

# THE PIT

In a far away land, where the dying sun holds vigil at the end of the world, there is a broad, black desert of dead things and a City.

The City's name is Seal, a line of fire against the horizon. Nobody knows who built it, or

when it came to be. It is built around the edge of another city, enveloping its rim in a great, burning ring.

That second city has long ago collapsed in on itself, swallowed by the earth until it resembles an enormous hole, a yawning, empty abyss filled with crumbling ruins thirty miles wide that spirals down into utter darkness. This city has a name once, but now, to the inhabitants of Seal, it is known only as The Pit.

The Pit was built ages ago by titanic beings, at the end of the world. At its very bottom is an awesome power. Thousands each year journey to the City of Seal, crossing the vast distances from their homelands to the End of the World, so far that they even forget their names. They covet that power.

Some call it pure evil and journey to vanquish it, some call it the greatest treasure the world has ever seen and journey to steal it. Many say it grants mastery over life and death - eternal life, or the ability to bring loved ones back from the graves. Only one thing is known for certain - travel to the terminus of the dead city, to the very bottom of the Pit, and that power is yours to claim.

## THE CITY

The City was built by those who came to delve the pit. It is full of and run by adventurers - murderous, ruthless, filthy and often insane. You are unlikely to die torn limb from limb in the city, and more likely to die from a knife through your shoulder blades. Allies, factions, merchants and the like are all found here.

## THE PIT

The Pit is *everywhere* outside of the City, or a refuge. Darkness crowds in close to civilization at the End of the World. When you leave town, you are in the Pit.

The Pit is not safe. The Pit is not your friend. The Pit exists to turn brave men and women into dog meat. The Pit has **three rules**, which everyone knows:

1. Black Gold is worth more than blood. But if you need to make it out alive, it collects under the finger and toenails each time you enter the pit. You can always run.
2. Keep your torch lit.
3. If you see a Demon, run.

The Pit has 10 levels, split into four layers. Layer 1 is level 1-3, Layer 2 is levels 4-6, Layer 3 is levels 7-9, and Layer Four is level 10. The deeper you go, the greater the reward. Few have seen the lower levels and survived. Nothing is stopping you from going there if you find a way down, but you should be prepared. If you delve a layer deeper than your current level, prepare for pain.

## PLUNGING INTO DARKNESS

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### Materials needed:

1 GM (game master)

2+ players, ideally.

A large number of 6 sided dice (d6), at least two, and some 10 side dice (d10s)

The GM and the player will work together to create the story of this game. It is sufficiently brutal without the GM needing an adversarial relationship with the players.

### Taking Action in the Pit

When you take action in this game, roll 2d6 (two six sided dice). If applicable, you might add bonuses or penalties. Then add the total up to get your final result.

To get a **hit**, your total result must equal a target number, such as 7

To get a **strong hit**, your total result must be 3 over that target number

If you don't meet the target number, your roll is a **miss**

If you roll two 6s, your roll is a **critical hit**

Taking action implies there is some degree of danger, risk, or difficulty involved. You don't have to roll for every single thing, just the things that count.

There are four types of these rolls you can make - **action rolls**, **challenges**, **checks**, and **attacks**, which will be covered shortly.

### You

You are an adventurer. You have been drawn towards the Pit by glory, promises of wealth beyond counting, faith, redemption, or eternal life.

Your abilities can be described by four statistics:

**Strength** is physical health and bodily strength.

- Strength **greatly increases health** and increases **carry capacity**

**Agility** is speed, dexterity, and finesse

- Agility increases **movement** and gives you **dodge**, allowing you to drastically reduce incoming damage

**Wits** is mental quickness, perception, and acuity

- Wits increases **initiative** and gives you **dispel**, allowing you to shrug off afflictions

**Will** is willpower, charisma, presence, and wisdom

- Will **greatly increases Sanity** and is used for most **social rolls**

Health is how much damage you take before becoming incapacitated. Speed is how fast you move in one action. Initiative is how fast you act in combat. And sanity is how much you can endure before you Break.

Statistics go from -1 to +3. -1 means a character is poor at a statistic, but +0 doesn't mean they are bad, just average. A character with a statistic of +3 is probably a legend of some kind.

Character creation is at the latter half of this book, but it might be relevant to talk about a few things first.

### **Action rolls**

When you take action that is difficult, risky, or challenging, make an **action roll**, which is a 2d6 roll described above. The difficulty will depend on the task, but for Layer 1, it is 6 or 7. You choose type of action roll from the list of actions, which gives you the relevant statistic. If it can't be described there, the GM will determine the statistic you can use.

On a strong hit you accomplish your target, on a hit, you accomplish your task with some complications, on a miss things go wrong.

You can always make action rolls if you think it would help you past a situation (it's not the GM's call), and it's always your choice to make action rolls. The GM can never ask you to make one unless it's on your initiative. There's a reason for this though - **action rolls are risky**, and missing them can (but not always) have negative consequences. On anything but a strong hit, the GM gets to choose from a list of these consequences, which get worse depending on the result and situation.

### **Duration and repeating rolls**

The effects of successful action rolls generally last until the next encounter. If you fail a roll, you can't make it again unless you change the circumstances.

### **Bonuses**

You can gain additional bonuses that don't come from statistics, but the maximum bonus you can ever get is **+1**. The maximum penalty you can get is **-1**. If you have multiple sources of bonuses and penalties, they can still cancel each other out. For example, if you have two sources of penalty (-1) and one source of bonus (+1) you have a total of a -1 penalty.

### **Cursed/Heroic**

A Cursed roll is 3d6 and pick the lowest two results, a Heroic roll is 3d6 and pick the highest two results.

### **Proficiencies**

Your character has two actions which are checked, one which is starred (Heroic), and one which is crossed (Cursed).

- When you roll a checked action roll, you roll at +1
- When you roll a starred action roll, you roll it Heroic
- When you roll your crossed action roll, you roll it Cursed. If your roll is successful anyway, gain +5 exp.

## Challenges

Sometimes an encounter might take the form of a Challenge. During challenges, the GM will describe a challenge, and the players will choose which statistic to roll. The GM can ultimately decide whether the player's roll is applicable or whether they need a different roll. Players can apply their proficiencies and other bonuses to these rolls, like action rolls.

Challenges are checked as a group. If the entire group succeeds a challenge, it is a **crushing success**. If more succeed than fail, it is a **success**. If an equal amount succeed and fail, it is a **wash**, and if more fail than succeed, it is a **failure**. The outcome of challenges are predicated on the entire groups' results rather than the individual.

## Ability check

An ability check is a 2d6 roll that the GM can ask you to make (often as a result of an attack) that you can add a relevant statistic to. It doesn't carry the same risk (it's just a flat pass/fail). Unlike action rolls, the GM can ask you to make checks when called for. You don't add your proficiencies to checks.

## Attacks

**When one actor takes action against another**, they typically make an **attack roll** instead of an action roll. The target number of an attack roll is based on the **defense** statistic of your target, and might also force a **check**. Some attacks only force a check instead of requiring an attack roll.

Attacks follow the same bonus rules as action rolls.

As a general rule, you can only make **one attack** per turn.

### Health, Injury, Sanity, and Healing

Your **maximum health** equals the amount of damage you can take. When you are reduced to 0 health or lower, you become **incapacitated**. When incapacitated, you are unable to act and might need to make death checks.

1/4 of your maximum health, rounded up, equals your **healing rate**, which is important for many talents and abilities.

When critically hit or making death checks, you might become **injured**. Injury is debilitating, but also gives you a permanent maximum health increase.

Your **maximum sanity** is the amount of mental stress you can take. **Fear**, **Terror**, and **Horror**, as well as other effects of the Pit, can all sap your sanity, and get worse the deeper you go. When your sanity is reduced to or past 0, you suffer from the **Broken** condition. Broken players fail all terror, horror, and fear checks, and have an additional effect they can choose from the **madness** table. When a character Breaks, they gain 1

max sanity permanently and choose a form of madness. If a character rolls for their form of madness instead of choosing it, they gain an extra 3 maximum sanity. If a player goes to **negative their sanity total**, they go **catatonic** and are **stunned** until they get out of the Pit. Nothing can revive them from this condition.

## KNOWING THE VOID

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### Expedition

When you leave the City to go into the Pit, you are on an expedition. When you return from the Pit to the City, you finish your expedition. If you're undergoing an expedition in the city, this changes to when you leave or return to your place of safety. In general, your expedition can be defined as any time that isn't downtime.

### Embarking with items

You always embark on an expedition with 3 light and 1 ration (more on those below). Any more you will have to purchase, probably from a refuge or traveling merchant.

### Areas, Encounters, and Refuges

While exploring the Pit, the first thing relevant to an adventurer is the **level** and **layer**. There are 10 levels in the pit, the deepest of which have been seen by few eyes.

**Levels 1-3** are the **FIRST LAYER**, commonly known as the great Ring - the gallery-like edge of the collapsed city, set into the cliffside around the pit itself. They are freely traversable and see the most sunlight.

**Levels 4-6** are the **SECOND LAYER**, known as the City Below - the ruined and jumbled remains of the ancient City that lie at the bottom of the hole that comprises the visible layer of the Pit. Traversal into the second layer is said to be prevented by a great Guardian.

**Layers 7-9** are the **THIRD LAYER**, known as the Deep. There is no sun in the deep, and its inhabitants feed on the flesh of adventurers and each other.

**Layer 10** is the **FOURTH LAYER**, known as the Abyss. Little is known about it, other than it is the source of the great evil that suffuses the Pit, and where Demons crawl up from.

The deeper you go in the Pit, the greater the reward, but the more likely you are to lose life, limb, and sanity. This drastically increases if you go down a layer (every 3 levels). Great, crawling horrors await deeper in the Pit. Venturing deeper into the pit is always your choice.

An **area** describes the local vicinity, such as the dungeon, keep, town, or mountain that you are in. A **room** describes your immediately vicinity (even if it's partly or wholly outside).

While exploring the Pit, you will have **encounters**, some of which are combat-oriented, some of which are challenges, and some of which are neutral or even friendly. Many of your abilities are limited to once per encounter.

You may also find a **refuge** in the pit. A refuge is a safe place to rest. It may or may not be populated. In the upper layers, there are entire towns and settlements hidden in the crumbling stonework of the Pit. You cannot take the loot action here, but it is completely safe from ambush, and may contain help or aid. **You always leave the pit through a refuge** without having to backtrack and risk further encounters.

## Lantern

**The Pit is absolutely dark.** The lack of light there means you will need a lantern to explore it.

You start an expedition with **3 light** dice per player. These are d6s. You can save them for yourself or split them up as you wish.

While traveling through the pit, you may be called on to make a **lantern check**. When you do, roll one of the d6s. On a 1 or 2, discard it.

If you run out of light, your lantern goes out. This is terrible for multiple reasons. If you're not in the same room as someone with at least 1 light, you are subject to **Pitch Black**: **all your rolls are Cursed**, you are **blinded**, and gain **vulnerability to sanity loss** (lose twice as much sanity when you lose sanity).

You typically make lantern checks in the following situations:

- Making or failing skill checks
- During encounters or challenges

You will also be required to spend lantern without making a check to rest and in other situations.

You can refuel your lantern by finding or purchasing **oil**. Oil can be found in the pit.

## Spending Light, and Darkness

When you spend light, discard the die instead of making a lantern check.

**You can spend one light to automatically pass any skill check**, representing the passage of time.

**You can spend one light to re-roll any single attack roll or check**, choosing either result.

**You must spend one light (only one, not one per player) when you rest**, unless you rest in a refuge.

When you spend light, or lose it due to a lantern check, it becomes **darkness**. The GM uses darkness. You don't want a high level of darkness. Nasty things crawl around out there, just out of the edge of your vision. When the GM spends darkness, it does not become light again.

## Loot and Carry Capacity

The Pit is full of treasure. To loot, you make the Loot action roll. The most common thing to find is Black Gold, the currency of the City. Black Gold is only found in the pit, and contains trace amounts of Dust, a magic substance coveted by the City. It also congregates under the fingernails and toenails of the living, and in the eye sockets and mouths of the dead.

You have **limited capacity** to carry items in and out of the Pit.

You don't track everything you are holding or carrying, but certain items have **weight**.

This includes loot, armor, weapons, medicine, rations, bodies, etc.

Only track items with weight - everything else is generally light enough to carry.

You can carry weight equal to **3+ your strength**. You can carry items over that amount by making the Fitness action roll, but you will move slower.

You can always toss items from your pack or give them to others.

Things that typically take up weight:

- Rations
- Medicine
- Loot
- Weapons and Armor
- Unconscious creatures
- Corpses

## Monsters and Insight

The Pit is filled with monsters. In general, a monster can be defined as anything that isn't an adventurer, lives in the dark, and survives from inflicting suffering on other creatures. This describes lot of creatures that dwell in the Pit, including many other adventurers, bandits, madmen, and cultists, unfortunately.

Nearly all monsters have certain weaknesses, behaviors, or special attacks which make them predictable. Your familiarity with a monster is tracked by **Insight**. You generally gain insight by action rolls. Insight can go from 1-5, and can be on a particular topic or a particular monster, and you use whichever is higher. For example, if you have Insight 1 on ogres, but Insight 3 on The Breaker, when you run into The Breaker, you have insight 3 on it. Certain levels of insight will give you greater information on that monster's abilities, health, resistances, and weak points.

## Random Encounters and Noise

When traveling the Pit, an encounter die might be rolled. This is a d10, and on a 1, you attract wandering monsters.

Some abilities, armor, etc increase noise (by +1, for example). This is a number added to the die.



Noise resets when you reach a refuge, or when you get an encounter.

### **Backtracking**

You can always backtrack to any room you have passed through. Doing so, however, gives your group noise +1 and forces a roll of the encounter die each time you backtrack.

### **The Demon Die**

Occasionally the GM will roll the Demon Die (a d100). Remember the third rule of the Pit.

### **Rest**

You will accumulate injuries and take damage during your time in the Pit, and may find it prudent to **rest**. You also have a pool of action dice that fuel your abilities, and the only way to replenish them and other abilities is to rest.

Resting outside of a refuge is risky. When you rest outside of a refuge, you roll the encounter die. If you rest in a refuge, not only do you not need to roll the die, but you don't need to spend light.

To rest, you need **rations**. Rations are food, supplies, and goods. They are heavy and take up 1 weight in your pack. You must purchase them before you enter the pit, or in a refuge there.

To **Rest**, discard **one light** (just one, not one per player). Then each player can spend **one ration**. If you spent a ration, **heal** your healing rate (1/4 of your max hp), recover 1/4 of your maximum sanity, regain your action dice, and regain all your X/rest abilities. If you don't spend a ration, you don't get any of these benefits.

When you rest, you can also spend one **medicine** to heal an additional 2x your healing rate (1/2 of your hp), clear the effects of one injury, clear 1d3 Poison, or clear 6 bleeding. Medicine also takes 1 weight, and can only be purchased in the City or a refuge.

Resting can take any amount of narrative time as is appropriate, but should be at least thirty minutes.

## **COMBAT**

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It is inevitable that you will get into a fight in the Pit. Combat in the pit is done on a grid of squares or hexes. A fight is started by checking **initiative**, and combat is **turn based**

and takes place in rounds.

## THE ROUND

During a round, each actor takes their turn in the order of **initiative**. Initiative is a fixed number, and equals your **armor initiative + wits**. Once all actors have taken one turn, this constitutes a **round**. A new round then begins.

If there is an initiative tie, players can act in any order, and players get priority over non-player characters and monsters.

### Ambush

Some talents, monsters, or challenges grant ambush. If two ambushing targets run into each other, they fight as normal. If one party has actors with ambush and the other does not, however, the following happens:

- On the first round of combat, all actors with Ambush can act first, in initiative order. Targets without Ambush then act, in regular initiative order.
- All actor with Ambush can inflict the Surprised condition on an actor without Ambush of their choice.
- Both these effects only last for the first round of combat

## THE TURN

On your turn, you can make a **free movement action** and take 1-3 **actions**, only **one** of which can be an **attack** or have the attack keyword. The number of actions you can take depend on what **stance** you are in. You declare a stance at the beginning of your turn. Your stance also determines the base amount of damage you do when you **deal damage** (if a talent says deal damage, you do that damage). Ranged weapon attacks gain increasing range with heavier stances.

**Light stance** - 3 actions. Damage is 1d3

**Medium stance** - 2 actions. Damage is 1d6

**Heavy stance** - 1 action. Damage is 1d6+3

If you're **unarmed** or making an improvised attack, your attacks only do 1/2/3 damage (depending on stance)

Improvised ranged attacks have 2/4/6 range.

## MAKING ATTACKS

Your attack bonus (the statistic you use to attack) and other bonuses (such as bonus damage), **depends on the weapon** you are using. Some weapons use strength to attack, others use agility, and others use will or wits. The attack bonus is generically listed as +attack.

You apply your attack bonus to any attack roll you make, but not the damage roll.

## Basic Attack

All characters have access to a basic attack action. When you make a basic attack, roll +attack against the target's defense. On a hit or better, deal damage.

## Damage types:

Piercing, Slashing, Bludgeoning  
Fire, Cold, Toxic, Lightning, Abyssal  
Sanity

Certain creatures can be resistant, immune, or vulnerable to certain types of damage. Immunity is applied first, and reduces all damage from that source to 0. Vulnerability doubles all damage from that source, and Resistance halves it. Vulnerability reduces immunity to resistance, and cancels out resistance to normal damage. Immunity changes vulnerability to resistance, and resistance cancels out vulnerability to normal damage.

You can only gain each type once (they don't stack).

Damage types can be combined or have multiple types, such as fire/slashing. You can choose how much of each damage type you do when you attack, up to the whole amount.

## Bleeding and Curse

Sometimes attacks will deal damage as Bleeding or Curse (such as 3 bleeding or 1d6 curse). These are special types of damage that can be tracked separately (or by using counters). More information on them in the status section below.

## Size, obstruction, reach, and range

This game assumes each 1x1 square or hex is 5' by 5'.

Size describes the size of a creature, in squares. A creature occupies a square area equal to its size on each side, or 1 if it's smaller than size 1.

You can always move through allied spaces, but can never end your turn in the same space as an ally unless specified. Enemies provide **obstruction** and cannot be passed through (and you can likewise never end your turn inside their space) unless specified.

Reach is measured from the edge of a creature's space. By default it is 1, but could be listed as another number in a creature's profile or actions. This is the distance at which melee attacks can be made.

Range is measured from the edge of a creature's space and is the distance at which ranged attacks can be made.

## Cover and Terrain

Terrain describes a large or solid enough object to be interacted with. Terrain grants **cover** and is an **obstruction** (you cannot move through it). Many talents interact with or create terrain.

Any sufficiently large or durable object, area, or zone of obstruction can grant **cover**. A zone or object must be at least half the size of a creature to give it cover. Cover gives -1 to attackers on ranged attack rolls only. Creatures generally do not grant cover unless specified.

## **MOVEMENT and the FREE MOVE**

Each turn you get a single free move. This can be a move action or a shift action, and doesn't consume any actions for the turn. If you take the shift action, you are still limited to 1/round. You can make additional move actions on your turn as normal.

### **Melee engagement**

If any part of your move would move you adjacent to a hostile target, you stop moving and are in the engaged state. You cannot make the move action if you are engaged. Engaged targets that make ranged attacks count all other targets as having cover (-1 on ranged attack rolls).

### **Shift**

Shifting is a special type of movement. When you shift, you ignore engagement (so you can shift while engaged) and your movement does not provoke reactions or interrupts. The most common way to shift is to take the shift action, which you can take 1/turn, but other talents and abilities will also allow you to shift (read as shift X, for example, shift 5).

## **ACTIONS**

You can split your actions and free move up in any order, but all actions must resolve before you can take another one (so you cannot attack in the middle of a move action, for example).

### **1/turn**

You can make these actions once per turn.

**Escape** - Escape a grab or other effect by making a strength or agility check. On a success, end that grab or effect.

**Clear Mind** - Make a will check to end the Fear, Terror, Horror, or Compelled conditions on yourself

**Aid** - 1/round - Help an adjacent ally's action. Make a relevant ability check, if you pass, ally can gain +1, if you fail ally gets -1

**Planning** - Make a wits check. On a success, you can cause one friendly actor, including yourself, to gain or lose up to 3 initiative, this encounter only. You can repeat this multiple times per encounter.

### **1/rest**

**Rally** - Heal 1/4 of your HP. You can only rally once per rest.

### **Attacks:**

You can make a maximum of one attack per turn.

