

DESECRATED EMPIRES

The ultimate narrative role-play experience

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deadworldrpg.co.uk

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*This book is dedicated to amazing godparents and authors Helen and David Orme,
for their love and support over decades, and for first introducing me to Gary
Gygax's Dungeons & Dragons: one of the best things to ever happen to me. —Joe*

For Cathy, Thomas, Daisy, Andy and Tilly — Edward

For Zeke — Rob

For Frodo — Hugo

THE WORLD IS A BROKEN BLADE...

The continents are shards, they say, fallen from a heavenly forge.

The magma flowing beneath the earth is the residual flame of that celestial furnace.

The oceans are the celestial smith's water, meant to cool the superheated metal and harden it.

The mountains are its serrated edges, still sharp to this very day.

There are occultists who believe that one day the World-Blade can be reforged, and when it is, Dead World will be healed and reborn, but such beliefs are surely lunacy...

INTRODUCTION

They say every cloud has a silver lining and, at least for myself, Ed, and Rob, this has been true. This version of *Dead World*, which we have bombastically called *Desecrated Empires*, has largely come about due to COVID-19 and the lockdown that swept most of the world, including the UK where we're based.

During the height of lockdown in early 2020, myself and eight friends gathered online to play a previous version of this game, *Dead World: Reborn*, in order to keep in touch. What resulted from this were two of the best campaigns we have ever played together. They were so intense at points that genuine tears were shed, sleep was lost, and raucous bursts of laughter disturbed our partners and neighbours for months on end. All nine of us were probably insufferable to live with during this time.

These campaigns stress-tested this system beyond anything it had experienced before, and eventually threw up a host of questions and ambiguities in the rules, as well as room for growth and improvement in many areas. As a good example, the second campaign we played featured one team of players deciding to form an empire out of disparate city states. Their ingenuity and organisation would put modern project managers and financial advisors to shame. The learnings from that audacious effort, extrapolated and harnessed by Rob, have contributed to the "City-Building & The Era of Empires" segment towards the end of this rulebook. This also includes rules for building armies and leading them into battle, including

complex military and magical strategic manoeuvres, formations, and siegecraft. We believe this is one of the most unique elements of our role-play game, in that it allows *Dead World: Desecrated Empires* to also function as a kind of tabletop wargame or strategy-game, but still with a narrative framework of epic military conflict.

My initial aim in creating *Dead World* was to create a role-play system that was flexible enough to accommodate the wild imagination and creativity of its players (and Game Masters for that matter) whilst also having a structure that facilitated tactical and immersive gameplay. Over the years, I became increasingly disillusioned with other role-play systems as they felt prescriptive and actually discouraged players from branching out into weird, surreal, and fun territory we all love; all for the sake of the Game Master's "vision". This is not to say that I don't respect players who wish for a more "safe" role-play experience, but I knew it was not for me, or indeed for the players whom I was working with. They wanted to be intellectually, morally, and dare I say it, spiritually challenged. For them, this was narrative therapy of sorts.

I knew I wanted to create a system, and world, that could handle this kind of intensity, and that empowered players and GMs to take the story in whatever direction they wanted, however insane. It is only now, with *Desecrated Empires* and the help of these eight amazing friends (especially Rob and Ed whose contributions have been so considerable), that I finally feel I might be close to achieving that aim. This moment has been seventeen years in the making.

In the prior version of this game, *Dead World: Reborn*, we introduced Skills and Languages into the mix, as well as more balanced magic and combat mechanics. With this version, we have further perfected the magic and combat systems, with all-new damage types and status effects that hopefully make the rules a lot clearer, as well as giving players and GMs a lot more options. In addition, there are four additional Races (Orcs, Featherfolk, Plantfolk, and Centaur) as well as four new Classes (The Artificer, The Gunslinger, The Elementalist, and The Occultist) which offer incredible new playstyles and, even more importantly, narrative opportunity. The majority of these were conceived by Ed, and are such a worthy addition to the game that they have elevated it to a new stratosphere. A personal thank you is due to our friend Tris for suggesting the Centaur Race. At first we laughed, but really this is one of the best additions we've ever made.

So, my last words to you, be you intrepid Adventurer or insane Game Master: use this book wisely. Being a Game Master, or an Adventurer for

that matter, is a responsibility as well as a pleasure. We have to look after those around us and make sure our decisions are never vindictive, but always in service to the greater story. Over the years, playing *Dead World* has filled me with indescribable joy and love and inspiration. When I have been falling down in other areas of my life, it has lifted me up. I only hope that you receive the same benefit playing the game as the nine of us have (and continue to receive).

Remember, the best thing about role-play really *is* the friends you make along the way.

-Joseph Sale, Edward Kennard, & Robert Monaghan, 2021

A BRIEF HISTORY...

What we call the “Aronian Era” was a relatively brief period of history, spanning 200 years, in which the three great heroes of a golden age coexisted: Aron The Avatar, Valthorian, and Signus Telemonian, all gifted with uncommonly long lives. These three heroes defined an era with their heroism and defence of Dead World’s kingdoms against relentless incursions by hostile foes. To most people inhabiting Dead World today, the Aronian Era represents the distant past, an age of heroes, myth, and legend.

The end of the Aronian Era precipitated a brief transitional period now known as “The Shattering”, which lasted 100 years. Now viewed as a distinct age in its own right, however fleeting in the grand scheme of time immemorial, The Shattering has come to represent the time of those old heroes coming to an end with the fulfilment of “The Quest for the Nameless Blade”. This storied relic was said to be a weapon forged from the soul of the greatest among demonkin, a weapon capable of unmaking reality itself.

During this quest, Aron The Avatar and Valthorian were slain. No one knows where Signus Telemonian currently resides, but it is thought that he ascended to another plane of existence, weary of the darkness of the world, and shown mercy by the holy gods. This era culminated in a humble dwarf shattering the Nameless Blade in order to end its evil. Though a well-intentioned deed, its consequences were tremendous, for the world

was shattered in the shattering of the blade, creating new worlds and warping time, space, and reality itself.

From these shattered remnants, a new era sprang forth: the "Era of Empires". With attempts to reforge the Nameless Blade, and new powers rising from the ashes of the old, this time became filled with more conflict, deception, bloodshed, and dark magic than any previous era in history. Old rivals forged uncertain alliances, whilst age-old friends were turned upon one another in wars that spanned decades and hammered renowned civilisations into nothing but bloodsoaked dust.

This epoch of desecrated empires is where we lay our scene...

THE BASICS: GAME MASTERS & ADVENTURERS

Role-play games consist of two types of player: the **adventurer** and the Game Master (often abbreviated to “GM”). Unlike most games, in which every player is striving to win, role-play is different, in that one type of player, the Game Master, is there to facilitate the other’s adventure. The GM acts like a shamanistic guide, steering the **adventurer** or **adventurers** through their dream-quest. The GM creates the world that the **adventurers** will inhabit, and is primarily responsible for telling the story and making events flow together. The world, or ‘dungeon’, is often created and extensively prepared before the eve of the event. To give you a more complete sense of a Game Master’s role, here is a list of a few things a GM would need to do:

- create a realm or area to explore
- link these areas in an overarching “campaign”
- choose (or create their own) monsters and non-player characters to populate the campaign
- plan out interactions, encounters, and rewards for the **adventurers** to deal with
- make judgement calls on whether an **adventurer** is allowed to perform an action and how difficult it might be for them to succeed

- tell a story that is immersive and full of character – don't worry, you don't need to be a published author to do this!

The GM has to *challenge* the **adventurers** to the point they are struggling to get through and need to work together to succeed. Whilst it would be easy for a Game Master to slaughter the **adventurers** with an impossible encounter (picked from the latter sections of the Bestiary), this should never be the aim, as there is really no fun in that or story to be told. Narrative is always the most important aspect of any *Dead World: Desecrated Empires* game. The Game Master is not there to win, but to help the **adventurers** co-create the greatest story they possibly can.

Having said all this, death – and its cousin failure – should be a reality in any GM's campaign. Molly-coddle the **adventurers** and one will quickly find the fun of the game diminishing rapidly. If there are no real stakes, and the **adventurers** become gods within the universe you have created: incapable of suffering damage, losing anything, or failing, then there will be no meaning to anything that happens. The greatest storytelling explores the awesome power of *consequence*. **Adventurers** have to make decisions as they explore your world, and those decisions have consequences, and those consequences may lead them to greater growth, or utterly destroy them. Now we're getting into interesting territory. Like I said, role-play at its apex can feel like narrative therapy.

All of this will be covered in more detail later (see Setting Up Your Campaign), so please don't worry. GMing is like riding a bike. Once you have done it once, you can never unlearn it! Having said that, the GM has a huge responsibility, but successfully running a challenging event is one of the most rewarding experiences you can ever have.

There can be any number of **adventurers** (although between one and six per GM is recommended). It is the **adventurers'** task to play as the fantasy characters they create and make their way through the GM's world. They are responsible for part of the storytelling as they can make decisions and perform actions which may alter the game. Though they are recipients of the GM's devices, schemes, plots, and encounters, they are also the active agents that will determine the future of their world and impact on any characters the GM creates. I guarantee however consummate and total your preparation as a GM, the **adventurers** will *always* surprise you! Thus, as a GM you must be open to letting others "play with your toys" (and occasionally kill them). For larger groups, GMs should consider dividing adventurers into teams – this can, in itself, aid the narra-

tive and make for a more competitive campaign (see Competitive Team Play).

SPONTANEITY & IMPROVISATION

Though preparation is key, the secret to truly awesome Game Mastering is the ability to be spontaneously creative and improvise. On-the-spot decisions can make for some of the best storytelling moments of any campaign. Relentlessly forcing your **adventurers** back to a pre-prepared script never goes well and always feels like shutting down the fun. For example, if your **adventurers** decide they really don't want to leave the tavern, after all, then maybe it's time for them to have to deal with a horde of Zombies trying to get in. Or maybe one of the patrons is murdered, and the adventure turns into a murder-mystery. These are radical side-steps, but sometimes **adventurers** will throw you these curveballs, and the best GMs not only roll with the punches, but throw interesting ones back. We are personally very against rules lawyering and prescriptive adventures. We encourage you to let your **adventurers** run wild and free; you might just have more fun that way too!

WHAT YOU WILL NEED

Adventurers will benefit from the following:

- Character Sheet (you can head on over to www.deadworldrpg.co.uk to download your sheet for free)
- Pencil and eraser
- Spare paper for making notes
- A willing heart!

Game Masters will benefit from the following:

- Pencil and eraser
- A map of their campaign area
- A fully prepared campaign, including lists of all loot and encounters that your **adventurers** may come across (these can be updated as required over the course of the campaign)
- Six-sided dice (often abbreviated to d6¹); we recommend 10 -15
- Twenty-sided dice (d20); we recommend 3-5

- Hundred-sided dice (d100); we recommend 3
- Eight-sided die (d8)
- Four-sided die (d4)
- Twelve-sided die (d12)

Note: you may also see the phrase “d3” used in places. There is no such thing as a d3, as obviously a shape with only three sides would not be able to roll! Therefore, to mimic the effects of a dice that has a range from 1 to 3, you roll a 6 and half the result, rounding up. E.G. a roll of a 1 or 2 = 1. A roll of a 3 or 4 = 2. And a roll of a 5 or 6 = 3. We hope this clarifies the mystery of the “d3”!

For those who do not have access to physical dice, and in instances where a very large number of dice need to be rolled (see the rules for building Armies), you can use “e-dice” or online dice-rolling apps.

OPTIONAL EXTRAS:

- If you want to represent the scene visually you will need ‘tiles’ or some kind of visual aid which can be flexibly re-worked. It is entirely possible to play *Dead World: Desecrated Empires* with only the mind’s eye, but often players find some kind of representative map useful. There are several ways the game can be translated into a board or tiles. Either you can say each tile represents 1 foot (ft) of movement, or you can equivocate 1ft in the game to 1 inch / 2.5 cm on the table (which would mean you may also require a tape measure).
- Something to represent **adventurers** and monsters. This could be table-top gaming miniatures or alternatively bottle caps (yes, back in our university days we all played an early version of this game using cut up strips of card and bottle caps!)

A NOTE ON KEYWORDS

SOME WORDS in this rulebook are in **bold** or in *italics*. This means that they are a keyword. Keywords have specific meanings, and will allow you to easily cross-reference rules. A keyword could relate to a status effect, indi-

cate a type of damage inflicted, or describe an enchantment. All keywords are explained in the chapters on Exploration, Status Effects, Damage Types, and Insanity Effects.

A NOTE ON EQUATIONS

In some places in this rulebook you will see some notations that look a little bit like algebra equations. Whilst we recognise this can be a little bit of a head-scratcher, it is the most clean and efficient way to represent some of the complex calculations that are necessary in any RPG. To make things easier, we'll outline what a few of the possibilities mean to give you an easy cheat sheet.

If you see a formula like this (2d6) — then the first number indicates how many dice you roll, and the second number indicates the number of sides. For example, 2d6 means roll two six-sided dice.

Whenever you see a formula like this: $x(d6)$ — it means that you have to multiply the result of the die contained in brackets (in this case a d6 is a six-sided die) by the value of x . Usually the spell or ability will tell you how to calculate x . For example, x might be equal to your **adventurer's** Strength Bonus score. This means that the higher their Strength Bonus, the better the outcome of the roll. So, if your Strength Bonus was 3, then you would roll a d6 and multiply the result by 3.

Occasionally, you might even see both of the above together, such as $x(2d20)$. This means that you multiple the outcome of rolling two twenty-sided dice by the value of x .

As you play more, you'll grow more familiar with what these formulas mean and easily be able to work them out. Don't get too hung up for now. The story is always most important.

❧ I ❧

THE ADVENTURER'S
GUIDE





CHARACTER CREATION

The first step to becoming an **adventurer** is to create your character. Creating a character in role-play can be a uniquely personal and rewarding experience, and while it can be time-consuming, we know that often players *want* to take that time to come up with a character who is truly interesting to play as. There are also options for those who would rather be dealt something random, as we know there isn't always time in the day to spend two hours on a character, but if you want to give it the care and attention to detail of a master craftsman, the sky is the limit.

As an aid to either those who are just starting out and have never played *Desecrated Empires* before, or who are simply short on time, we have created a "Quick Character Creator" flowchart to give you an easy step-by-step process for generating a character. If this is your first time creating a character, then we recommend this as a way to get a sense of what various Races, Classes, and customisation options might offer you, but without going into the minute nitty-gritty detail. The "Quick Character Creator" can be downloaded for free from our website at www.deadworldrpg.co.uk.

One of the first decisions you must make when creating your character is to decide which Race they belong to. Dead World is full of intriguing peoples, from desert dwellers to sewer inhabitants to mountain nomads. Race determines many specialisms: the different environs and genetics

influencing **skills**, **aptitudes**, and strengths. This is the aspect of character that is biological and largely fixed. The joy, of course, of role-play (as with life) is that the game is not really focused on the aspect that we cannot change, but the aspects we can: how we progress as living beings by learning, training, and improving ourselves – represented in-game by the process we lovingly know as “levelling up”. Don’t worry too much about the complex rules stuff now, that will come later. We’ve tried to make all Races equally balanced. For now, pick what is most attractive to you in terms of the story.

