un-Awakened frogs. They live in a variety of environments, along ponds and streams and in the forest. They hunt for insects with a long, sticky tongue.

Init: 14; **Spd:** 6; **Defense:** 6; **Armor:** 0; **Fight:** +1 (Kick 1d6)

SPECIAL ABILITIES

Amphibious: Hoppers can breathe underwater, and remain submerged indefinitely.

Call: Hoppers make croaking sounds that can be heard for over a mile, and can be used to send simple messages that can only be understood by other hoppers.

Leap: Hoppers have strong legs, allowing them to leap up to twice as far as normal. They may do this once per round.

Swim: Instead of moving at half Speed in the water, hoppers double their Speed instead, and can submerge for long periods of time.



Hare (Darter)

Darters are un-Awakened hares. They prefer to live in wide open spaces where they can see predators approaching and have room to run.

Init: 14; **Spd:** 8; **Defense:** 8; **Armor:** 0; **Fight:** +1 (Bite 1d4)

SPECIAL ABILITIES

Dash: Darters can dash at up to four times their Speed. They must wait 2 rounds before doing this again.

Leap: Darters have strong legs, allowing them to leap up to twice as far as normal. They may do this once per round.

Runner: When running long distances darters can move twice as fast as other species, and faster than anything but other runners (this has no effect on combat movement Speed).

Mole (Burrower)

Burrowers are un-Awakened moles. They tunnel incessantly, and often become a nuisance to farmers and gardeners. Moles don't much approve of attempts to root out burrower colonies in these cases.

Init: 10; **Spd:** 4; **Defense:** 6; **Armor:** 0; **Fight:** 0 (Claws 1d4)

SPECIAL ABILITIES

Burrower: Burrowers can tunnel underground at half their Speed. No other ability that increases Speed can be used while digging.

Sense: Burrowers have sensitive whiskers that allow them to make Tests and Saves even in complete darkness. They also receive a re-roll when making Saves for surprise.

Rat (Squeeler)

Squeelers are un-Awakened rates. They can be found foraging through garbage in town, and they eat just about anything. They can be a nuisance to farmers, bakers, and tavern-keepers — pretty much anyone who stores large quantities of food. They can also be trained using the Pet and Train Tweak.

Init: 10; **Spd:** 6; **Defense:** 9; **Armor:** 0; **Fight**: +2 (Bite 1d4)

SPECIAL ABILITIES

Chew: Squeelers can chew their way through almost anything (except metal and stone) and can squeeze through the smallest of holes. They move at half their movement rate when chewing.

Cunning: Squeelers receive a +2 to Perception Saves.

Cornered: Squeelers flee at one-quarter hit points. In any situation in which a squeeler is at half of their total hit points or less, and has no clear way to escape, they gain a +2 to Will Saves verses fear and a +1 Fight.

Squirrel (Leaper)

Leapers are un-Awakened squirrels. They forage along the forest floor and live high up in the trees, where they leap from branch-to-branch. They're characterized by their bushy tails. Like squeelers, they make excellent companions.

Init: 10; **Spd:** 6; **Defense:** 9; **Armor:** 0; **Fight:** +2 (Bite 1d4)

SPECIAL ABILITIES

Climb: Instead of moving at half Speed when they climb, leapers Move at their normal Speed. This may be reduced by the type of surface and the angle being climbed.

Dash: Leapers can dash at up to four times their Speed. They must wait 2 rounds before doing this again.

Leap: A leaper can leap up to twice as far as normal. They may do this once per round, and from tree branch to tree branch.

Long Fall: A leaper may make a Reflex Save to reduce any falling damage they take by half.

Weasel (Gnasher)

Gnashers pose a dangerous threat, as weasels did before the Awakening. Tenacious and aggressive, they chase their prey relentlessly, even pursuing their quarry into their dens.

Init: 12; **Spd:** 8; **Defense:** 8; **Armor:** 0; **Fight:** +3 (Bite 1d3, Claw 1d4)

SPECIAL ABILITIES

Aggressive: A gnasher is a tenacious opponent who attacks without regard to their own safety. Gnashers get a +2 Fight.

Fierce: Gnashers aren't scared of anything, including stuff that's bigger than them. They receive a +2 to any Willpower Save related to fear.

Tenacious Bite: Once a gnasher successfully bites, it hangs on and continues biting in subsequent rounds. Unless the victim makes a successful Challenging (8+) Fortitude Save the gnasher may spend an Action to inflict bite damage without making an attack roll.

Magic Items

Mellowstar foraged among his things, opening chests and cupboards and placing objects in a pile in the middle of the floor. Blanket. Socks. Everhot teapot. Can't forget that. Nice for a bit of tea. Clean waistcoat. Matches. Quill and ink… He toddled into the kitchen and wrapped some bread and hunk of cheese in bundle, then grabbed the bottle of Mrs. Ringrunner's Enervating Powder. Never know when you might need that. Next, it was off to the foyer, where he grabbed a stout walking stick and a muffler. Then, he stopped.

This was no walk through the woods, no overnight trip to Brandybuck Junction. This was a mission. *He put the walking stick back in the umbrella stand, and carefully took up his old granddad's cudgel. The one that could shatter rock…*

Magic is a fact of life in the world of *Cairn*. Everyone knows the magic of the Titans introduced flaws into The Bright Ones' design, changing and corrupting it, and they were destroyed for their folly. Despite The Bright Ones' prohibition against using magic, almost every home and Favored has some kind of magic device – usually something useful and simple. After all, magic is just so darned *useful*.

Truth to tell, the average Favored animal doesn't see himself as using magic when it comes to magic items. Using magic is what *magic users* do. While the Titans saw magic as a way to enforce their will on the world, and change it as they saw fit, the Favored generally tell themselves that a magical blanket or waistcoat can't be all that bad. They're not moving mountains or changing the course of rivers, after all.

So they see magic items as something that lends a hand. While magic users are those nasty individuals who could bring destruction on everyone.

Crafting Magic Items

Creating magic items is an arduous process that requires special materials, peace and quiet, and time. Enchanters use the power of the runes – the primal symbols of creation – in order to imbue an object with magic. Combining these symbols into a complicated equation, the enchanter essentially writes the magical instructions that directs the flow of magical energy to produce a range of effects.