**Attack** - Attack a target with a basic attack or a talent or action with the attack keyword

**Focus attack** - Attack a specific part of a target in order to disable some ability. Doesn't deal damage to the target but can inflict conditions.

**Coup d'grace** - Force an incapacitated target to make a death check, or else knock it unconscious

**Grab** - Grab onto a target, either leap on to it (if larger) or grab it, make a strength attack roll vs. the target's defense. Inflicts the grabbed state on the target. Escaping a grab is an escape action.

### **Movement**

**Move** - Move up to 5+agility spaces. You cannot move if you're engaged.

**Shift** - Shift up to 2+agility spaces. This movement doesn't provoke reactions, ignores engagement, and you can make it even if you're engaged.

### **Other**

**Action Roll** - Make an action roll

**Revive** - Bring up an adjacent incapacitated ally, heals them to 1 HP and ends the incapacitated state on them.

**Activate** - Pull a switch or lever, activate an item, open/close a door, pick up an item, drink a flask, interact with something

**Hide** - Attempt to hide from your foes. Make an agility check. Hiding requires cover from your target.

**Switch Weapons** - Stow one weapon and draw one weapon (takes only one action)

**Flee/Pursue** - Remove yourself from the current encounter. Can only make at an exit or edge of the current room.

## **REACTIONS AND INTERRUPTS**

Many abilities allow players and opponents to act outside of their turn order through **reactions** and **interrupts**. These trigger on specific circumstances (such as a hit or miss).

You can make any number of reactions or interrupts per round, unless specified.

Typically most talents that grant reactions are limited to 1/round.

Reactions are made AFTER an action resolves.

Interrupts are made BEFORE an action resolves, and can even cancel that action.

Interrupts take priority over reactions.

Higher initiative characters can make their reactions and interrupts **before** lower initiative characters (they take priority).

## **CRITICAL HITS**

If you roll double 6s on any attack roll, that attack is a critical hit.

Critical hits deal double damage (double the total amount after applying all bonuses)

## DODGE AND DISPEL

All players have 1+agility Dodge and 1+wits Dispel. You can roll this number of Dodge and Dispel dice per encounter.

Dodging an attack is a reaction. Roll a d6, on a 3+, reduce the total damage from that attack (after resistances and other reductions) by half. You can still be affected by other effects of that attack, such as conditions.

Dispelling any affliction can be done at the start of your turn as a reaction to your turn starting. Roll a d6, on a 3+ immediately end that condition.

You can dodge and dispel only once per round.

## TALENTS

All player classes have access to Talents, which might take an action, attack, interrupt, or reaction to use. Some may require spending action die, some may require a rest to recharge, and some may only recharge on reaching a refuge.

### Defensive ability checks

Making a defensive ability check as a result of a challenge or a hostile action targeting you doesn't cost any actions and it can be made out of turn.

### Statuses

These statuses can be inflicted during combat and many abilities will cause or key off of them.

#### Counters/tokens

You can use counters to track these or simply track them on your sheet.

**Curse** - If you have less sanity than Curse, you Break. If you have more Curse than your maximum sanity, you go catatonic. Remove all curse when you finish an expedition.

**Bleed** - If you have less HP than Bleed, you are incapacitated. If you have more Bleed than your maximum hp, you die. Remove all bleeding when you finish an expedition.

**Poison** - When you gain poison tokens that would put you past 4 or more, you instantly die. Remove all poison when you finish an expedition.

**Faith** - A beneficial token that you can spend token for certain effects. Remove all faith when you finish an expedition.

#### Afflictions

These negative conditions can be dispelled. They last until a point specified in the triggering attack or move:

**Compelled** - Target's actions are decided by whatever is compelling it (explicit in the triggering move)

**Pain** - Take -1 on all rolls

**Stunned** - Cannot take actions, reactions, or interrupts, +1 to attack stunned targets

**Restrained** - Maximum speed becomes 0

**Blind** - All attacks have a 50% chance of missing (roll a d6 to check before attacking), targets can hide from you without cover.

**Slowed** - Take 1 less action

**Silenced** - Cannot use talents or take actions with the dark arts, chant, or miracle keyword

**Fear** - Take -1 on attack and action rolls. When you are afflicted by fear, immediately lose sanity (depending on layer)

**Terror** - Attack and action rolls are Cursed. When you are afflicted by terror, immediately lose sanity (depending on layer)

**Horror** - While you are afflicted by Horror, at the start of each of your turns, lose sanity (depending on layer)

**Surprised** - You cannot take reactions or interrupts

### **Negative States:**

These negative states cannot be dispelled:

**Grabbed** - You cannot move normally, if the target grabbing you is the same size or larger, you cannot move (and the target can move you when they move). If the target grabbing you is smaller, you can move normally, and the grabbing target moves with you.

**Prone** - Maximum speed is 2. +1 to attack prone targets. Standing up from prone takes an action.

**Engaged** - Can only shift, not move, if you become engaged, you stop moving

**Disarmed** - Cannot take actions with the weapon keyword until a specified point or you change weapons

The below negative states cannot be dispelled and are less common or more permanent:

**Bloody** - A Bloody creature is half health or under

**Drain** - All rolls with a Drained statistic are Cursed

**Broken** - A player that was reduced to 0 sanity (or past their Curse) becomes Broken. Broken players automatically fail terror, horror, and fear checks.

**Injured** - A creature with at least one injury is injured

**Rot** - A creature afflicted by Rot cannot recover HP by any means

**Sickened** - The next ration or medicine you consume, you will vomit up and be stunned for 1 round. The ration or medicine has effect and is used up

**Fatigued** - Cannot gain any more action dice.

**Asleep** - You cannot take actions, reactions, or interrupts, you cannot benefit from dodge, dispel, or passive moves. You go prone when you get this condition if possible. You can be coup-de-grace, and all attacks against you are Heroic. When you take damage, immediately end this state.

### **Beneficial States**

**Invisible** - All attacks have a 50% chance of missing you, and you can always hide

**Ethereal** - You can move through objects and obstructions, but not end your turn in them, including walls, solid objects, etc. You have resistance to all damage.

**Hasted X** - You can make X more actions on your turn. These action cannot be used to make the attack keyword.

**Flying** - while you move or shift, you can do it in any direction, can move through enemies but still take engagement into account

**Cover** - Attackers take -1 to attack you with ranged attacks. You can hide.

## FLEEING

It's always possible to flee from encounters. Remember the first and third rules of the Pit.

To flee, you cannot be **engaged**, and you need to make it to the exit of the current area (or the edge of the battle map). Fleeing is an action. Remove yourself from the current combat. Targets hostile to you can pursue you by taking the same action.

Once the encounter ends, all fleeing players first make a **Lantern Check**, then make a **skill challenge** together to try and escape their pursuers, determined by the players and GM. On a wash or success, fleeing players might have to spend extra resources or take complications, and on a crushing success, fleeing targets gain ambush on their pursuers.

On a failure, they are caught. Targets in the initial encounter can join this encounter at the beginning of any round. It is impossible to flee from this second encounter.

If players are the pursuing party, roll a skill challenge. On failure, their target gets away, on a success or better they catch their target but must take complications, on a crushing success there are no complications and they gain ambush on their target.

# THE MIND AND THE BODY

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## INCAPACITATION and DEATH

When your health is reduced to 0 or lower, set your health to 0, and you become incapacitated (you can't have negative health).

**Incapacitated** - You cannot take actions except to shift one space 1/turn, you cannot take reactions or interrupts, you cannot benefit from dodge, dispel, or passive moves. You go prone when you get this condition if possible. If you take damage while incapacitated and at 0 hit points or lower, you make a **death check** by rolling a 1d6. On a 3-6 you live, on a 1-2, you die. You can only exit the incapacitated condition if someone takes an action to revive you, or through certain talents.

Monsters typically will not target incapacitated players unless they have the Brutal tag.



Incapacitated targets can be healed, but the only way to lose the incapacitated condition is for an adjacent creature to take the **Revive** action.

If you are incapacitated a **fourth time or more before you rest, you instead die.**

### **Coup de grace**

Any monster or player adjacent to an incapacitated player or monster can use an action to coup de grace. This takes up the attack action for the turn but instantly forces a death check (as if the player took damage), or instead knocks the player unconscious. An unconscious player is **asleep** and cannot be revived. They regain consciousness when you rest.

### **Injury**

The first time (and first time only) in an encounter you are critically hit or make a death check, you must also make a strength check. If you fail the check, you are injured, rolling on the injury table. Injuries are debilitating and have permanent effects for your character, but also give you a permanent maximum (but not current) health bonus.

You recover from most effects of injuries during downtime (after you finish an expedition).

### **Bodies**

A living or dead body takes up weight equal to its size (probably 1).

### **Resurrection**

If your compatriot dies, don't leave their body in the PIT. If you do, may the gods pity you.

If an adventurer's body is recovered or carried out from the PIT, they can be brought back to life by the **Resurrectionists**, who see death as a correctable flaw. They charge 10 Black Gold per level to resurrect a dead character. A dead character comes back to life with -5 maximum sanity permanently. This stacks. If a resurrected character would be reduced to 0 sanity or lower, they cannot be brought back as a player character, as their mind is too shattered.

### **BREAKING**

Your **maximum sanity** is the amount of mental stress you can take. **Fear**, **Terror**, and **Horror**, as well as other effects of the Pit, can all sap your sanity, and get worse the deeper you go. When your sanity is reduced to or past 0, you suffer from the **Broken** condition. Broken players fail all terror, horror, and fear checks, and have an additional effect they can choose from the **madness** table. When a character Breaks, they gain 1 max sanity permanently and choose a form of madness. If a character rolls for their form of madness instead of choosing it, they gain an extra 3 maximum sanity. If a player goes to **negative their sanity total**, they go **catatonic** and are **stunned** until they get out of the Pit. Nothing can revive them from this condition.

## INJURY

Gain health max (not current) when you are injured. Can only happen once per encounter, and can make a strength check to resist.

Roll 2d6 with no bonus, and consult the table.

### Result: health gain - Effect

**2:** Gain 10 max health - **Loss of Limb** . You immediately lose a limb of your choice, partial or whole, taking 2d6 bleeding. Permanently lose 1 agility or strength. If you lose an arm, you can no longer use weapons with the two handed tag. If you lose a leg, you are permanently slowed.

**3:** Gain 3 max health - **Mangled** - You are mangled, losing fingers, toes, skin, etc, taking 2d6 bleeding immediately and becoming Fatigued for the rest of the expedition.

**4-5:** Gain 2 max health - **Internal bleeding** - You take 6 bleeding each time you rest and are slowed for the rest of the expedition.

**6-8:** Gain 1 max health - **Scarred** - You take a bad injury, giving you a minor scar. If you let the GM describe it, gain +1 san permanently.

**9:** Gain 3 max health - **Badly Scarred** - You take an especially nasty or ugly scar, perhaps losing a nose or ear. If you let the GM describe it, take +3 permanent san.

**10-11:** Gain 2 max health - **Broken Bone** - You are slowed and all rolls made with agility or strength are Cursed for the rest of the expedition

**12:** Gain 5 max health - **Loss of Eye** - You lose an eye, taking 2d6 bleeding immediately. If you lose both eyes, you are permanently blinded.

## MADNESS

Each time you Break, you gain +1 permanent max sanity. You can either choose your madness or have the DM roll for it. If you roll it randomly, gain an extra permanent +3 max sanity

Madness effects remain while you are Broken. Recover from Broken when you end an expedition.

d10 roll

TABLE 1

### 1. Turn To Darkness

When you lose sanity, lose 1 additional sanity. If you go catatonic while suffering from this condition, you instead abandon the party and are consumed by the pit.+

### 2. Abandon Hope

You are slowed and fatigued while broken. Nothing can cure these conditions.

### **3. Building Rage**

You cannot flee. You must immediately attempt to fight monsters that are neutral or worse or take 1d6 sanity damage. You must take the attack action in each turn in combat if able. If you don't, or are unable to, take 2 sanity damage. If you roll doubles for any attack, an ally of your choice in your range also takes 1d6 damage of your weapon type.

### **4. Corruptive Sickness**

You gain the sickened condition for the rest of the expedition, even if you are normally immune to such a condition. It cannot be cured, and is not cleared when you take a rest. Each time you rest, take 1d6 sanity damage.

### **5. Consumptive Curiosity**

You must take a dungeoneering action or be in a dungeoneering stance in each room. If you aren't, lose 1 sanity per room traveled.

### **6. Death Wish**

You cannot make the skulk action roll, hide, or Flee, your party gains noisy +1, and if someone revives you from being incapacitated, take 1d6 sanity damage.

### **7. Devouring Dark**

You gain the blinded condition while broken, even if you are normally immune to such a condition. It cannot be cured.

### **8. Extreme Paranoia**

If you start or end your turn adjacent to another character, take 1d6+1 sanity damage. You cannot take or accept the help action.

### **9. Frozen by Fear**

While you suffer from Fear, Terror, or Horror, you are also restrained and prone

### **10. Growing Numbness**

You automatically fail wits checks and action rolls. Lose 1 additional sanity when you lose sanity.

## TABLE 2

### **1. Turn To Darkness**

When you lose sanity, lose 1 additional sanity. If you go catatonic while suffering from this condition, you instead abandon the party and are consumed by the pit.

### **2. Morbid Fascination**

Choose one other character. You must make the same action roll as that character (skulk, loot, etc) and cannot attack a target in combat that the character has not already attacked. If you can't, each time you can't take 1d6 sanity damage.

### **3. Overwhelming Terror**

If you don't start or end your turn adjacent to an ally, take 1d6+1 sanity damage

#### **4. Phobophile**

Your party loses Lantern on a 1-3 instead of 1-2. If you hit Pitch Black, immediately take 2d6 sanity damage.

#### **5. Purity Obsession**

You cannot take or accept the help action, or willingly touch other characters. You cannot eat or take anything that came from another character or the PIT. If you take toxic damage, or if you are forced to do any of the previous, lose 4 sanity.

#### **6. Superiority Complex**

You cannot accept items, help, bonuses, or healing from other characters. If you are healed, helped, or touched by another character, take 2 sanity damage. You cannot revive or help other characters.

#### **7. Thanatophobia**

If you or another ally becomes incapacitated, immediately lose 1d6+3 sanity.

#### **8. Gripping Hysteria**

You lose 1 sanity each time you or your party makes an action roll. If you reach a refuge and do not exit the pit, take 1d6+3 sanity damage.

#### **9. Uncontrollable Babbling**

Your party gains noise +3 in this area and each time you enter a new one. If you are silenced or unable to speak, lose this noise but take 2d6 sanity damage for each area you pass while silenced.

#### **10. Spreading Curse**

While broken you are afflicted by Rot, and take 1 sanity damage when you take damage. Nothing can cure this condition.

## **THE ADVENTURER**

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You are an adventurer.

You have traveled far from your homeland to the End of the World, drawn on by the promise of the Pit. You have your own reasons for coming here, and you can decide what that is. Folk from all corners and all worlds are inexorably drawn to the City and the horror below, like flies to amber.

There are many adventurers like you. Their bones line the rotten corridors of The Pit. But perhaps you are different.

Perhaps.

## LEVELS

Characters typically start at level 0, and can journey to level 10. Leveling will be covered after this section.

If you want a slightly more advanced start, characters can start at level 1 if the players are familiar with the system, or are experienced RPG players.

## STARTING YOUR JOURNEY

The first thing you need to do when making a character is decide why you came to the pit. This is a one-sentence description that you don't necessarily need to stick to for the rest of your career. It's just an idea - albeit a strong one - of what drives you.

The next thing you need to do is figure out the in-game parts of your character, in the following order

1. Choose an **origin**
2. Determine **abilities**
3. Choose **proficiencies** for your **action rolls**
4. Determine starting **Gear** and choose a **Heirloom**
5. Choose a **class**

Some of the components of these steps might seem a little unclear until you've gone through the whole process, so don't worry if everything isn't 100% clear on the get go.

## ORIGIN

People from many strange lands come to the Pit. People that are people, and not monsters, are generally referred to as Folk.

Choose one of these origins for your character. Each one gives you a **Heroic** ability that can be used once per rest and a couple of options for other benefits. Origins don't determine your statistics.



### **Tall Folk**

*The Tall Folk aren't really taller than most - it's just what the others call them. Some call them Men, Women, Kin, or Star Folk, for the skies under which they tend to live. The most common Folk in the city, diverse in appearance and manners as the Seven Winds. They pour forth from the colorful lands surrounding the End of the World, bringing their cultures and creeds with them.*

Gain +2 sanity/level and choose *one* of the following:

- Check off two actions of your choice
- Star an action of your choice
- You have a small star-mark upon your body and can call upon the Star to generate light, giving you 4 lantern when you embark on an expedition instead of 3. When you rest, you get 1 light back.

Gain the Steel Yourselfes heroic:

Steel Yourselfes

Heroic

1/rest

You and all allies that can hear you can heal sanity equal to your level and immediately make a will check to end fear, terror, compulsion, and horror. This check is heroic.



### **Bright Folk**

*Slender folk, slight and flighty. Have a certain wild look about them. Closely related to the Hobs of the Pit. Their eyes are slit like cats, their features are narrow and some would say they resemble a deer or stag more than the Folk. Sometimes they weave*

*flowers and plants in their hair and clothing, or maybe they're made of of them - nobody's entirely sure. They are driven by the cycle of life, the change in seasons - sometimes changing appearance when the seasons do. Nobody's sure how to tell the men and womenfolk apart. Some of them have no taboo about eating the dead, which bothers the other Folk something fierce.*

Gain +1 speed, +1 initiative, and choose two of the following:

- Check off the Skulk or Survive action
- You can see well in the dark. You are no longer blinded from Pitch Black and can see close items and creatures in the dark fairly well in other circumstances
- You can talk to small animals and Beasts, and Negotiate or make other action rolls with them
- Once per expedition, you can harvest a ration from a fresh corpse. You can commune with this corpse as if you successfully used the Ritual or Commune action.

Gain the following heroic:

Bramble Path

Heroic

1/rest

Action, stance

You become ethereal until the end of your next turn (can pass through objects and enemies but not end your turn, have resistance to all damage), and you can shift any number of times during your turn. While in this stance, you cannot attack.





### **Horned Folk**

*Tall, imposing folk. Everyone knows they're related to Troggs, or maybe Fomorian giants. According to them, they've the blood of the Titans themselves. Some of them are big and leathery, with scales, rippling muscle, heavy, bestial features and fangs. Others are slender as a willow, elegant and graceful. No matter their shape, they've all got those big, wicked horns. Their skin is dark and mottled, often colored red, black, or even purple or blue. They often have tattoos indicating their clan, and burn designs into their flesh. Many of them are strongly dedicated to the church or the study of dark arts.*

Gain +2 health/level and two of the following:

- Check off the Fitness or Wreck action
- You are resistant to Fire or Lightning damage (pick one)
- When you take a Commune, or Ritual action and you have a source of flame

you can use, the check is Heroic.

- You are size 2. This changes the way you grab creatures and how much you weigh when carried. Other consequence are up to your actions.

Gain the following heroic:

Blood of Arenheir

Heroic

1/rest

Reaction

When you are damaged by an attack, until the end of your next turn, you are resistant to all damage (including the triggering attack) and you make all strength and wits checks and action rolls Heroic.



### **Small folk**

*Also called the river folk or goblins, they have a reptilian, or some would say amphibian look about them. Can regrow limbs, often slimy of skin and salamandrine in appearance. Diminutive, but some of the fiercest warriors in the City. They carve their extensive legends into the side of their river boats, most of which involve killing giants. Will eat almost anything, and very knowledgeable about city life, especially its darker goings-on. Love to sponge up secrets, gossip, and information. Exuberant and extensive talkers, especially on sunny days, where their cold blood warms up.*

Gain +1 dodge. Though you are size 1, larger creatures don't cause obstructions for you. You can pass through their spaces and even end your turn inside their spaces. You recover completely from the Loss of Limb and Loss of Eye injury after 1 expedition.

Gain two of the following:

- Check off the Lore or Social action
- Gain resistance to Cold damage. Your unarmored defense is 7 because you have a shell or hard scales of some kind.
- You are especially slippery. Your escape actions are Heroic.
- Your shift action is 4+speed instead of 2+speed

Gain the following heroic:

Giant killer

Heroic

1/rest

Action, Stance

Until the end of your next turn, any enemy whose space you pass through must pass a strength check or be knocked prone.