There are currently 12 playable Races available for **adventurers** to harness. Over the next few pages, you will see more detailed information on those Races, what their homeland is like, their goals, their culture, their **traits** and their philosophies. Of course, these are not intended to be prescriptive or limiting in any way, just a starting point; we actively encourage you to create mavericks who run “counter cultural” and who defy or subvert their origin points – no “Race” is homogenous or uniform. Here follows a summary list of the 12 Races:

Human, Elf, Dwarf, Halfling, Lizardkin, Undead, Ratkin, Demonkin, Orcs, Featherfolk, Plantfolk, Centaur

Having chosen a Race, we now move onto “Class”. There are currently 14 to choose from, listed in summary as follows:

Warrior, Ranger, Thief, Warlock, Necromancer, Druid, Paladin, Bard, Monk, Illusionist, Occultist, Artificer, Elementalist, Gunslinger

Your Class will determine what **skills** and abilities you acquire over the course of the campaign; each Class has its own unique set of passive and active abilities that you can use when exploring Dead World, fighting monsters, and more besides. Not all Classes are compatible with all Races. However, this is where the narrative angle of *Dead World: Desecrated Empires* comes in, because we believe it’s better to tell an amazing story than become a stickler for the rules. So, if an **adventurer** can make a compelling argument as to why their character should be able to violate the Race/Class restrictions, exceptions can be allowed by the GM. After all, one of the most famous Paladins of all time, Pravus Lex, was a demonkin!

Where Race/Class restrictions might clash, it may assist GMs and **adventurers** to see an example in action. Take the following circumstance: an **adventurer** wants to create a Dwarf Ranger as they have a great idea for a sneaky bow-shooting Dwarf who hides and picks people off by putting arrows in their necks. The GM points out this is not normally allowed and

that Dwarves, as a civilisation, are more traditionally cast as close-quarters fighters and metalworkers. The **adventurer** counters by telling a compelling story of a Dwarf forced into exile after their family was burned alive in their home and that, though foraging and forestry did not come naturally, over time their character was forced to learn these skills to survive.

The GM rules that the Dwarf Ranger is allowed, but they must sacrifice the **Blacksmith skill**, as they never had the chance to properly learn the trade in the usual environment that Dwarves are exposed to. The **adventurer** agrees and the deal is done.

As a general rule of thumb, it is not in the spirit of the game to disallow exceptions, especially where a more complex or conflicted character could bring benefit to a party and the overall narrative.

On the next few pages, you will be able to study the more intimate details of the Classes and Races. At the moment the abilities, **traits**, character stats, and profiles may not mean much, but all will become clear in the coming chapters. The focus in *Dead World: Desecrated Empires* is on the story, so think about who you would like your character to be, what goals they might have, and what their personality might be like, rather than worrying about what the “best” combination of **skills** or **traits** is. There is no best, after all – this game reaches its zenith when a GM leads a group of differently skilled **adventurers** into a campaign, giving the players a chance to shine individually and as part of a more versatile group.

HUMAN

“**T**he most diverse flame is said to flourish best. Humanity is stolen from a fire that ever changes shape, strength, and colour, but at its heart remains the same: destructive and consuming.”

Aptitudes¹: Strength (+7)

Hit Points: 4d6

Skills: Hunting, Diplomacy

Allocation Points: 7

Speed: d6+2

Movement: 10ft per action

Classes Available: All Classes

Languages: Common

TRAITS

Humans are as diverse as they are prodigious in number. When creating a Human character, you must choose from one of three origins below to determine their **traits**.

FROST-WALKER

These nomadic tribespeople who live in the frozen north of Ever-Dark are natural survivalists who make use of the land's harsh features and their own harsh cunning to get by. Tough, hardy, plain-spoken, and fearsome adherents to an ancient code of honour, Frost-Walkers are respected as well as shunned in more civilised climes throughout Dead World.

- Replace **Diplomacy** with **Leatherworking**.
- **Survivor**: Frost-Walkers gain +d6 to the hit points restored by consuming *food* and *beverages*.
- **Hide Wearer**: Frost-Walkers gain +50% to the Armour Class bonus of *light armour*.
- **Icy Climes**: Frost-Walkers can **resist water damage** and **frostbite** effects (4% per point of Constitution).

SAND-WALKER

The great cities of the deserts are renowned for their trade and also the creative talents of their people. It is said the cities bordering the Desert of Gold, such as Dis, were the most magnificent in all of Paradis. Architecture, art, culture, and music all thrive in these places. Yet, the desert is dangerous and the need to succeed is born not out of greed or career-furthering but grim necessity.

- **Traveller:** Sand-Walkers may learn (1) additional language of their choice.
- **Trader:** Reduce the cost of store items (-20%) + an additional 2% per Level.
- **Dune Blades:** Sand-Walkers gain (+d4) to melee combat damage with *scimitar*, *sickle*, and *dagger* weapons. At Level 5 they gain (+d6), and at Level 10 they gain (+d8).

DAY-WALKER

The Day-Walkers are the most common type of human. In better times, they were born to temperate climes, quiet cities, agriculture, and green fields. Often self-reliant and adept at learning crafts, Day-Walkers have long been the bulwark against the demonic incursions, and as such often congregate in cities surrounding epicentres of magic, such as Sentinel. They are often called upon to batter back the encroaching Old Night with steel and bravery alone.

- **Shield Bearers:** Day-Walkers gain (+50%) to the Armour Class bonus of *shields*.
- **Bravery:** In the first round of melee combat, the Day-Walker gains (+d4) to melee combat damage. At Level 5 they gain (+d6), and at Level 10 they gain (+d8).

ELF

"Nobility is a rare thing in this world. The elves represent the wisdom and power of ancient times. But we must ask the question, is the continuance of the beauty of yester-years not just another mark of intrinsic decay?"

Aptitudes: Intelligence (+7), Dexterity (+7)

Hit Points: 4d6

Skills: Arcana

Allocation Points: 4

Speed: d6+4

Movement: 12ft per action

Classes Available: Warrior, Ranger, Thief, Warlock, Necromancer, Druid, Paladin, Bard, Monk, Illusionist, Occultist, Artificer, Elemental

Languages: Common, Elvish

TRAITS

All Elves have the below **traits** as standard:

- **Keen Eyes:** Elves can **see in the dark** and add (+10ft) to the range of *ranged* weapons and **offensive spells**.
- **Perception:** Elves gain (+d4) to **detection** rolls and may re-roll failed **percentile rolls** to *detect hidden traps/objects*.

There are two opposing factions of the elves, those who live the ascetic high-cultured life of their distant ancestors, known as the high elves, and those who submit to their baser urges and embrace what might be called a more human and emotional existence, the dark elves. When creating an Elf character, you must choose from one of two origins below to determine their additional **traits**.

HIGH ELF

These highly civilised, but arrogant, elves live in crystal fortresses hidden deep within forests enchanted with warding magics. They do not take kindly to humans or any of the other races. Their pride, however, is some-

what warranted with their incredible magical and physical abilities. Sadly, most high elves were wiped out by the genocidal demonlord Vicarion I, and there are very few of their race left alive.

- **Ancient Teachings:** High Elves can **resist magic** (2% per point of Wisdom).

DARK ELF

The dark elves give in to their emotions and urges as a rebellion against their forefathers and the oppressive elven culture of their past. Their society is considered brutal and cruel by other civilisations, though dark elves are also known for a highly generous streak, not hoarding their knowledge like their high elf kin, whom they hate, but passing it on to younger races. Dark elves prefer to deal with humans and dwarves, whom they consider to be more enlightened and in touch with their atavistic selves.

- **Enrage:** Dark Elves gain (+d8) to melee **combat** damage when their hit points fall below 50%. They gain +1 **critical hit rank** when their hit points fall below 25%. These bonuses cease to apply as soon as their hit points rise above 50% or 25% respectively.

DWARF

“Stone is the foundation of all worlds. Stone that harbours so many secrets, that seems so solid, but in fact, cracks like fragile glass to reveal the deeper, substantial dark beneath.”

Aptitudes: Constitution (+7)

Hit Points: 7d6

Skills: Blacksmithing

Allocation Points: 5

Speed: d6+2

Movement: 8ft per action

Classes Available: Warrior, Thief, Druid, Paladin, Bard, Monk, Artificer, Elementalist, Gunslinger

Languages: Common, Dwarfish

TRAITS

There are two opposing factions of dwarves, the lazy city-dwelling dwarves, who have become accustomed to a life living off vast wealth they have inherited or else earned from an easily-plied craft, and the hard-working miners of the mountains, who religiously dig for gems, stones, and ore in the hope of winning honour with the Mountain King. When creating a Dwarf character, you must choose from one of two origins below to determine their other **traits**.

CITY DWELLER

After the many tragedies of the past, most dwarves have abandoned their mountain kingdoms in favour of living in the city alongside humans. These enterprising citizens often become experts in a trade, respected in the community, and valued by their peers. Holesworth Ale, for example, is considered one of the greatest beverages ever made, and was invented by one such dwarf living in the bustling humdrum of city-life.

- **Persuaders:** City Dwellers have the gift of the gab and therefore can re-roll failed **percentile rolls** to *persuade* or *convince* characters.

- **Personable:** City Dwellers also have the **Entertainer** skill.

MOUNTAIN DWELLER

These stalwarts of the old ways are often said to be made of the stone they dwell in: unemotive, stoic, given to few words. Their determination to live on in the darkening mountain kingdom is a testament to their resilience. At least, that's what some say. Others call it stubbornness.

- **Metal-Clad:** Mountain Dwellers gain (+25%) to the Armour Class bonus of *heavy armour*.
- **Determined:** Mountain Dwellers can re-roll the roll of a 1 on rolls 'to hit' in **combat**.

HALFLING

“**S**hadows cannot fall everywhere at once. For now, the halflings seem undimmed by the shadows of the Ever-Dark. But soon enough the sun will shift, the shadows change, and then their world will become like the rest.”

Aptitudes: Dexterity (+7)

Hit Points: 3d6

Skills: Entertainment, Diplomacy

Allocation Points: 6

Speed: d6+3

Movement: 8ft per action

Classes Available: Warrior, Ranger, Thief, Druid, Bard, Monk, Artificer, Elementalist, Gunslinger

Languages: Common

TRAITS

Halflings are rare in Dead World. Their gentle natures are not attuned to the brutality of a world surrounded by encroaching darkness. However, there are some communities that still thrive. Most halflings now live alongside humans, and find trade either in tobacco leaf, or as secret members of the Thieves' Guild. All Halflings have the below **traits** as standard:

- **Small & Sly:** Halflings can re-roll failed **percentile rolls** to *pickpocket*, *pick locks*, *steal* and can add (+d4) to rolls to **avoid detection**.
- **Nimble:** Halflings may add their Dexterity Bonus to their Armour Class.
- **Leaf Lover:** Halflings may double the number of hit points healed by consuming *smokes* during a **rest period**.

UNDEAD

“**S**ome pain lies so deep it continues in death and will not allow the body to fully rot away. So it is, the pain of this Dead World is so great, that many of its inhabitants do not die, but merely continue in new form.”

Aptitudes: Wisdom (+7)

Hit Points: 5d6

Skills: Arcana

Allocation Points: 4

Speed: d6+1

Movement: 10ft per action

Classes Available: Warrior, Thief, Warlock, Necromancer, Bard, Illusionist, Occultist, Gunslinger

Languages: Common, Narglect

TRAITS

- **Flesheater:** Undead may not consume *food, beverages* or *smokes* during **rest periods**. Instead, they can elect to consume *uncooked meat* or *corpse flesh*. Doing so restores +d8 hit points.

There are many kinds of Undead. When creating an Undead character, you must choose from one of three origins below to determine their **traits**.

VAMPIRIC

Parasites by nature, these creatures of the night are echoes of a once great darkness. It is said that the ancient Vampire Lords who first stepped from the marshes of Eres were some of the only beings capable of fighting the elder demons. It is perhaps for this reason that their kind is now tolerated by civilised peoples, and indeed, vampires are more adept than any other undead in penetrating the upper echelons of society.

- Vampires have a **speed** of (d6+5).
- **Two-Faced:** Vampires have the **Diplomacy skill**

- **Blood Drinker:** When a Vampire scores a **critical hit** in melee **combat**, they may regenerate (1) used **mana point**.
- **Loathe the sun:** Vampires can **see in the dark**. Double the damage of any **flaming** attacks made against a Vampire.

NECROTIC

Necrotic Undead are rare in Dead World. Unlike vampires and lycans, who are recipients of a curse, Necrotic Undead have willingly accepted the blessing of one of the great eldritch gods, causing their bodies to become houses of disease and putrefaction, and lending them unnatural toughness as a result.

- Necrotic Undead start the game with 6d6 hit points
- **Flesh-weaver:** Necrotic Undead have the **Leatherworking skill**.
- **Rotten:** Necrotic Undead can **resist disease** (4% per point of Constitution).
- **Bilious Excretion:** (Ability / 1 mana point): **Poisons** one melee weapon *or* ammunition stockpile (arrows/bolts). The **poison** is **power level** (3) and lasts for (4) **turns**.

LYCANTHROPIC

Shape-shifters are feared throughout the land for their tempestuous natures and superhuman power. However, there are some lycans who put their power to good use, despite their suffering. It is said that one Hugo The Third was a lycan, and that he would call upon his inner wolf in an hour of dire need. If only outsiders could see the shackles which the inner wolf imposes on its host.

- Lycans additionally have **aptitude:** Strength (7).
- **Predator:** Lycans have the **Hunting skill**.
- **Lycanthropic Transformation:** (Ability / 2 mana points): The Lycan transforms into a hideous beast of legend. The Lycan doubles their **maximum hit points** and increases their Strength by (2d6) points (which may exceed the maximum of 24). The Lycan may not use weapons while transformed and instead attacks with bestial claws (melee weapon) which deal (4d6)

damage + Strength Bonus. If the Lycan kills a living creature with a melee attack, it restores d8 hit points. The Lycan may not cast spells or speak while transformed but may still benefit from any existing stat bonuses or spells that have already been cast. The Lycan increases their **movement** to 16ft per **action** while transformed and may re-roll *jump*, *climb*, and *break down door percentile rolls*. The Lycan does not gain **Experience Points** while transformed. When the Lycan chooses to revert back to their normal state, they will suffer the **traumatised** insanity effect for (6) **turns**.

RATKIN

In the dank places, where flames are almost extinguished, new life shall rise, and the flame shall fear it, the world shall not be able to impede its coming. The number of the life shall be multitudes and the nature shall be verminous."

Aptitudes: Dexterity (+7)

Hit Points: 3d6

Skills: Leatherworking

Allocation Points: 5

Speed: d6+4

Movement: 12ft per action

Classes Available: Warrior, Thief, Warlock, Necromancer, Druid, Illusionist, Occultist, Artificer, Gunslinger

Languages: Common, Rattle

TRAITS

The most despised of all the races in Dead World, save perhaps for the Mucocelians, ratkin are shunned wherever they go, mostly eking out a hidden existence in the sewers of human cities. However, underestimate the ratkin at your peril. Their ingenuity has yet to be harnessed fully in the fight against true darkness.

- **Tail:** Ratkin can re-roll failed *climb* and *jump* **percentile rolls**.
- **Ambidextrous:** Ratkin gain Strength and Dexterity Bonuses on their off-hand weapon when **dual wielding**.
- **Gutter Existence:** Ratkin can **resist poison** (3% per point of Constitution) and are **immune** to **dirty** and **wet** effects.

LIZARDKIN

“**T**he scaled ones were once masters of this earth before they were cursed with weakness and exiled from civilised ways into the swamps and marshes of the world. They pray for a time in which the tables will turn once again, and their king will lead them to dominion.”