Only enchanters know this magical language and how to use it to produce magical effects, and they closely guard their secrets. In short, wizards, sorcerers, priests, and other magic-using professions require the services of an enchanter to fashion their magic items for them (unless they're also enchanters, as well). Some enchanters trade the crafting of a magic item for permission to copy a spell or see it in action. Although an enchanter may have a number of spells written down, enchanters cannot cast spells, and other magic users can't use runes.

As an enchanter, you can either craft a magic item known to you, modify an existing design, or create an entirely new magic item from scratch.

Typical Designs: You can craft any of the magic items detailed in the rules. These are considered typical designs known to all enchanters as part of their education. For example, when you get the professional ability Known Journeyman Runes, you learn to craft uncommon magic items. There are three types of magic item: Common, uncommon, and rare.

Crafting New Items: The Know Master Runes professional ability allows you craft new or unique magic items. First, you must decide what you want the item to do, and what it will look like. You should find spells that most closely resemble the effects you're after and use them as a guideline. Talk to your Narrator to determine precisely how the spell translates into the magic item effect you want. For example, you could either craft a rod that shoots gouts of flame or one that ignites enemies on contact, though both would use the Titan's Fire spell. You and the Narrator should decide if your new design is a common, uncommon, or rare magic item.

Modifying Items: Once you learn the Known Master Runes professional ability, you can modify existing magic item designs by adding additional powers. For example, you might include the Deflection spell to a Dancing Broom or change the design of a Harmony's Heart to include the spell The True Eye, thus creating an entirely new kind of magic item.

UNIQUE MAGIC ITEMS

Unique items are one-of-a-kind, possessing magical abilities far beyond those of standard magic items, or combining magical effects in a new way.

Basically, unique items are those magic items that do not fit into the "common, uncommon, rare" framework. They have effects that cannot be translated into spells or are far more powerful than any other magic item. These are the swords that end up with names, like Excalibur or Glamdring. They are doorways to other dimensions. Or a crown that summons and controls dragons. They are flights of your imagination. If the item cannot be defined using spells, then chances are it is unique.

Describe what you want to your Narrator, who should decide what materials are needed, how long it will take to craft, and the Disharmony involved. Use the crafting rules as a guideline. Factor in any effects that mimic a spell, otherwise the item works as the Narrator describes.

For the Narrator, unique items offer a chance to introduce some really powerful magic items that the enchanter in your group cannot duplicate (while at the same time allowing him to create unique items of his own). Unique items are often the subject of many quests or the focus of an epic story, so introduce them at your own discretion.

Step 1: Gather Materials

Special materials are needed in the construction of a magic item (standard or new). These are typically exotic or symbolic – an eagle's feather for flight, gold thread for purity, and so forth. You need not be a weaver, potter, blacksmith or other tradesman to make your own components. You can get a sword from a blacksmith, then wrap the hilt with special gold thread or anoint it in dandelion wine. The Narrator should determine what exactly is needed (based on the item's rarity), and acquiring these items makes a great story idea.

If you are modifying an existing design or creating an entirely new kind of enchanted item, you must have access to the spell being mimicked. The spell does *not* have to be cast over the item while you manufacture it; you translate the spell into a rune formula and decide on appropriate material components, which you will later use to create the item. An enchanter who wants to make a ring that allows the wearer to see through illusions, for example, needs access to the wizard spell The True Eye. (In fact, spellcasters and enchanters often trade these kinds of favors – a magic item for a chance to look at a spell).



Step 2: Time Spent

Next, you must determine how long the process will take. This depends on the item's rarity (common, uncommon, rare) as shown on the Crafting Magic Items Table. Crafting a common magic item, for example, requires two days of work. If you are adding a new spell effect to a standard magic item or creating a wholly new enchantment, add the ranking of any spells being employed. Thus, adding The True Eye (an Adept wizard spell) to a Harmony's Heart (a common magic item) requires six days to make.

The enchanter is assumed to work full time on the process (between 8–12 hours), with breaks for food and rest. The process cannot be rushed by working additional hours, nor can it be shortened in any way. You may only work on one object at a time, until the work is finished. Needless to say, you cannot participate in other activities during this time.

CRAFTING MAGIC ITEMS TABLE

Level	Time	Disharmony
Common	2 days	1d6
Uncommon	3 days	1d8
Rare	4–6 days	1d10
Unique	Weeks	1d12
Additional Spells		
Novice	2 day	1d6
Journeyman	3 days	1d8
Adept	4 days	1d10
Master	5 days	1d12

Step 3: Making a Test

Enchanters do not make a Test in order to create a magic item known to them. Crafting magic items is their stock and trade, and so long as they have a workshop, materials, and plenty of time, they automatically succeed at the end of the crafting process.

Altering a magic item's design means changing its runic equation, while inventing a new enchanted object requires you to combine runes and components in a new way. Both require you to make a Heroic (10) Test. With a failed roll, the item simply does not work. Alternatively, the Narrator might rule that failure results in something more *interesting* happening, such as a comical explosion or turning the enchanter into something else…. Either way, the material components cannot be used again and you must begin again from scratch.

Step 4: Disharmony

Every crafting attempt carries with it the risk of Disharmony, as you redirect the flow of magic and try to contain it. The Crafting Magic Items table lists the amount of Disharmony involved, based on the item's rank (and any additional spells added). At the end of the crafting process, you must make a Willpower Save based the amount of Disharmony generated.

Crafting Examples

Buxba wants to craft a Clever Cookpot. This is a common magic item, so Buxba knows how to make it with the Know Novice Runes professional ability. This requires two days of uninterrupted work and risks 1d6 Disharmony.

Buxba wants to make a Clever Cookpot that creates a healing stew. He adds the Thatching spell (Healing, Novice) while manufacturing the Clever Cookpot (common item). This takes four days and risks 2d6 Disharmony.

Buxba wants to create a cloak that allows the wearer to float safely to the ground. He can craft new magic items with the Know Master Runes professional ability. Looking at the spells, Floating Leaves (Druid, Novice) seems appropriate, so Buxba will have to find a druid to explain the spell to him. The Narrator decides this should be an uncommon magic item. It will take Buxba five days (uncommon item, Novice spell) and risks 1d6 + 1d8 Disharmony.

Buxba wants to create a brooch that heals the wearer and restores some Harmony. The Narrator and Buxba agree this requires the Thatching spell (Healing, Novice) and Recover Harmony spell (Priest, Novice). Since it affects Harmony, the Narrator decides it should be rare. Crafting the item takes eight days (two for each Novice spell, four for being rare) and risks1d10 + 2d6 Disharmony.