### **Stout Folk**

*Also known as the beast folk. There's something doglike about some of them, rabbitlike about others, and catlike about even others. They're shorter and stouter than your average folk, with very keen ears and senses of smell. Their trading cartels rule most commerce in the city, and their machines drive the heart of its industry. They are hearty and willing drinking partners, excellent cooks, and the oldest of them are often wider than they are tall. Don't be fooled by their apparent softness, and never double-cross or cheat one of the Stout Folk. The braided fur in their manes and beards often stands for grudges settled and rivals slain. And never anger one of the Warren Guard.*

You gain +1 dispel, and you only fail death checks on a 1. Gain one of the following:

- Check off the Tinker and Ward actions
- You can be incapacitated two more times before you die (if you're incapacitated

a sixth time or more before the end of the expedition, you die)

- You have resistance to Toxic damage. When you make an action roll related to food, the check is Heroic

- You are immune to Deathblow (when taking damage from deathblow attacks, you instantly die if reduced to 0 hp instead of becoming incapacitated)

Gain the Immovable Object heroic

Immovable Object

Heroic

1/rest

Action, Stance

Until the end of your next turn, you cannot be moved, grabbed, knocked back, or knocked prone for any reason. Any grabs or prone conditions on you immediately end. In addition, you count as a piece of terrain that grants cover to allies next to you.

## ABILITIES

Your abilities describe your capabilities in combat and action.

**Strength** is physical health and bodily strength.

**Agility** is speed, dexterity, and finesse

**Wits** is mental quickness, perception, and acuity

**Will** is willpower, charisma, presence, and wisdom

When you create your character, **write down one ability at +1, one ability to at -1, and the other two at +0**

Every 3 levels (3/6/9), you can increase two statistics of your choice by 1, to a maximum of +3

Here's what your abilities do. Even negative modifiers apply to these derived statistics.

**Strength:**

- **Your health** is 10 at level 0, and increases by 5 each time you gain a level past that. You apply your Strength (including negative strength) to your health gain per level, even retroactively.

- For example: I have a strength of +2. At level 1, that would mean my health is 17. If my strength is -1, my health at level 1 would be 14.

- Health can also be increased by wearing certain types of armor and sustaining injuries

- Your **carry capacity** is 3+ your strength (even negative), which is the number of heavy items you can carry

- You apply your strength as a bonus to Fitness, Survive, and Wreck, as well as strength checks

- You apply your strength to your defense when wearing **Mighty armor**, and use it as your attack bonus when using **Mighty weapons**. These tend to be heavier and melee

focused.

### **Agility**

- Your agility equals your **speed**. Speed can be modified by other means
- Your **move** action is **5+speed** (even negative) and your **shift** action is **2+speed**
- You can dodge 1+ agility times per encounter
- You apply your agility as a bonus to Skulk, Acrobatics, and Thievery, as well as agility checks
- You apply your agility to your defense when wearing **Agile armor**, and use it as your attack bonus when using **Agile weapons**. These tend to be lighter and ranged focused.

### **Wits**

- Your **initiative** is **armor + wits**
- You can dispel 1+wits times per encounter
- You apply your wits as a bonus to Loot, Study, Lore, Ward, Commune, and Tinker, as well as wits checks
- You apply your wits to your defense when wearing **Occult armor**, and use it as your attack bonus when using **Occult weapons**. These tend to be lighter and ranged focused, and deal elemental damage

### **Will**

- Your **sanity** is 10 at level 0, and increases by 2 each time you gain a level past that. You apply your will (including negative) to your sanity gain per level, even retroactively
- Will has no extra benefit, but is used against Fear, Terror, and Horror, which are very common, and is the only social ability
- You apply your will as a bonus to Luck, Ritual, Negotiate, Lie, Perform, and Social checks, as well as will checks
- You apply your will to your defense when wearing **Blessed armor**, and use it as your attack bonus when using **Blessed weapons**. These tend to be heavier and melee focused, and deal elemental damage.

Other statistics:

Your **healing rate** = 1/4 of your maximum HP

Your **sanity healing rate** = 1/4 of your maximum sanity

Your **defense** = 6 + bonus from your ability (depends on armor).

- Your unarmored defense (if you're just wearing clothing or nothing at all) is 6

Your **attack bonus** depends on whether the weapon you are wielding is Mighty, Agile, Occult, or Blessed

Your **check difficulty** is the difficulty of checks that enemies must make against your abilities. It starts at 7, and increases by 1 at levels 4 and 7

## **ACTION ROLLS**

Here are the actions you can take while making an action roll.

Each action is generally associated with a statistic.

**Check two, star one, and cross one.**

- Rolls made with a checked action can get +1
- Rolls made with a starred action can be made Heroic
- Rolls made with a crossed action are made Cursed, but if they are successful, gain +5 exp

Actions by default all have some overlap, but the consequences and parameters around the action might differ determined on the kind of action you choose to make.

**STRENGTH**

- 0 FITNESS
- 0 SURVIVE
- 0 WRECK

**AGILITY**

- 0 SKULK
- 0 ACROBATICS
- 0 THIEVERY

**WITS**

- 0 LOOT
- 0 STUDY
- 0 LORE
- 0 COMMUNE
- 0 WARD
- 0 TINKER

**WILL**

- 0 LUCK
- 0 RITUAL
- 0 NEGOTIATE
- 0 LIE
- 0 PERFORM
- 0 SOCIAL

Here's what each action can generally do on a success. These are more guidelines than anything. You might wish to skip this section for now and return to it later.

**FITNESS**

- Until the next encounter, carry items with you over your carry weight up to an additional amount equal to your carry weight
- Climb, swim, jump, flex, clamber up rock faces or buildings
- Lift a heavy item up to a size equal to your strength over your head, drag twice that

**SURVIVE**

- Endure extreme heat, cold, hold your breath, resist poisonous or stale air
- Go without food or water, sleep in adverse conditions, resist exhaustion or fatigue

- Hunt and forage for food, track animals or people, recall basic knowledge about the environment or survival tactics

### **WRECK**

- Smash or inflict damage on people outside of combat, the environment, etc
- Can be used for intimidation
- Break or bend bars, doors, floors, walls, etc

### **SKULK**

- Sneak about unseen
- Gain ambush on the next encounter, or scout the area
- Remain inconspicuous in social situations

### **ACROBATICS**

- Perform flashy acrobatic feats, in combat or for performance
- Climb, jump, fly through the air, clamber up ropes, balance, swing on a chandelier, contort through small spaces, hold an uncomfortable position
- Perform feats of manual dexterity, such as juggling, catching, or throwing

### **THIEVERY**

- Pick locks and pockets, open gates, disarm mechanisms
- Disguise oneself or spot a disguise
- Swindle someone or run a con, spot swindlers and con artists
- Cut bonds, escape from restraints, perform sleight of hand tricks

### **LOOT**

- Pick a room over for loot - on a success this can be a d6 loot die, on a strong success a d10 loot die
- Pick over bodies (fresh or old) for information or loot
- Discover hidden stashes or caches of gold or loot

### **STUDY**

- Search an area for clues, hidden rooms, or information on local monsters, creatures, etc
- Decipher or decrypt a text, plaque, relief, or engraving, even in another language
- Gather information from a library or information source
- You can gain insight from this action, but only 1 at a time. You always gain insight on a strong success.

### **LORE**

- Spout lore about a particular subject in history, legend, science, faith, or the occult
- Recall a useful fact pertaining to the current situation
- Identify and learn the history of magic items and weapons
- If you can't recall information from this action directly, you always know where you can find it
- You can gain insight from this action, but only 1 at a time. You always gain insight on a strong success.



## **COMMUNE**

- Commune with Dread Powers, the Titans, or the Pit itself
- Perform rituals of sacrifice or power, seances, occult rituals or ceremonies, or geomancy
- Receive inspiration from the outer spheres, talk to spirits, remnants or dead beings

## **WARD**

- Navigate through a treacherous area
- Gain immunity to Ambush until directly after your next encounter
- Spot ambushing monsters
- Spot and reveal Stalking and Glamoured monsters (these monsters are normally not visible to you)

## **TINKER**

- Create new devices, items, inventions, food, clothing, or alchemical concoctions. Such items should have limited in-game benefit but are up to you and the GM to determine how extensive
- Forge or smith new items, armor, or weapons. You need materials equal to about the cost of the item, and your roll will tell you how well your result goes.
- Deconstruct or deactivate mechanical devices or neutralize and analyze alchemical concoctions

## **LUCK**

- Gain an unforeseen stroke of luck, decided by the GM, on a success - get bad luck on a failure
- Call for divine intervention or inspiration
- Make a situation or turn of events slightly more favorable for you than expected

## **RITUAL**

- Attempt to gain guidance or inspiration from the Gods or Titans
- Perform rituals or ceremonies of healing, sacrifice, protection, banishment, faith, or sealing
- Receive inspiration or guidance from dead spirits, ancestors, or dead beings

## **NEGOTIATE**

- To negotiate, you need two things:
  - Determine whether you are negotiating in good faith (diplomacy, bartering) or bad faith (intimidation, threats)
  - You must have leverage (money, a disguise, reputation, a display of skill, promises of support, blackmail, a sword pointed at a throat). Name it when you make this action.
- You can use your leverage and negotiate action to do a huge number of things such as:
  - Barter with a merchant
  - Talk down or defuse a tense situation
  - Undertake tense diplomatic negotiations between two factions

- You can also use negotiate to detect when somebody else is lying or negotiating in bad faith
- Monsters and Beasts generally cannot be negotiated with unless they are Reasonable.
- If you successfully negotiate with a target, their attitude of you might increase or decrease by 1, and they must go along with your goal.

## **LIE**

- To lie, you don't need leverage at all, but you need a promise of leverage and a goal
- You can use your lie action and your promise of leverage to do things such as
  - Pretend to be another person, or lie through your teeth
  - Completely fabricate a story
  - Distract or frighten a character
- If you successfully lie to a target, their attitude of you might increase or decrease by 1, and they go along with your goal. If they find out about your lie this action immediately stops affecting them

## **PERFORM**

- Undertake a musical or vocal performance, perform an inspiring speech or action
- Calm or rile up a crowd or large group of creatures, inflict an emotional state or idea on your audience
- Gain the total attention of an individual or crowd for a period of time

## **SOCIAL**

- Gain social connections and allies, learn information about factions, alliances, and rivalries
- Gather information, gossip, or rumor, get the word on the streets, or in high society
- Recall or learn knowledge about customs, social etiquette, and culture

## **STARTING GEAR AND HEIRLOOM**

You have crossed the great, foul waste at the End of the World to reach the Pit, and as a result you have very little left by the time you get there.

Here's what you start with:

1 Ration  
 3 Light and a lantern  
 Ragged Clothing  
 A pack

Your ragged clothing is too tattered to count as armor. It uses the **Unarmored** profile, which is Initiative 12, no bonus to defense (so your defense is 6)  
 You are unarmed, so your attacks do 1/2/3 damage (increasing with stance).  
 You have no money, armor, weapons, or other supplies.

You may choose or roll for an heirloom if you want (roll a d10)

### **1. Rusted weapon**

This weapon is of a type of your choice (mighty, agile, occult, blessed). Who knows where you picked it up?

It can be melee, or ranged (range 3/5/7). It has the brittle quality (it breaks on a miss and is destroyed).

### **2. Rusted Armor**

This armor increases defense by 1. It was stripped off a dead Folk.

It has the brittle quality (it breaks after taking a strong hit and is destroyed)

### **3. Small Doll**

This small doll seems to give you comfort. You can gain +1 maximum sanity when it's on your person

### **4. Mysterious flask**

This flask is filthy, but was made out of high quality glass once. Inside is a liquid that burns like fire when drunk, but fortifies the body. Can be drunk as an action to heal 1/4 HP, then it is used up.

### **5. Tarnished Jewel**

This jewel holds some attraction and can be traded in for around 5 black gold.

### **6. Writ of Passage**

This crumpled and smeared writ directs you to some power in the City, and will put you in their good graces, at least temporarily. Increase your reputation with that person or faction by 1.

### **7. Old Locket**

What's inside this locket? It's up to you. When you look at it while you rest, you can heal +1 sanity.

### **8. Oil-Sealed Package**

This packet contains 3 rations and 6 light. You were saving it for better times. The taste reminds you of home.

### **9. Bent Key**

You were given this key a long time ago. It has a 1 in 6 chance of opening any door, then it can only open that door from hereon out.

### **10. Foreboding scroll**

This scroll describes some dreadful task entrusted to you. Your task lies somewhere in the first layer of the Pit. If you accomplish it, your whole group can gain +25 exp.

## **Moving Onwards**

For more robust gear list, as well as how magic weapons work, see the end of this book.

# CLASS

Your class describes your **combat abilities** and general powers. It describes the type of adventurer you are, and the way in which you use your abilities, through your experience and training, to claw your way through the Pit.

Your character's general power is described by their **Level**. Characters start at level 0 or 1, and can go all the way to level 10.

**At level 0, you will choose a class**, gaining **action dice** and that class's **Class Move**. There are ten classes in the game, split between five ARCHETYPES:

**HUNTER** - **Slayer** and **Watchman**

**SOLDIER** - **Sellsword** and **Man at Arms**

**ROGUE** - **Pauper** and **Assassin**

**PRIEST** - **Vicar** and **Exorcist**

**MAGICIAN** - **Sorcerer** and **Witch**

Each class has their own strengths and weaknesses. Your abilities and other statistics generally don't matter for your choice of class, which can be played in many different ways.

## Action dice and Class Moves

Your character has a number of action dice equal to 2 + their level. You can represent these dice with d6s, though you could also use tokens or notation on paper.

All characters can spend action dice on a **Class Move** for various effects. For example, the Slayer's Mighty Blow class move allows you to deal +1d6 damage on an attack when you spend an action die. These moves improve when you level up.

You gain all action dice back when you **rest and eat a ration**.

# SPECIALIZATION and TALENTS

**At level 1**, you choose your first **specialization** from your class, gain its **passive**, and gain a single class **talent**.

A specialization is like a sub-class. There are three specializations for each class, for a total of 30 in the game.

Each specialization has a passive trait that allows it certain benefits, and talents which might be passive or active. Some talents give you an ability or action you can use, some talents give you a passive, and some talents provide other benefits.

Most talents take an action to use. Talents have tags which describe how and when the

talent can be used:

**Some talents increase in damage or effect when you level up to level 4 or level 7.** These talents list certain numbers as X/Y/Z, where X is the base damage or effect, Y is the damage or effect at level 4, and Z is the damage or effect at level 7

**Action** - This talent takes an action to use

**Attack** - Takes an attack action to use

**Passive** - Always active, except under certain circumstances

**Trait** - Something that describes innate, passive properties of your character

**Interrupt** - Can be made in response to a trigger, interrupts the triggering action and takes priority over that and any other reactions

**Reaction** - Can be made in response to a trigger, triggering action must complete first, takes priority over new actions

**Companion** - Moves with the companion key word can be made from a companion's location

**X/rest** - Can only be made X times per rest (typically 1) but recharges if you eat a ration

**X/encounter** - Can only be made X times per encounter, but recharges if you have a new encounter.

**X/round** or **X/turn** - Can only be made X times per round or turn. Note that turn includes other actor's turns

**Reliable** - Regain the use of this talent if this misses or fails to affect all targets

**Weapon** - Cannot use this talent if not wielding a weapon or disarmed

**Melee** - Attack must be made in melee reach

**Knock back** - Moves target in a direction - does not provoke reactions and ignores engagement

**Ranged** - Attack must be made at range

**Miracle** - Holy miracles performed primarily by priests, can't use if silenced

**Dark arts** - Dark sorcery used by magicians, cannot use if silenced

**Deathblow** - Instantly kills target if it reduces them past 0 hp, no death check or regeneration allowed

**Chant** - An ongoing and typically magical effect, cannot use if silenced, and can repeat effect as an action on your turn if you made it last turn. If damage, you must pass will or wits check or end all chant effects

**Lantern Check** - Requires a Lantern Check to use

**Stance** - A passive benefit or ongoing effect. You can only have one stance active at a time.

When you level up from levels 2-9, you gain **1 talent** from *any* of your specializations

## HEROICS

At levels **2**, **5**, and **8**, you gain the **Heroic** for one of your specializations. A Heroic is a

powerful ability that is typically only 1/rest, but otherwise obeys the same tags and restrictions as talents. Use your heroics wisely, but do not be sparing with them, you can always get them back when you rest.

## ADDING SPECIALIZATIONS

If you look at each specialization, you will notice each one only has 5 talents and one heroic available. This is because at **level 4** you choose **a new specialization from your primary class or any other class**.

You only gain the class ability from your primary class (the one you chose at level 1), but otherwise you gain the traits of your new specialization and can choose talents from it whenever you level up, including the level you acquired it.

For example, you might start as a Monster Hunter slayer, and at level 4 you decide you like the Lycanthrope specialization of the Witch. You don't gain the Witch's Black Root Mending class move, but you do immediately gain the Lycanthrope's Familiar trait and can now choose between Monster Hunter and Lycanthrope moves when you choose talents from level 4-6.

At **level 7**, you will choose a **third specialization**, so level 9 characters should look something like Monster Hunter 3/Lycanthrope 3/Colossus 3, or Monster Hunter 5/Lycanthrope 2/Colossus 2, depending on how they picked up talents. You use your total level when calculating effects.

## MASTER CLASSES

If you somehow survive to level 10, when you reach level 10, you choose a **master class**, gaining that classes' **Master Talent**. To take a Master Class, you need at least one specialization in the indicated class(es).

Master Talents are extremely powerful, and can typically be used sparingly.

## GAINING EXPERIENCE AND LEVELING UP

**Players and the GM** together should decide whether they want to use an exp system, a milestone system, or a mixture of both.

In a milestone system, the GM judges when the players have hit a milestone and can level up, based on the pace of the story.

In an exp system, players are rewarded for certain activities:

If you want to use exp, you level up when you hit **100 exp**. Reward the following:

Gain 10 exp for surviving the Pit

Gain 5 exp for succeeding a crossed Action Roll

Around 5 exp for gaining a d6 loot die or equivalent loot

Around 10 exp for gaining a d10 loot die or equivalent loot, or a magic item or weapon

0 exp for beating an encounter in a layer you are higher level than  
15 exp for beating an encounter in a layer you are the appropriate level for  
25 exp for beating an encounter in a layer higher level than you  
5 exp for swaying an NPC  
10 exp for gaining the alliance of a faction or settlement

If you're using a mixed system, the GM can reward 50 or 100 exp for completing certain tasks, quests, or milestones.

### **PUTTING IT ALL TOGETHER**

**Level 0:** Origin, Class, Class Move, Action Dice, Proficiencies

**Level 1:** New Specialization, 1 talent, 1 trait

**Level 2:** 1 talent, 1 heroic

**Level 3:** 1 talent, two abilities increased by +1

**Level 4:** New Specialization, 1 talent, 1 trait

**Level 5:** 1 talent, 1 heroic

**Level 6:** 1 talent, two abilities increased by +1

**Level 7:** New Specialization, 1 talent, 1 trait

**Level 8:** 1 talent, 1 heroic

**Level 9:** 1 talent, two abilities increased by +1

**Level 10:** Master Class, Master Talent

Total by level 10: 9 talents, 4 heroics, 3 traits, 1 master talent

**Action dice** = 2+level

**Health gain per level** = 5+strength

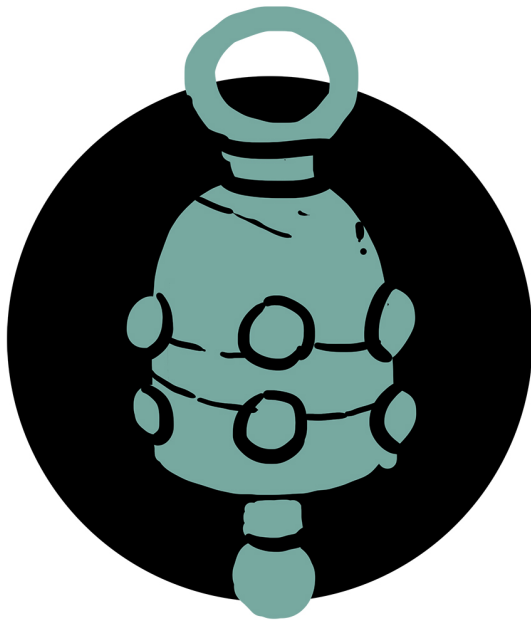
**Sanity Gain per level** = 2+will

## **CLASS COMPENDIUM**

### **THE HUNTERS**

*“Who are they, these ragged folk of the Lodge? And why is their laughter so merry while their knives are so sharp?”*

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## WATCHMAN

*The Shield on the Wall, the Spear at the Ready, the Poor Bloody Sod getting rained on again while he keeps his watch. Ranger. Wanderer. Strider. The Folk of the City Watch are not made of ordinary stuff. And they certainly aren't getting paid enough.*

### **CLASS MOVE: Faithful Guardian**

Interrupt

When you or any ally adjacent to you is targeted by an attack, you can spend an action die to make that roll Cursed. You can only spend this once per attack. Gain all action die back when you rest and eat a ration.