Aptitudes: Strength (+7)

Hit Points: 4d6

Skills: Alchemy

Allocation Points: 5

Speed: d6+2

Movement: 10ft per action

Classes Available: Warrior, Ranger, Thief, Warlock, Necromancer, Druid, Paladin, Bard, Elementalist, Occultist

Languages: Common, Rattle

TRAITS

Due to their appearance, the lizardkin are often thought of as stupid savages despite their incredible knowledge of flora, fauna, and the natural world – knowledge which could potentially save Dead World. During the Era of Empires, they were either enslaved by the southern Lord Swole or forced into military service to the empire of New Numibia. The lizardkin armies serving under Grammaticus Everyman and Mortus, The Dread Necromancer, became feared through the land. However, they were liberated by Tydarr, The Dragon King, who proved the spirit of the lizardkin could not be suppressed so easily.

- **Tail:** Lizardkin can re-roll failed *climb* and *jump* percentile rolls.
- **Amphibious:** Lizardkin can **hold their breath indefinitely underwater**.
- **Scaly Skin:** Lizardkin can **resist fire** (4% per point of Constitution)
- **Tribal:** Lizardkin gain (+d4) to melee **combat** damage with *hammer, club, maul, & mace* weapons. At Level 5 they gain (+d6), and at Level 10 they gain (+d8).

DEMONKIN

“Not all darkneses are of the same sable. Some are cut from another cloth and distinguish themselves from their all-covering parent. Who knows what these errant scraps of dark might achieve in a dying world?”

Aptitudes: Intelligence (+7)

Hit Points: 4d6

Skills: Arcana

Allocation Points: 6

Speed: d6+2

Movement: 10ft per action

Classes Available: Warrior, Thief, Warlock, Necromancer, Bard, Monk, Illusionist, Occultist, Gunslinger

Languages: Common, Eldritch

TRAITS

When creating a Demonkin character, you must choose from one of three origins below to determine their **traits**.

NETHER-THRALL

Lesser demons can sometimes find ways to secure their manifestation on the physical plane. Though retaining many aspects of their ethereal nature, they become gifted with corporeal bodies and corporeal needs. As creatures who were first born in spirit, not flesh, they feed off emotional realms as much as physical. As a result, Nether-Thralls often end up sowing discord and grief among the communities they perforate. Whilst some continue to serve their dark masters (who remain bound in the Ever-Dark), many use it as an opportunity to break free from the Dark's hold, and become arbiters of their own strange destinies.

- **Demonic Shield** (Spell / 1 mana point): (+d6) points to Armour Class (self only). This effect lasts for (3) **turns**.

- **Psychic Tear:** When afflicted by an **insanity effect**, a Nether-Thrall may choose to remove it (without having to roll) and then re-allocate it to an ally or enemy within 10ft.
- **Flesh of Ether:** Nether-Thralls can **resist magic** attacks (2% per point of Wisdom).

HALF BREED

Though reviled by all peoples, couplings between demon and other races are known to occur. When they do, the result is a half-breed: violent, potent, and vengeful. Half Breeds are the most easily identifiable of all demonkin. Bearing some physical characteristics of their non-demon parent, their flesh is also infused with the ethereal Ever-Dark, which gives them surges of unholy power. What they lack in subtlety, they more than make up for in their inherited strength.

- **Blood Lust:** When a Half Breed scores a **critical hit** in melee **combat**, they may immediately make a bonus attack on the same target without using an **action**.
- **Enflame:** (Ability / 1 mana point): Enchant one melee weapon *or* ammunition stockpile (arrows/bolts) to become **flaming**. The **flame** is **power level** (2) and lasts for (6) **turns**.

CORRUPTED

Some humanoids are so deviant, malignant, and twisted that they attain demonhood through their deeds alone, raised by the demonic gods to new heights where they might enact greater depravities. Rubrick The Deceiver was one such corrupted, granted unearthly powers as a result of his unspeakable acts. The corrupted are the subtlest of all demonkin but by no means the least potent.

- **Strike From The Shadows:** Corrupted gain (+d4) to rolls to **avoid detection**. They may **see in the dark**. In addition, when fighting in **darkness**, they gain (+2) to all 'to hit' rolls.
- **Resourceful Evil:** Corrupted may choose to learn (2) additional **skills** of their choice.

ORCS

*“**B**rutal and proud, orcs are truly a force to be reckoned with. Their tight-knit society resists the encroachment of the Ever-Dark for the moment, but can they stem the tide of corruption bearing down upon them or will the orcs fade away with the rest of them?”*

Aptitudes: Strength (+7), Constitution (+7)

Hit Points: 5d6

Skills: Hunting

Allocation Points: 3

Speed: d6+2

Movement: 12ft per action

Classes Available: Warrior, Ranger, Druid, Bard, Elementalist

Languages: Common, Orcish

TRAITS

There are two highly distinct sub-races of Orc present in the Dead World. When creating an Orc character, you must choose from one of two origins below to determine their **traits**.

PUREBLOOD ORC

An oxymoron if ever there was one, these orcs live in tribes where strength is prized most highly indeed. Each tribe is ruled in a strict patriarchal hierarchy, led by a high chief. His word is law and, until he is defeated in war and ritually slain by another tribe, he holds his position as a despot utterly unquestioned. Xenophobic and argumentative, they are not to be crossed lightly.

- **Tribal:** Pureblood Orcs gain (+d4) to melee **combat** damage with *hammer, club, maul, & mace* weapons. At Level 5 they gain (+d6), and at Level 10 they gain (+d8).
- **Enrage:** Orcs gain (+d8) to melee **combat** damage when their hit points fall below 50%. They gain +1 **critical hit rank** when their hit points fall below 25%. These bonuses cease to apply as soon as their hit points rise above 50% or 25% respectively.

- **Cleansed Bloodlines:** Stronger in groups containing their own kind, they may add (+1) on 'to hit' rolls if there is another Pureblood Orc within 6ft. The maximum bonus on 'to hit' rolls Pureblood Orcs can receive from this **trait** is (+3).
- **Argumentative:** Pureblood Orcs suffer from 'foot in mouth syndrome' and are extremely xenophobic; they do not benefit from Charisma Bonuses whenever there are other Races present.

HALF-ORC

Sadly these maligned creatures are often killed in infancy by their Pureblood counterparts. They are the products of Pureblood Orcs mating with other races of the Dead World. They are few in number and deeply resent their parent race for good reason. Dangerous, brooding and almost always more intelligent than Pureblood Orcs, Half-Orcs may one day come to dominate their oppressors.

- Replace the **aptitude** Strength (+7) with Charisma (+7). Half-Orcs start with **speed** (d6+3).
- **Death or Exile:** Relying on a combination of wits and pure strength of character to survive can breed a special kind of person. Half-Orcs may re-roll a failed Charisma-based **percentile roll**.
- **Blood Vengeance:** All ranged and melee attacks made by a Half-Orc against a Pureblood Orc target gain (+d6) on 'to hit' rolls.
- **Adaptability:** Half-Orcs may choose to play as any Class and, only once per campaign, they may permanently exchange an ability or spell on their chosen path for the counterpart ability on the opposite path.

FEATHERFOLK

“Squalling and squawking their way across Dead World, the Featherfolk have only recently been discovered. Their impact has surely been felt by the Ever-Dark, but what can this bright and versatile race bring to counter the encroaching gloom?”

Aptitudes: see below

Hit Points: 3d6

Skills: see below

Allocation Points: 6

Speed: d6+5

Movement: 10ft per action, **flying**

Classes Available: All Classes

Languages: Common

TRAITS

All Featherfolk have the below **traits** as standard:

- **Flighted:** All Featherfolk have the gift of wings, and therefore may re-roll failed *jump* **percentile rolls** and halve any **fall damage**.

There are four different sub-races of Featherfolk present in Dead World. When creating a Featherfolk character you must choose from one of four origins below to determine additional **traits**.

SCRAHEELI

Majestic and discerning, Scraheeli are the most martially inclined of their Featherfolk kin, taking their heritage from eagles. Confident warriors, they make magnificent allies for those they come to trust, but they never forget grudges endured against those who wrong them or wound their lofty pride.

- **Aquiline Features:** Sraheeli start with additional **aptitude** in Dexterity (+7) as well as the **Hunting** and **Leatherworking** skills.
- **Flesheater:** Sraheeli may not consume food, beverages or smokes during **rest periods**. Instead, they can elect to consume uncooked meat or corpse flesh. Doing so restores +d8 hit points.
- **Keen Eyes:** A character or creature with **keen eyes** can **see in the dark** and add (+10ft) to the range of *ranged* weapons and **offensive spells**.
- **Screeching Beak:** Their beaks may be used as stabbing weapons during unarmed **combat**, causing (d6) damage per melee attack.

TWAE'HÜL

Living up to the old fables, Twae'hül are the wisest of the Featherfolk, taking their lineage from mighty owls. They often live solitary lives, away from the disturbances wrought upon them by other races, preferring a life of loneliness and consideration. Twae'hül hermitages are known for their serene tranquillity.

- **Strygian Features:** Twae'hül start with additional **aptitude** in Wisdom (+7), as well as the **Arcana Skill**.
- **Strike From The Shadows:** A character or creature with **strike from the shadows** gains (+d4) on rolls to **avoid detection**. They may **see in the dark**. In addition, when fighting in **darkness**, they gain (+2) to all 'to hit' rolls.
- **Fabled Scholars:** When casting **spell-scrolls**, Twae'hül may add (+1) to the **power level** of their cast. For example, a **spell-scroll** normally cast at **power level** (4) would be cast at **power level** (5). If combined with the Artificer's "Divine Imbuer" Ability, the additional (+1) to the **power level** of the **spell-scroll** from **Fabled Scholars** is added *after* the **power level** is doubled by "Divine Imbuer", and not before.

COROOI

Tricky, flighty, and highly intelligent, the Corooi come in many guises. Their most common forms are anthropoid ravens and magpies. They have been known to secretly hoard stashes of wealth and they cherish learning and knowledge as much as they do coin.

- **Corvidian Features:** Corooi start with an additional **aptitude** in Intelligence (+7) and Dexterity (+7), as well as the **Blacksmithing Skill**.
- **Covetous:** Corooi may double any copper, silver, or gold pieces obtained from looting or theft, as well as any materials they harvest from “destroying” items (such as when using the **Blacksmithing skill**).
- **Murder of Crows:** Corooi are natural team players, and may add (+1) on ‘to hit’ rolls if there is another Corooi within 6ft. The maximum bonus on ‘to hit’ rolls Corooi can receive from this **trait** is (+3).

IRILLANTEANS

Iridescent beauties, resembling kingfishers, Irillanteans exude charisma. They are natural show-offs and have a great affinity for the water. They consider charm as deadly as a well-placed blade. They make excellent corsairs and are known for plundering coasts at the whims of exuberantly feathered pirate lords.

- **Halcyon Features:** Irillanteans start with an additional **aptitude** in Charisma (+7), as well as the **Diplomacy** and **Entertainment skills**.
- **Preening:** They take their appearance seriously, adding (+3) to their base Armour Class (for a **base AC score** of 8). They may also spend (1) **mana point** and **action** to preen themselves, healing (2d6) lost hit points.
- **Garrulous:** They may learn up to (3) additional languages of the player’s choice.

PLANTFOLK

*“**H**ewn from natural fibres, they bleed sap, not blood. Plantfolk are as old as Dead World itself. They grow, quiet and modest, in the background while other races occupy centre stage. Will the magic that animates them resist the harvest of the Ever-Dark?”*

Aptitudes: Constitution (+7)

Hit Points: 7d6

Skills: Arcana

Allocation Points: 4

Speed: d6+1

Movement: 6ft per action

Classes Available: Warrior, Ranger, Warlock, Necromancer, Druid, Paladin, Monk, Elementalist

Languages: Common, Leaf tongue

TRAITS

There are three different sub-races of Plantfolk present in Dead World. When creating a Plantfolk character you must choose from one of three origins below to determine their **traits**.

ILEEXIANS

Common folk with their cloaks of skin and biting tools once spoke in hushed tones of green men of the forest. Ileexians guard the trees of the oldest and deepest primeval forests on the face of Dead World. Possessed of a remarkable affinity for mage-craft, they make excellent wizards and alchemists, efficiently channelling the arcane energy flowing through their woody flesh into their, sometimes occult, designs.

- **Sap Circulation:** Ileexians may double the number of hit points restored by spells, potions, or abilities. However, any **flaming damage** they suffer is also doubled.
- **Flammable Sap** (Ability / 1 mana point): The Ileexian may use their excreted sap to enhance the efficacy of an existing flame. The Ileexian may choose to use this ability on a weapon or

ammunition stockpile that already deals **flaming damage**; they can increase the **power level** of the **flaming damage** by (+d3). This may only be done once (in other words, the **flaming damage** may not be raised multiple times by the same ability). In addition, they may use their sap to keep fires burning longer that would otherwise extinguish. They may increase the length of time a “torch” item burns by (+d6) **turns**, and any other flame by (+d4) **turns**.

- **Earth Knowledge:** Ileexians have access to the **Alchemy skill** and, due to their barkskin vessels, do not require any equipment in order to brew or store potions and poisons. They do still require the necessary ingredients, however.

MUCOCEELIANS

As rare as they are reviled, it is said that Mucocelians are not really plants at all, but closer to creatures instead. They are foul, decaying monstrosities, mouldering mushrooms in the vain shapes of men. When they die, they return to the foetid earth from which their colony oozes, bursting into a cloud of toxifying spores to curse the area around them forever thence and reseeding their brood.

- **Bilious Excretion:** (Ability / 1 mana point): **Poisons** one melee weapon *or* ammunition stockpile (arrows/bolts). The **poison** is **power level** (3) and lasts for (4) **turns**.
- **Hive Mind:** Mucocelians receive an additional (+2) to their Wisdom stat for every other non-hostile Mucocelian within 30ft. This cannot increase their Wisdom beyond the maximum of 24. Please note, this also means that Mucocelians can automatically sense the presence of other Mucocelians (hostile or otherwise), even when **hidden** or **sneaking**, within 30ft.
- **Spore Detonation** (Ability / 1 mana point): If the Mucocelian takes damage during melee **combat**, they can choose to emit a cloud of soporific spores that **knocks back** their aggressor (d8)ft and causes **overpower**.

KAIREDAX

Many a man has died cursing the day he realised too late that certain plants do indeed consume meat to sustain themselves. Kairedax are green and eyeless beings, taking after limbed pitcher plants and venus flytraps in appearance. They sense the world differently than most other races, rarely straying from the squalid comfort of their native bogs and swamps.

- **Blind Hunger:** Kairedax have no eyes and are thus **immune** to **blinding** and can **see in the dark**. They also gain access to the **Hunting skill**.
- **Flesheater:** Kairedax may not consume *food, beverages, or smokes* during **rest periods**. Instead, they can elect to consume uncooked meat or corpse flesh. Doing so restores +d8 hit points.
- **Scopulae:** Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb* **percentile rolls**. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.

CENTAUR

“Soon, even the old ways will be corrupted, and those that once stood for martial excellence will stoop to bloodshed for the sake of joy and money, like all the rest. The Centaurs may deem themselves above the petty rivalries of dwarves, demons, and elves, but soon they will become just as embroiled, with just as much blood on their hands.”

Aptitudes: Wisdom (+7)

Hit Points: 6d6

Skills: Hunting

Allocation Points: 2

Speed: d6+2

Movement: 18ft per action

Classes Available: Warrior, Ranger, Warlock, Druid, Paladin, Bard, Occultist, Elementalist

Languages: Common, Elvish

TRAITS

CENTAURS ARE FEARSOME, living in the craggy mountainous regions that hem in Paradis and Sentinel. For a long time, their presence has been largely disregarded by the other races of Dead World, for the Centaurs were content to stay away from the warfare and politics of others, preferring to continue to train and fight amongst themselves, considering that a far nobler and glorious pursuit. However, in the Era of Empires, where the world faces upheaval it has never known, the Centaurs are now forced to fight to defend their land. The less honourable among them have also recognised the warring city-states' need for adept calvary, and have sold themselves out as mercenaries to the highest bidder.