Using Magic Items

Everyone can use magic items with the expenditure of magic points (MP). This is, in fact, why all Heroes have MP as a part of their character stats. Whenever you want to use a magic item's abilities, you must spend the appropriate amount of MP listed with the object.

Sometimes the cost to activate a power is on a per use basis. You spend the MP and trigger the ability once. Sometimes, the MP cost listed covers a period of time, as in 5 MP/hour or 10 MP/24 hours. You spend the MP and it powers an effect for the time period specified. In the case of a magic item with more than one ability, you may only activate one power at a time and you must announce which effect you're triggering. In this case the MP cost associated with the item is for *each* effect (*not* all of them).

Some magic items have abilities that are "always on," such as bonuses to Fight, damage, or Defense. For each bonus, subtract an amount equal to the modifier from your total MP, as the item siphons off a little bit of your innate magical energy to "power" the bonus. You may not choose to lower the amount of MP spent in this way to reduce the amount of the bonus.

Example: *Buxba has three magic items – a Heartband, Warning Chime, and Daggerbeak Arrows.*

- A Heartband allows the user to locate and communicate with a loved one. When Buxba uses his to communicate with his sister back in Cairn, this costs him 2 MP per message sent.
- A Warning Chime acts like a burglar alarm when activated. The cost is 5 MP/ sunrise or sunset. When Buxba activates the chime at night, it costs him 5 MP and it works until the next dawn.
- Daggerbeak Arrows have an effect that can be triggered for 5 MP. But they also have a +1 Fight and +2 damage. So Buxba lowers his total MP by –3 for as long as he carries them, and must spend 5 MP to activate their magical effect.

The Magical Items

The magic items described in this chapter are by no means exhaustive. You can use these magic items as guidelines for your own magical creations, particularly you enchanters out there.

Common magic items have one simple effect. They're more useful than particularly powerful, such as a jar that keeps things fresh forever or a traveling cloak that mends itself.

Uncommon items are more specialized. At this level, magic items begin to have concrete bonuses to dice rolls, such as +1 Fight or +1 Defense, which count as an effect. Thus, a sword with a +1 Fight and never needs sharpening has two effects.

Rare magic items are generally even more specific to a profession or species. The more abilities the item possesses, the more specialized its function, such as a dagger with a bonus to hit, gives the user the ability to hide, and protects from falls (suitable to a rogue).

Unique items are just that – one-of-a-kind. They have effects and abilities far beyond those that can be described by spells. A ring that converts Disharmony into Harmony, a wand that turns acorns into gems, or a cauldron that raises the dead are good examples. As you are inventing something out of whole cloth, you and the Narrator must work closely together to precisely define the effects, MP costs, and Disharmony involved.

Common

Common items are just that – common. You can find them anywhere, even in the smallest village. Almost every family or household has at least one magical item – a magic blanket to keep you warm at night, a lantern that lights on command, or a broom that sweeps itself. Rather than earth-shaking devices of consequence, they are magical devices intended to make life a little easier.

BOUNTIFUL QUIVER (4 MP)

The Bountiful Quiver makes its own arrows with a command word. Once per hour, a marksman can say "load" and cause 12 arrows to magically appear inside. These arrows are for all intents and purposes just like normal arrows. They have no magical properties and are permanent creations.

CLEVER COOKPOT (2 MP)

This cast-iron cookpot typically has three legs and a ring of ruins around the lip. The Clever Cookpot turns anything thrown into it into edible food – old shoes, dirt and rocks, bark… anything. It still tastes like what you'd imagine (shoe stew still tastes like old shoes), but you can eat it and it'll keep you alive.

CLIMBVINE SEEDS (2 MP)

These seeds look like brown lima beans with small, spikey bits. When planted, one of these seeds instantaneously grows into a tough vine that clings to the nearest surface and climbs up to thirty feet high. It's strong enough to support the weight of one Hero, so long as you aren't Big. If the climbvine has nothing to cling to, it simply coils on the ground like a rope.

DANCING BROOM (2 MP)

This looks like a normal broom, except for the silver thread wound around the bristles. Upon command, the broom begins to sweep the area. It continues to do so until commanded to stop. You can direct a dancing broom with simple instructions such as "sweep the kitchen" and "no, over there!" Some brooms hum while working.

EVERHOT TEAPOT (2 MP)

These teapots come in a variety of shapes and sizes. The Everhot Teapot magically heats water to a boil, and keeps it hot for as long as there's water inside. This functions no matter the outside temperature, and works for coffee and other hot drinks, too.

FURGUS ROOT (1 MP)

Fergus Root grows in the gardens around the homes of alchemists, where they dump the runoff from their experiments. They look like black carrots, and on their own they are bitter and tough. However, it makes anything it's cooked with taste delicious, so it's good when all you have are simple ingredients, or you're using a Clever Cookpot. Alchemists trade Fergus root in bundles of six.

HARMONY'S HEART (4 MP)

A Harmony's Heart protects the wearer from Disharmony, and they make popular charms against "bad luck." They're small lengths of living vine wound into a loop and tied with a silver thread. Whenever threatened with three or more points of Disharmony, the talisman withers and dies, and you suffer only half the Disharmony penalty (round down). This effect is triggered after a failed Willpower Save. Only one Harmony's Heart may be worn at a time, and becomes useless after one use. Enchanters must be in a state of Grace in order to make a Harmony's Heart.

HEARTBANDS (2 MP)

A pair of silver rings inscribed with the name of a loved-one in the enchanters runic language. When two Favored who care for each other wear these rings, they can close their eyes and get a general sense of the location and well-being of each other. For an additional 2 MP you can mentally send a five-word message to the wearer of the companion ring. Heartbands will not work for Awakened not named by the ring.

LIVELY LANTERN (2 MP)

These small, hooded lanterns are permanently sealed, and do not need to be fuelled or lit. You turn the magical flame on and off with a spoken command, and once on you can adjust the size of the flame by saying "dim" or "bright." The flame provides no heat. Opening the case extinguishes the flame forever.

WARMING CLOAK (4 MP/SUNRISE OR SUNSET)

A simple, brown coat, the Warming Cloak keeps you magically warm and dry no matter the weather, as though it were a summer's day inside. They're prized by those who must be outside in the rain or snow (like guards and scouts), and especially useful to amphibian Favored in the winter. You can tell a Warming Cloak by the runes stitched inside. It provides +2 to any Saves due to cold.