Choose one of the following:

### **Companion**

You have a trained animal companion that faithfully follows your orders. It is a size one beast of any kind, though in game terms it moves normally. It has your statistics, hp, defense, and speed. It cannot lose or gain sanity, but it can be affected by statuses, such as Fear. Like all other creatures, your companion must obey engagement, and other creatures must obey engagement around it. It cannot take actions other than to move, and it only moves when you move, though you control it.

Your companion cannot attack normally, but your faithful guardian passive and any of your watchman moves with the companion keyword can be used from your companion, using your action or attack. If your companion dies, you lose 2d6 sanity. You can get a



new one when you return to town. You can also bring your companion back to the resurrectionists to recover it. They charge half the normal rate for animals.

### **Copper**

If the triggering attack from your Faithful Guardian move misses, your or the ally being attacked immediately can make any action as a reaction that does not have the attack keyword.

### **Choose from the following specializations:**

#### **GUARD**

##### **Trait: Watchman's Creed**

Passive

You have a creed or set of principles that you stick to. Fill in the following three principles:

- I will never \_\_\_\_\_
- I will strictly protect \_\_\_\_\_ above all else
- I will punish those who \_\_\_\_\_

Whenever you rest, you regain an extra 1/4 sanity if you stuck to 2/3 of these principles in the pit. If you stuck to only 1/3, heal no sanity at all from resting.

##### **Choose from the following talents:**

###### *Street Fighter*

Attack, Companion

Make an attack roll against a target in range. On a hit, you knock your target 1 space in any direction. If this knock back would carry them into an adjacent ally or piece of terrain, don't move them but instead deal an additional +2/4/6 bludgeoning damage with this attack. On a strong hit, you also heal 1/2/3d6 HP and knock them 3 spaces instead of 1.

###### *Resounding Warning*

1/round

Interrupt, companion

When an enemy targets an ally adjacent to you or your companion with an attack, you can spend an action die. That ally can immediately make any action as an interrupt. If the attack is no longer valid (for example, your ally is no longer in range), the triggering attack must choose a new target or be lost

###### *Underhanded*

Interrupt, Companion

1/round

Choose an adjacent target that just missed an attack. They must pass a wits check or deal 1d3 bludgeoning damage to them, and they gain the Pain condition until the end of their next turn

You can also use this move to spend an action die to immediately end the grabbed condition on yourself and deal 1d3 damage to the target grabbing you.

*Light Footed*

*Interrupt, Companion*

At the beginning of each round, you can immediately shift as an interrupt  
Once per round, when an ally you can see is targeted by an attack, you and your companion can each immediately shift towards that ally as an interrupt.

*Sap*

1/encounter

Reaction, Companion, Reliable

Choose an adjacent target that just missed an attack. That target must pass a strength check or be stunned until the end of its next turn and knocked three spaces in any direction.

### **Heroic: Revenge**

1/rest

Stance, Companion

At the beginning of this combat, choose a target. Start a tally. The first time each round that target deals damage to you or an adjacent ally for the rest of combat, increase the tally by 1 and heal 2/4/6 sanity. When you hit that target, you can choose to consume your tally to deal +1d6 damage for each point of the tally. It has a maximum equal to 1 + your level. Once this tally is consumed, or if your target dies, you can choose a new target. When combat ends, this stance also ends.

## **SURVIVALIST**

### **Trait: Tamer**

Passive

Requires Companion talent

Your companion is unusual or more powerful than other animals of its kind. Choose two of the following benefits:

Flying - Your companion can fly its speed when it moves

Small, but ferocious - Your companion is size 1/2. Its shift speed becomes its move speed, it shifts when it moves, and it can shift any number of times per round.

Large - Your companion is size 2 (it has reach 2 and bonuses to grabs)

Tough Hide - Your companion has +1 defense.

Strong - Enemies take -1 to escape from grabs by your companion

Poisonous - Attacks from your companion deal toxic damage

Fast- Your companion gains +3 speed

Tenacious - Your companion gains +2 health/level

### **Choose from the following talents:**

*Lick Wounds*

Action

1/rest

Your companion and you or one adjacent ally can heal 1/4 of their hp and 1/2/3d6 sanity

### *Momentum*

Weapon Attack, Companion

Make an attack roll against a target in range. On a hit, in addition to dealing damage, one adjacent ally to either you or your companion has a 50% chance to regain 1 action die. On a strong hit, this chance is 100%. This die cannot put them over the maximum.

### *Spur to Action*

1/encounter

Reliable, Weapon Attack

Make an attack roll. On a hit, an ally you can see can immediately use a reaction to use one of their 1/encounter abilities or an ability that uses action dice without expending that ability or action die, even if that ability is already expended.

On a strong hit, this action is not expended (it can be used again).

### *Distraction*

Interrupt, companion

Make an attack roll against a target in range. On hit, in addition to dealing damage, an ally you can see can shift as a reaction. On a strong hit, an ally you can see can immediately make an action as an interrupt. This action can be anything without the attack keyword.

### *Conditioning*

1/encounter

Action, Stance, Companion

Until the end the current encounter, at the end of your turn, you or one ally of your choice adjacent to you or your companion generate one action die. This die can put you over the maximum die for your level, but if you have more than the max at the end of combat, reduce your current action dice to your maximum.

### **Heroic: Kill Command**

1/rest

Attack, Companion

Your companion shifts its speed, taking any path you choose. Any enemies it passes through must pass a agility check or take 1d6 piercing damage. The final enemy must pass an agility check or take 2d6 piercing damage and become grabbed by your companion. While it's grabbed in this way, it's also restrained and prone, and takes 1/2/3 bleeding at the start of each of its turns.

## **BOUNTY HUNTER**

### **Trait: Ever Vigilant**

Passive

When your party rests, roll 1d6. On a roll of a 4+, you are able to scout the area and you don't need to roll the encounter die.

You yourself can never be ambushed. Instead, inflict the surprised condition on one enemy of your choice.

**Choose from the following talents:**

*Eagle Eye*

Passive, companion

You ignore the effects of cover and any target you or your companion is adjacent to cannot benefit from cover for attacks from any target.

Your wits rolls to spot hidden targets are Heroic.

You can spend an action die to have your eyes take on a supernatural aspect. You completely ignore invisibility and see through all obscurement, glamour, darkness, and other poor visibility as if it was completely clear and well lit. This effect lasts until the end of your next turn.

*Set Trap*

Action

You set out a bear trap or other mechanical trap in an adjacent space. When an creature enters or passes through that space, they must first pass a agility check or take 1d6 bleeding and become restrained until the end of their next turn. The trap is then deactivated.

If you set more than 3 traps, all traps have a 50% chance of being either a trap or a harmless decoy.

*Pinning blow*

Weapon Attack

Make a weapon attack against a target in range. On a hit, your target must pass an agility check or become restrained until the end of its next turn. On a strong hit, if it fails its check it is additionally slowed.

If your target is next to an hostile target that target must also pass the same check as the primary target or suffer the same effects.

*Prescience*

1/encounter

Action, Stance

Until the end of the current combat, as long as you keep this stance, when you miss with an attack roll, you can immediately re-roll the attack against a different target in range.

*Infinite Cunning*

Weapon Attack, Companion

Make an attack roll against a target in range. On hit, deal damage and choose an ally in your movement range. You and the ally immediately swap places. On a strong hit, you can choose an enemy in range for this move instead.

**Heroic: Mark for Death**

1/rest

Action, Stance, Reliable

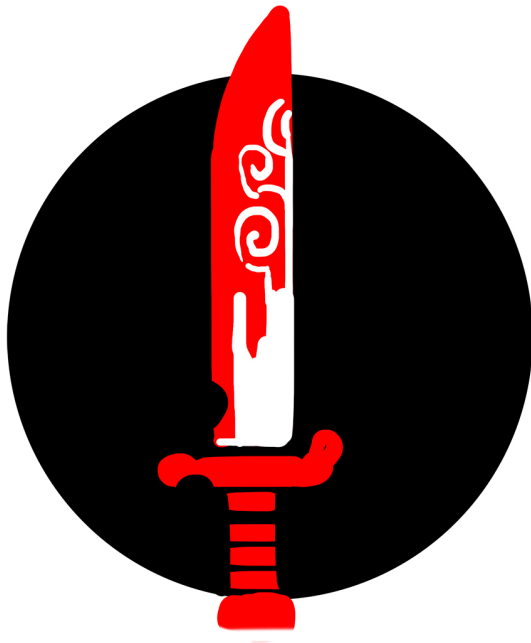
You mark a target in range 10 for death. Gain a Death Mark die (a d6). It starts at 1.

Each time you attack this target while this stance is active, hit or miss, increase the die by 1, to a maximum of 6.

You can expend it at any point while you still have this stance to make a Death Mark Culling attack as an interrupt to any action.

When you make this attack, you attack a number of times equal to the number on your die. These attacks must be against the same target. This stance then ends.

If your target dies before you expend this die, you can choose a new target, and the die resets to 1. If you don't expend this die before the current encounter is over, you don't expend this move.



## SLAYER

*Scarred, brutal, and well-fed Folk, the slayers carry elaborate carving knives and take trophies to offer to the Corpse Pile for their Titan, the Broken Queen. By night they feast at the Lodge, and recount monster lore and show brutal injuries from their battles. An enormous family, with many brothers and sisters, the slayers are unparalleled fighters. The one thing nobody can figure out is why they all seem so damn jolly about the whole business.*

### **CLASS MOVE: Mighty Blow**

You can spend an action die before you make any weapon attack to deal +1d6 damage if the attack hits

Gain all action die back when you rest and eat a ration.

When you reach level 4 in this class, your mighty blow damage increases to 2d6, and 3d6 at level 7+

**Choose from the following specializations:**

### **MONSTER HUNTER**

**Trait: Lore of The Lodge**

Passive, Lantern Check

You have 1 insight on all monsters.

You can use your expert knowledge of the creatures of the Pit to track their spoor, tracks, and markings. If you pass a wits check and make a lantern check, you can gain details on one nearby pack of monsters within the same area, including their type, size, number, and current activities.

**Choose from the following talents:**

*Slayer's Flourish*

1/encounter

Action

Choose a 3x3 area within range 10 of you. You use some feature of the terrain to attack or damage your enemies, such as cutting loose a chandelier, driving your enemy into a patch of soft ground, or the like.

Affected targets must pass an agility check or take 1d3/1d6/1d6+3 damage and suffer one of the following effects, depending on the terrain: Restrained, slowed, stunned, surprised, pain

*Know Thy Enemy*

Passive, Lantern Check

In any turn you make a successful planning action, your critical range against a monster of your choice expands from a natural 12 to a natural 11-12.

In addition, you can use your expert knowledge of the creatures of the Pit to prepare yourself for their attacks. You can make a lantern check to choose one damage type - Fire, Lightning, Abyssal, Cold, Toxic. You gain resistance to this damage type until your next rest by smearing yourself with oils, specially preparing your armor, or some other method.

*Titan Killer*

Weapon Attack

While grabbing and attacking a target larger than you, make an attack roll. On hit, deal damage, your attack does +1d6 damage and gives your target 1 bleeding token, on a strong hit, your target must additionally pass a strength check or be in pain until the end of its next turn.

*Monster wrangler*

1/round

Reaction

When a target you're grabbing takes an action or reaction, you can force that target to make a strength check. On a success, that monster shifts in a direction of your choosing, carrying you with it. If that causes the monster to collide with another monster,

a piece of terrain, or a wall, your target is knocked prone. Any adjacent hostile targets must pass a strength check or also be knocked prone.

### *Combat Roll*

1/round

Reaction

After you are hit by an attack, you can make an agility check. On a success, shift in any direction. On a strong success, reduce the total damage by half.

### **Heroic: Supreme Hunter**

1/rest

Action, Stance

Your intimate knowledge of monsters allows you to perform a dazzling display of skill. While in this stance, in any turn you make a successful planning action, you can gain one of the following benefits as an interrupt until the start of your next turn:

- Make a check Heroic against a monster attack or ability (yours or an ally's)
- Deal +1d6 damage against that monster when you or an ally deals damage
- Reduce the elemental damage from any attack by half against you or an adjacent companion

## **BUTCHER**

### **Trait: Grisly Craftsman**

Lantern Check

You have a carving knife, a deadly weapon of your order.

When you slay at least monster and have access to their corpse, you can use your carving knife and knowledge of monster anatomy to make use of their corpse. Gain the following three benefits:

- You can take a grisly trophy from defeated or slain foes with your carving knife. Trophies take up weight equal to the size of the creature you cut them from. They are worth 5 black gold per level of the dungeon you found them multiplied by the size of the creature. While at least one trophy is on your person, your current and max sanity increase by 5. Demon trophies are worth 100 black gold, no matter their size.
- If the monster dealt a particular damage type, for the rest of the expedition, you can also deal that damage type instead of the regular damage type of your weapon. If it dealt multiple damage types, you must choose one. You can end this effect by wiping your weapon clean or using this move again
- You can carve a suit of armor or a weapon (determined by you). It has the brittle property (after missing or taking a strong hit, it will break)

### **Choose from the following talents:**

#### *Impale*

1/encounter

Weapon Attack, Reliable

Make an attack roll. On a hit, your target must pass a strength check or take 1d6/1d6+3/1d6+6 bleeding and be restrained until the end of its next turn. Knock the

target back 1 space directly away from you. If this causes it to be adjacent to another hostile target, you can repeat this attack once against that target.

### *Hunter's Instinct*

1/round

Passive, Interrupt

When a bloody target attempts to move within range 5 if you, you can immediately shift adjacent to it as an interrupt. If that causes you to engage with it, it stops moving. Your shift moves that are made when adjacent to or ending adjacent to a bloody target do not consume an action or count against the total for a turn

### *Frenzy*

Passive

If at least one creature is bloody in the same room as you, gain Haste +1  
1/encounter, when a creature you are adjacent to becomes bloody during a combat, you can heal 1/2/3d6 HP as a reaction and recover instantly from one affliction of your choice affecting you.

### *Lop*

Weapon Attack

Make an attack roll against a target. You slash your target with your carving knife. On a hit, your target takes damage +1d3 bleeding. On a strong hit it also inflicts 1 bleeding on the targeted creature at the beginning of its turn for a number of turns equal to your level. If this attack is a critical hit, your target must pass a strength check or you cut a limb off your target, dealing +2d6 bleeding and slowing it until the end of its next turn.

### *Blood thirst*

1/encounter

Action, Stance

While in this stance, your attacks deal 1/2/3 bleeding to bloody targets and you are immune to Fear, Terror, and Horror.

You gain the Blood Scent passive (targets with 1 bleeding or bloody targets cannot hide from you on a 5+). Bloody or bleeding targets cannot benefit from invisibility and cannot flee from you while you are in this stance.

### **Heroic: Decapitate**

1/rest

Interrupt

You can activate this ability if you successfully hit a bloody monster, and after you roll damage. Roll 2d6 damage + 1d6 damage times your level and add it to the damage of this attack (but don't total it up yet). This damage ignores resistances, vulnerabilities, and all forms of damage reduction. If the total damage would be enough to kill your target, this attack gains the deathblow effect. It cannot regenerate, as you sever its head from its shoulders. If the damage is not enough to kill the monster, it lacks a head, can survive without a head, or has more than one head, then it is ignored. Instead, add +1/2/3d6 damage to the attack that triggered this talent.



## COLOSSUS

### **Trait: Hurl**

Passive

You are not encumbered by carrying companions or bodies (they don't take up weight). Once a round, if an ally moves into your space, you can make a strength check as a reaction. On a success, that ally can fly a number of spaces equal to your level + your strength bonus in any direction.

You can use this passive to throw objects an equal number of spaces as an action.

### **Choose from the following talents:**

#### *Slam*

Action

1/encounter

You cut a piece of the environment loose, knock down stonework, or simply slam the ground so hard the very paving stones become weapons. Choose a space within range 5. Any enemies adjacent to that space must pass a strength check or be knocked prone. Any enemies standing on the space or occupying part of it are pushed to a side of your choice. That space then becomes occupied by debris. This debris is a size 1 piece of terrain, can be climbed but not pass through, and counts as an obstacle or wall. It is large enough to count as cover for creatures standing behind it.

#### *Great Chain*

Action

You can target an ally, an enemy, or a piece of terrain with this move within range 6.

Ally - Your ally makes an agility check. On success, they shift adjacent to you. On a failure, they are stilled pulled but knocked prone afterwards.

Enemy - Your enemy makes an agility or strength check. On failure, they shift adjacent to you.

Terrain - Make an agility check. On success, you shift adjacent to that piece of terrain, ignoring impassable terrain and enemies in the way.

#### *Overwhelming Force*

Action

Spend an action die, then choose an enemy within weapon range. You strike it with incredible force. It must make a strength check or be knocked back a number of spaces equal to your level. If this causes your enemy to collide with an obstacle or enemy, they stop their move, take 1d6 bludgeoning damage and are knocked prone, and the second enemy must make a strength check or be knocked prone.

#### *Staggering Blow*

Weapon Attack

Make an attack roll against an enemy in weapon range. On a hit, you may knock your target 3 spaces in any direction. On a strong hit, your target must also pass a strength check or be knocked prone.

#### *Great Leap*

Action

1/turn

As an action in combat you can fly your speed in any direction, ignoring enemies and obstacles your size or smaller. This move ignores engagement. You must end in contact with a surface you could stand on or grab onto.

You can spend an action die as part of this move to increase the distance traveled by the number rolled on the die.

### **Heroic: Seismic Slam**

1/rest

Attack

You slam the ground with an incredible blow or strike something loose in the environment, causing the dungeon to collapse in on itself. Draw a line that has at least one point within 3 range of you. The line is 6 spaces long, and must be straight, but can be drawn in any direction. Enemies adjacent to or occupying the line when it is created must pass a strength check or take 1/2/3d6 bludgeoning damage and be knocked prone. Enemies directly on the line make this check Cursed and must choose a side of the line to end up on.

The line then becomes a massive wall of debris, stonework, etc. It is 2 spaces high and 6 spaces long, blocks line of sight, and counts as an obstacle or wall. It can be climbed but not passed through. It can be attacked and destroyed, like other objects. Each square of the wall has defense 6, 15/30/45 hit points, and resistance to all damage.

## **THE SOLDIERS**

*“There’s no problem in the world that cannot be solved with the liberal application of honest steel.”*

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## SELLSWORD

*The City is full of Folk who would kill for a heel of bread. The Sellswords make it look professional. They make it look downright stylish. Only the strong survive on the streets of the City, and in the Pit, and the sellswords are the strongest of the strong. With armor festooned with trophies and weapons taken from a hundred duels, its easier to pick out one of these hard-bitten veterans. Most of them have principles and ideals higher than their rates. Most of them.*

### **CLASS MOVE: Rank Fighting**

Passive

You can spend an action die before you make any weapon attack to give you and an adjacent ally +1 on their next attack roll

Regain your action dice when you rest and eat a ration

**Choose from the following specializations:**

### **MERCENARY**

#### **Trait: Contract**

You can take contracts when you embark on an expedition. When you loot a monster, roll a d6. On a roll of a 6, there's a bounty out for that monster, and you cut a finger, ear, or other piece of flesh from the monster to fulfill it. 3 bounties take up 1 weight, but each gives you 5 black gold per level of a creature slain.

**Choose from the following talents:**

*Flurry*

Action

You have a hand weapon, a boot knife, a crossbow, or something similar. Whenever you hit with an attack roll, you can use an action to deal 1d3 piercing damage to a different target within 5 range of either you or your primary target. This doesn't require an attack roll.