- **Horsepower:** Centaurs are noble yet fierce creatures, half-human and half-horse; this gives them significant combative advantages when fighting smaller and less mobile creatures. They therefore always count as being **mounted** (see rules for Mounted Combat) when determining melee damage in the first round of **combat**. Unlike standard **mounted** characters, they do not suffer a

penalty on “to hit” rolls when using *ranged* weapons. In addition, they have the capacity to carry (1) humanoid-sized character on their back in the same way as a **mount**. When a character is carried by the Centaur in this way, they also count as **mounted**. Lastly, Centaurs cannot themselves **ride mounts** under any circumstances.

- **Ungainly Size:** Centaurs lack the natural tools to be able to hide or creep; their hooves and general size prevent stealthy manoeuvres. Therefore, Centaurs gain (-d8) on all rolls to **avoid detection**. If a Centaur becomes a Ranger, they may not take the Path of the Protector, but must take the Path of the Hunter. Finally, Centaurs will struggle to use ropes or other such climbing tools designed for four-limbed creatures.



WARRIOR

Perhaps the greatest warrior of legend is none other than Tydarr, The Dragon King. A lizardkin of abnormally large size and strength, Tydarr claimed the blood of true dragons flowed through his veins. Capable of crushing skulls with a single taloned hand, Tydarr was feared by even the most skillful and arrogant of warriors and mages alike. He singlehandedly slew the Filth Beast in the arena of Sewer-town and battled the Lightning Lord in single combat during the quest for the Nameless Blade. In later years, he freed the slaves of Dis under the cruel rule of Lord Swole, leading them in rebellion against the empire of New Numibia.

EQUIPMENT ALLOWANCES

- Warriors may wear *clothing, light armour, & heavy armour*.

LEVEL 2 – TOUGHNESS

Warriors are particularly hardy and therefore can add (+d8) to their base **maximum hit points** and a further (+d4) increase each time they **level up**.

LEVEL 4 – RENDING STRIKE

(Ability / 1 mana point): The Warrior makes (1) attack which hits automatically. The attack causes **grievous bleeding** in addition to normal weapon damage.

LEVEL 6 – STUNNING BLOW

(Ability / 1 mana point): The Warrior targets (1) enemy. The target suffers (1) melee attack from the Warrior which automatically hits. The attack causes the **dazed** effect for (2) **turns**. In addition, the opponent must make a **save throw** (Constitution versus Strength). If they fail, then they are **paralysed** for (1) **turn**.

At LEVEL 8, Warriors may choose either the Path of Fury or the Path of Courage.

THE PATH OF FURY

LEVEL 8 – SWEEPING STRIKES

(Ability / 1 mana point): The Warrior makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.

LEVEL 12 – MORTAL STRIKE

(Ability / 2 mana points): The Warrior makes (1) melee attack which hits automatically. The attack counts as a **critical hit** and causes an additional (+6) damage for each point of Strength Bonus the Warrior has (the additional damage is added *after* the initial damage is calculated and doubled, rather than *before*).

LEVEL 16 – TYDARR'S MIGHT

The Warrior is so strong they may now treat *two-handed* weapons as *one-handed*.

LEVEL 18 – RAGING WARGOD

The Warrior may attack with their main-hand weapon twice in (1) **action**. If **dual wielding**, the Warrior may attack with their main-hand weapon twice and off-hand weapon twice. In addition, if the Warrior scores a **critical hit** with one of their attacks, they will deal **earth damage** at **power level** (4) in addition to any other damage. Furthermore, at the start of the **turn**, before any **actions** are taken, the Warrior may choose to focus all of their furious might into tearing through their enemies at the cost of (4) **mana points**. This means that they may re-roll all failed 'to hit' rolls with melee weapons and add +2 **critical hit rank** for the duration of the **turn**.



THE PATH OF COURAGE

LEVEL 8 – DEFENDER

Warriors can *dodge* enemy attacks at the cost of (1) **mana point** per attack. To *dodge*, a Warrior rolls a d20 + Dexterity Bonus score. If the result is equal to or greater than the opponent's roll 'to hit', the attack is nullified (the damage is reduced to 0). If the Warrior fails to *dodge* the attack, no **mana point** is deducted. **Critical hit** attacks, **offensive spells**, and abilities cannot be *dodged*. If the Warrior rolls a natural 20 when *dodging*, the dodge becomes a *parry*. The Warrior then may make (1) free counterattack on the opponent with their main hand weapon even though it is not their **turn**.

LEVEL 12 – RAM

(Ability / 1 mana point): The Warrior chooses up to (2) enemies in **combat**. They are **knocked back** a number of (ft) equal to (d6) + the Warrior's Strength Bonus score. This effectively can end **combat**.

LEVEL 16 – WARRIOR'S HEART

The Warrior gains **regeneration** (d4). When the Warrior is reduced to 0 hit points, they may re-roll a failed **death save**.

LEVEL 18 – SPELLSWORD COUNTER

(Ability / 2 mana points): In addition to being able to *dodge* enemy melee attacks, the Warrior may also use their weapon or shield to *deflect* enemy magic, Combat Abilities, or ranged attacks for the cost of (2) **mana points**. Once per **full turn cycle**, the Warrior may activate “Spellsword Counter” during an opponent’s **turn**, after the foe has declared that they are going to cast an **offensive spell**, or use a Combat Ability or ranged attack on the Warrior. If the Warrior *deflects* a ranged attack, then the damage is reflected onto the attacker. If they *deflect* an **offensive spell**, they may choose to reverse the effects of the spell upon the caster. If the spell cast against them created multiple projectiles, then only the projectiles which hit the Warrior are reflected onto the caster. If the spell would confer a status effect or other effect, then that effect is also reflected in addition to any damage. This ability may only be activated once per **full turn cycle**.



RANGER

Hawkeye Harrigan, a dark elf known throughout Dead World for his keen vision, is said to have slain the black dragon of the Demonkeep with a single arrow. After venturing to the lost citadel of Sentinel, on a quest for the Nameless Blade, his exploits became the stuff of legend. Among other heroic deeds, Harrigan killed Peridell and Aron The Avatar, two of the last surviving knights of Fort Vanguard, thus truly bringing an end to the Aronian Era. Even Mortus, The Dread Necromancer, is said to have feared Harrigan's deadly arrows, and so was quick to offer him a position of power in the empire of New Numibia.

EQUIPMENT ALLOWANCES

- Rangers may wear *clothing & light armour*.
- Rangers do not receive stat bonuses when using *two-handed* weapons.

LEVEL 2 – SNEAK ATTACK

If a Ranger is **sneaking** and has not been **detected** and they make an attack (melee or ranged) on an opponent, that attack will be classified as a **sneak**

attack. Sneak attacks cause normal damage +(2d6) + an additional (d6) for each point of Dexterity Bonus score the Ranger has.

LEVEL 4 – HUNTER’S SHOT

(Ability / 1 mana point): The Ranger makes (1) ranged attack with their equipped weapon which hits automatically. The attack causes **crippling** in addition to any normal damage.

LEVEL 6 – ARROW FLURRY

(Ability / 1 mana point): The Ranger makes up to (3) ranged attacks with their equipped *ranged* weapon in (1) **action**, rolling ‘to hit’ as normal.

At **LEVEL 8**, Rangers must choose either the Path of the Hunter or Path of the Protector.

THE PATH OF THE HUNTER

LEVEL 8 – ENVENOMED SHOT

(Ability / 1 mana point) The Ranger may make (1) ranged attack with their equipped weapon that automatically hits. In addition to any other damage or effects, the attack is **envenomed** and **poisoned** at **power level** (x) where x = the Dexterity Bonus score of the Ranger.

LEVEL 12 – UNEARTHLY ACCURACY

The Ranger adds (+10ft) to the range of *ranged* weapons and a permanent +1 **critical hit rank**.

LEVEL 16 – PINNING SHOT

(Ability / 2 mana points) The Ranger may make (1) ranged attack with their equipped weapon that automatically hits. In addition to any other effects, the attack **paralyses** for (d3) **turns**.

LEVEL 18 – SLAYER OF MONSTERS

(Ability / 2 mana points) The Ranger may make (1) ranged attack with their equipped weapon that automatically hits. The attack causes (d20) damage for each point of Strength Bonus score the *target* has (in other words, “Slayer of Monsters” will do more damage the more powerful the target). In addition, if the target is more than 30ft tall, this attack will also **overpower** and inflict **grievous bleeding**.



THE PATH OF THE PROTECTOR

LEVEL 8 – TAMER OF WILD THINGS

The Ranger may take a unique pet: either a Sabre Cat, White Wolf, or Empiric Eagle (see Bestiary for details). The pet becomes a lifelong companion and will accompany the Ranger on their adventures. Pets can perform (3) **actions** per turn at the Ranger’s discretion, as though they were **adventurers** in the party. If the Ranger is **hidden**, pets are considered to be equally **hidden** with their master.

LEVEL 12 – ONE WITH THE WOODS

The Ranger gains (+d6) to rolls to **avoid detection** in a forest-setting and (+d3) in all other settings. The Ranger can additionally *climb* trees or vines without having to make a **percentile roll**.

LEVEL 16 – UNBREAKABLE BOND

The Ranger’s bond with their pet deepens, therefore, the pet learns (1) of the following additional abilities of the Ranger’s choosing:

- **Shadowmeld** (Ability / 1 mana point): The creature is able to phase in and out of reality, making it almost impossible to hit. Once activated, when the creature is struck by an attack, they may ask the enemy to re-roll the damage roll of the attack. They may only ask for the damage to be re-rolled once and must

accept the result of the second roll. If the creature is **mounted**, then the **riders** also benefits from this effect. “Shadowmeld” lasts for (6) **turns**.

- **Disengage** (Ability / 1 mana point): The creature engaged in melee **combat** may immediately move (d6)ft + Dexterity Bonus in any direction (including over other characters or monsters, so long as they end their movement in an open space), effectively ending the **combat**.
- **Fearless**: This creature is **immune** to all insanity effects.
- **Sneak Attack**: (see Special Rules)
- **Grapple** (Ability / 1 mana point): This ability may target (1) enemy within melee range. The attack automatically hits and causes (0) damage. The target must make a **save throw** (Constitution versus Strength) or suffer **paralysis** for (1) **turn**.

LEVEL 18 – LORD OF BEASTS

The Ranger’s pet increases in size and becomes a **rideable mount**. In addition, the pet increases its hit points by (+50%), its **movement** by (+10ft) per **action**, and each of its stats by (+d8). While **mounted**, the Ranger does not suffer penalties ‘to hit’ with *ranged* weapons like normal **riders**. In addition, the Lord of Beasts may command and control up to (3) creatures of the same type as their pet, without having to make a **percentile roll**. For example, a Lord of Beasts **mounted** on an Empiric Eagle may command up to (3) eagle-type beasts. Humanoid characters or **adventurers** cannot be controlled in this way.



THIEF

Among thieves, there are many legendary names, but no two more potent than those of the halfling, Eadric Foxcloak, founder of the Thieves Guild, and Craeg The Defiler. Whereas Eadric Foxcloak's name is a benchmark of integrity and justice, Craeg's name serves as a reminder that the worst things that haunt the dark are often human, or were once. The two thieves came to blows during the quest for the Nameless Blade, where Eadric is said to have cut off Craeg's hand just as it swung the Nameless Blade. Had Eadric not disarmed The Defiler, then there is no knowing what might have become of reality itself. Some histories indicate that Craeg was slain during the final battle by Alan Holesworth, his body cast off the peak of the black tower housing the Nameless Blade. However, no account records the finding of his body.

EQUIPMENT ALLOWANCES

- Thieves may wear *clothing & light armour*.
- Thieves do not receive stat bonuses when using *two handed* weapons.

LEVEL 2 – SNEAK ATTACK

If a Thief is **sneaking** and has not been **detected** and they make an attack (melee or ranged) on an opponent, that attack will be classified as a **sneak attack**. **Sneak attacks** cause normal damage $+(2d6)$ + an additional $(d6)$ for each point of Dexterity Bonus the Thief has.

LEVEL 4 – HAIL OF KNIVES

(Ability / 1 (+1) mana point): The Thief creates (4) projectiles, and makes up to (4) ranged attacks. The attacks may be allocated to a single target or divided among a number of targets equal to the number of projectiles thrown. The targets must be within **throwing** distance. Each projectile hits automatically and causes $(d6)$ + Strength Bonus damage. When activating “Hail of Knives”, the Thief may spend (+1) additional **mana point** in order to substitute the created projectiles for throwing weapons in their inventory. These must be *one-handed* “dagger” or “knife”-type weapons, as larger weapons will be too difficult to throw in this way. If the Thief does this, replace the $(d6)$ damage value of each projectile with the damage of the chosen weapon thrown. Bear in mind that this might be used to throw **poisoned**, **magical**, or other **augmented** weaponry.

LEVEL 6 – DISENGAGE

(Ability / 1 mana point): A Thief engaged in melee **combat** may immediately move $(d6)\text{ft}$ + Dexterity Bonus in any direction (including over other characters or monsters, so long as they end their movement in an open space), effectively ending the **combat**. Please note that a Thief using this ability to escape combat will *not* suffer **fleeing strikes**.

At **LEVEL 8**, Thieves may choose either the Path of Masques or the Path of Silence.

THE PATH OF MASQUES

LEVEL 8 – THROW DIRT

(Ability / 1 mana point): The Thief may make (1) melee attack that automatically hits. The attack causes (0) damage, inflicts the **dirty** effect, and **blinds** the target for (3) **turns**. Once “Throw Dirt” has been cast on a target, it may not be cast on them again even after its effects have worn off, as the target will now be wise to this dirty trick.

LEVEL 12 – FIRE BOMB

(Ability / 1 mana point) The Thief makes (1) ranged attack within **throwing** distance. The attack causes (2d6) damage and **flaming damage** at **power level** (6). In addition, if the target is humanoid, it causes the **dazed** effect. The “Fire Bomb” may also be utilised as a **trap item**.

LEVEL 16 – IMPERSONATE

The Thief can expertly mimic voice, appearance, and bearing. The Thief can speak all languages. The Thief may spend (1) **turn** “studying” a humanoid target. The Thief may then spend (1) **mana point** to mimic that person exactly for (8) **turns**.

LEVEL 18 – LIGHTNING BLADES

The Thief counts as **ambidextrous**. The Thief may attack with their main-hand weapon twice in (1) **action**. If **dual wielding**, the Thief may attack with their main-hand weapon twice and off-hand weapon twice. The Thief raises their **critical hit rank** by (+2) permanently. In addition, when the Thief causes a **critical hit**, their attack will also inflict **lightning damage** at **power level** (4) in addition to any other damage. The Thief gains **resist lightning** (25%). If they are struck by a **lightning damage** attack or spell and successfully **resist** it, they may **imbue** their currently **equipped** weapon with **lightning damage** of a **power level** equivalent to the power of the attack that struck them. The **imbued lightning damage** lasts for (3) **turns**, after which it dissipates.



THE PATH OF SILENCE

LEVEL 8 – LOOTER

The Thief increases their inventory slots to a base of (30). In addition, the Thief may make a **percentile roll** to *detect treasure within 60ft* (4% per point of Intelligence). The Thief may re-roll failed *pickpocket* and *steal percentile rolls*.