WARNING CHIME (5 MP/SUNRISE OR SUNSET)

This simple metal chime can be hung anyplace, and rings when anyone approaches within a 30' radius. This cannot be changed or altered, nor may any conditions set. Anyone triggers it, including friends or companions. It's often used by Favored as a burglar alarm or when on the road to warn of approaching danger.



Uncommon

Uncommon magic items are more difficult to craft, because they require great skill in their manufacture and call for hard-to-find components. Or, they have specialized functions that just aren't in common demand.

BARKSTONE ARMOR (6 MP)

Bits and pieces of wood sewn over a leather harness that protects the chest and back, shoulders, and thighs, the enchanter then strengthens them through the use of his rune magic. Barkstone armor provides a +1 Defense to the wearer. Though considered natural (Light) armor, it protects like Heavy armor.

BIRCHSTEEL DAGGER (4 MP)

A Birchsteel Dagger is made from the wood of the birchsteel tree, but is as hard a metal. Because it is made from wood, there is no Harmony penalty for carrying one. It inflicts damage equal to a steel dagger and has the same Crit value. For 4 MP, you can throw a Birchsteel Dagger up to 30 feet away and it will return to the thrower by flying through the air. It returns before the next round, and catching it does not require an Action. If the dagger cannot be caught for any reason, it drops to the ground.

BONKER (6 MP)

This enchanted club appears as a normal, gnarled piece of wood except for several brass studs on the head. Bonkers have +2 Fight and inflict +2 damage, and can be either medium or large sized. With a successful Crit against an opponent whose Max HP equals 24 or less, they are stunned and lose their next Action (no Save). Those with greater than 24 Max HP receive a Challenging (8) Fortitude Save.

DAGGERBEAK ARROW (5 MP)

Fletched with daggerbeak feathers and tipped with serrated arrowheads, these arrows produce a high-pitched shriek like a bird of prey while it flies towards its target. The target of the attack (and only the intended target) must make a Challenging (8) Willpower Save or become paralyzed with fear and receive a –2 penalty to their next Action. Daggerbeak Arrows have a +1 Fight and +2 damage. Enchanters create these in batches of six.

EVERMAP (4 MP)

An Evermap is a large piece of blank parchment with an intricate, illuminated border of flowers, leaves, and animals. When activated, the map shows the surrounding area at whatever scale the user desires (from an entire country down to a single room). Your present location is marked with a big red arrow, along with surrounding landmarks and terrain features, though the map is unlabeled. In the hands of a scout, the map also reveals the location of food and water at a cost of 1MP per instance.



FEYFRIEND CIRCLET (8 MP)

This appears to be a plain silver circlet set with an unremarkable (and often odd) naturally-occurring ornament related to the type of nature spirit it affects. Gnomes might be represented by a coal chip or crystal; a circlet affecting dryads might use an acorn or piece of bark. The circlet allows you to befriend any one type of nature spirit (fairy, gnome, dryad, and so forth), who will treat you as a trusted friend and ally. By spending MP, you may make a request or suggestion which the fey creature attempts to complete to the best of its ability and understanding. The circlet does not allow you to control or command the target, and the fey creature is free to interpret the request as they see fit. Obviously suicidal or life-threatening favors negate the circlet's effects and the fey creature treats you according to its nature.

HARMONY CANDLE (8 MP)

Simply burning this blue candle and expending MP doubles the amount of Harmony recovered due to a Trait or Celebration that takes place within a ten foot radius. Thus, burning a Harmony Candle while cooking doubles the amount of Harmony recovered to +4. A Harmony Candle may be used three times before completely burning out and becoming unusable.

HEARTHSTONE TALISMAN (6 MP)

A river stone inscribed with protective runes, then sewn into a leather pouch and worn about the neck. Whenever threatened with damage from an incoming spell, the Hearthstone Talisman deflects the damage on an even roll on a 1d12. The amount of magical damage it absorbs is equal to your MP/level stat before the stone inside turns to dust and new talisman must be acquired.

NATURE CLOAK (8 MP)

This leaf-green cloak transforms the wearer into part of his surroundings when the hood is drawn up and the command word spoken. This is a natural feature, and you can not choose what you look like. Examples include an outcropping of rock, a sand dune, a pile of snow, a stalagmite, or tree. For all intents and purposes, you become the natural feature and success is automatic. Neither a Perception Save nor any kind of special sense reveals your true nature (though observers might notice a tree where there wasn't one before). The effect lasts for as long as the wearer can remain perfectly still (so no more than a few minutes). The wearer must be at least one mile from civilization in order for a Nature Cloak to work.

POTENT CENSER (4 MP)

A small, silver plate hanging by a silver chain, a potent censer aids in a healer's work by making their spells more effective. The healer burns sweet-smelling incense for ten minutes, and spends 4 MP. The next healing spell cast heals an additional 1d6 hit points. This consumes the incense and you must burn a new stick of incense for each use. Additional incense can be obtained from any alchemist.

WONDROUS CHEST (8 MP)

An ornate box approximately the size and shape of a breadbox, a Wondrous Chest can make almost any object appear inside. Before opening, the user concentrates on an average, non-magical object that could fit inside, such as a hammer, a compass, matches, and so forth. When the box is opened, it produces a golden light and the desired object can be found inside. Specific or unique items, such as Ruggletum's eyeglasses or Mr. Finchstar's pocket watch, cannot be made to appear. The object remains until put down, put away, or otherwise lost track of, at which point it simply disappears.

Rare

Rare items are even harder to make than uncommon magic items, because they need specialized or rare knowledge, or unique components. Much like uncommon magic items, they have specific functions, only moreso.

DEFENDER OF THE BRIGHT ONES (6 MP)

A Defender of the Bright Ones is a +4 weapon created solely for paladins and can take the form of a knife, sword, spear, axe, or club. It is always made out of natural materials but glows with a radiance those in Grace can see. Although made of wood, the weapon counts as steel against the Dire and Unnatural. Defenders of the Bright Ones have two abilities, but only one can be used each round (and requires an Action to activate): 1) The paladin can transfer some or all of his Fight bonus to Defense on a one-for-one basis; 2) The paladin may instead use the bonus when making a Willpower Save versus Disharmony.