*Hack and Slash*

Weapon Attack

Make an attack roll. On a hit, deal +1d3 damage to your target. On a strong hit, you may additionally immediately make another attack roll as part of this attack against the same target or a different target in range. This attack roll deals half damage on a hit, and cannot benefit from any increases to damage or bonuses to hit.

*Contempt for Weakness*

1/round

Reaction

Once per round, when you kill an enemy in combat with any attack, you can immediately make any attack as a reaction against another enemy in range, even if you already made an attack that turn.

*Twin Tail*

Weapon Attack

Make an attack roll against a target in range. On hit, a second enemy adjacent to you or your target must pass a agility check to dodge or take half the damage dealt to your primary target. On a strong hit, this attack deals full damage to the secondary target on a failed check instead of half.

*Sweeping Wind*

Weapon Attack

1/encounter

Choose a point within range 3 of you. Draw a line 2 + your level spaces long in any direction from that point. Make an attack roll against all targets that line passes through. On a hit, deal damage. On a strong hit, give your targets 3 bleeding. After making this move, you can teleport to the last point in this line as a reaction.

**Heroic: Whirlwind**

1/rest

Weapon Attack, Reliable

You deliver a dizzying flurry of blows or shots to a broad area, dashing to and fro or loosing shot after shot. Choose a target within range. As part of this attack, you target every enemy within a 3x3/5x5/7x7/ zone with at least one point on your primary target. Make an attack roll against each target. On a hit, deal your damage +1d6.

The bonus damage from this move increases to 2d6 at level 4 and 3d6 at level 7 in this class

## BLADEMASTER

### Trait: Untouchable

Passive

Gain the superior parry passive (When damaged by a melee attack, can roll a d6, on a 6+ ignore that attack entirely, on a 1 take double damage. If you successfully parry, you can immediately attack as a reaction)

### Choose from the following talents:

*Masterful Feint*

Weapon Attack

Make an attack roll against a target in range. On a hit, your target must pass a wits check or take +1d6 damage. On a strong hit, your target is additionally slowed on a failed check until the end of its next turn.

*Bending Reed*

1/round

Reaction

One per round, when you hit with any attack, you can immediately shift as a reaction and end one of the following conditions on yourself - prone, grabbed, restrained

*Stance Master*

Passive

When take a different stance at the start of your turn from the previous one, you can immediately shift as an interrupt.

Gain the following benefits for each stance:

Light - increase your movement by 2

Medium - your attacks deal +1 bleeding

Heavy - gain +1 on all checks

*Combat Training*

Passive

You can take -1 on any attack roll to gain one of the following benefits:

Reach - increase your melee reach by 1 or range by 5

Shift - shift after the attack as a reaction, hit or miss

Guard - the next attack roll against you has -1

Drive - If your attack hits, you and your target shift 3 spaces after the attack in a direction of your choice (must move in the same direction).

*Crush Hope*

1/encounter

Interrupt

When an enemy targets you with an attack, you can contest with your own attack roll. If your roll is higher than theirs, their attack misses, and you can deal damage to them as if you had hit them with an attack. If you beat them by 3, they are additionally disarmed and knocked prone.

### **Heroic: Lord of Battle**

1/rest

Passive

You are an unparalleled master of battle. Gain a number of battle dice equal to your level. These battle dice are d6s. Once per round, as a reaction to *any enemy action or reaction*, you can spend one of these d6s to deal 1d6 damage to that enemy if it is within your range. This is not an attack, and cannot miss.

You gain these dice when you embark on your expedition, refresh them when you reach a stair, and lose any remaining dice when you leave the pit. You cannot spend more than one die a round.

## **BASTARD**

### **Trait: Proper Bastard**

When an ally of yours is incapacitated, breaks, or takes a curse or poison token, you can gain 2 sanity to revel in the fact that it wasn't you.

You don't lose sanity from eating or drinking from spoiled or corrupt food sources, and you are immune to the sickened condition.

Enemies that are afflicted by Fear or Terror take +1 damage from your attacks

### **Choose from the following talents:**

Hatred

1/round

Passive

The first time you or an adjacent ally are hit with an attack per round, immediately heal 2 sanity. If you are at maximum sanity, instead heal 1d6 HP.

You can spend an action die to immediately attack the attacker as a reaction. This attack deals half damage on hit and cannot benefit from bonuses to damage or to hit.

Spite

Passive

If you miss with an attack, your next attack that hits does +1d6 damage on hit. This effect doesn't stack.

Increase this bonus damage to +2d6 at level 7.

### *Building Rage*

Passive

Set out a rage die (a d6). The die starts at 6. Each time you are hit by an an attack, raise the die by 1. When the die is 6, you can expend it to deal +3/6/12 damage on any attack hit, then reset the die to 6. A target struck by this attack must pass a will check or be afflicted by Fear until the end of your next turn.

### *True Grit*

Passive

You completely ignore the pain, fear, horror, and compelled conditions while bloodied.

This benefit extends to all bloodied allies who are adjacent to you.

### *Total War*

Passive, Interrupt

If an attack from an adjacent target misses you or an ally, you immediately deal 1d3 bludgeoning damage to that target with the butt or hilt of your weapon, a swift kick to the groin, an armored backhand, or something similar.

The damage from this ability increases to 1d6 at level 4 and 2d6 at level 7 in this class.

### **Heroic: Brutalize**

1/rest

Action, Stance

Until the end of this combat, when you kill any target, regain 1/2/3d6 sanity, 1/2/3d6 health, and any enemies that can see your target must immediately make a will check or be inflicted with Terror until the end of their next turn. If targets succeed on their will check, they are immune to further instances of this ability.



## **MAN AT ARMS**

*Professional soldiers, the Men and Women-at-arms are consummate fighters, imposing, dashing figures polished to a brilliant sheen by decades of war. They wear house emblems and regiment marks, they drape themselves in livery, their armor is polished and embellished. Their voices are brassy, their posture upright, their hair immaculate, even when they are drenched in blood. They do not waver in the face of absolute horror, but face it weapon in hand. Many call them insane.*

## **CLASS MOVE: Iron Sentinel**

Interrupt

When your or an adjacent ally takes damage from an enemy attack you can spend an action die to reduce the damage taken by 1d6+1

Regain your action dice when you rest and consume a ration

When you reach level 4 in this class, increase the damage reduction to 2d6+2, and 3d6+3 at level 7+

### **Choose from the following specializations:**

#### **KNIGHT ERRANT**

##### **Trait: Oath of Vigilance**

Interrupt

1/round

When an enemy you are engaged with takes the shift action, you can immediately make a basic attack against them as an interrupt. If your attack hits, they immediately stop moving and their shift action is consumed.

##### **Choose from the following talents:**

*Colorful Insult*

1/round

Action

An enemy you can see makes a will check. If it fails, it gets -1 on attacks against anyone except you until the end of its next turn. If an enemy succeeds on its will check, it is immune to your insults until the end of your next turn.

*Mark of Pride*

Passive

You have a particularly impressive or fashionable uniform, armor, facial hair, hairstyle, set of jewelry, or something similar. Because of your pride, when you enter the pit, your sanity current and max is increased by +5. All allies that can see you while your mark of pride is intact can gain +1 on checks against fear. However, if you attempt to flee for any reason, lose this sanity and benefit until you re-enter the pit. This sanity loss can cause you to break if your new total is under 0.

*Oath of Vengeance*

1/encounter

Reaction

When an ally you can see is incapacitated, you can swear an oath of vengeance. All allies that can hear you make all attacks, checks, and checks Heroic until the end of their next turns.

You can swear this oath if an ally dies, even if you've already used it this encounter. If you do, gain this benefit until the rest of the current encounter.

*Oath of Loyalty*

Action, Stance



You keep a close watch on an adjacent ally. When you fight adjacent that ally, both you and that ally make all checks at +1.

The first time in a round that ally is attacked by any target, hit or miss, you can make an attack as a reaction against the triggering enemy if it is in range and line of sight.

### *Flashy Fighting*

Weapon Attack,

Make an attack roll. If you hit, in addition to dealing damage, you and an ally that can see you can heal +2/4/6 sanity. If this attack is a strong hit, all allies that can see you gain this sanity.

### **Heroic: Honorable Duel**

1/rest

Action, Stance, Reliable

Target an enemy you can see within 10 range. That enemy must pass a will check, or until the rest of this combat, you and your enemy are both Compelled. While compelled, you and the enemy roll Heroic to attack each other, Cursed to attack any other target, and deal +1/2/3d6 damage to each other. If your enemy makes any attack that causes an affliction, if you are in range you deal 1d6 damage to it for breaking the rules of conduct.

If you make any attack that causes an affliction, target a different enemy with this effect, or attempt to Flee, lose this stance.

## **COMMANDER**

### **Trait: Training**

Yourself and all allies get +1d6 initiative at the beginning of combat as long as you give them a few pointers on how to proceed (roll once and apply to all).

### **Choose from the following talents:**

#### *War Cry*

Action

1/round

Spend an action die. All enemies within a radius of 6 must pass a will check or become slowed until the end of their next turn. All allies in the same radius can repeat a check against one condition currently affecting them.

#### *Iron Lungs*

Weapon Attack

Make an attack against a target in range. On a hit, deal damage and you can give a command to all allies within 3 range of you that can hear you. On a strong hit, this range increases to 10. You can only choose one command, and allies can choose to follow it or not. All allies that follow the command can make it's move as a reaction:

- Stand your ground! - Allies can immediately end the prone condition on themselves
- Steady! - Allies can immediately make a check to end a condition of their

choosing on themselves

- Formation! - Allies can immediately shift their speed, but must end their move adjacent to you or another ally.

- Charge! - Allies can immediately shift their speed towards an enemy of their choice.

### *Dominant Commander*

1/round

Action

Once per round, you can bellow a command to an ally within 10 range of you that can hear you. That ally can immediately end one of the following conditions on themselves - Stunned, Pain, Prone. The next attack roll they make is Heroic.

### *Lead by Example*

1/round

Reaction

When an adjacent ally misses an attack against a target in range, you can immediately make an attack roll against the same target as a reaction. On hit, deal 2/4/6 damage, and your ally can immediately repeat their attack as a reaction.

### *Last Stand*

1/rest

Action

All allies within 10 range of you gain 1/4 of their hit points and can end the incapacitated and prone conditions on themselves. They then regain an additional 1d6 hit points and 1d6 sanity.

Increase the bonus healing from this move to 2d6 at level 4, and 3d6 at level 7.

### **Heroic: Drive Back the Fiends!**

1/rest

Action, Stance

You bark forth a mighty proclamation. For the rest of this combat, each time you hit with an attack, an ally of your choice that is in range of your target can immediately check against an affliction, then make any attack against your target as an interrupt. You cannot choose the same ally twice in a row.

## **FORGE KNIGHT**

### **Trait: Iron Soul**

Passive

Your armor and weapons gain the invulnerable property. They are immune to the brittle condition and cannot be broken or degraded in any way. You can make a Lantern Check to repair any broken weapon, mechanism, metalwork, or piece of armor (typically an ally's). On a 5-6 on a d6, the weapon or armor is totally repaired.

### **Choose from the following talents:**

*Fortress*

### Action, Stance

Until the end of your next turn, you cannot move (you can still make shift actions), you count as an obstacle or piece of terrain, such as a wall or pillar, equal to your size (moves that require a piece of terrain will work on you). You provide cover against ranged attacks (you also benefit from this) only to allies, and you and adjacent allies gain the following benefits:

- resistance to damage from any attack or ability that targets an area.
- immunity to prone and knock back

### *Springboard*

#### Action, Stance

Until the start of your next turn, you can attempt to launch any ally that starts their turn or moves adjacent to you. Make a strength check. On a success, you launch that ally into the air as a reaction, causing them to Fly their speed in a direction of your choosing (though they must end in contact with a surface they can stand on or grab onto). If you fail, lose the further use of this move until the start of your next turn.

### *Withstand*

1/round

Interrupt

Once per round, when any enemy attempts to move or shift through or out of your reach, you can make a strength check. This roll is cursed if your target is larger than you. If you are successful, the target immediately stops moving and can move or shift no further this turn.

### *Tireless Defender*

1/round

Interrupt

When an ally you can see would be targeted by an attack, you can spend an action die to shift towards them. If that puts you adjacent to your ally, the triggering attack and any attacks from that source target you instead until the start of your next turn. This doesn't work against attacks that would hit you both (such as area of effect attacks).

### *Unbreakable*

Interrupt

When you become incapacitated, roll a d6. On a 5-6, you instead miraculously rise to your feet, ending both the incapacitated and all other conditions on yourself and healing 1 hp per level. You still count as going incapacitated (so going incapacitated a 4th time will still kill you).

### **Heroic: Unstoppable Force**

1/rest

Reaction

When you are hit or missed by an attack, shift twice your maximum speed in any direction, ignoring obstructions. Any enemies you pass through or become adjacent to during this move must pass a strength check or be knocked back a number of spaces equal to half your level and knocked prone. If you end your move adjacent to a target,

make an attack roll against that target. On a hit, deal +1d6 damage and your target must pass a strength check or become stunned until the end of their next turn. Increase the damage of this move to 2d6 at level 4 in this class and 3d6 at level 7

## THE ROGUES

*“A blade in the back’s worth two in the hand, don’t you think, my dear Marquis?”*

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## PAUPER

*The wretched of the City are everywhere, for the City is a wretched place. But harshness breeds brilliance, and among the poor and downtrodden are those of truly exceptional ability. The Beggars societies of the City, who worship the Liar, recruit these talented individuals, grooming them into greatness. They make up the body and soul of the great trade cartels of the City, its beating heart, and the blood that runs through its streets.*

### **CLASS MOVE: Quickness**

Passive

You can spend an action die at the beginning of your turn to gain Haste +1 (gain an extra action, this action can be used to take any action except an attack-type action). You get Haste +2 starting at level 4, and Haste +3 starting at level 7.

## Choose from the following specializations:

### THIEF

#### **Trait: Tomb Raider**

When you roll any loot dice, roll one more than normal and choose the highest result. You can always identify the approximate value of any item, and you always know when you're being swindled.

#### **Choose from the following talents:**

##### *Artful Dodger*

Passive

Gain +1 dodge

When you dodge and roll a 6, you don't lose that dodge. In addition, when you successfully dodge, an target adjacent to you other than your attacker must pass an agility check or take half the damage of the triggering attack.

##### *Shank*

Weapon Attack

1/encounter

You can only make this attack from hiding. Make an attack roll against a target in range. On hit, deal +2/4/6d6 damage, and the target must pass a strength check or be blinded, pass a wits check or be silenced, and pass an agility check or be in pain. All these effects last until the end of your next turn.

##### *Cheap Trick*

1/round

Reaction

The first time in a round you are missed by an attack, you can perform a cheap trick against your attacker. They must pass a wits check, or take 2/4/6 slashing damage and their next check or attack roll is Cursed. Success or failure, you can then shift 3.

##### *Mule*

Reaction

1/round

The first time in a round you are missed by an attack or successfully dodge an attack, the target that missed you must make an agility check or be knocked back 3 spaces and fall prone. If this knockback would put them into a harmful zone, pit, or some other hazard, their check is Cursed.

##### *Pick pockets*

Attack

Target an adjacent monster. That monster makes a wits check. On a failed check, immediately gain a d6 loot die from that monster's table. On a strong hit, gain a d10 loot die, and that monster is also disarmed until the end of its next turn.

#### **Heroic: Master Thief**

1/rest

Reliable

Action

All targets in a 7x7 area centered on you must make a wits check. On a failure, you shift to each target that failed its check, stealing from them, and gaining a d6 loot die for each target that fails. You can allocate these loot die to any allied targets in this zone for free. All targets that fail their check are surprised and disarmed until the end of their next turn. When this move completes, place yourself adjacent to any target in this zone, allied or enemy (even if their check was successful).

## BARD

**Trait: Ballad**

When you rest, allies that eat a ration and rest with you can heal an extra 1/4 sanity, but gain noise +2

*Song of Celerity*

Attack, Chant

You sing or play a musical instrument. As long as you continue to play, you and all allies that can hear you gain the ability to make a free shift action as an interrupt 1/round, starting with the next. You can continue this move as an action if you made it last turn, though if you take damage you must pass a will check or lose all current Chant effects.

*Song of Soothing*

Attack, Chant

You sing or play a musical instrument. When you make this move and when you repeat it on subsequent rounds, all allies that can hear you regain 1d3 sanity and can immediately check against Fear, Terror, Horror, or Compulsion. You can continue this move as an action if you made it last turn, though if you take damage you must pass a will check or lose all current Chant effects.

*Song of Derision*

Attack, Chant

You sing or play a musical instrument. As long as you continue to play, once per round as a reaction you can cause one monster to make its next attack roll Cursed instead of normal. You can continue this move as an action if you made it last turn, though if you take damage you must pass a will or wits check or lose all current Chant effects. When you reach level 4 and level 7, you can choose two or three monsters, respectively.

*Slumber*

1/encounter

Attack, Dark Arts

All targets in a 5x5 zone centered on you, ally or enemy, must pass a will check or fall asleep. This check is heroic unless they are bloody. Any creature can use a revive action on an adjacent creature to wake it up. Sleeping creatures will otherwise awaken at the start of the next encounter.

*Mockery*

Attack, Dark Arts

Choose one of the following:

- An enemy that can see or hear and understand you within 10 range must pass a wits check or be compelled to immediately move as far as possible towards you as a reaction, even if that movement would carry it through hazardous areas, provoke reactions, etc.

- An enemy is compelled to immediately makes an attack roll against you. If the attack misses, you can have the monster roll damage anyway and deal half of it to a target of your choice adjacent to either you or the monster.

### **Heroic: Power Chord**

1/rest

Attack

All hostile targets in the same room as you must pass a will check or take 2d6 lightning damage and be in pain until the end of their next turn, half damage on a miss.

All allied targets in the same room as you can immediately heal 1/4 of their HP.

Gain noise +1

At level 4 and 7, you can repeat this effect when you make this heroic

## **SQUIRE**

### **Trait: Fierce Loyalty**

Gain a loyalty die (this is a d6). It is affected by your talents from this class. It starts at 1 and counts up. When the die is 6, you can expend it as an interrupt to allow you or one adjacent ally to re-roll any attack, check, or ability check. The re-roll is Heroic, and you or your ally can choose either result. The die is then reset to 6.

### **Choose from the following talents:**

*Strive to serve*

1/round

Passive

Once a round when you miss a roll, if one of your allies berates you for your incompetence, gain +1 loyalty.

All your rolls are Cursed except the same type of roll that you missed, which is Heroic.

This condition is ended when you succeed that roll.

Your ally must decide if you gain these benefits.

*Pauper's Luck*

1/round

Interrupt

When a monster attacks an adjacent ally and hits, you can force that monster to make a wits check. On failure, the attack hits you instead. You gain +1 loyalty, +2 loyalty if you or your ally is bloodied.

*Faithful Servant*

1/round

Passive

Choose another character to be your mentor, master, or liege. Once a round, that character can give you an order at the start of the round. If you follow that order to the best of your ability on your turn (your ally can be the judge), gain +1 loyalty and heal 2/4/6 sanity.

### *Desperation*

Reaction

When you miss a check, ability check, or attack roll, you can re-roll the roll as Cursed and lose 2 sanity. You must accept the new result, but you can repeat this reaction any number of times. The sanity loss doubles each time (to 4, 8, 16, etc) if you repeat this on the same turn.

### *Bumble king*

1/round

Reaction

Once a round, when an adjacent ally hits with an attack, you can force them to re-roll that attack. Gain +1 loyalty

They must accept the second result, hit or miss, but if the attack hits, it deals +1d6 damage and the target must pass a wits check or be inflicted with a condition of the gm's choice: blinded, prone, in pain, silenced

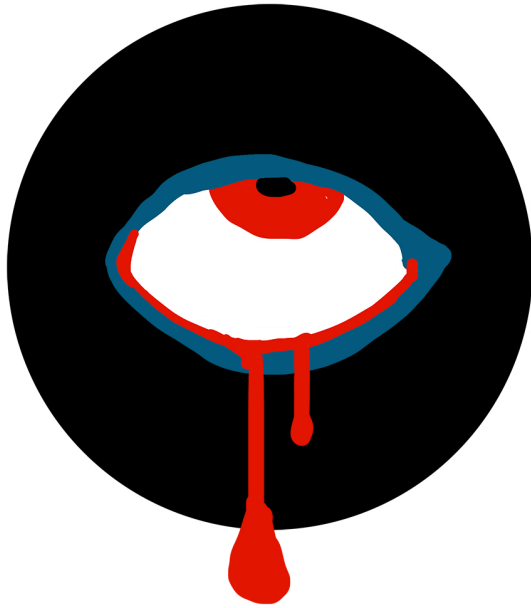
### **Heroic: Hidden Potential**

1/encounter

Interrupt, Stance

Activate this ability at the start of your turn when you have 6 loyalty. Reduce loyalty to 1. Until the start of your next turn, you have resistance to all damage, Haste +2, you shift when you move, can attack twice on your turn, and your attack rolls, checks, and ability checks are Heroic.