LEVEL 12 – TREAD SOFTLY

The Thief gains (+d4) to rolls to **avoid detection**. The Thief automatically succeeds in **percentile rolls** to *pick locks* and *pickpocket*. In addition, the Thief may spend (1) **mana point** to create a distraction that will draw the attention of a humanoid enemy; this could narratively take the form of throwing a stone, channelling magic to create a small flashing light, making a tapping sound on wood, or even something more drastic, such as mimicking a cry of distress. The distraction may be “placed” anywhere within 20ft of the Thief. Any enemies within 12ft of the distraction must make a **save throw** (Intelligence versus Dexterity) or else turn to face the distraction and spend (1) **action** moving toward it in their next **turn** (provided that something does not happen in the interim that makes them aware of a bigger threat or categorically reveals the Thief).

LEVEL 16 – PIERCING STRIKE

(Ability / 2 mana points): The Thief makes (1) melee attack which automatically hits. The attack counts as a **critical hit** and causes an additional (+4) damage for each point of Dexterity Bonus score the Thief has (the additional damage is added *after* the initial damage is calculated and doubled, rather than *before*). In addition, the target’s AC is reduced by (-1) for each point of Dexterity Bonus score the Thief has.

LEVEL 18 – VANISH

(Spell / 2 mana points): This spell cannot be activated in **combat**. The Thief turns fully **invisible**, meaning they cannot be **detected** regardless of whether they are in **line of sight**. “Invisibility” lasts for (6) turns. “Invisibility” ends when the Thief attacks.



PALADIN

Paladins are usually righteous and upright, but the most infamous of their kind is undoubtedly the corrupted demonkin Pravus Lex, whose disgusting degeneracies can scarcely be catalogued. He is said to have indulged in every perversion of the flesh known, though other reports claim that he was devotedly – and purely – infatuated with the warrior-queen Lady Krull of the Silver Keep. Though his motives can scarce be guessed at, Pravus Lex opposed the empire of New Numibia and rode alongside Lady Krull in the Siege of the Flesh Market. A gifted arcanist and surgeon, he is said to have forged the Black Hand of Arcturus, and the two are even rumoured to have been friends.

EQUIPMENT ALLOWANCES

- Paladins may wear *clothing, light armour, & heavy armour*.
- Paladins do not receive stat bonuses when using *ranged* weapons.

LEVEL 2 – HEALING MIRACLE

(Spell / 1 mana point): The Paladin may choose to cast this spell on themselves or (1) ally within 6ft. “Healing Miracle” restores d6 hit points for each Intelligence Bonus point the Paladin has. In the case of the Paladin having an Intelligence Bonus score of (0), it will heal d6 hit points as a minimum.

LEVEL 4 – HOLY FIRE

(Spell / 1 mana point) The Paladin may enchant (1) weapon with **holy, flaming damage** at **power level** (x) where x = the Intelligence Bonus score of the Paladin. The enchantment lasts for (6) **turns**.

LEVEL 6 – ARMOUR OF THE DIVINE

(Spell / 1 mana point): The Paladin may choose to cast this spell on themselves or (1) ally within 6ft. “Armour of the Divine” confers **resist fire** (100%), **resist magic** (100%) for (3) **turns**.

AT **LEVEL 8**, Paladins may choose the Path of the Saint, or Path of the Judge.

THE PATH OF THE SAINT

LEVEL 8 – RESTORE

(Spell / 2 mana points): The Paladin may choose to cast this spell on themselves or ally within 6ft. It heals all lost hit points, and cures the **venom**, **frostbite**, and **bleeding** status effects.

LEVEL 12 – BLESSINGS

(Spell / 1 mana point): All allied **adventurers** within **line of sight** gain **regenerate** (2d6) and (+1) to ‘to hit’ rolls. This includes the Paladin. “Blessings” lasts for (6) **turns**, and then dissipates.

LEVEL 16 – HOLY BEING

The Paladin can perform greater miracles. They may spend (1) **mana point** to do any of the following: bless water (see “Vial of Holy Water” in the Equipment Store), purify liquid (remove **poison** of up to **power level** (6) from any beverage or potion), walk on water, create food (the type of food created is at the Game Master’s discretion), **cure disease** with touch, **cure blindness** with touch, **revive** with touch, or cure **crippled** with touch.

LEVEL 18 – REVIVAL

(Spell / 6 mana points) Resurrect one **adventurer**, character, or creature from **permanent death**.



THE PATH OF THE JUDGE

LEVEL 8 – PURGE THE UNCLEAN

The Paladin can *detect Undead or Demonkin within 60ft* (4% per point of Wisdom). The Paladin always counts as scoring a **critical hit** if their standard attacks (either melee or ranged) successfully hit Undead or Demonkin enemies.

LEVEL 12 – SANCTUARY

(Spell / 2 mana points): The Paladin creates a circle around them with radius x where $x = \text{double the Intelligence Bonus score of the Paladin}$. This circle is referred to as the “Sanctuary”. Undead and Demonkin may not pass into this “Sanctuary” via any **movement** form. If the Paladin casts this spell and there are Undead or Demonkin inside the “Sanctuary” already, then the Undead and Demonkin are automatically pushed back to 1ft outside of the “Sanctuary” (regardless of whether they are **immune** to **knock back** or not). In addition, any ranged attacks or **offensive spells** leaving the “Sanctuary” zone become **imbued** with **holy damage**. “Sanctuary” lasts for (3) **turns**.

LEVEL 16 – HEAVENLY SMITE

(Offensive Spell / 2 (+1) mana points): The Paladin brings down a column of divine flame from the heavens. The column may be placed anywhere within 16ft of the Paladin; it is 2ft in diameter and descends from the sky, therefore having unlimited height (it may hit **flying** enemies) and not requiring **line of sight**. Any enemy that the column touches suffers **holy, flaming damage** at **power level** (12). When casting “Heavenly Smite”, the Paladin may pay (1) additional **mana point** to move the column of divine flame (“Heavenly Smite”) a distance of up to 10ft in any direction on their **turn** (this takes (1) additional **action**). If “Heavenly Smite” is moved over any enemies, they will be damaged as per the spell’s description. “Heavenly Smite” may only be moved once per **turn** in this way. “Heavenly Smite” burns for (1) **turn** further after the **turn** in which it is first cast, and then is extinguished.

LEVEL 18 – DESTROYER OF EVIL

The Paladin may spend (1) **mana point** to remove **bleeding, grievous bleeding, venom, terror** or **paranoia** effects instantly, either from themselves or an ally within touching distance. In addition, the Paladin has become the living manifestation of holy power, and therefore their power now rises in direct proportion to the opposition they face. At the cost of (3) **mana points**, the Paladin may select (1) Undead, Demonkin, or Giant (taller than 30ft) enemy they are in **combat** with. For each point of Strength Bonus the *target* has, increase the Paladin’s Strength characteristic by (+2) and their **current** and **maximum hit points** by (+6). In other words, the more powerful the Paladin’s target, the more effective Destroyer of Evil becomes. “Destroyer of Evil” may increase the Paladin’s Strength over the maximum of 24. The Paladin’s Strength and hit points will revert to normal after (6) **turns**, regardless of whether the chosen target is slain or not.



DRUID

The most notable druid in all of Dead World is undoubtedly Alan Holesworth, the eternally drunken dwarf. Though but a humble city-dweller running a small tavern business, Alan Holesworth participated in the quest for the Nameless Blade. Many other great warriors and mages also sought the blade, but it was Alan Holesworth who was able to wield the blade without succumbing to its mind-eating corruption. After Eadric Foxcloak disarmed Craeg The Defiler, it is said that Alan Holesworth turned the full power of the demonsword upon Craeg, decimating the insane thief and writing him out of existence. Afterwards, Holesworth shattered the blade, so that its power might never again corrupt souls. Some say that Alan Holesworth was cured of his alcoholism upon destroying the sword, but others tell a darker story, that he descended even more deeply into intoxicants and madness, bewailing the loss of limitless power.

EQUIPMENT ALLOWANCES

- Druids may wear *clothing & light armour*.
- Druids do not receive stat bonuses when using *ranged* weapons.

LEVEL 2 – COMMUNE WITH ANIMALS

Druids may communicate with animals as though they were sentient beings. Animals smaller than humanoids will obey Druids, unless the Druid's instructions cause them harm. Druids can learn information from animals – such as the lay of the land, the position of enemy units, or even overheard conversations.

LEVEL 4 – WOLF TRANSFORMATION

(Spell / 2 mana points): The Druid transforms into a large, mystical wolf. The Druid may not use weapons while transformed and instead attacks with bestial jaws (melee weapon) which deal (2d6) damage + Strength Bonus. If the Druid kills a living creature with a melee attack, they restore d8 hit points. The Druid may not cast spells or speak while transformed. The Druid increases their **movement** to 16ft per **action** while transformed and may re-roll *jump*, *climb* and *break down door* **percentile rolls**.

LEVEL 6 – SPEAR OF THE HUNTER

(Offensive Spell / 1 mana point): The Druid summons a mighty, magical hunting spear and hurls it at their enemy. The Druid makes (1) ranged attack on a target within 30ft. The attack does not require **line of sight** and will phase through objects and surfaces along its trajectory. The attack automatically hits and inflicts **earth damage** at **power level** (x) where x = the Intelligence Bonus score of the Druid. In addition, draw a line between the Druid and the target. Any enemies along that line will also suffer an automatic hit from this spell.

AT LEVEL 8, Druids may choose the Path of the Wild or Path of the Storm.

THE PATH OF THE WILD

LEVEL 8 – BEAR TRANSFORMATION

(Spell / 2 mana points): The Druid transforms into a large, mystical bear. The Druid may not use weapons while transformed and instead attacks

with bestial claws (melee weapon) which deal (3d6) damage + Strength Bonus. If the Druid kills a living creature with a melee attack, they restore d8 hit points. The Druid may not cast spells or speak while transformed. The Druid doubles their **maximum hit points** while transformed, benefits from +7 AC, and may re-roll *jump*, *climb*, and *break down door* **percentile rolls**.

LEVEL 12 – AWAKEN

(Spell / 2 mana points): The Druid may bring trees to life as allies. The Druid needs to be able to touch a tree to cast “Awaken” on it. When cast, the tree becomes an “Awakened Tree” (see Bestiary for rules) that serves the Druid (and may be controlled by them). The Druid may awaken and control a maximum of (3) trees at any given time.

LEVEL 16 – BRIGHTFLOWER DECIMATION

(Offensive Spell / 2 mana points): The Druid plants a magical seed, summons the spirit of the forest, and concentrates their magical energy into expanding the seed’s growth. The seed sprouts into a colossal flower of garish hue, rearing above the battlefield, its petals gleaming with near-blinding light. The Extreme Weather Effect: **solar flare** is immediately brought into play (see Exploration rules). The Druid may then make a ranged attack on (1) target within 60ft. The target suffers (10d6) **holy damage**. In addition, they must make a **save throw** (Constitution versus Intelligence) or become **blinded** for (2) **turns**.

LEVEL 18 – DRAGON TRANSFORMATION

(Spell / 4 mana points): The Druid transforms into a large dragon. The Druid may not use weapons while transformed and instead attacks with bestial jaws (melee weapon) which deal (6d6) damage + Strength Bonus. The Druid doubles their **maximum hit points** whilst transformed. If the Druid kills a living creature with a melee attack, it restores d8 hit points. The Druid may not cast spells or speak while transformed, though they may use the “Dragonflame” special ability. The Druid benefits from +14 AC and **resist fire** (100%) while transformed, as well as increasing their **movement** to 25ft per **action** and gaining **flying**. The Druid can use the “Dragonflame” ability, a ranged attack, which has the following special rules:

- **Dragonflame** (Ability / 1 mana point): Make (1) ranged attack against a target within 25ft, adding (+d6) on 'to hit' rolls. If the attack hits, the target suffers (4d20) **flaming damage**. In addition, all other targets within a 6ft radius of the initial target must make a **save throw** (Dexterity versus Dexterity) or suffer (2d20) **flaming damage**.



THE PATH OF THE STORM

LEVEL 8 – LIGHTNING BOLT

(Offensive Spell / 2 mana points): Make (1) ranged attack on an enemy within 40ft that automatically hits. The attack causes **lightning damage** at **power level** (x) where x = the Intelligence Bonus score of the Druid.

LEVEL 12 – CLEANSING RAIN

(Spell / 1 mana point): The Druid brings down healing rain on themselves and all allies within 20ft. Affected allies (including the Druid) gain **regenerate** (d3). This spell also removes the **dirty** status effect. In addition, all **flaming damage** (whether friendly or enemy) is reduced to (0) while "Cleansing Rain" is active. "Cleansing Rain" remains active for (6) **turns**.

LEVEL 16 – TEMPEST

(Spell / 2 mana points): The Druid summons a mighty tempest, which engulfs all enemies around them in the fury of the wind. "Tempest" remains in play for (d4 + 1) **turns** and has (2) effects while active. Firstly, at the start of each of the Druid's **turns**, all enemies within 2ft (**combat range**) of the Druid are immediately **knocked back** (2d6)ft. This can effectively end **combat**. Secondly, while "Tempest" is active, all targeted ranged attacks made against the Druid (including spells and special abilities) will automatically miss, as the raging winds deflect them. If the Druid casts the "Lightning Bolt" spell while "Tempest" is active, then the Extreme Weather Effect: **thunderstorm** is brought into play (see Exploration rules).

LEVEL 18 – STORM LORD

The Druid can **imbue** a weapon with **lightning damage** (x) where x = the Intelligence Bonus score of the Druid (this costs (1) **mana point**). In addition, the Druid's "Lightning Bolt" ability now creates (d3) ranged attacks instead of (1). The Druid gains **resist lightning** (50%). In addition, if the Druid is struck by an attack or spell that causes **lightning damage**, there is a 50% chance the Druid will restore (1) lost **mana point**.



WARLOCK

The most feared warlock in Dead World is undoubtedly the high elf sorcerer, Arcturus, The Black Hand. Arcturus first appeared after the destruction of the Nameless Blade by the dwarf druid, Alan Holesworth. Arcturus journeyed across the land of Paradis, and the blasted ruins of Sentinel, in order to seek the shards of the blade and reforge them. Harboring a vendetta against The Dread Necromancer, Mortus, he sought to end the empire of New Numibia by acquiring the power of the reforged blade. His soubriquet "The Black Hand" is derived from his prosthetic hand, fashioned from blackened steel, replacing the hand he lost. It is said that Arcturus gave his actual hand to the demon Ingeltheld in exchange for frightening power, though the truth of this remains unknown.

EQUIPMENT ALLOWANCES

- Warlocks may wear *clothing*.
- Warlocks do not receive stat bonuses when using *two handed* weapons.

LEVEL 2 – MAGICAL BLAST

(Offensive Spell / 1 mana point): The Warlock summons (1) missile +(d3) additional missiles for each point of Intelligence Bonus the Warlock has. Each missile can target a separate opponent or the same one. Each missile is a ranged attack with a range of 25ft that deals **magic damage** at **power level** (1). The missiles automatically hit and do not require **line of sight**.

LEVEL 4 – FIREBALL

(Offensive Spell / 1 mana point): The Warlock makes (1) ranged attack on a target within 25ft. The attack automatically hits and is **magic** (x), **flaming** (x) where x = the Intelligence Bonus score of the Warlock.

LEVEL 6 – MAGICAL SHIELD

(Spell / 1 mana point): The Warlock summons a “Magical Shield” to defend themselves, adding +1 to their AC for each point of Intelligence Bonus they have. While “Magical Shield” is active, they can also **resist magic** (10%) for each point of Intelligence Bonus score they have. “Magical Shield” lasts for (6) **turns**, then dissipates.

At **LEVEL 8**, the Warlock may choose the Path of Pyromancy or the Path of Gelumancy.