FOE-SLAYER (6 MP)

A Foe-slayer can be any kind of weapon – dagger, arrow, club, sword, and so on – that has been crafted to defeat a particular kind of enemy. They are extremely difficult to make, as the enchanter needs something from the target in order to fashion one (a bit of gnoll fur, a goblin's tooth, a dragon's scale, and so on). Foe-slayers receive a +2 Fight and inflict +4 damage against their chosen enemy.

PORTABLE DEN (10 MP/DAY)

A simple wooden doorknob carved with leafy vines. When placed against a tree, rock, wall, the ground – any solid object of appropriate size – a door magically appears. Beyond the door is a small, comfortable den complete with a fireplace, large enough for three average-sized Awakened (modify for Awakened with the Small or Big traits). When you close the door from the inside, it cannot be seen or opened from the other side. The Portable Den lasts for 24-hours per MP cost spent. At this end of this time, the occupants are simply ejected back into the outside world.

SUMMONING FLUTE (8 MP)

This normal-looking wooden flute bears charms or tokens representing many types of animal – insect, bird, mammal, and reptile. When the user concentrates on an animal and plays the flute, the desired creature magically appears. Only un-Awakened, natural animals may be summoned in this way; supernatural and unnatural creatures cannot be summoned. While you do not control the actions of the summoned animal, they are favorably disposed towards you and treat you as a friend and ally. Unless you have some way of communicating with animals, you must rely on hand signals (though they will defend you if attacked). Animals summoned by the flute remain until the next sunrise or sunset (whichever is soonest) before returning whence they came.

TRUEHEART PRISM (10 MP)

A Trueheart Prism is an oblong piece of crystal into which an enchanter has poured the light of The Bright Ones, and it must be made with the assistance of a priest. It reduces the amount of Disharmony suffered by encountering Dire or Unnatural creatures by 1d6, even with a failed Willpower Save. Disharmony resulting from spellcasting, violence, places, or objects is not affected. Alternately, by forcefully presenting the prism you can force them to make a Heroic (10) Fortitude Save or become stunned and lose their next Action.

Unique

Unique magic items are one-of-a-kind. They were made for a specific individual, and often have a story associated with them. The amount of skill and knowledge that went into crafting these items makes it impossible to duplicate; each was made by a master enchanter.

THE DRAGON MIRROR (30 MP/USE)

Once upon a time, a scholar went searching for a dragon in order to convince him to answer some theoretical questions. The dragon, realizing that the much-smaller Awakened could do his bidding, agreed to befriend and help the little hedgehog in return for several favors. It's said the two had many adventures together, and when it came time for the scholar to leave, the dragon gave him a magic mirror. Did the dragon create the mirror, hoping that the scholar would only use it to ask him questions? Or was the mirror far older, and its full usefulness perhaps misunderstood? No one knows.

The Dragon Mirror is the size of a typical wall mirror surrounded by a golden, filigreed frame depicting serpentine dragons. It allows you to communicate with the dragon from the story by concentrating on his name. The dragon appears in the mirror and can see you, as well. Unfortunately, the mirror also allows users to communicate with *any* dragon, so long as their name is known. The magic of the mirror compels the dragon in question to answer, and it cannot ignore the call.

As annoying as that is to dragonkind, the mirror also compels their friendship. The mirror allows you to ask *one* favor, which the dragon must grant. The request must be a specific action and short in duration; asking a dragon to follow you around like a pet won't work. Asking for a lift across the world on its back is more like it. Although favorably disposed towards whomever uses the mirror, and unable to harm you due to mirror's enchantment, dragons obey requests literally and to the best of their understanding. And once the favor is complete, you are no longer protected by the mirror's enchantment.

EVERARMOR (MP VARIABLE)

Once upon a time, a swashbuckler/acrobat by the name of Carmen Halfwhisker wanted a better suit of armor. Heavier armor interfered with all her tumbling, leaping, and chandelier swinging, and she hated being hit by attacks from which she couldn't defend herself. She commissioned an enchanter, saying to him "I don't want to be hurt by anything" and the enchanter took her to heart. He crafted what's come to be known as Everarmor.

The Everarmor is a green velvet doublet with acorns embroidered in silver thread around the collar and climbing vines down the arms. Although made from normal fabric, it provides protection as though it were Medium armor. The wearer counts as being unarmored, so it does not reduce or negate professional abilities for those who cannot wear armor.

The Everarmor creates a magical barrier that protects against critical hits, ranged attacks, and sneak attacks. Should one of these be successful, the coat negates as much of the damage as the wearer has MP. This is automatic and you cannot control the amount of MP/protection the coat provides. Thus, if a Crit causes 10 damage, the coat negates this for 10 MP (whether you want it to or not). If you do not have enough MP to cover the entire amount, it reduces as much as it can with available MP.

Carmen's coat also protects from magical attacks and spells directed at the wearer. This includes area of effect attacks, but only magic and spells that reduce hit points. Non-damage spells are not affected (so an illusion spell would still ensnare you). This is similar to the wizard ability Lesser Magical Mastery; you may choose to spend twice the MP of the spell being directed at you to protect from its effects.

THE HARMONY CHIME (5 MP/1 DISHARMONY)

According to the legend, the Gods gave an amazing magical chime to a young groundhog paladin/druid. As a protector of both the Primals and The Bright Ones, they sent him out into the land to heal corruptions to the Song. It is a small tuning fork of delicate and exquisite beauty, which when rung can change Disharmony into Harmony. He ventured to places strong with Disharmony and confronted particularly nasty Dire, as though guided by the will of the Gods. No one knows what happened to him in the end, nor what happened to the Harmony Chime.

Striking the tuning fork produces a clear, heavenly note. For every 5 MP spent, the wielder can restore 1 point of Harmony or dispel 1 point of Disharmony. For Disharmony caused by a Hero's actions, such as casting magic or committing violence, you must concentrate on the subject and may negate up to the amount of Harmony lost. The tuning fork cannot add additional Harmony. Thus, if a Hero has 10 Harmony and generates 6 Disharmony due to his actions, you may restore up to 6 points of Harmony, no more.

For things already corrupted by Disharmony – the Dire, Unnatural creatures, places, and objects – you can reduce or dispel the amount of Disharmony generated. Before Willpower Saves are made, you must concentrate on the source of Disharmony, strike the tuning fork, and spend MP. For example, a Dire rat generates 6 Disharmony; you can reduce this to 4 Disharmony by spending 10 MP (5 MP x 2 points) OR dispel it completely by spending 30 MP (5 MP x 6 points). Moreover, spending twice the amount of MP needed to dispel the target's Disharmony completely restores it to Balance. For example, a Dire rat that causes 6 Disharmony can be restored to Balance by spending 60 MP.