## ASSASSIN

*Some of them wear brightly colored clothing, and some of them wear black. Some of them have kind faces, and some of them hard. Some of them have soft hands, and some have gnarled hands. Both types can wring your neck in half a second. All assassins worship the Weeper, and pay homage to the Masked Lords of the City, from whom they gain most of their work. Assassins rarely fail a job. Even the ones that happen to be clowns. Especially the ones that happen to be clowns.*

### **CLASS MOVE: Sadist**

Passive

Once a round, when you hit an enemy with a weapon attack and that enemy is suffering from a condition, you may spend an action die to deal +4 damage

This damage increases to +8 at level 4, and +12 at level 7

**Choose from the following Specializations:**

### **HARLEQUIN**

#### **Trait: Feet First**

Once per turn when you end a move or shift action, one enemy adjacent to you must pass a strength check or be knocked prone.

Your vertical and horizontal jump distance increases by 5/10/15 feet.

**Choose from the following talents:**

*Balancing Act*

### Action, Stance

If you end your move in an ally's space, you can use an action to balance on them by passing an agility skill check. If the check is successful, you are now grabbing your ally, and move when they move. You and your ally count as a single size 2 creature for purposes of grabs and targeting.

You don't provoke reactions or take engagement into account, though you can still take reactions, attacks, and actions as normal from your new position and be targeted by enemy attacks. At the start of your turn, you can choose to remain clinging to your ally, or end the grab voluntarily. The first time you take damage while balancing in this way in a round, you must pass an agility check or end this move.

### *Death from Above*

#### Weapon Attack

Make an attack roll against a target in range. On a hit, if your target was on a lower elevation than you, deal +1d6 damage. On a strong hit, your target must pass an agility check or be slowed until the end of its next turn.

### *Elegant Ripose*

#### Weapon Attack

Make an attack roll against a target in range. On a hit, shift you and an ally you can see 1 space in any direction. On a strong hit, you and your ally can shift as a reaction. This shift movement could be up vertical surfaces or along normally impassable surfaces, such as water. It ignores dangerous and difficult terrain.

### *Pinwheel*

1/round

#### Action

Choose a target, ally or enemy, in the same room and spend an action die. You Fly adjacent to that target. All enemies you pass directly over during your move must pass an agility check or be slowed until the end of their next turn.

### *Tumble*

1/round

#### Reaction

Once per round, after you are missed by an attack, you can shift in any direction. One enemy adjacent to your move after you shift must pass a strength check or slowed until the end of their next turn.

### **Heroic: Curtain Call**

1/rest

#### Action, Stance

While in this stance, gain haste +1, and you can perform an agility check 1/turn as an action to perform an impressive stunt. If your check is successful, you deal +1/2/3d6 damage on your next attack.

During one (only one) of these stunts, you and your party also regain 1d6 sanity if your group agrees that the description of the stunt was particularly impressive. The GM can increase this sanity at their discretion if they also agree.

## DEVIL

### **Trait: Mastermind**

You gain proficiency in mechanics if you don't have it already. You are immune to damage from traps.

You don't have to be adjacent to an ally to use the help action, but they merely have to hear you.

### **Choose from the following talents:**

#### *Flechettes*

1/encounter

#### Attack

You loose a flurry of shots, blackpowder bullets, or knives into a 3x3/5x5/7x7 area within 5 range of you. Enemies in the area must pass an agility check or take 1d6/2d6 fire or piercing damage and get knocked back 5 spaces away from you.

#### *Eviscerate*

Weapon Attack

You attack an enemy target with such violence that the damage blows through behind them. Make an attack roll against an enemy target. On a hit, enemies in a size 3x3 area directly behind your target (from your position) must make an agility check or take 1d6 damage. On a strong hit, this area increases to 5x5.

#### *Juggler*

Action

Spend an action die. You throw a long-fused bomb at an empty space within range 5. You can only have one bomb out at a time, but throw out any number per encounter. The bomb will explode at the start of 1+1d6 turns from now, rolled by you, but kept secret from the GM. Any creature can make a wits check as an action to check the status of the fuse (long, medium, short), though not the actual number. When the fuse runs out, the bomb will explode in a 3x3 zone for 3/5/7d6 fire damage. Any creature, including you, can spend an action and stand adjacent to a bomb to try and pick it up, snuff the fuse, or throw the bomb up to 3 spaces away with an agility check. On a failure, the bomb immediately explodes.

#### *Flash Bomb*

Action

Spend an action die. You drop a flash bomb in a 3x3 area. One space of this area must be touching you, but you can otherwise place it wherever you like. All targets in the area must pass a wits check or become blinded until the end of their next turn.

#### *Devastate.*

Attack

1/encounter

You hurl out an extremely powerful bomb or shot. Target a point within range 6. All targets in a 5 by 5 zone with at least one square in that point must pass an agility check or take 1/2/3d6 fire damage and be blinded and silenced until the end of their next turn,

or half on a successful check. The explosion goes around corners, and destroys all cover, furniture, and obstacles within the zone.

### **Heroic: Total Mayhem**

1/rest

Action, Stance

While in this stance, 1/round when you hit with an attack roll you can plant a bomb on your target. On its turn, the target can use an action to try and throw the bomb away by making an agility or strength check. If it succeeds, it can pass the bomb to any other target within range 6, repeating this effect.

If any target that has a bomb doesn't attempt to throw it by the end of its turn, can't attempt to throw it, or fails the roll to pass it on, they take 2/4/6d6 fire damage as the bomb immediately explodes. All targets adjacent to them must make an agility check or take the same damage.

## **NIGHT COURTIER**

### **Trait: Darken Soul**

Passive

Once per round, when you attack an enemy that is in an area or zone created by an attack or ability, an area that grants cover, or in darkness, you deal +3 damage.

Many of your abilities give you shade minions when you kill an enemy. You can have a number of shades equal to half your level (rounded up).

Shades are minions (hp 1, 7 defense, ethereal, +1 to attack, 2 cold damage) that act on your turn, starting on the turn following the turn you acquired them.

### **Choose from the following talents:**

#### *Dweller in Shadow*

You are immune to the blinded condition, and while you still make checks Cursed while in Pitch Black, you don't gain vulnerability to sanity loss. However, you are sensitive to bright light. Whenever you or an ally rolls a 5+ on a lantern die, lose 1 sanity.

#### *Mark of the Night*

Action

1/round

You supernaturally mark a target. When a marked target completes a move action, you can teleport next to it as a reaction, as long as it is still in the same room as you. You can only have one marked target at a time, and you can only teleport this way once per round. The mark disperses after combat.

A creature that dies while marked becomes a shade minion.

#### *Tear the Veil*

1/encounter

Action, Dark Arts

You create a line 7 zone of utter darkness that must have at least one point within range 3 of you. Creatures on one side of the line have cover from creatures on the other side of the line. The line is 2 spaces tall and opaque. Creatures caught in the zone when it is created or passing through it must pass a will check or be afflicted by Fear.

A creature that you kill adjacent to the area becomes a shade minion.

*Throat Jab*

1/encounter

Interrupt, reliable

When any enemy in your range and line of sight makes a dark arts, miracle, or chant action, you can immediately go for their throat. They must pass a wits check or be silenced until the end of your next turn.

*Conjure Void*

1/encounter

Action, Dark Arts

You create a 3x3 area that gives cover to all creatures within. Targets other than you that start their turn there or move there for the first time must pass a strength check or become silenced until the start of their next turn.

A creature that you kill in the area becomes a shade minion.

**Heroic: Danse Macabre**

1/rest

Action, Dark Arts

You open your cloak, creating a 7x7 zone of utter darkness and silence. All creature, except for you, inside the zone when it's created must take a wits check or become blinded and silenced until the end of their next turn. While standing in the zone, all creatures must repeat this check or count as blinded and silenced until the end of their next turn, except for you. At the start of each of your turns when this zone is active, roll a d6. On a 1 or 2, the zone disperses.

Any creature that you kill in the area becomes a shade minion.

## THE PRIESTS

*“Why would the Gods pay attention to such a forsaken place... unless they were very harsh gods indeed.”*

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## VICAR

*The Vicars worship a thousand gods, either unknowable new gods, or those they brought from their homeland. They undergo Communion by drinking the thick blood of the Holy Body, becoming closer with their chosen deity, who blesses them with mighty power. Vicars tend ardently to their flock, caring for their physical and spiritual wellbeing. They are pillars of the city, the Church itself so powerful that were it not for the constant infighting over dogma, it would have long overthrown the Masked Lords. The Vicars do not care. They are ardent defenders and keepers of the eternal Flame, and watchers at the gates of Hell.*

### **CLASS MOVE: Bless**

Action

Spend an action die to give a faith token to an ally adjacent to you

Allies can spend your faith tokens from any source to add +1 to any check, roll, or attack.

Regain all action dice when you rest and consume a ration

A target can hold on to any number of faith tokens up to their level but can only spend one at a time.

You can give out two blessing tokens as an action when you reach level 4 in this class, and three when you reach 7, but you must give them to different targets.

**Choose from the following specializations:**

**LIVING SAINT**

**Trait: Prayer against Evil**

When you rest and consume a ration, you can attempt to Dispel Evil. Make a will check. On a success, you can force a Darkness Check (made like a lantern check) on all current Darkness. On a failure, make a lantern check on half of all current Light.

**Choose from the following talents:**

Lay With Lions

Miracle, Action

1/encounter

You lay your hand on an adjacent enemy in an attempt to pacify it. It must make a will check or immediately fall asleep.

Sanctuary

1/encounter

Miracle, Action, Chant

You go prone and pray, creating a 3x3/5x5/7x7 zone centered on you. Until the end of your next turn, enemies that start their turn in this zone or attempt to enter it must first pass a will check or be unable to remain in the zone, and be compelled to use all available actions to move outside of it if they are already in it. Corrupt creatures that start their turn in this zone or move into it for the first time take 1d6 Lightning damage. As long as you continue to pray in this manner by repeating this action on following turns, you can maintain this zone. If you take damage you must pass a will or wits check or end all current Chant effects.

Lay on Hands

1/rest

Miracle, Action

Choose an adjacent ally. That ally heals 1/4 of their HP. They can heal an additional 1/4 of their HP for each faith token currently on them, but you must expend those faith tokens as part of this talent.

Words of Repentance

Miracle, Chant, Attack

Choose an enemy that can hear you within 10 range. You begin a holy chant that causes the weight of its own evil to crush it to dust. At the beginning of its turn, this creature must pass a will check or immediately go prone and be unable to stand up until the end of your next turn. If it is already prone, the creature also becomes restrained. If it's already prone and restrained, it deals damage to itself (this damage does not count as coming from you). This damage is bludgeoning damage equal to twice your level. You can repeat this effect as an action instead of an attack on subsequent turns. If you take damage, you must pass a will check or end all current Chant effects.

Gentleness

Passive

While you are bloodied, you gain the following benefits:

- Resistance to all damage
- If a creature targets you directly with an attack, it must pass a will check or be forced

to choose a different target for the attack. It can no longer target you directly with attacks this turn, though attacks that target multiple creatures or an area can still target you.

Disable both these effects if immediately if you deal damage until the end of your next turn.

### **Heroic: Divinity**

1/rest

Action, Stance

For the rest of this combat, you can Fly when you shift, and are immune to the incapacitated condition.

Enemies cannot spend Darkness within range 5 of you, and allies that spend Light in that radius can make their re-rolls Heroic.

Lose this stance immediately if you deal damage or through your actions cause a creature hostile to you to take damage (for example, dropping it off a cliff, etc).

## **CHANTER**

### **Trait: Voice of the Saints**

Passive

At the end of your turn, you or an ally that can hear you can heal 1 sanity for each chant effect you made or repeated this turn.

### **Choose from the following talents:**

Righteous Aura

Passive

While chanting, at end of your turn non-minion enemies that can hear you take 12/3 lightning damage.

Enemies that miss you while you are chanting take 1/2/3d6 lightning damage.

Eyes of God

1/encounter

Miracle Attack, Reliable

An enemy within the same room as you that you can see must pass a strength check or fall prone and take 1/2/3d6 fire or lightning damage, and a will check or be afflicted by Terror until the end of its next turn.

Words of Judgement

Miracle, Chant, Attack

Choose an enemy that can hear you within 10 range. You begin a holy chant that inflicts divine judgement upon them. At the beginning of its turn, this creature must pass a will check or become afflicted by Fear until the end of your next turn. If it is already afflicted by Fear, it is instead afflicted by Terror. If it is already afflicted by Terror, it instead takes lightning damage equal to your level. You can repeat this effect as an action instead of an attack on subsequent turns. If you take damage, you must pass a will or wits check or end all current Chant effects.

Words of Annihilation



Miracle, Chant, Attack

Choose an enemy that can hear you within 10 range. You begin a holy chant that calls upon the ethereal saints to tear it to pieces. The creature must immediately pass a will check or be restrained until the end of its next turn. If it is already restrained, it becomes restrained and in pain. If it is both restrained and in pain, it takes 1/2/3d6 lightning damage. You can repeat this effect as an action instead of an attack on subsequent turns. If you take damage, you must pass a will or wits check or end all current Chant effects.

Words of Banishment

Miracle, Chant, Attack

Choose an enemy that can hear you within 10 range. You begin a holy chant that banishes that enemy from your presence. At the beginning of its turn, this creature must pass a will check or be compelled until the end of your next turn. While compelled in this manner, it cannot voluntarily move towards you. If it is already compelled to do so, it instead must further use its first action to move as far away from you as possible. If the creature cannot possibly move any further away from you or cannot move, it takes lightning damage equal to your level. You can repeat this effect as an action instead of an attack on subsequent turns. If you take damage, you must pass a will check or end all current Chant effects.

**Heroic: March of the Saints**

1/rest

Miracle, Attack, Chant

All allies within 5 range of you can end all conditions on themselves, including incapacitated, and can immediately teleport to any space adjacent to you.

As a block, and keeping the same formation, you can then move you and any allies adjacent to you in one direction a distance equal to your speed. This movement doesn't provoke reaction, ignores engagement, and you and your allies count as ethereal while making this move (you can pass through obstacles and enemies). Your allies can each make a single attack against any target in range of them during this movement.

After you finish this move, all allies regain all conditions that were affecting them before this move.

You can repeat this effect as an action instead of an attack on subsequent turns. If you take damage, you must pass a will or wits check or end all current Chant effects.

## PENITENT

**Trait: Holy Blood**

The first time you take damage in a round, create a 1x1 patch of Holy Blood in a square adjacent to you.

Allies that start their turn in Holy Blood regain 1/2/3 hp, and enemies that start there take 1/2/3 lightning damage.

Holy blood cancels and replaces any kind of area or zone, and cannot be replaced by any area or zone.

**Choose from the following talents:**

Divine Sacrifice

1/round

Miracle, Action

Target one ally within range 7. Any affliction affecting that ally is transferred to you, along with any curse, bleeding, or poison tokens currently affecting your ally.

Lightning Lance

Ranged Miracle Attack

You can only make this attack if you are bloody. Fire pours from your wounds, and you hurl it in a great bolt at your foe. Make an attack against a target in range 7. On a hit, your target takes your damage as lightning damage. On a strong hit, your target must pass a will check or be overcome with fear of your god and afflicted by Terror until the end of their next turn. Adjacent creatures must then pass a will check or become afflicted by Fear. Corrupt creatures make this roll Cursed.

Scourged One

Passive

While bloodied, you gain resistance to all elemental damage (toxic, lightning, abyssal, cold, fire).

1/rest, you can use an action to create a 3x3 zone of Holy Blood centered on you.

Soul Fire

Miracle, Action, Stance

Your blood ignites. You are immune to Fire and Lightning damage while this stance is active. While it's active, you take 1/2/3 bleeding a turn at the beginning of your turn, but deal 2/4/6 lightning damage to any adjacent creatures, ally or enemy, and create a patch of Holy Blood.

Shield of the Gods

Interrupt

1/round

When an adjacent ally is targeted by an attack or ability, you can throw yourself in harms way. The attacker must make a will check or the triggering attack or ability hits you instead.

You gain resistance to all damage from this attack and can make all checks against effects from it Heroic.

**Heroic: Rapture**

1/rest

Miracle, Action, Stance

Your conviction is such that you shrug off wounds that would seem to fell a normal man. Until the end of the current encounter, you can become Rapturous. While Rapturous, you suffer all damage as sanity damage. If this would drive you past your breaking point, you break as normal. If you would go catatonic (twice your sanity max), you instead die. You can ignore injuries taken while Rapturous by instead taking +1d6 sanity damage.

You cannot exit this stance willingly.

After this encounter ends, if you haven't broken already, you break, and you cannot exit

from this condition, even if returned to maximum sanity.



## EXORCIST

*There are those in the Church who do not wait for evil to creep over the threshold of the innocent, but seek it out. These fanatics and clerics arm themselves with all manner of instrument and writ, and go forth with smoking weapons and holy purpose to drive out monsters from their stinking holes. Not all exorcists are violent - many are poised, calm individuals - but all are driven by resolute purpose and confident in the divine protection offered to them by their God. Exorcists are fiery individuals - sometimes literally, and can perform supernatural feats and displays of divine power. They wield a symbol of their order, with which they stamp the mark of their gods painfully into the flesh of their foes.*

### **CLASS MOVE: Condemn**

Passive

You wield a mighty red-hot brand, holy symbol, or seal of your God.

When you hit with any weapon attack against an enemy target, you can spend an action die to brand them and give them a faith token

Once per round, when you or an ally targets a target that has a faith token with a weapon attack on their turn, you can expend one faith token on that enemy to grant +1 to hit and +1d6 fire damage on the attack on hit.

Regain your action dice when you rest and consume a ration

Your Condemn does 2d6 damage at level 4, and 3d6 at level 7.

**Choose from the following specializations:**

**WITCH HUNTER**

**Trait: Inquisitor**

Passive

When you Negotiate, you can roll Heroic if you are intimidating someone. In addition, you can make a lantern check to aggressively interrogate an intelligent creature instead of negotiating normally. Your target makes a will check. If it fails, you can ask your target three questions which it must answer truthfully to the best of its knowledge. If it succeeds, you can ask these questions anyway, but only one of them must be truthful.

**Choose from the following talents:**

*Deny the Witch*

Action

Choose one adjacent ally. That ally is no longer afflicted by fear, terror, or compulsion, but takes 1d6 sanity damage.

*Consecrate*

1/encounter

Action

You scatter salt over a 3x3 area. This area negates all other areas or effects created by hostile targets, and new effects cannot be created in that area. Hostile targets that attempt to enter the area must pass a will check or be unable to enter. Enemies that start their turn there must pass a will check or become compelled to use their first action to attempt move out of it in any way possible. Corrupt monsters make this roll Cursed, and while standing in salt are in pain.

*Hound of God*

Passive

1/round, when a target branded by you that you can see moves or attacks, you can shift towards them as a reaction.

Targets branded by you cannot take the hide action, cannot turn invisible, cannot benefit from cover, and your attacks against them ignore resistance to fire, piercing, slashing, and bludgeoning damage.

*Exorcist's Companion*

Reaction

1/encounter

You keep a small backup weapon such as a boot knife, pistol, or crossbow hidden on your person. When you or an adjacent ally are grabbed or given a negative condition by a monster, you can make a surprise attack with this weapon, immediately making a basic attack as a reaction and ending the negative condition or grab.

*Wroth*

Weapon Attack

Make an attack roll against an enemy in range. On hit, your target must pass a will check or be branded as if you had used Condemn on them. On a strong hit, any target

that attacks you before the start of your next turn must pass a will check before making that attack or also be branded as if you had used condemn on them.

### **Heroic: Purge Filth**

Miracle, Attack

You carry with you 6 nails dipped in the blood of a mendicant saint. As an attack, you can use a hammer to drive a nail into a monster. Make a melee attack roll against the monster, on a hit, it takes 1d6 piercing damage. At the start of its turn, it takes 2 fire damage for each nail embedded in it and is in pain. It can remove all nails embedded in it by taking an action to make a strength check. Once a nail is used, it cannot be used again until you return to town to get more. At level 4 you can drive 2 nails in with one attack, and 3 at level 7.