THE PATH OF PYROMANCY

LEVEL 8 – FLAMING BLADE

(Spell / 1 mana point): The Warlock summons a fiery blade to their aid. The Warlock wields this blade as an **equipped** weapon that replaces their currently **equipped** main-hand weapon (if they have one). The blade deals (d8) damage per strike and is *one-handed*, **flaming** (x) where x = the Intelligence Bonus score of the Warlock. “Flaming Blade” lasts for (6) **turns**, after which the blade vanishes.

LEVEL 12 – WALL OF FIRE

(Spell / 1 mana point): The Warlock creates a wall of flames that is 20ft long and 20ft high. The wall may extend in any direction from any point within 10ft of the Warlock. Any magical or physical projectile fired through the wall at the Warlock or their allies automatically misses. Any enemy crossing the wall suffers (1) automatic hit that is **flaming** (8). The wall burns for (3) **turns** and then is extinguished.

LEVEL 16 – PYROMANCER

The Warlock gains **resist fire** (50%). When the Warlock casts a spell or makes an attack with a weapon that is **flaming**, they can double the **power level** of the **flame** by spending (1) additional **mana point**. When casting “Wall of Fire”, the Warlock may pay (1) additional **mana point** to move the wall a distance of up to 10ft in any direction during their **turn** (this takes (1) additional **action**). If the “Wall of Fire” is moved over enemies, they will be damaged as per the spell’s description. “Wall of Fire” may only be moved once per **turn** in this way.

LEVEL 18 – METEORITE

(Offensive Spell / 3 mana points): The Warlock may make (1) ranged attack on an enemy within 30ft. The attack hits automatically and causes **flaming damage** at **power level** (10). In addition, any enemies within (d6)ft + (1) additional ft per point of Intelligence Bonus the Warlock has suffer a **flaming damage** attack at **power level** (5).



THE PATH OF GELUMANCY

LEVEL 8 – FROSTBOLT

(Offensive Spell / 1 mana point): The Warlock makes (1) ranged attack on a target within 20ft. The attack hits automatically and causes **magic damage** at **power level** (x) where x = the Intelligence Bonus score of the Warlock. The attack also causes **frostbite** and **overpower**.

LEVEL 12 – CONTROL COLD

The Warlock gains **immunity to frostbite**. In addition, The Warlock gains access to the following “cold powers”:

- The Warlock can freeze over a body of water up to 20ft by 20ft in size with a touch at the cost of (1) **mana point**. This ice is thin and fragile, so it can only support the weight of up to (5) characters of human size. If more than (5) characters attempt to cross the surface-ice, then it will break and plunge all characters into the water below. The Warlock might also use this ability to trap characters or creatures in the water beneath the ice, potentially drowning them.
- If the Warlock has access to enough water to fill up a bathing tub, they can create an “Icicle Spear” for the cost of (1) **mana point**. The “Icicle Spear” is a *one-handed, long* weapon that causes (2d6) damage per strike and inflicts **frostbite** and **grievous bleeding**. Due to the incredibly light weight of ice, the “Icicle Spear” can be **thrown** a distance of up to 20ft.
- When the Warlock is targeted by a ranged attack or **offensive spell** that deals **water damage**, they may pay (1) **mana point** to convert the water into icy mist and nullify the attack (the damage of the attack is reduced to 0 and no status effects are inflicted).
- The Warlock may use their control over frost to neutralise small flames such as torchlights, campfires, or candles instantly, provided they are within 12ft. The Warlock may extinguish larger flames, such as a building on fire, at the cost of (2) **mana points**.
- The Warlock may lay down “Slippery Ice” during their turn for the cost of (1) **mana point**. This counts as a **trap item** and can be placed anywhere within 6ft of the Warlock. “Slippery Ice” is 4ft by 4ft in size, and will cause any humanoid enemy moving over it to make a **save throw** (Dexterity versus Intelligence) or suffer the **dazed** effect as they fall onto the hard and unforgiving ground.

LEVEL 16 – ICE BLADE

(Spell / 2 mana points): The Warlock summons an icy blade to their aid; hard as adamantine, it begins to dismember and shatter enemies freezing in the icy thrall of the Warlock's power. The Warlock wields this blade as an **equipped** weapon that replaces their currently **equipped** main-hand weapon (if they have one). The blade deals (7d6) damage per strike and is *one-handed*. In addition, if the blade successfully hits an enemy target afflicted with the **frostbite** status effect, then the attack counts as a **critical hit**, regardless of the 'to hit' roll. In addition, while the Warlock has "Ice Blade" active, they may choose to cast their "Frostbolt" spell *from* the blade. This means that the **power level** of "Frostbolt" is *doubled*. "Ice Blade" lasts for (6) **turns**, after which the blade vanishes.

LEVEL 18 – THE WRATH OF ARCTURUS

(Offensive Spell / 3 mana points): The Warlock summons a powerful blizzard to freeze and decimate their enemies. "Wrath of Arcturus" is active for (3) **turns**. All enemies within 30ft of the Warlock while "Wrath of Arcturus" is active suffer **frostbite** and **paralysis** so long as they remain within 30ft proximity of the Warlock. "Wrath of Arcturus" also brings the Extreme Weather Effect: **blizzard** into play.



BARD

The name Hugo The Third echoes down through history, and the sight of the friendly musician and poet has been reported across Dead World for millennia. He is said to come to the aid of those in utmost, dire need, always happily playing a tune on whatever instrument he carries with him. The descriptions of his appearance, dress, and chosen instrument vary wildly from tale to tale and era to era, almost as though there are many Hugo The Thirds, handing down the duty of stewardship from one to the next through the epochs. However, his stunning personality and eternal optimism remain consistent through every account, and never fail to leave their mark, especially in a world that so often balances on the precipice of despair. Not only is he a defender of the weak, but his musicianship and poetry is known throughout the land, to such an extent he was invited to perform at Lord Swole's extravagant wedding in the city of Dis, and is rumoured to have saved a handful of souls from the cataclysm that engulfed the city. His allegorical epic poem, "Justice", has been published in all eight languages of Dead World.

EQUIPMENT ALLOWANCES

- Bards may wear *clothing & light armour*.
- All Bards start the game with a choice of musical instrument: **citar, lute, flute, drum, or horn.**

LEVEL 2 – POETRY & SONG

The Bard is a gifted storyteller and/or songwriter, therefore they may immediately acquire the **Entertainment skill** if they have not already done so. The Bard may spend (1) **action** during **rest periods**, or (1) **action** during a standard **turn**, to recite songs or poetry. Depending on the chosen piece, the Bard may confer different benefits onto their allied **adventurers** within earshot:

- **Song of Heartbreak:** All allied **adventurers** are cured of **paranoid, traumatised** and **hopeless** effects.
- **Song of War:** All allied **adventurers** gain **bravery** and **determined** for (6) **turns**.

LEVEL 4 – INSPIRING SONG

(Ability / 1 mana point): The Bard spends (1) **action** playing a melody to inspire the party. All allied **adventurers** within earshot gain (+x) to 'to hit' rolls where x = the Bard's Charisma Bonus score. This includes the Bard.

LEVEL 6 – DAZZLING RADIANCE

The Bard emits an aura of radiance and beauty which few can but find inspiring. The Bard adds (+1) to their AC for each point of Charisma Bonus score they have.

AT LEVEL 8, Bards may choose the Path of the Lover or the Path of the Wanderer.

THE PATH OF THE LOVER

LEVEL 8 – SWEET WORDS

(Ability / 1 mana point): The Bard begins a sweet melody. All allied **adventurers** (including the Bard) within earshot gain **regeneration** (d4) for (6) **turns**. In addition, so long as “Sweet Words” lasts, allied **adventurers** who have to make **save throws** may re-roll failed **saves**.

LEVEL 12 – KISS OF SEDUCTION

(Ability / 1 mana point): The Bard makes (1) melee attack against a humanoid. The attack automatically hits and causes (0) damage. The target immediately falls in love with the Bard and therefore cannot make any attacks against them or cast **offensive spells**. Only (1) enemy may be affected by this ability at one time. The effect lasts for (d4+2) **turns**.

LEVEL 16 – ENCHANTING MELODY

(Spell / 2 mana points) The Bard plays a melody of such beautiful composition that all of creation gravitates toward it. “Enchanting Melody” creates an aura of 12ft around the Bard. The aura lasts for (3+x) **turns** where x = the Charisma Bonus score of the Bard. Any animal or creature smaller than 20ft tall within this aura will immediately fall under the Bard’s spell, ceasing all hostilities and becoming **tamed**. While this ability is active, the Bard may **mount** any creature that is **rideable**. If the Bard is **mounted** and “Enchanting Melody” ends, then they will be thrown from their **mount** and suffer the **dazed** effect for (2) turns. Humanoids within the aura of “Enchanting Melody” will struggle to concentrate on any malicious intent, and therefore suffer the **dazed** effect so long as they remain in the aura. “Enchanting Melody” does not work against Undead, however, who are immune to its charms.

LEVEL 18 – DOMINATE

(Spell / 2 mana points): The Bard targets (1) humanoid within **line of sight**. The humanoid must make a **save roll** (Intelligence versus Charisma)

or become **enslaved** to the Bard for (d6) **turns**. The Bard may only ever “Dominate” (1) target at any given time.



THE PATH OF THE WANDERER

LEVEL 8 – SHATTER SCREAM

(Spell / 1 mana point): The Bard howls, causing all enemies within earshot to suffer the **traumatised** effect for (4) **turns**. In addition, all humanoid enemies must make a **save throw** (Constitution versus Charisma) or suffer **paralysis** for (1) **turn**. Glass Armour, or any other glass-based equipment, items, surfaces, or features within 12ft of the Bard will break when “Shatter Scream” is activated.

LEVEL 12 – BATTLE CRY

(Ability / 2 (+x) mana points): The Bard unleashes a powerful battle-cry, perhaps the words of a famous hero, raising the spirits of their allies. They may choose to bestow the following benefits on all allied **adventurers** within earshot at the cost of (2) **mana points** for the first effect, and (1) further **mana point** per additional effect. The same effect may not be applied more than once in a **turn** (so you cannot pay (3) **mana points** to cast **Hasten** twice, for example).

- **Hasten:** gain (+d4) to **speed** for (3) **turns** (including the Bard);
- **Rejuvenate:** restore (d3) **mana points** (excluding the Bard);
- **Quickmarch:** **immunity** to **paralysis** for (3) **turns** (including the Bard)

LEVEL 16 – SONGBLAST

The Bard’s musical outpourings can produce decimating soundwaves. The Bard may use their chosen musical instrument as a *ranged* weapon with a 12ft range and unlimited ammunition. The instrument deals (d6) damage per point of Charisma Bonus score the Bard has. In addition, such is the power of sound, that the Bard may use their musical instrument to destroy

fortifications or defences otherwise impregnable. The Bard may destroy a door, Wooden Gate, Stone Wall, Portcullis, or other defensive feature within a 12ft range of them at the cost of (2) **mana points**. If there are enemies defending the feature, and the destruction will cause them to fall, in addition to suffering **falling damage** as normal they will also suffer **earth damage** at **power level** (d20) from the falling detritus and rubble.

LEVEL 18 – WALL OF SOUND

(Spell / 1 mana point): When attacked with a *ranged* weapon, **offensive spell**, or ability, the Bard may expend (1) **mana point** to create a “Wall of Sound” which automatically nullifies the attack (the attack does (0) damage and no status effects are inflicted). The Bard may activate “Wall of Sound” during an opponent’s **turn**, after they have declared that they are going to cast an **offensive spell** or use a ranged attack on the Bard.



MONK

Grammaticus Everyman remains one of the most vilified yet respected figures in history. His indomitable willpower led him to become known as one of the most skillful practitioners of martial arts ever to have lived. On the quest for the Nameless Blade, Grammaticus led the charge on the Demonkeep and defeated several Greater Demons in combat using only his bare hands. After the Nameless Blade was destroyed, he became General of the empire of New Numibia and established an order of monks known only as “The Everymen”. These faceless wanderers acted as both his spies and lieutenants. Grammaticus’ fate is not truly known. Some say he became the first human to achieve the immortality of the elves. Others say that when Grammaticus encountered Arcturus the Black Hand in the small town of Quintus, he was tricked by the warlock into touching a cursed ring, a ring which ultimately destroyed his mind and soul.

EQUIPMENT ALLOWANCES

- Monks may wear *clothing & light armour*.

LEVEL 2 – OPEN PALM

Monks are adept at fighting bare-handed and therefore their main-hand unarmed attacks cause (d4) + Strength Bonus score damage. Monks count as **dual-wielding** if they do not have any weapons or shields equipped and so may make an additional off-hand attack for (d4) damage. Monks use their evasive abilities to avoid attacks and hence can add their Dexterity Bonus score to their Armour Class if they do not have any weapons equipped.

LEVEL 4 – FLYING KICK

(Ability / 1 mana point): The Monk makes (1) ranged attack on an enemy within (x)ft where $x = \text{double the Monk's Dexterity Bonus}$. The attack automatically hits and causes (d6) + Strength Bonus score damage. Move the Monk in a straight line towards the targeted enemy until they are within melee combat range; this **movement** counts as **flying**, so may allow the Monk to pass over intervening enemies, allies, or obstacles. The targeted enemy is then **knocked back** (x)ft where $x = \text{the number of damage points dealt by the initial ranged attack}$.

LEVEL 6 – QI STRIKE

(Ability / 1 mana points): The Monk makes (1) unarmed melee attack. The attack automatically hits and causes normal damage + **magic damage at power level** (x) where $x = \text{Wisdom Bonus score of the Monk}$. The target is also **knocked back** (d6)ft.

At **LEVEL 8**, Monks may choose the Path of Serenity or the Path of Shadows.

THE PATH OF SERENITY

LEVEL 8 – MEDITATION

The Monk may spend a **rest period** in a state of meditation. This confers the **refreshed** bonus and restores d4 hit points for each point of Wisdom

Bonus the Monk has. “Meditation” cures **traumatised**, **paranoid**, and **hopeless** effects.

LEVEL 12 – LIGHT AS WIND

The Monk *doubles* the distance they can **fall safely**. The Monk can re-roll failed *climb* and *jump* **percentile rolls**.

LEVEL 16 – DISARM

(Ability / 2 mana points): The Monk makes (1) melee attack which automatically hits. The target must make a **save throw** (Dexterity versus Dexterity) or else have their main-hand weapon taken from them and added to the Monk’s inventory (if there is no space, it is discarded on the floor).

LEVEL 18 – ENLIGHTENMENT

The Monk has **resist magic** (100%). The Monk may add their Wisdom Bonus to the damage of their melee and ranged attacks. The Monk has **regeneration** (d4). In addition, at the start of the Monk’s **turn**, before they perform any **actions**, they must roll a d20. If they roll a 1 – 10, then they gain the **refreshed** status for the duration of that turn. If they roll an 11 – 20, then they may restore (1) lost **mana point**.



THE PATH OF SHADOWS

LEVEL 8 – IN SHADOWS

So long as the Monk is in **darkness**, rolls to **detect** them automatically fail. The Monk can **see in the dark**. The Monk can make **sneak attacks** (see Special Rules).

LEVEL 12 – LETHAL STRIKE

(Ability / 1 (+1) mana points): The Monk makes (1) attack which hits automatically. The attack counts as a **critical hit** and causes **grievous bleeding**. The Monk may choose to expend an additional **mana point** to cause a further (+5) points of damage per point of Wisdom Bonus score the Monk has. The additional damage is added *after* the damage from the initial attack is doubled by the **critical hit**, rather than before.