MIRACLE'S MAGIC SWORD (4 MP/10 MP)

A long time ago, an enchanter/warrior by the name of Miracle Shadowleaf attempted to create a most wondrous sword. It would be used to cleave through injustice, defend the weak, protect the helpless… whenever he talked about the project, his claims became more and more extravagant. It would battle for truth! It would spread Harmony! But he never told anyone what he intended it to actually do. When he emerged from his workshop, Miracle's Magic Sword could do far more than anyone expected.

Miracle's Magic Sword can talk and is intelligent (and it prefers to be called Lecron). It knows a great deal of legend and lore, so that some Awakened believe Miracle somehow trapped some kind of spirit in the sword. It likes to tell stories which often lead to grand adventures. Lecron also seems to somehow keep up with current events and knows what's currently going on in far-off places. Unfortunately, it talks incessantly and loudly, and doesn't have a sense of decorum. It's opinionated, and doesn't mind sharing what it thinks.

The sword possesses the scholar abilities Fight Smarter, Forewarned, and Intuit. It provides its helpful information (and the associated benefits) in exchange for MP, though it must still make a Test as described in scholar abilities.

Miracle's sword can sense Awakened in Discord with a successful Challenging (8) Perception Save, and cannot mistake Dire (or Unnatural) creatures in its immediate presence (no roll necessary). Neither ability costs MP to use. It doesn't like Dire or Unnatural creatures, however, and alerts its bearer (loudly) when it detects them.

Finally, for 10 MP Lecron can be loosed to attack on its own, as it darts and wheels as though being wielded by an invisible hand. It uses the Fight and Defense of whomever set it free for the duration of the fight. It must remain adjacent to you, and it follows you wherever you move. Lecron can be grabbed by its owner prior to the end of

combat, however it loses the ability to attack on its own until the next fight. You also incur any Disharmony penalty caused by Lecron due to violence. Lecron is a steel sword with no additional bonuses.

Titan Relics

Titan Relics are artifacts of great and dangerous power. Rings that enslave the wearer's will to the desires of another. Swords with a mind of their own and a thirst for souls. The kind of things no animal would ever think about creating, unless they were Dire.

Many Relics were made to resize to fit the user, with the Titans never thinking about the possibility of intelligent animals. Cloaks shrink, staves shorten, and armor contracts — so it can be difficult to tell when an opponent carries one of these objects. Other items remain Titan-sized, but that doesn't stop some clever types from figuring out ways to use them nonetheless.

Titan Relics are beyond the capabilities of Favored enchanters and can't be crafted. These should always be powerful beyond belief and come with some nasty costs associated with them.

BEHEADING SWORD (0 MP)

This sword is an example of how dark and twisted the Titans had become, how consumed by violence. The few scholars and wizards who've heard about it have no idea what purpose it served. A titan-sized sword with a keen edge and an aura of malevolence, in the hands of an Awakened it counts as a steel greatsword. The weapon has a +2 Fight. On an unmodified roll of 12, the sword beheads its victim, instantly killing them. Of course, the target of the attack has to have a head or be affected by decapitation in order to have an effect. When this occurs, you must make an immediate Heroic (10) Willpower Save or lose 10 Harmony (reduced with a successful Save, as normal). The Beheading Sword can decapitate any number of times per day — there is no limit and this effect does not cost MP.

THE CONTROLLING STAFF (6 MP)

This Titan relic was obviously created for someone who had little respect for the will of others and felt the need to boss them about. It is a stick, three feet in length (which makes it more of a staff to most Favored) covered with all sorts of gaudiness – gold, gems, and a spindle-like thing on top. By spending 6 MP, you can control the minds of others up to 100 feet. The effect is automatic for Unnamed NPCs, but Named NPCs, Heroes, and Leaders receive a Challenging (8) Willpower Save to resist the effect. Those affected treat you as a trusted ally, and attempt to obey your commands to the best of their ability. Obviously suicidal or life-threatening orders negate the staff's effects (though dangerous orders will still be obeyed). The effect lasts for one hour, as which time you may spend additional MP to maintain control.

THE LION BANNER (4 MP/8 MP)

It's thought that this banner was created for a warmongering Titan king who craved victory in battle. It is a 3-foot by 5-foot banner depicting a black lion on a red background. When unfurled, the banner allows the wielder to command the obedience of others or frighten opponents.

The wielder can command the allegiance and loyalty of others within 300 feet by spending 4 MP per creature targeted. Those affected treat you as though you were their king until the next sunrise or sunset. The effect is automatic for Unnamed NPCs, but Named NPC, Heroes, and Leaders are entitled to a Challenging (8) Willpower Save to resist this effect. While affected creatures obey to the best of their abilities, suicidal orders and commands that run counter to the target's nature frees them from the banner's effects.

The sight of the Lion Banner causes fear in those who see it, if the you so choose. You cannot use this effect in the same round as the previous ability. By spending 8 MP per creature targeted, Unnamed NPCs within 100 feet of the banner flee until convinced they're safe. Named NPCs, Heroes, and Leaders must make a Heroic (10) Willpower Save or receive a –2 penalty to any actions directed at the wielder and a –1 to all other Tests and Saves. Only one Save may be made per hour.

VENOMOUS DAGGER (10 MP)

Only someone with a complete disregard for life could have created this Titan relic, much less thought it up. It was likely used by a Titan assassin or killer. This black, iron dagger has a nasty serrated blade, and gives its user a +2 Fight. On a successful to hit roll, you may spend 10 MP to inject your opponent with poison. The dagger magically creates this poison on its own; it does not need to be filled or otherwise treated with poison. The target must make a successful Heroic (10) Fortitude Save, or else suffer an additional 2d6 points of agonizing, searing damage.

WAND OF FIREBALLS (10 MP)

No one knows why a Titan created this destructive relic, since it isn't useful for things like starting a campfire. This slender, straight stick measures 12 inches long and tapers to a point. Upon spending 10 MP, a thin jet of fire shoots out of the tip. You can focus on a point up to 300 feet away, at which point the jet becomes a giant ball of flame that ignites everything in its path. The ball of fire gets bigger and bigger until it reaches its maximum size of 20 feet in diameter. Anything flammable in its path catches on fire, and it melts anything with a low melting point. Living targets suffer 1d8 points of damage per the wielder's level.