Corrupt monsters take 4 fire damage instead of 2 and are slowed by nails.

## **CRUSADER**

### **Trait: Detect Evil**

Lantern Check

Make a wits check. On a success, the GM will tell you if there are any Corrupt monsters in the area, their approximate number and size, and approximately how close they are to you. On a strong success, the GM will give you exact details.

When you make wits checks to detect Glamoured monsters, you can make them Heroic.

### **Choose from the following talents:**

*Crusader Icon*

Miracle, Interrupt

1/rest

You have a holy icon embedded in your armor, shield, or clothing. When you are targeted by an attack, you can cause the icon to miraculously flash with light. All enemies in 5x5 area centered on you must pass a will check. On a failure, they take 1d6 fire damage and are blinded until the end of their next turn (including the triggering attack), on a success, they take 2 fire damage but are not blinded.

*Rebuke the Faithless*

1/round

Interrupt, Miracle

When you or an ally you can see is targeted by an attack, you can spend an action die. The target must make a will check or be afflicted by Fear until the end of its next turn, including on the triggering attack.

*Smite*

Weapon Attack

Make an attack roll against an enemy in range. On hit, if your target has a faith token on it, deal +1d6 fire damage. On a strong hit, additionally brand your target as if you had used condemn on it.

### *Judgement*

Action, Chant

1/encounter

Choose a target within range 10. Your target must pass a will check or be inflicted with a divine mark. It takes 2 fire damage and is restrained until the end of your next turn. You can repeat this action on each of your turns (ignoring the 1/rest property) if you made it the previous turns to repeat the effect, but if you take damage, you must pass a will or wits check or lose all chant effects.

### *Reliquary*

1/encounter

Action, Chant

You carry a piece of a saint's body or holy icon in a tiny reliquary with you. As an action, with a you can brandish the reliquary. When you brandish this reliquary, you immediately heal sanity equal to your level and can check against Fear, Terror, and Horror. You can continue to hold it aloft as an action on subsequent turns. While you hold it, monsters must pass a will check if they wish to make any movement towards you. On a failed check, they take 3 fire damage per square of movement they move in your direction while you brandish this reliquary. If you take damage while chanting, you must pass a wits or will check or lose all current chant effects.

### **Heroic: Holy Rage**

1/rest

Interrupt, Stance

You can activate this ability any time you attack or become attacked. You enter a righteous rage for the rest of this encounter, spitting curses against the unholy. While in this rage, all your attacks deal +1/2/3 fire damage, you cannot lose sanity, you cannot break and are immune to any madness you are currently suffering from, you are immune to fear, terror, and compulsion, and you gain the Frightening property (all enemies that can see and hear you must check for Fear). Against Corrupt targets, you gain the Terrifying property (all corrupt enemies that can see and hear you must check for Terror).

## **MENDICANT CLERIC**

### **Trait: Praise the Sun**

Passive

When you succeed a lantern check, you may regain 1 sanity

### **Choose from the following talents:**

#### *Fanaticism*

Reaction

When you or an adjacent ally fails a roll to resist fear, terror, or compulsion, you can spend an action die. You or your ally can re-roll the check as Heroic, but must stick by the second result.

#### *Fiery Condemnation*

Passive

Your attacks deal +1 fire damage for each faith token on you or your target, to a maximum of half your exorcist level (rounded up)

### *Fiery Absolution*

Miracle, Action

Your touch burns filth and weakness from your own or an ally's body. Spend an action die, then end any number of the following conditions affecting the target: sickened, stunned, blinded, slowed, fatigued, drained, and remove any number of poison or bleeding tokens affecting the target. The target takes 1d3 fire damage per condition and 1 fire damage per token removed in this way and are in pain until the end of their next turn. This damage cannot reduce a target past 1hp.

### *Consecrated censer*

1/encounter

Action

You light a chained censer with specially prepared wood for the rest of this combat. While the censer is lit, your attacks deal fire damage. While burning, a 3x3 area centered on you grants cover, and moves with you. While in the area, any hostile creature that takes an action, reaction, or interrupt takes 1d3 fire damage. Corrupt creatures that take this damage are also in pain until the end of their next turn.

### *Excommunicate*

Weapon Attack

Make an attack roll against a target. On hit, your target and all targets friendly to it in a 5x5 area centered on it take 1d3 fire damage at the start of its next turn. On a strong hit, your target is also inflicted by Rot until the end of its next turn (it cannot be healed).

### **Heroic: Sword of the Saints**

1/rest

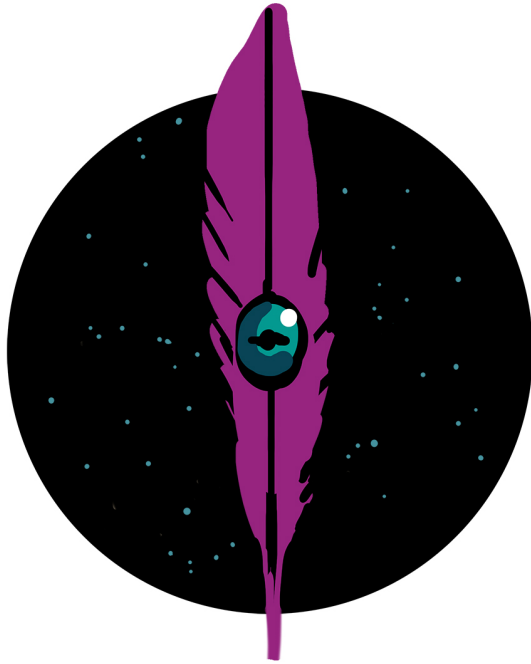
Action, Miracle, Stance

Your weapon glows white hot with the righteous fire of the gods for the rest of this encounter. While active, your weapon deals +1/2/3 damage and deals fire damage instead of normal damage. You can use the holy power in your weapon once before this combat ends to deal +4d6 fire damage when you hit with any attack. If the target is Corrupt, they must pass a will check or be inflicted with the Fear and Pain conditions. At the end of their turn, they can repeat this check. On a successful check, end both these conditions.

## **THE MAGICIANS**

*"What sort of madman looks into the darkness below and sees stars?"*

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## SORCERER

*Madmen clad in finery or tattered, the sorcerers of the Observer's Tower seek to stare into the Abyss itself and somehow come away with their minds. All Sorcerers are scholars of the highest caliber, feverous servants of dread and hoary tomes which lie stacked and ripped open in their heaving laboratories. They distill Dust from black gold, a fine powder which they take or inject into their very veins. It fills them with luminous, rapturous power, giving them grand visions of the stars and beyond, and the things that out there lie waiting. They invoke the Dread Powers as if they were old friends. Lazlan Amoth, the Devourer. The Hidden One. The Queen of Night and Air. Indred, King of Swords. I send thee back to thy stinking den, spawn of Sekmesh! IA! IA!*

### **CLASS MOVE: Balefire**

Passive, Dark Arts

When you hit with a weapon attack, you can spend an action die to incinerate the target with ethereal flames. Place a curse token on yourself and two on the the target. At the start of its turn, it takes 2 cold damage, and you remove one curse token from the target. End this effect only if the target has 0 curse tokens remaining.

The damage from this move increases to 4 at level 4, and 6 at level 7.

**Choose from the following specializations:**

### **DIABOLIST**

**Trait: Grand Levitation**

Dark Arts, Attack, chant



You can target either an enemy, an ally, yourself, or an object within range 10 with this attack.

- Yourself - Fly 5 in any direction. You can end midair if you so choose.

- Ally - Your ally loses 1 sanity but can Fly 5 in a direction of your choosing. You can end midair if you so choose.

- Enemy - Your target must pass a wits check or you can cause it to Fly 5 in a direction of your choosing. You can end midair if you so choose. Your target is restrained until the end of your next turn.

- Object - Make a wits check. If you're successful, an object up to size 1/2/3 Flies 5 in a direction of your choosing. If it collides with or falls on any targets during its movement, they must pass an agility check or take 1d6 bludgeoning damage per size of the object.

If you use this move on a different target, the effect ends on the current target. You can also end its effects as an action. Any target that falls takes 1 damage for each space it falls.

You can maintain this chant as an action on subsequent turns. If you are damaged, make a wits check or lose all current chant effects.

### **Choose from the following talents:**

#### *Binding*

1/encounter

Action, Dark Arts

You cast dust in a wide circle around a 3x3/5x5 area adjacent to you. All creatures (allied and enemy) trapped in the circle must make a wits check if they attempt to leave it. On failure, they take a curse token, 1d6 cold damage, and cannot leave the circle by any means (teleportation, flight, etc) until the start of their next turn, when they can attempt to leave again. Corrupt monsters make this check Cursed.

#### *Pain*

Weapon Attack, Dark Arts

Make an attack roll against a target in range. On a successful hit, don't deal damage normally, but instead roll a d6. On a 2+, your target takes that damage as cold damage. Choose another target within range 5, and roll another d6. On a 3+, that target takes that damage as cold damage. On a strong hit, this effect can chain indefinitely (increase by 1 each time to a max of 6). You cannot choose the same targets twice for this move. At level 4, roll 2d6 when making this move, but remove all non-qualifying dice, and 3d6 at level 7.

#### *Ruin*

Attack, Dark Arts

You Invoke Lazlan Amoth, the Devourer, marking your target with a powerful hex that defies probability. You take 1d6 sanity damage, deal 1d6 cold damage to a target within 10 range you can see, and give your target a curse token.

#### *Madness*

Action, Dark Arts

You invoke the Queen of Night and Air. Spend an action die. A target within range 10

you can see must make a wits check. If it fails it is compelled until the end of its next turn. While compelled this way, it must use its first action on a turn to move in a random direction. This movement could place it into a hazard, off a cliff, or something similar.

### *Doom*

Attack, Chant

Choose a target in range. That target gains 1 curse token and takes 1d3 Abyssal damage at the start of its turn while you maintain this chant. You can continue this chant as an action instead of an attack on subsequent turns. If you take damage while chanting, you must pass a will or wits check or lose all current chant effects.

If you repeat this chant for 6 turns (including the first), the effects become permanent and cannot be removed by any means.

### **Heroic: Astaroth's Iron Binding**

1/rest

Dark Arts, Attack

A monster of your choice of your level or lower within range 10 makes a wits saving throw. It can make this check Heroic if not bloodied. On a failure, the monster is now compelled by you for the rest of the expedition. You decide its actions, and it will obey your commands faithfully. If it is intelligent, it regards you as a trusted ally and master. Each time you rest and eat a ration while you have a compelled monster, it can repeat its saving throw. If it succeeds, it is no longer under your control, and can act freely. If the monster was hostile to you, immediately start an encounter.

You can only compel 1/2/3 monsters at a time this way.

This ability does not affect Demons.

## **ALCHEMIST**

### **Trait: Mixology**

Action, Dark Arts

You mix up a powerful concoction. Roll a d6 and consult the table to see the effects. You can continue to mix this flask beyond the first result, but if you roll the same result twice, it blows up in your face, dealing half the damage of the total results of your roll to you as fire damage. The results of the potion depend whether it is thrown (as an attack) or drunk (as an action). Drunk effects end after your next encounter. Throwing a flask targets a 3x3 space within range 5 of you. Successive effects take place all at once and are cumulative.

You can only have one active flask at a time. If you mix a new one, it replaces the last one.

1. Liquid fire - Drunk - Gain resistance to cold damage, Thrown - 1d6 fire damage + 1 fire damage/level
2. Healing - Drunk - heal 1d6 hit points +1 hit point per level, Thrown - 1d6 healing +1 healing/level for all affected targets
3. Ooze - Drunk - Transform to ooze, gain resistance to all damage, your movement becomes shift, but you cannot take any attack action. End this condition if you heal. Thrown - Create an ooze minion in a square in the affected area (1hp, 2 actions, Shift 3,

Defense 7, Melee attack +1, 2 bludgeoning damage) under your control

4. Flash Freeze - Drunk - Freeze solid, stunning yourself until end of your next turn, healing 1/2 your hp, and gaining resistance to all damage while stunned. Thrown - Targets must pass an agility check or become stunned until the end of their next turn, gaining resistance to all damage while stunned.

5. Growth - Drunk - 50% - become size +1, all strength checks and skill checks are Heroic, agility checks and checks are cursed, 50% becomes size -1, all agility checks and skill checks are Heroic, strength checks and skill checks are cursed - Thrown - all targets are affected randomly by the same effects (roll for each)

6. Chaos - Drunk - You grow an extra limb or bodily feature, gaining haste +1. It withers away after your next encounter, Thrown - All affected targets teleport in a random direction a number of spaces equal to your level (roll a d6 and assign a cardinal direction to 1-4, 5-6 is your choice).

### **Choose from the following talents:**

#### *Draught of Smoke*

1/encounter

Action, Dark Arts, Chant

A target of your choice other than you within range 10 becomes invisible until the end of the current encounter (while invisible, all attacks have a 50% chance to miss a target).

Only one target can be invisible at a time.

You can repeat this action on each of your turns to maintain this effect, but if you take damage, you must pass a wits or will check or end all current chant effects.

#### *Draught of Blood Infusion*

Action, dark arts

Spend an action die. You or target of your choice within range 10 gains resistance to one of the following damage types: cold, fire, lightning, toxic until you rest. When that target is damaged by an adjacent target, their attacker takes 1d3 damage of that type.

Only one target can be affected by this draught at a time.

#### *Draught of Bale Flames*

Action, Dark Arts

You or a target in range 10 are engulfed by freezing, green ethereal flame. A target can make an agility skill check to resist this action. At the start of their turn, they deal 1d3 cold damage to all adjacent creatures and take 1 curse token (they don't take the damage themselves). Only one target can be engulfed at a time. You can end this status as an action, or an unwilling target can repeat the check at the end of its turn.

The damage from this move increases to 1d6 at level 4 and 1d6+3 at level 7.

#### *Draught of Lead*

Action, Dark Arts

You or a target in range you can see turns partially to lead. A target can make an agility check to resist this action. Only one target can be lead at a time. While lead, you are slowed, and your maximum speed is 3, but you have resistance to all damage. You can end this status as an action, or an unwilling target can repeat the check at the end of its turn.

### *Draught of Water*

Action, Dark Arts

You or a target of your choice within range 10 turns into water. A target can make an agility skill check to resist this action. Only one target can be water at a time. While water, your target cannot take any attack actions, but they are resistant to non-elemental damage, they ignore engagement, their movement doesn't provoke reactions, and they can pass through enemies, obstacles, walls and terrain (though not end their turn in them). You can end this status as an action, or an unwilling target can repeat the check at the end of its turn.

### **Heroic: Ultimate Transmutation**

1/rest

Attack, Dark Arts

A target of your choice within range 10 makes a wits saving throw. If it fails, it is restrained and slowed by you, and if it fails or succeeds it must repeat the saving throw at the end of each of its turns. If it makes 3 successful checks (total), the effect ends, but if it fails 3 times (total), its body turns to stone, metal, or precious gemstone. While in this state, the target is stunned indefinitely and has resistance to all damage. It does not age, and cannot suffer from illness, disease, or any other conditions (treat it like an inanimate object). It grants cover to adjacent creatures and counts as a piece of terrain. A bloody target is immune to this attack, and if a target becomes bloodied during the course of this move, this effect immediately ends.

## **STAR GAZER**

### **Trait: Devour**

Passive

When a non-minion target that has a curse token given by you dies, you can regain 3/6/9 health and 3/6/9 sanity.

### **Choose from the following talents:**

#### *Journey through Darkness*

Action, Dark Arts

Spend an action die. You and any number of adjacent targets, willing allied or any enemy, teleport to any points you can see within range 20. You and any allied targets lose 1d6 sanity for each 5 range teleported this way.

#### *Yawning Portal*

1/round

Action, Dark Arts

Choose a target in range. Give that target a curse token, and create a 3x3 zone beneath it, centered on it. This zone does not move with the creature but remains where it was placed. At the start of your *next* turn, the zone explodes, dealing 2/4/6d6 cold damage to all targets within and giving them a curse token.

#### *Ethereal talons*

Attack, Dark Arts, Chant

A target within range 10 that you can see must make a wits check. On a failure, both you and the target are restrained until the end of your next turn. You can repeat this action as an action rather than an attack on subsequent turns. If you take damage, you must make a wits or will check, or immediately end all chant effects

### *Baleful Lashing*

Weapon Attack, Dark Arts

Make an attack roll against a target in range. On a hit, your target makes a strength check. If the creature fails its check, it is lashed to a point within range 3 of it until the end of its next turn. If it moves more than 3 range away from that point, the lash snaps, dealing +2d6 cold damage and inflicting Slowed on it until the end of its next turn. On a strong hit, this creature is lashed to a point adjacent to it instead of range 3.

### *Hurl Into Void*

Attack, dark arts, chant

You target either an unwilling or a willing target you can see within range 10. If unwilling, it can make a wits check to resist this effect. The target is ripped from our world into void, disappearing completely from the spot it once stood. It returns at the start of your next turn, unless you spend an action to hold it there. If you take damage while maintaining this chant, make a wits check or lose all current chant effects. If this chant ends, the target immediately returns. If the target has a sanity score, it loses 2 sanity for each round it was missing.

### **Heroic: Annihilate**

1/rest

Dark Arts, Attack

Choose a 5x5 area that includes at least one space within range 10 that you can see. At the start of your next turn, a dread star tears through the veil and slams into the area with incredible violence. All targets caught within must make an agility check or take 3d6 cold and 3d6 abyssal damage, and half on a miss.



## WITCH

*The Witches live outside of the City, in the Black Forest. Nobody knows how they survive out there, but they worship the Great Black Root, their mother-goddess, and drink of her sap. All witches are at least part animal, or part plant - or so the Church says. It certainly isn't unusual to see a witch covered in what looks like a small flock of birds, or wearing a portable mushroom garden, or smoking a pipe carved from human bone. They are creatures of the wild and the natural world, and loyal to it alone. Even in the reeking darkness of the Pit, there can be found life, and Witches have sworn to tend to it against all odds.*

### CLASS MOVE

Black Root Mending

Action

1/round

Spend an action die and choose one:

- Your or an adjacent ally heal 1d6 HP but lose half of that in sanity
- You or an adjacent ally heal 1/4 of their HP, but lose half that in sanity.

Gain your action dice back when you rest and eat a ration.

The random healing from this move can be up to 2d6 at level 4 and up to 3d6 at level 7.

**Choose from the following specializations:**

### LYCANTHROPE

**Trait: Familiar**

Lantern Check

You have a small animal bound to your service. It is unusually intelligent. When you loose your familiar to scout for you, roll a wits check and make a lantern check. On a success, you can ask your familiar, through the GM, any three questions about the area. The familiar can only answer in three ways: yes, no, unclear.

Your familiar is not affected by darkness.

It is treated as part of your character rather than a separate entity, so cannot be targeted, take actions, deal damage, or take damage in combat.

### **Choose from the following talents:**

*Weirding Way*

1/encounter

Dark Arts, Action

You perform a supernatural feat of bodily transformation. Choose one of the following.

The effect lasts until the end of the current encounter.

- Swell in Size- your melee reach increases by 1

- Razor Nails - When you hit with an attack, deal 2 slashing damage to all targets adjacent to your primary target and you

- Prehensile Hair - Gain the following action: A target in range 5 of you must pass an agility check. If they fail, you pull yourself to your target or pull them to you.

- Feral Speed - Increase your speed by 3

*Savage*

Attack

Make an attack roll against a target in range. On a hit, you can shift up to 3 spaces in any direction, as long as that shift would put you adjacent to a hostile target. That target takes 1d3 slashing damage. On a strong hit, this movement increases to 6, and the damage to 1d6 slashing damage.

*Howl of the Banshee*

1/encounter

Dark Arts, Action

You howl or shriek in an unearthly voice, affecting all targets in a 5x5 zone centered on you. All affected targets must pass a will check or be immediately compelled to move outside of that zone as a reaction. Those targets are afflicted by Fear until the end of their next turn. If a target cannot move, it is instead afflicted by Terror.

*Flesh to Swine*

1/encounter

Dark Arts, Interrupt, Chant

If a target within range 10 of you that you can see attacks you or an ally, you can force it to make a wits check. If it fails, it is transformed into an animal, such as a toad, newt, chicken, or pig until the end of its next turn. The triggering attack is canceled, and the only further actions the creature can make in this form are move actions. It cannot take reactions or interrupts. You can maintain this effect as an action on your turn. If you take damage, make a successful wits or will check or lose all current chant effects.