LEVEL 16 – DEATH TOUCH

(Ability / 2 mana points): The Monk makes (1) attack on an enemy within melee range which hits automatically. This attack can only target humanoids. The attack causes (0) damage but **paralyses** for (2d6) **turns**.

LEVEL 18 – GO NO RIN SHO

The Monk has mastered the “five rings” of Grammaticus Everyman, and therefore has the ability to deflect incoming attacks, even when faced against multiple assailants. This makes them terrifying to even consider assailing. The Monk can *dodge* enemy attacks at the cost of (1) **mana point** per attack. To *dodge*, a Monk rolls a d20 + their Dexterity Bonus score. If the result is equal to or greater than the opponent’s roll ‘to hit’, the attack is nullified (the damage is reduced to 0). If the Monk fails to *dodge* the attack, no **mana point** is deducted. **Critical hit** attacks, **offensive spells**, and abilities may be automatically *dodged* at the cost of (2) **mana points**. If the Monk rolls a natural 20 when *dodging*, the dodge becomes a *parry*. The Monk then may make (1) free counterattack on the opponent with their main hand weapon even though it is not their **turn**. **Critical hit** attacks, spells, and abilities may not be *parried*. Humanoid enemies entering **combat** with the Monk must make a **save throw** (Intelligence versus Wisdom) or suffer the **terrorised** effect.



NECROMANCER

Mortus, The Dread Necromancer, remains one of the most despised figures in all of Dead World. During the quest for the Nameless Blade, he formed an unlikely alliance with Hugo The Third, Alan Holesworth, and Eadric Foxcloak, though he subsequently betrayed them all. He is reported to have been slain many times: including once by Hawkeye Harrigan and once by Rubrick The Deceiver. He is responsible for the sacrifice of two hundred innocents in order to enact a ritual using the Demonkeep's Bloodstone to increase his power, though the stone was subsequently destroyed by Hugo The Third, Eadric Foxcloak, and the Last Titan. He went on to establish the empire of New Numibia in Paradis, and, in his capacity as the shadowy puppeteer behind Emperor Julias, is thought to be responsible for ending more than three thousand lives: either through war efforts, offerings to demons, or in "scientific" pursuits. There are some who believe Mortus to be death-incarnate, stalking the world in physical form, though others believe such claims to be the product of Mortus' own propaganda.

EQUIPMENT ALLOWANCES

- Necromancers may wear *clothing & light armour*.

LEVEL 2 – SUMMON ZOMBIES

(Spell / 2 mana points): The Necromancer summons (x) Zombies (see Bestiary for rules) where x = the Intelligence Bonus score of the Necromancer. A Necromancer can have a maximum of (10) Zombies summoned at any given time. Provided the Zombies remain within 4ft of the Necromancer, the Necromancer may use Zombies as “shields”, reallocating any ranged or melee damage suffered onto the shields (so, if the Necromancer would have suffered 20 damage from a ranged attack, they can instead allocate that damage to a Zombie within 4ft of them). The Necromancer cannot “shield” damage in this way in the instance of spells or abilities that hit all enemies within a certain radius, or spells or attacks that do not require **line of sight**, such as the Druid’s “Spear of the Hunter” ability or “Magical Blast”.

LEVEL 4 – SOULCALLER

The Necromancer may now **commune** with the shades of the dead (including ghosts, spectres, spirits, and wraiths) and is able to **detect** ghosts, spirits, or spectres within 60ft without making a **percentile roll**. It should be noted that whilst the Necromancer may communicate with them, other characters or **adventurers** will be unable to hear their responses. The Necromancer may **revive** allies from a **coma** with a touch at the cost of (1) **mana point**.

LEVEL 6 – DECAY

(Offensive Spell / 1 mana point): The Necromancer may make (1) ranged attack with a range of 25ft that automatically hits. The attack causes **poison damage** with **power level** equal to the Intelligence Bonus score of the Necromancer.

At **LEVEL 8**, the Necromancer may choose the Path of Life or the Path of Death.

THE PATH OF LIFE

LEVEL 8 – SUMMON SKELETONS

(Spell / 2 mana points): The Necromancer summons (x) Skeletons (see Bestiary for rules) where x = the Intelligence Bonus score of the Necromancer. A Necromancer can have a maximum of (10) Skeletons summoned at any given time.

LEVEL 12 – WRATH OF THE DEAD

(Spell / 2 mana points): The Necromancer casts this spell on all accompanying “Undead Summons”. The minions gain **enrage** and in addition add (+4) to their **critical hit rank**. “Wrath of the Dead” lasts for (6) turns.

LEVEL 16 – SUMMON MONSTROSITY

(Spell / 3 mana points) The Necromancer summons (1) Undead Monstrosity to the battlefield (see Bestiary for rules). The Necromancer may control a maximum of (2) Undead Monstrosities at any given time.

LEVEL 18 – MASTER SUMMONER

The Necromancer increases the maximum number of Zombies they are able to control to (15). The Necromancer may reduce the number of **mana points** it costs to cast “Summon Zombies” to (1). In addition, when casting the spell “Summon Zombies”, the Necromancer may pay additional **mana points** to summon additional Zombies at a rate of (x) Zombies per (1) additional **mana point** spent, where x = the Intelligence Bonus score of the Necromancer (i.e. a Necromancer with an Intelligence Bonus of (+6) could pay (2) **mana points** to summon 12 additional Zombies). When the Necromancer casts “Summon Skeletons”, they can automatically summon all (10) Skeletons, regardless of Intelligence Bonus score. Lastly, the Necromancer can also summon (1) Skeleton Steed **mount** to their aid at the cost of (1) **mana point**, forging its gangle limbs from bone and earth. Only (1) Skeleton Steed may be summoned at any given time. The Skeleton Steed has the following profile:

Hit Points: 3d6

Movement: 40ft per action

Speed: 10

Strength: 8

Dexterity: 10

Constitution: 8

Intelligence: 6

Wisdom: 8

Charisma: 6

Mana Points (2)

Equipment: Hooves (d4, *one-handed*)

- The Skeleton Steed may carry (10) additional inventory slots
- **Pure Bone:** Skeletons are **immune** to **bleeding** and **grievous bleeding**.
- **Fog Blanket** (Ability / 1 mana point): This creature is capable of generating a localised screen of fog around it with a 30ft radius for (4) **turns**. This is treated as the **dense fog** Extreme Weather Effect (see Exploration rules).



THE PATH OF DEATH

LEVEL 8 – ENTROPIC ENERGY

THE NECROMANCER RESTORES d4 hit points every time an **adventurer**, creature, “Undead Summon”, or enemy dies within 15ft of their location. In addition, the Necromancer may willingly “destroy” any number of their “Undead Summons” during their **turn** at the cost of (1) **action**. Doing so will restore 4 hit points to the Necromancer per creature destroyed.

LEVEL 12 – LIFE DRAIN

(Offensive Spell / 2 mana points): The Necromancer makes (1) ranged attack with a range of 25ft that automatically hits. The attack deals **magic**

damage at **power level** (x) where x = *double* the Intelligence Bonus score of the Necromancer. For every point of damage dealt, the Necromancer restores 1 hit point.

LEVEL 16 – BLACK CLOUD

(Spell / 2 mana points) The Necromancer creates a dark, noxious cloud which affects all enemies within 15ft. The “Black Cloud” remains in play for (d4+2) **turns**. All enemies within range of “Black Cloud” suffer the **dirty**, **venom**, and **blinded** status effect while they remain within the aura of the “Black Cloud”.

LEVEL 18 – DARK REVIVAL

(Spell / 6 mana points): Resurrect one **adventurer**, character, or creature from **permanent death**.



ELEMENTALIST

Elementalists are despised by warlocks, who see them as lesser mages. Elementalists eschew fire and ice, instead focusing on the duality of earth and water. There are some who say that the early elementalists were taught by none other than the monk Grammaticus Everyman himself; his body was said to be as hard as stone, yet he could flow like water across a battlefield.

EQUIPMENT ALLOWANCES

- Elementalists may wear *clothing & light armour*.

LEVEL 2 – MANA ATTUNEMENT

(Ability / 1 mana point) For the raw earth and untamed sea to heed the call of the Elementalist, it is essential that Elementalists heed their own spiritual call before all others. The Elementalist may spend a **turn** (and (1) **mana point**) to centre themselves. This confers the **refreshed** bonus, and restores $x \times 4$ hit points where x = the Intelligence Bonus score of the Elementalist. Mana Attunement also cures **traumatised**, **paranoid**, **hopeless**, and **terrorised** effects.

LEVEL 4 – MUD MISSILES

(Offensive Spell / 1 mana point): The first hints that a magical ability truly stirs within the Elementalist can now be felt by their foes. The Elementalist summons, somewhat uncouthly, (1) Mud Missile + (3) additional Mud Missiles for each point of Intelligence Bonus score the Elementalist has. Each Mud Missile can target a separate opponent or the same one. Each missile is a ranged attack with a range of 20ft and deals (1) point of **earth damage**.

LEVEL 6 – CASCADING SHIELD

(Spell / 1 mana point): The Elementalist is coming into their powers with confidence now. They have decided to turn their skills towards defence, as well as offence. The Elementalist summons a cascading veil of foam and sand up to 20ft long and 20ft high. Any magical or physical projectile fired through the wall at the Elementalist or their allies automatically misses. Any enemy passing through the wall becomes **dirty** and **wet** for (4) turns and **blinded** for (1) turn. This spell lasts for (3) **turns** and then the shield collapses.

AT LEVEL 8, Elementalists may choose the Path of the Geomancer or Path of the Aquamancer.

THE PATH OF THE AQUAMANCER

LEVEL 8 – ROCK SLIDE

(Offensive Spell / 2 mana points): The Elementalist has erred on the stalwart and unyielding side of earth-centric magic. Choose (1) target within 25ft. The attack hits automatically causing (xd6) **earth damage** where x = the Intelligence Bonus score of the Elementalist. In addition, the attack has **overpower**.

LEVEL 12 – PRECIPICE CLADDING

(Spell / 2 mana points): The Elementalist gains the ability to wear *heavy armour*. They may spend (2) **mana points** during their **turn** to attract jagged emeralds to clad and magically augment their armour for (6) **turns**, adding (+12) to their Armour Class, and conferring **resist earth** (100%) and **resist magic** (50%). All melee attacks made by the Elementalist while under the effects of “Precipice Cladding” inflict additional **earth damage at power level** (1). Any normal melee or ranged damage suffered by the Elementalist is halved while “Precipice Cladding” remains active (but not other types of damage, such as **flaming** or **poison**). However, due to the weight of the armour, they must reduce their **speed** by (-4) while this ability is in use.

LEVEL 16 – CHURNING EARTH

(Offensive Spell / 2 mana points): The Elementalist focuses their power on the ground beneath their foes, causing it to churn and crack in a mighty earthquake. The Elementalist may target up to (3) humanoid-sized foes and deal them (d4) **earth damage** for each point of Armour Class they have (the damage is calculated *before* the **dirty** status effect comes into play). Alternatively, the Elementalist may pick (1) giant foe (taller than 30ft) and immediately deal them **earth damage** with a **power level** of (20). Any foe who survives the assault must make a **save throw** (Constitution versus Intelligence) or be **paralysed** for (1) **turn**, irrespective of overall size.

LEVEL 18 – MOUNTAINOUS AVALANCHE

(Offensive Spell / 1 (+x) mana points): The Elementalist rends a mountain asunder, creating a tsunami of stone and razor-sharp rock. Every enemy within a 30ft radius of the Elementalist is affected by this spell. In addition, this spell is ongoing. The first **turn** that the spell is cast, the Elementalist pays (1) **mana point**, and each enemy caught within the 30ft radius suffers (xd4) **earth damage** where x = the Intelligence Bonus score of the Elementalist. At the start of their next **turn**, the Elementalist may choose whether they wish to spend (1) **action** and (1) further **mana point** to “maintain the avalanche”. They may not “maintain the avalanche” if they suffered more than (20) hit points of damage since taking their last **turn**. If they “maintain the avalanche” they may not spend any other **actions** that **turn** because the

spell requires their absolute concentration. If they do “maintain the avalanche” on the subsequent **turn**, then every enemy within a 30ft radius suffers (xd8) **earth damage** where x = the Intelligence Bonus score of the Elemental. At the start of their next **turn**, the Elemental may choose whether they wish to spend (1) **action** and (1) further **mana point** to “maintain the avalanche” once again. This time, every enemy within a 30ft radius suffers (xd20) **earth damage** where x = the Intelligence Bonus score of the Elemental. At the start of their next **turn**, the Elemental may choose whether they wish to spend (1) **action** and (1) further **mana point** to “maintain the avalanche” a third and final time. This time, every enemy within a 30ft radius suffers x(2d20) **earth damage** where x = the Intelligence Bonus score of the Elemental. The Elemental can only “maintain the avalanche” three times. If the Elemental “maintains the avalanche” three times in this way, then they will be **paralysed** for their next (2) **turns**, exhausted with the effort of such a magical outpouring.



THE PATH OF THE AQUAMANCER

LEVEL 8 – TIDAL SURGE

(Spell / 1 mana point): The Elemental has focused on the fickle and mercurial side of water-centric magic. The Elemental can **breathe underwater** indefinitely. They can now produce up to (1) potion-flask’s worth of water per **turn** at the cost of (1) **action**. They can also control and magically manipulate existing bodies of water, such as a river, pool, lake, or even the ocean. For (1) **mana point** they can cast an **offensive spell** that shoots (d3) jets of highly pressurised water 30ft. Each jet automatically hits and deals **water damage** with a **power level** equal to the Elemental’s Wisdom Bonus score.

LEVEL 12 – LEVIATHAN FAMILIAR

(Spell / 2 mana points): The Elemental wields great pillars of water under their control, forming them into the rushing shape of an enormous water serpent. The Elemental summons (1) Leviathan (see Bestiary for

rules) to aid them. They may only have (1) Leviathan familiar active at any time. The Leviathan lasts for (6) **turns**, and then departs.

LEVEL 16 – HARPOON OF THE MARINER

(Offensive Spell / 1 (+1) mana points): The Elementalist channels their energy to create a vicious harpoon, that they launch at their enemy. The spell targets (1) enemy within a 20ft range. The harpoon inflicts **water damage** with a **power level** equal to the Elementalist's Wisdom Bonus score. The Elementalist may choose to "reel in" their target (regardless of target size or weight). If they do so, they must spend (1) additional **mana point**. The "reeled in" target is immediately moved to within 2ft (**combat** range) of the Elementalist. This ability can be used on **flying** enemies, enemies **underwater**, and enemies in elevated positions. Note, if the act of "reeling" would cause an enemy to fall, they will also take **fall damage** as normal.

LEVEL 18 – OCEAN LORD

The Elementalist becomes a lord of the ocean. The Ocean Lord may communicate with any aquatic or amphibious lifeform. In addition, they may re-roll failed *persuade* rolls when speaking with animals that belong to **underwater** kingdoms. The Ocean Lord is also **immune** to the **dirty** and **wet** status effects. At the end of each **turn**, the Ocean Lord Elementalist may restore (1) **mana point**, provided they started their **turn** fully submerged in water and remained submerged for the full duration of their **turn**. They may **ride** on their "Leviathan Familiar" as though it were a **mount**. While **mounted** on the "Leviathan Familiar", they may add (d4) to the **power level** of all their **offensive spells** each time they are cast. In addition, the Elementalist may pay (1) **mana point** to create a wall of water up to 20ft long and 20ft high. Any enemy crossing the wall suffers (1) automatic hit that deals **water damage** at **power level** (8). The wall seethes for (3) **turns** and then collapses.