Alchemy

Creating potions and elixirs is a complex process that requires rare ingredients, special formulas, and time. Taking a holistic approach, alchemy works with the power of nature, and the magical energies contained in all natural things, in order to produce its effects. In a sense, the alchemist merely unlocks the magical energy contained in nature. Because it does not utilize magic, per se, alchemy is perhaps the safest and most widely accepted of the magic-using professions.

Rather than casting spells, Alchemists use the symbolic language of nature in order to create magical effects. There are thousands of these symbolic associations, and the alchemist learns the formulas – the types and amounts of material necessary to brew a potion – as a part of his training. These formulas are well-guarded secrets, and alchemists jealously protect them. They frequently experiment with different mixtures in order to find new potions, and their professional advancement is often through trial-and-error. Finding willing subjects to test their experiments, however, can be a challenging task (to say the least).

An alchemist can either brew a standard potion or create a new one. For standard potions, like those listed in this chapter, these formulae have long been established and are relatively safe. When inventing a new potion, you must rely on your understanding of nature's symbolism and the effects inherent in plants, herb, and berries to coax out the effects you desire. Like magic items, alchemist concoctions are divided into common, uncommon, and rare.

Standard Compounds: Alchemists can brew any standard compounds described in the rules, as well as any others the Narrator introduces over the course of play that he deems "standard." The knowledge becomes available when you acquire the necessary professional ability. For example, the professional ability Create Common Potions does just that: Allows the alchemist to concoct common potions.

New Compounds: The Invent Potion professional ability allows alchemists to create a potion never before seen. You must decide what you want your potion to accomplish, and find the spell(s) that most closely resemble your design. How these spell effects translate into a potion is up to you and the Narrator. Most often, this is fairly straightforward. A potion of true seeing allows the user to see through illusions when imbibed. You and the Narrator should decide if your new design is a common, uncommon, or rare magic item.

Step 1: Gather Materials

First, you must gather the amounts and types of materials required to brew the concoction, as determined by the Narrator. Like with the enchanter, these should be symbolic in some way, representing the potion's final effects – a rose symbolizes love, for example, so concocting a love potion might call for rose petals. The acquisition of these materials can make the great basis for a story, as the Heroes venture into the forest to bring back thronberries for a Liquid Confidence potion.

When inventing something new, you do not require the spell being mimicked to be cast over the potion. Alchemists use their knowledge of nature – of flowers, oils, stones, and so forth – to create the desired results, so the effects must be described to him precisely. Unlike enchanters, it's not even necessary for you to see the spell (though that may be helpful, at the Narrator's discretion).

Step 2: Time Spent

As with enchanting, you must figure out how long it takes to brew your concoction. The length of time required to create a standard concoction depends on it's rarity (common, uncommon, rare), according to the Alchemist Brew table. The time to research and brew a new invention is determined by the rank of the formula you're creating plus the number of effects the you desire. Developing a rare elixir with four novice effects would take you 12–14 days, for example.

Like enchanting, the alchemist must spend all his time concocting his mixture – a full day's work, with breaks to eat and sleep – and you cannot shorten the process by rushing or working longer hours. Only one concoction may be worked on at a time, and if for any reason you're interrupted the work is automatically ruined and the materials wasted.

ALCHEMIST BREW TABLE

Level	Time
Common	2 days
Uncommon	3 days
Rare	4–6 days
Novice	2 day
Journeyman	3 days
Adept	4 days
Master	5 days

Step 3: Making a Test

Alchemists do not make a Test to brew a standard or known concoction. The alchemist is familiar with the work, and there is little risk of failure.

When making something new, however, you must make a Heroic (10) Difficulty Test. Because this is a process of trial-and-error, an alchemist may not necessarily *know* he's failed, and that's where the fun comes in. The user won't know until he drinks it, and something *else* happens at the Narrator's discretion. (Or not, you can rule that the alchemist can tell there's something wrong). With a failed Test, the time and materials are wasted, and you must begin again.

Step 4: Disharmony

Unlike crafting magic items, alchemy is safe. It does not interrupt the flow of magic and doesn't interfere in The Bright Ones' Song, so you do not have to make a Willpower Save at the end of the process.



Potions, Brews, and Stuff

Common

Common alchemical creations cater to the everyday needs and wants of your average Awakened — healing potions, sleep draughts, and love tonics, just to name a few. While they may not have momentous effects, they can come in handy for day-to-day worries.

ENERVATING POWDER (4 MP)

Enervating Powder is a tonic commonly available from alchemists for those who feel listless or rundown. You dissolve a spoonful of this blue powder into a glass of water and drink it to give yourself energy and vigor. You can stay awake an additional eight hours with no ill effects, but suffer a –1 penalty to all Tests and Saves the day after. This effect is cumulative with each dose until you sleep. Bottles typically contain five doses.

HEALING POTION (4 MP)

This is your classic healing potion, used to quickly regain lost hit points. Using a variety of natural extracts and herbs, this potion restores 1d8 hit points. The Uncommon version of this potion heals 2d8 hit points, while the Rare version restores 3d8 hit points.

INVISIBLE INK (2 MP)

Sometimes, the Favored want to write something down and keep it private – for themselves or for the intended recipient. While using Invisible Ink, you imagine the intended reader and the message disappears a few moments after writing. It appears only for the designated reader. If no one is "named," then the message only appears to the one who wrote it. Perfect for love letters, scholarly notes, and secret recipes. The wizard spell Read reveals the contents of the document.

SLEEP DRAUGHT (4 MP)

For those times when you have trouble falling asleep, you need a Sleep Draught. If you spend MP to trigger the potions effects for yourself, the effect is automatic (no Save) and you get eight hours of uninterrupted, and deep, sleep.

If administered to Heroes, Named NPCs, and Leaders (by slipping it into their food or drink, for example), then the target receives a Challenging (8) Fortitude Save to resist the potion's effects. Unnamed NPCs get no Save. Characters affected by a Sleep Draught cannot be awakened by loud noises or other commotions before the duration ends; they must be physically awakened, at which point they must make a Challenging (8) Fortitude Save to wake up (one per wake-up attempt). You may *not* voluntarily choose to wake up before the duration expires.

VIGOR ELIXIR (4 MP)

Are you feeling run down? Are you afraid you might sick? Vigor Elixir is just the thing for you! This potion helps you resist disease, illness, venom, and poison. Add +2 to all Fortitude Saves for the next 24-hours.