Any damage your target takes will revert it to its original form.

### *Animal Shape*

Dark Arts, Action

Spend an action die. You transform into a animal. While transformed, you cannot gain the benefits of or use any other talents, passives, weapons, armor, gear, or heroics. Your gear melds with your new form. You can make all checks and checks that require agility Heroic, you can only make melee basic attacks, your speed increases by 3, you are not blinded and don't lose more sanity from Pitch Black (though you still make rolls cursed as normal), and you are no longer limited to 1 shift move a turn. You can remain transformed as long as you like, and you can un-transform as an action.

At level 4, you can turn into an animal that can fly, giving you flight when you move. You can also turn into an aquatic animal, giving you immunity to drowning and water is no longer difficult terrain for you.

At level 7, you can also transform into a large animal. When you transform, you heal 1/4 of your HP and your size increases to 2 (your reach is 2, your grabs against smaller targets are stronger). This animal can fly or swim, and you can carry one size 1 creature on your back. If you transform into a large animal, you make all Strength checks and checks Heroics instead of agility.

At level 4 and level 7, when you transform, you can also transform adjacent allies into the effect of 1 tier lower. They can un-transform as an action.

### **Heroic: Guardian of the Black Forest**

1/rest

Dark Arts, Action

You transform into a terrifying, primal and bestial form. Your skin becomes thick and leathery, or covered with scales or fur, you grow fangs and horns, your facial features rearrange into something more feral and animalistic, and you swell in size. You can choose the features and nature of this form each time you transform. While in this form, you choose whether your armor, weapons, and gear melds with your new form or is discarded. You cannot wield weapons, wear armor, or use items in this form, though you are capable of (clumsy) interaction and manipulation of items and objects, eating rations, and using medicine.

It grants you the following features:

- You gain resistance to piercing, bludgeoning, slashing, Toxic and Abyssal damage
- Your defense equals 8/9/10
- You have vulnerability to fire damage
- You are size 2 (you have reach 2, you gain bonuses to grabs)
- You are immune to Fear and Terror caused by the Frightening or Terrifying traits of monsters (though not the conditions themselves)
- You have the Frightening monster trait.
- Your attacks critical hit on an 11-12



You can maintain your transformation as long as you like, but lose 1d6 sanity after an encounter or rest.

When you exit this form, immediately lose 2d6 sanity.

## MYCOMANCER

### Trait: Mycomancy

You know the arts of gathering mushrooms and other herbs. You have a portable garden, a knapsack, a herb pouch, or something similar. It has 3 charges. You can pull from it as an action and roll 1d6 to determine the nature of the mushroom that you pull. Mushrooms can be used or consumed as an action. You regain 1 charge in your pouch when you rest.

1 Whitecap - Whiteroots count as medicine

2 Fool's Tongue - When swallowed as an action, take 1d6 toxic damage but heal 2d6 sanity

3 Redbloom - When swallowed as an action, removes one poison token and ends the blindness condition

4 Blossoms of May - When swallowed as an action, immediately end the sickened and pain conditions (does not trigger sickened).

5 Lady's Fingers - Lady's fingers count as a ration

6 Black Blood - Can be rubbed on a weapon as an action. The next attack that hits deals +2d6 toxic damage, then will need to be reapplied. Enemies slain by this attack rise as a spore thrall.

Some of your attacks and abilities create spore thralls. You can also create 1 spore thrall by making a lantern check as long as you have an intact corpse.

A spore thrall is a 1 hp minion of the same size as the monster that spawned it. A spore thrall's statistics are all +0 and it fails any checks that it has to make automatically. At level 4 your thralls make all rolls at +1 and have defense 8, and at level 7 they do +1d6 extra damage and have defense 9. You can have a maximum number of thralls equal to your level. Thralls act on your turn, starting with the turn after they were created.

Spore thrall (Mindless, Corrupt, 1 hp, defense 7, +0 to hit, 2 bludgeoning damage, move 3, shift 1)

### Choose from the following talents:

*Death cap*

1/round

Dark Arts, Action

Spend an action die. You conjure up a fast growing mushroom in a space within 5 range of you. It is harmless until the beginning of your next turn, when it arms. It remains for the remainder of combat. While armed, the next time any creature moves adjacent to the mushroom, it explodes. They must make a agility check or take 2/4/6d6 toxic and abyssal damage, then the mushroom is destroyed. Creatures slain by this attack rise as a spore thrall.

### *Fecundity*

Weapon attack

Make an attack roll against a target in range. On a hit, in addition to dealing damage, you implant a fast growing mushroom into that target. At the end of that target's next turn, the mushroom explodes, dealing 1/2/3d6 toxic damage to all adjacent targets, friend or foe (but not the primary target). On a strong hit, this explosion implants a second mushroom in one of the targets affected by this attack. This can chain indefinitely until it has no valid targets. Enemies slain by this attack become a spore thrall.

### *Faery Circle*

1/encounter

Action, Dark Arts

You sow the ground with spores that rapidly grow into a circle of mushrooms around the edge of a 7x7 zone, centered on you. The rim of the circle is filled with poisonous mushrooms. Creatures inside the circle have cover from creatures outside, and creatures crossing the circle, friend or foe, take 1d6 toxic damage. They can only be affected by the circle once per round.

The damage from this move increases to 2d6 at level 7

### *Potent Brew*

1/round

Action, Dark Arts

Using mortar and pestle, you grind up herbs into a potent mix. One adjacent ally that partakes can heal 1d6 hp. They can choose to roll another d6, healing the same amount. They can continue this process as many times as they like. However, if they roll the same number on any of these d6s, they immediately stop rolling, don't heal, lose the amount on the dice as sanity instead, and are sickened.

### *Toxic Cloud*

1/encounter

Action, Dark Arts

Drinking a foul smelling liquid, you breathe out a cloud of toxic fumes in a 3x3 cube that must contain at least one square adjacent to you. At the end of your next turn, and the end of each of your turns after, roll a d6. On a 1 or 2, the zone disperses. The terrain inside is cover, and creatures caught in the area must pass a strength check or take 2 toxic damage and become silenced by choking until the end of their next turn. Creatures that enter the zone or remain there must make a check or suffer the same effects.

## **Heroic: Garden of Earthly Delights**

1/rest

Dark Arts, Action

You sow the ground with mushroom spores that grow into enormous mushrooms at an incredible rapid pace. This attack generates a number of enormous size 1 mushrooms equal to your level placed anywhere you like in a 7x7 zone centered on you. You cannot place two mushrooms next to each other. After placing a mushroom, roll 1d6 to determine its type. If a creature starts its turn next to or on top of one of these

mushrooms or ever becomes adjacent to it or crosses over it, the mushroom activates. The mushrooms last until the rest of combat.

1 - Boulder-cap - This enormous rocky mushroom is large enough to grant cover to adjacent creatures and counts as an obstacle or piece of terrain.

2 - Red Swamp Sporecap - Once activated, this mushroom arms. At the start of your next turn, an armed mushroom explodes, dealing 4d6 fire damage in a 3x3 area centered on it.

3 - Itching Snow - When activated, all adjacent targets must make a wits check to not inhale or take 2 toxic damage at the beginning of their turn for a number of turns equal to your witch level and become sickened for the same duration

4 - Springcap - This mushroom is incredibly bouncy. Creatures activating it can immediately fly their speed as an interrupt

5 - Lady's Veil - Any creature standing adjacent to this mushroom heals 1d6 hit points at the beginning of its turn but loses half that as sanity

6 - Monk's Hood - Any creature standing adjacent to this mushroom can use an action to eat part of it, ending any one condition affecting it and healing 1/4 of its hp. At the end of the round in which at least one creature took this action, the mushroom withers and is destroyed.

## HEXMEISTER

### **Trait: Flying ointment**

Lantern Check, Requires heavy item

You rub an item made at least partly of wood down with a herbal ointment, such as a branch, a broom, a large willow stave, or something. Until your next rest, you or an ally can wield the item. While wielding this item, when they move on their turn they can fly in any direction. You can stop mid-air, but if you take damage while flying you must pass an agility check or fall.

### **Choose from the following talents:**

*Dark Storm*

1/encounter

Dark Arts, Attack

You throw a handful of crow feathers, arrows, leaves, or other sharp objects out equal to your level +1d6, creating a 5x5 zone that must have at least one space adjacent to you. Inside this zone, your projectiles hover menacingly. When an enemy takes an action, reaction, or interrupt inside this area, it takes 2 piercing damage from a single feather. Once used, a feather disappears, and once there are no feathers left, the zone dissipates.

*Counter curse*

1/encounter

Dark Arts, Interrupt, Reliable

When an enemy you can see within range 10 makes a chant, miracle, or dark arts action or attack, you can make wits check. If you are successful, the action or attack is completely negated and the target is immediately silenced until the end of its next turn.

If you fail, you are silenced until the end of your next turn.

### *Evil Eye*

Dark Arts, Attack, Chant

You supernaturally curse a target, fixating it with your eyes. It must make a wits check to avert its eyes. If it fails, it is blinded until the end of its next turn. You can repeat this attack on subsequent turns as an action if you made it the previous turn. If you take damage while fixating on something with your evil eye, make a wits or will check or end all current Chant effects.

### *Ensorcel*

Dark Arts, Action

1/encounter

You instill a supernatural obsession in a target you can see. The target must pass a wits check or be compelled to use its first action to move as far as it can in a direction of your choosing for the rest of this encounter. It can repeat this saving throw at the end of its turn if it takes damage on its turn. This movement obeys engagement and provokes reactions. You can choose the direction each time it makes this move.

When you reach level 4 you can target two creatures with this action, and at level 7 three.

### *Singing Strike*

Weapon Attack

You fletch a bow with crow feathers or hammer hexes into your weapon that inflict your enemy with madness. Make an attack roll against a target you can see. On a successful hit, your target must pass a wits check take 1d6 toxic damage. On a strong hit, your target is additionally compelled on a failed check to use its first action on its turn to move or shift as far away from you as possible.

### **Heroic: Roll the Bones**

Passive

When you embark on an expedition, gain 6 bones. You can represent these with dice (set these aside from your regular dice) or coins. These dice or coins can be used in the place of any regular dice in any roll by you or an ally.

Coins: Heads =6, Tails =1

Dice: 4+ = 6, 1-3 = 1

You gain 3 bones back when you rest.

If you get a 6 result from your bones, set it aside. When you have 3 6s, your appearance changes slightly in some ghastly supernatural way, and your attacks can deal abyssal damage on top of their normal damage type.

If you get six 6s, immediately roll the demon die.

## **MASTER CLASSES**

**MYTHIC HERO - at least 1 level in a hunter class**

### **God Slayer**

1/expedition

Master Weapon Attack

Make an attack roll against a target in range. On hit, deal damage, on miss, deal half damage.

This attack does 1d6+3 lightning damage for each round of combat that has passed, up to a maximum of 6d6+30.

The damage from this attack ignores all resistances and immunities, cannot be reduced in any way, and has the Deathblow feature.

You can choose to die after making this attack. If you do, add half level to the number of rounds that have passed when counting this move. You cannot be resurrected if you die this way, as your very soul is burned to shreds.

### **IMMORTAL- at least 1 level in a soldier class**

#### **Endless War**

Master Passive

You are cursed by the gods to fight forever. You cannot die, don't make death checks, and are immune to deathblow. You recover from the incapacitated condition by yourself after 1 hour. You no longer suffer the negative penalties of injuries, even those you had taken before you gained this talent, though you still suffer the physical effects of injuries. If you are lost in the darkness, you can take a permanent -5 sanity penalty to walk out of the pit and rejoin your companions, no questions asked on how you survived.

You can never know a peaceful life. War will always find you in all its forms.

### **INFAMOUS ROGUE - at least 1 level in a rogue class**

#### **Breaker of Fates**

Master Interrupt

1/rest

Your impossible skill in combat comes to resemble supernatural luck that follows you like a shroud. As an Interrupt you completely re-write an action, attack, or skill check of you, an enemy, or an ally that you can see that just occurred. You decide the numerical outcome of this dice roll, even if it would be impossible (you could decide to roll a 30, for example), whether it actually hits or misses, and its target (though it must still be a valid target), and the result of any saving throws of its target. You cannot fix the results of this re-written roll (such as damage, story consequences, and other effects), but you can undo any results that happened prior to you making this move, as though time itself was re-written.

If using this move narratively, you can completely re-write the last 5 seconds of time.

### **DARK LORD - at least one level in a magician class**

#### **Overwhelming presence**

Dark Arts, Master Action, Stance

1/expedition

You take upon an aspect that is both dreadful and beautiful in equal measure. This stance lasts for the rest of the encounter, and while in this stance, you can use an action to cause all creatures within range 20 of you that can see and hear you must pass a difficulty 11 wits check. You can choose to exclude any number of creatures from this effect. Creatures that fail this check are compelled by you and fall victim to one of the follow supreme commands. You can only issue one at a time, and it affects all creatures:

- Grovel before me, worms - All affected creatures immediately move towards you their speed, then go prone and cannot stand up until after the end of their next turn
- Stain me not with your presence - All affected creatures immediately take 1 action to move their speed away from you as far as they can. This movement does provoke reactions and could carry them into hazards, obstacles, etc
- Look not upon my form - All affected creatures are blinded until the end of their next turn and treat you as invisible.
- Throw down your tools of war - All affected creatures immediately drop what they are holding. If they have weapons, they are disarmed, and they end any grabs they are maintaining

### **DEMIGOD - at least 1 level in a priest class**

#### **Annihilate Evil**

Miracle, Master Interrupt

1/expedition

Activate this ability when you hit with any attack. Holy power burns through your eyes and weapon, manifesting in an awesome divine fire that pours out in gouts. Your target takes + 3d6 fire and +3d6 lightning damage in addition to your regular damage and must pass a will check or be afflicted by Terror until the end of its next turn.

This attack deals bonus damage if the monster has the taint of evil about them:

- If the monster is Corrupt, it takes +2d6 fire and +2d6 lightning damage
- If the monster has an attack that deals Abyssal damage, it takes +1d6 fire damage
- If the monster has an attack that compels a target, it takes +1d6 lightning damage
- If the monster has an attack that deals Curse, it takes +1d6 lightning damage

All adjacent hostile creatures must pass a will check or take half the damage that the primary target takes.

## **WEAPONS AND ARMOR**

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### **WEAPONS**

You can use two weapons at no weight cost. The rest take 1 weight per weapon. You

can switch weapons as an action.

A weapon typically costs 5-10 black gold to purchase on the open market.

**Weapons are classified by the stat bonus used to attack with them, melee, or ranged**

**Mighty weapons** use strength and are primarily melee

**Agile** weapons use agility and include a good mix of melee and ranged weapons

**Blessed** weapons use will and include lightning and fire damage

**Occult** weapons use wits and include cold and toxic damage

Damage depends on stance. The look and feel of your weapon, along with the overall type (hammer, sword, axe, etc) is **up to you**.

### **Making a weapon:**

Choose weapon damage type - slashing, bludgeoning, piercing.

Then choose a single weapon type. Each weapon attacks with the listed statistic.

- Weapons with the Two handed tag - you can only make basic attacks if grabbing, climbing, or using both your hands while wielding this weapon

Ranged weapons have increasing range depending on stance

Types:

#### **Mighty (+str)**

Balanced Weapon - Deal +1 damage. This weapon can be used to deal one additional kind of damage, chosen from piercing, slashing, or bludgeoning, choose when you attack

Dual wield - This weapon deals 2 damage to a different target in range when you hit with an attack. Two handed.

Great Weapon - This weapon is oversized. Take -1 to hit, but deal +3 damage with all attacks. +1 weight. Two handed.

Hand Weapon - Gain +1 speed, +1 initiative with this weapon out

Heavy shield and weapon - Gain the heavy shield passive (ignore ranged attacks on a 5+) but take -2 initiative. +1 weight.

Heavy pole arm - Gain +2 reach and +2 damage, but can't attack targets directly next to you. Two Handed.

Giant - This mighty weapon gains +1 reach, 1 weight, -4 initiative, -1 to hit, but deals +5 damage on hit. Two Handed.

Pole arm - Gain +1 reach, +1 damage.

Shield and weapon - Gain the shielded passive (ignore ranged attacks on a 6).

Thrown - This weapon can be thrown 3/5/7 range but must be retrieve as an action before it can be used again.

#### **Agile (+agi)**

Light Weapon - Gain +1 damage, +1 speed with this weapon out

Dual wield - This weapon deals 2 damage to a different target in range when you hit with an attack. Two handed.

Ranged - This weapon gains 5/10/15 range and must be piercing damage.  
Dual Ranged - This weapon has 3/5/7 range. Deal 2 damage to a different target in range when you hit with an attack. Two handed.  
Heavy Ranged - This weapon deals +3 damage on hit, and gains 6/12/18 range but must be reloaded or nocked as an action after each attack. Must be piercing damage. Two handed.  
Sniper Ranged - This ranged weapon has 10/15/20 range but cannot attack targets within in range 5  
Light thrown - This weapon can be thrown 3/5/7 range. It does not need to be retrieved (you have a large number of knives, etc)  
Light Pole arm - Gain +1 reach, +1 speed  
Buckler and weapon - Gain the parry passive (can roll a d6 when hit by a melee attack, on a roll of a 6, ignore the attack, on a roll of 1, double the damage).  
Wicked - +2d6 damage on critical hits (apply after doubling damage)

### **Blessed (+will)**

Relic weapon - Melee, also does fire damage, deals +1 damage  
Anointed weapon - Melee, also does lightning damage, heals 1 sanity on hit  
Great Weapon - This weapon is oversized. Take -1 to hit, but deal +3 damage with all attacks. +1 weight.  
Chime, Reliquary, or religious symbol - range 3/6/9 - also deals Fire Damage  
Light arrows/blessed shafts - 5/10/15 ranged, also deals lightning damage. Targets struck cannot benefit from cover.  
Shield and weapon - Gain the shielded passive (ignore ranged attacks on a 6).  
Heavy shield and weapon - Gain the heavy shield passive (ignore ranged attacks on a 5+) but take -2 initiative. +1 weight. Two handed.  
Silvered weapon - This ranged or melee weapon deals +3 fire damage to corrupt monsters  
Storied weapon - Gain 5 maximum sanity when wielding this weapon  
Bannered pole arm - Gain +1 reach, +2 max sanity while wielding this weapon

### **Occult (+wits)**

Hex blade - Melee, also does cold damage and +1 damage  
Wildwood weapon - Melee, also does toxic damage and heals for 2 hp on hit  
Stave, implement, wand, or fetish - range 3/6/9 - deals Cold Damage  
Witch Bow - Range 4/8/12 deals toxic damage. Critical hits give poison.  
Ward weapon - Gain +4 initiative  
Ritual weapon - +1 speed with this weapon out, deals cold damage  
Totem weapon - Gain +1 dispel, dispel on a 2+ with this weapon out.  
Buckler and weapon - Gain the parry passive (can roll a d6 when hit by a melee attack, on a roll of a 6, ignore the attack, on a roll of 1, double the damage).  
Wicked - +2d6 damage on critical hits (apply after doubling damage)  
Versatile - This weapon can be used to deal one additional kind of damage, chosen from piercing, slashing, or bludgeoning, choose when you attack



## ARMOR

Unarmored is **6 defense** and **12 initiative**

Defense is 6+ability, with the ability depending on armor type.

Armor sells for 10-20 black gold on the open market

You can only doff (take off) or don (put on) armor when you rest or by making a lantern check otherwise.

To make armor, choose a **type** and **weight**. The look, flavor, and feel of your armor, including materials, type, etc (such as plate or leather), is **up to you**.

Cumbersome - while wearing this armor, Agility action rolls are made cursed

### **Type:**

Mighty - Add +strength to defense

Agile - Add +agility to defense

Blessed - Add +will to defense

Occult - Add +wits to defense

### **Weight:**

#### **Agile/Occult only**

Super light - Initiative 15, +1 speed

#### **All**

Light - Initiative 10, Gain +1 carry capacity

Medium - Initiative 6, Gain +1 health/level

Heavy - Initiative 3, Gain +2 health/level, +1 weight

#### **Mighty, Blessed only**

Superheavy - Initiative 0, Gain +3 health/level, +1 weight, Knockback resistance, Cumbersome