Uncommon

Uncommon alchemical concoctions have more specific applications not frequently used by your average Awakened. But they're useful for those who plan on having adventures.

AMBERDAWN INCENSE (6 MP)

Made from goldberries and essence of sunflower, Amberdawn Incense restores lost Harmony when burned. It smells like fresh mown grass on a Spring morning. You must spend one hour breathing the fragrance, after which everyone in a ten foot radius of the incense regains +3 Harmony. You may use Amberdawn Incense as part of any Celebration. Only the character who lights the incense must pay the MP cost. Alchemists trade this in bundles of ten sticks.

LIQUID CONFIDENCE (6 MP)

For those times when you need a little extra confidence, this potion magically makes you better at whatever your attempting to do. You take a swig and add +2 to your next Test or Save. Multiple doses have a cumulative effect up to a maximum of +8.

SNEEZING POWDER (8 MP)

This fine white powder comes in a thin, hollow tube the length of an index finger. When blown in the face of an opponent, the powder causes an uncontrollable, magical sneezing fit. The target must be adjacent to you when you use it (which requires an Action). Heroes, Named NPCs and Leaders must make a Challenging (8) Fortitude Save or else lose their Action and Move for the current round. The sneezing continues until a successful roll is made at the start of the round. Unnamed NPCs receive no Save, and sneeze for the duration of combat or one hour (whichever is shortest).

TICKLEBERRY OIL (8 MP)

A sticky purple oil stored in either glass bottles or globes, Tickleberry Oil magically causes the target to feel as though they were being aggressively tickled (even if they're not ticklish). Upon contact with flesh, Heroes, Named NPCs, and Leaders must make a Challenging (8) Fortitude Save. With a failed Save, victims can do nothing but writhe on the ground laughing hysterically and lose their Action and Move for the current round. The tickling continues until a successful roll is made at the start of the round. Unnamed NPCs receive no Save and the effect lasts for the duration of combat or one hour (whichever is shortest).

TRUESIGHT POTION (8 MP)

Truesight Potion reveals the true nature of the world around you, allowing you to identify illusions at the Adept level or lower and see the invisible or hidden on an even roll on 1d12. This effect lasts for one hour.



Rare

What makes an alchemical creation rare is a combination of utility and the scarcity of their ingredients. These items either have extremely specialized uses or require difficult-to-find materials. Only the most experienced alchemists can brew these things, even if you can find the substances (which could be the subject of a story).

ACTION POTION (20 MP)

Action Potions are a favorite among adventurers, as it adds an extra Action per round for five rounds. You may take this extra Action anytime during your turn (Action/Move/Action, Move/Action/Action, and so on). There is no benefit for withholding an Action, so you can't choose to forego an Action and get three Actions on a later turn, for example.

BLASTING POWDER (10 MP)

Blasting Powder is perhaps the greatest and most destructive concoction of the alchemist's art. It is so dangerous that many alchemists refuse to make it. This powder is placed in small, hollow clay balls, which themselves come in a velvet pouch. When thrown or slung, the ball shatters on impact and explodes. The explosion causes 2d8 points of damage to everything in a ten foot radius. Because of its raw destructive power, Blasting Powder causes an additional 1d6 points of Disharmony for the user.

DIREWARD DUST (12 MP)

Direward Dust protects against the Dire and Unnatural. Sewn into a cloth sachet and worn around the neck as a talisman, the Dire and Unnatural may not approach close enough for a melee attack, but may still make ranged attacks. Spread as a thin line on the ground, it creates a magical barrier the Dire and Unnatural may not cross so long as the line remains unbroken. Direward Dust has no effect on Disharmony.

INVISIBILITY POTION (10 MP)

For those times when you need to disappear, Invisibility Potion does the trick. It causes you to disappear from view for a half-hour, but does not affect any gear worn or carried. Attacking or other Actions do not cause you to reappear.

QUICK ELIXIR (10 MP)

A favorite of the Swift Ones, as well as squirrels and hares, this elixir makes you faster. You may double your Speed for five rounds. Thus, a Hero with a Speed 6 can Move up to six inches at full Defense or 12 inches at half Defense. This includes using your Action to Move, as well as traits and abilities such as dash.

SKINCHANGER POTION (18 MP)

Until dispelled, or the next sunrise or sunset, this potion changes you into any natural, Un-awakened animal as though you were a shifter. Best not to think about what happens to your gear and clothing — it disappears when you change into an animal, and reappears when you change back. You use the statistics and abilities of the chosen form, and while you retain your intelligence you can only communicate as the animal.


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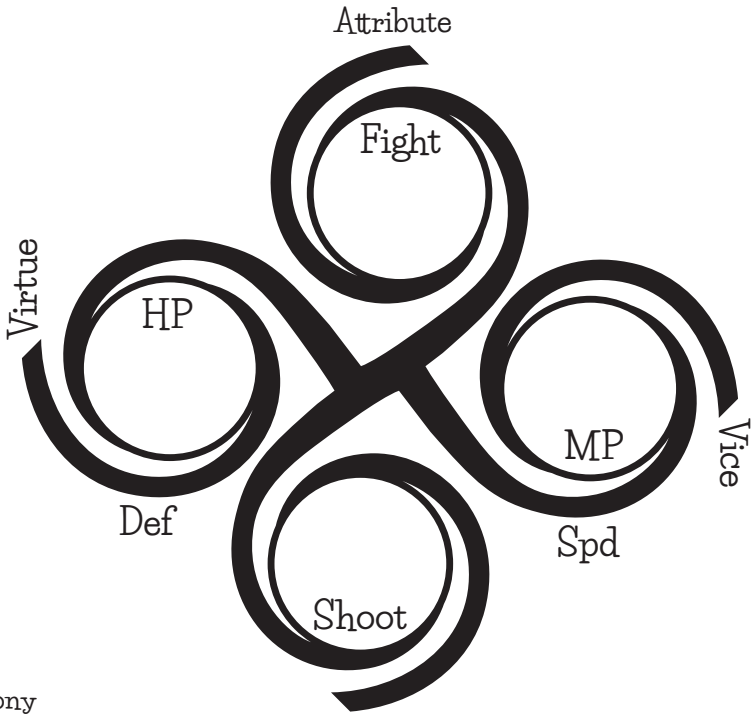


Name

Species/Class

Traits

Abilities



Harmony

XP

Armor/Weapon

Gear