ILLUSIONIST

Undoubtedly the greatest Illusionist is Rubrick The Deceiver, thought to be a living god among some peoples of Dead World. Among other diabolical powers, he was able to create shadow-selves so potent that even the most keen eyed and perceptive heroes of the age, such as Eadric Foxcloak, were unable to discern their unreality. This has led to numerous reports of Rubrick being killed, including by such figures as Eadric Foxcloak and Hugo The Third. Rubrick was the first to discover the true properties of the Bloodstone, and rumour has it that it was he who introduced Mortus, The Dread Necromancer, to the Bloodstone ritual, and corrupted the necromancer with promises of power. After the Nameless Blade was shattered, it is said that one of Rubrick's shadows became self-aware and so powerful that it imprisoned the real Rubrick in a black tower. The shadow sought to reforge the Nameless Blade in order to destroy the boundary between Dead World and the realm of Old Night, bringing about the end of the universe. There are some who believe, however, that it was not the shadow that sought the universe's end, but Rubrick himself, and that acquiring such power forever destroyed Rubrick's sanity, with neither he nor his shadow knowing truly which of them was the real Rubrick.

EQUIPMENT ALLOWANCES

- Illusionists may wear *clothing, light armour, & heavy armour*.

LEVEL 2 – CREATE LIGHT

(Spell / 1 mana point) The Illusionist illuminates an area of 30ft around them. The light emanates directly from the Illusionist and continues to shine for (8) **turns**. While standing in this light, allied **adventurers** (including the Illusionist) may add +(d4) to **detection** rolls.

LEVEL 4 – SPECTRE

(Offensive Spell / 1 mana point): The Illusionist targets (1) enemy within 30ft. The target must make a **save throw** (Intelligence versus Charisma) or suffers the **terrorised** effect.

LEVEL 6 – RIDDLES OF LIGHT

(Spell / 2 mana points): The Illusionist casts this spell on themselves. They add (+1) to their **critical hit rank** for each Charisma Bonus score point they have (this may go beyond the maximum of +4). In addition, when the Illusionist is struck by an attack, they may ask the enemy to re-roll the damage roll of the attack. They may only ask for the damage to be re-rolled once and must accept the result of the second roll. The effect lasts for (4) **turns**.

At **LEVEL 8**, Illusionists may choose either the Path of the Magician or the Path of the God.

THE PATH OF THE MAGICIAN

LEVEL 8 – TELEKINESIS

The Illusionist can manipulate objects with their mind, including themselves. The Illusionist can move any object of equal or lesser weight than themselves that is within 12ft. They can move the object up to 12ft. If the

object is explosive (such as a Gunpowder Satchel) they can detonate it. Alternatively, the Illusionist can levitate up to 12ft high in the air.

LEVEL 12 – CREATE DARKNESS

(Spell / 1 mana point): The Illusionist creates a pall of **darkness** in a 30ft area around them. In addition, they gain the ability to **see in the dark**. All ranged and melee attacks made by the Illusionist count as dealing **dark damage**. The effects last for (8) **turns**.

LEVEL 16 – CONJURATION

(Spell / 1 (+x) mana points): The Illusionist pierces the veil of reality, weakening the barrier between this world and realms beyond, allowing demonic entities to pour through. The Illusionist suffers the **bleeding** effect. They summon (1) Confusion Footsoldier to the battlefield. In addition, they may summon additional Confusion Footsoldiers at a rate of (1) **mana point** per (1) additional unit summoned, up to a maximum of (4) **mana points**. The Illusionist may only summon and control a maximum of (4) Confusion Footsoldiers at any one time.

LEVEL 18 – VANISH

(Spell / 2 mana points): This spell cannot be activated in **combat**. The Illusionist turns fully **invisible**, meaning they cannot be **detected** regardless of whether they are in **line of sight**. “Vanish” lasts for (6) **turns**. “Vanish” ends when the Illusionist attacks.



THE PATH OF THE GOD

LEVEL 8 – LIGHTBEND

The Illusionist manipulates matter in such a way that acts of impossible logic become reality. The Illusionist may walk through solid objects such as walls or doors. They may also walk across pits or drops if they can clear the distance of the pit within a single **turn**.

LEVEL 12 – SHADOW SELF

(Spell / 3 mana points) The Illusionist summons a copy of themselves called a “Shadow Self”. The “Shadow Self” has (1) hit point and access to the Illusionist’s **equipped** weapons and armour (these are duplicated, so that the “Shadow Self” has their own set) but no other inventory. In all other aspects the “Shadow Self” is the same as the Illusionist. The “Shadow Self” is active for (x) **turns** where x = the Charisma Bonus score of the Illusionist. After which time, the “Shadow Self” will vanish, including any duplicated equipment. Only (1) “Shadow Self” may be active at a time.

LEVEL 16 – CHANGER OF FORM

(Spell / 2 mana points): The Illusionist may choose to **change** an object, altering its essential character. The Illusionist can alter the “type” of a weapon, armour, component, or jewellery within 8ft. For example, they might change a piece of armour from *light* to *heavy*, thereby making it unwearable by their opponent. They might make a *two-handed* weapon *one-handed*, or alternatively change the damage type of an **imbued** weapon (they might swap **magic** to **flaming**, for example, or vice-versa). They cannot, however, fashion things out of nothing, so any change that would require the addition of new materials, magic, or items, should be impossible for the Illusionist.

LEVEL 18 – DOMINATE

(Spell / 2 mana points) The Illusionist targets (1) humanoid within **line of sight**. The humanoid must make a **save throw** (Intelligence versus Charisma) or become **enslaved** to the Illusionist for (d6) **turns**. The Illusionist may only ever “Dominate” (1) enemy at any given time.



ARTIFICER

It is said that deep in the bowels of one of the darkest and forgotten dungeons of Dead World, a nameless Corooi lies imprisoned, and will offer her skills in forging a legendary weapon to anyone who will emancipate her. The nameless Corooi was said to have once been one of the most illustrious and respected smiths in all of Dead World, but after refusing Vicarion II's request to craft a weapon of such heinous power it would rival that of the Nameless Blade, her wings were broken and she was cast down into a black gulf.

EQUIPMENT ALLOWANCES

- Artificers may wear *clothing, light armour, & heavy armour*.

LEVEL 2 – DEVIOUS SUPPLIER

The Artificer is particularly good with their hands, and can turn their mind to any craft, therefore they may immediately learn (1) of the following additional **skills** of the player's choice: either **Leatherworking**, **Blacksmithing**, or **Hunting**. In addition, the Artificer always seems to be able to scrounge together stray components for crafting. When harvesting materials or ingredients, either by searching the world around them, "destroy-

ing” a piece of equipment to generate materials, or other means, they may add (+d3) to the number obtained, regardless of the material or ingredient’s rarity. In the case of the Corooi’s “Covetous” **trait**, the Artificer will add the additional (+d3) *after* the initial findings have been doubled, not before.

LEVEL 4 – CROSSBOW PROFICIENCY

The Artificer may now treat all “crossbow” type weapons as though they were *one-handed*, even though they are *ranged* weapons. This means they are able to fire two crossbows in (1) **action**. In addition, when wielding “crossbow” type weapons, the Artificer may add (+2) on all ‘to hit’ rolls.

LEVEL 6 – ENTRAPMENT

(Ability / 1 mana point) When an enemy moves into **combat** with the Artificer, or one of their allies within 12ft, the Artificer may spend (1) **mana point** and declare they wish to initiate a **preparatory turn** which takes place before the onset of any **combat**. The Artificer may not declare a **preparatory turn** if the **combat** was initiated by a **sneak attack**, however, as they will be caught unawares. During the **preparatory turn**, the Artificer may lay up to (2) **trap items** anywhere within 10ft. If they do not have a trap ready in their inventory at the outset of the combat, but they have the required components for making any trap in their inventory, then they may craft one immediately for use in the preparatory turn by spending (1) additional **mana point** per trap crafted. Once the trap has been placed, the **preparatory turn** ends, and combat will resume as normal. The Artificer may not use “Entrapment” more than once during a **full turn cycle** and may not activate it on subsequent **combat turns** (only on the **turn** that **combat** was initiated).

At **LEVEL 8**, Artificers may choose either the Path of Ambush or the Path of the Innovator

THE PATH OF AMBUSH

LEVEL 8 – BOLT FLURRY

(Ability / 2 mana points): The Artificer can make up to (3) ranged attacks with their crossbow. If the Artificer is **dual-wielding**, then the Artificer may make up to (3) ranged attacks with *each* crossbow.

LEVEL 12 – DEADLY DEVICES

The Artificer may now freely apply both the **sharpened** (see **Blacksmithing** for details) and **envenomed** (see Damage Types) effects to their traps for the cost of (1) **mana point** per effect, as well as to their crossbow bolts for (1) **mana point** each per stack of bolts.

LEVEL 16 – BATTLEFIELD HAZARDS

The Artificer wishes to master all **combat** terrain, orchestrating battle in line with their devilish designs. They may now craft “Caltrops” and “Ball-bearings”. Both Caltrops and Ball-bearings are **trap items** and thus can be placed during the **preparatory turn**. Each of these traps requires (1) steel ore to craft.

- **Caltrops** can be spread in an area of 6ft by 6ft. They immediately **paralyse** any **mount**, creature or humanoid that treads on them for (2) **turns**. In addition, they inflict damage of (d20) + the Wisdom Bonus of the Artificer.
- **Ball-bearings** can be spread in an area of 6ft by 6ft. They inflict the **crippled** effect on any enemy who treads on them and **knocks back** 6ft, irrespective of the size of the foe. Ball-bearings cannot be **sharpened** or **envenomed** like other traps.

LEVEL 18 – MECH SUIT

(Ability / 3 mana points): The Artificer wishes to take personal **combat** to the next level. Using magic and steel, they fashion a suit reminiscent of the Ironmen of the Aronian Era. The suit counts as armour, though it can only be equipped by the Artificer. Whilst equipped, it confers an additional

bonus of +14 AC, **resist magic** (25%), (+2d6) Constitution, (+2d6) Strength (please note these may be increased beyond the normal limit of 24), as well as **bravery** and **immunity** to **knock back**, **bleeding**, and **grievous bleeding**. The Artificer may double their **maximum hit points** while wearing the suit. All attacks made by the Artificer whilst in the Mech Suit cause **overpower**. However, whilst the Artificer wears the suit, they may not **sneak** or perform **actions** that require Dexterity (such as *pick pocketing* or even *climbing*), as their suit is too large and clunky. When the Artificer takes off the Mech Suit, it is destroyed, worn out by its own excess of power. At this point, the Artificer's maximum hit points and other stats will all revert to normal.



THE PATH OF THE INNOVATOR

LEVEL 8 – MONSTROUS CONSTRUCTS

The Artificer has been dabbling in mechanics for some time. They may now craft a “Golem Familiar” using (100) steel ore and a runestone. The Golem Familiar is a metallic simulacrum of whatever Race the Artificer wishes and a Warrior Class character. It can obey limited instructions and can only communicate in broken Common, usually with single words and gestures. It has a carrying capacity of (30) inventory slots. The Artificer may give a name to their Golem Familiar. The Artificer may only be accompanied by (1) Golem Familiar at any given time. The Golem Familiar begins at Level 6 but may gain experience like an **adventurer**. It cannot **equip** any type of *clothing* or armour, having a static Armour Class of 15 (*heavy armour*) and the weight of a large elephant.

LEVEL 12 – DIVINE IMBUER

(Ability / 1 mana point): The Artificer has spent so long in their laboratory that they are now considered to be a master-craftsman. When **imbuing**, **augmenting**, improving weapons and equipment, or casting **spell-scrolls**, they may spend (1) **mana point** to double the efficacy of their improvement or cast. For example, a **spell-scroll** normally cast at **power level** (4) would be cast at **power level** (8). The **Blacksmithing weighted** effect,

which normally adds (+1) 'to hit', would add (+2) 'to hit'. A weapon **imbued** with **magic** (1) would become imbued with **magic** (2) (without additional runestones required).

LEVEL 16 – RECKLESS LASER

(Ability / 1 mana point): The Artificer has reached the absolute pinnacle of technological research. They are able to craft a special cannon capable of discharging red-hot beams of pure energy. This cannon is permanently affixed to the Artificer and cannot be removed (it may be mounted anywhere the player desires: wrist, shoulder, or even on the chest). The cannon may only be fired via activating this special ability at the cost of (1) **mana point**. The Artificer makes (1) ranged attack on a target within 30ft. The attack does not require **line of sight**. The attack automatically hits and inflicts **dark, fire damage** (x) where x = the Intelligence Bonus score of the Artificer. In addition, draw a line between the Artificer and the target. Any enemies along that line will also suffer an automatic hit from this spell.

LEVEL 18 – LEGENDARY WEAPONSMITH

The Artificer has spent their entire life building up to the day when they would create a master-weapon, a legendary artefact which will be remembered in history as one of the finest weapons ever worked by mortal hand. The Artificer may create (1) weapon, either ranged or melee, of any type (dagger, greatsword, staff, spear, longbow, crossbow etc). The legendary weapon causes damage equal to (xd10), where x = the Intelligence Bonus score of the Artificer. If ranged, the weapon has a range of 30ft + the Intelligence Bonus score of the Artificer. The weapon counts as **weighted**. In addition, the Artificer may **imbue** their weapon with either **dark** or **holy damage**. Further to this, the weapon has within it a special soul, meaning that the Artificer may choose to learn (1) ability or Combat Ability from a Class that is not their own, provided the ability is ranked Level 12 or below. If the ability is passive, they only benefit from the effects while their legendary weapon is **equipped**. If the ability is a Combat Ability, spell, or **offensive spell**, then they may only use the ability whilst the weapon is **equipped**, and they must pay the **mana points** cost as normal. Please note that the legendary weapon may not be further **imbued** or **augmented** in any way, shape, or form once it is created.



GUNSLINGER

There are few gunslingers in Dead World, and their kind are feared and shunned as much as they are respected. It is thought that Eadric Foxcloak, the master-thief, was the first to develop revolver technology, as he favoured blunderbusses and used gunpowder frequently; however, due to the intensely magical nature of these weapons, it is also theorised that gunslingers are god-chosen, appointed to right the wrongs of the world with unmatched power. It is true that most gunslingers seem to harbour deep vendettas, vendettas that they will stop at nothing to see appeased.

EQUIPMENT ALLOWANCES

- Gunslingers may wear all types of armour.
- Gunslingers do not receive stat bonuses when using *two-handed* melee weapons.
- Gunslingers start the game equipped with an additional item: a **revolver**. The **revolver** is a *one-handed, ranged* weapon that can only be wielded by the Gunslinger. The Gunslinger cannot make standard ranged attacks with the **revolver**; it can only be fired using their Combat Abilities. The **revolver** never runs out of ammunition, as it is magically charged from the will of its

wielder. The **revolver** may be wielded in the off-hand without penalty.

LEVEL 2 – QUICKDRAW GUNSHOT

(Ability / 1 mana point): The Gunslinger makes (1) ranged attack with their **revolver** on any target within 18ft. The attack hits automatically and causes (xd8) damage where x = the Dexterity Bonus score of the Gunslinger.

LEVEL 4 – MARKED FOR DEATH

(Ability / 1 mana point): The Gunslinger is used to rapidly identifying the greatest threats on the battlefield. They may choose to “mark” one enemy target within their **line of sight**. If they do so, any allies (and the Gunslinger themselves) attacking the “marked” target may add (+d6) to their rolls ‘to hit’.

LEVEL 6 – MOBILE SHADOW

The Gunslinger is not likely to remain motionless in a fight unless they are well concealed. Mobility generally means survival to them. Gunslingers can *dodge* enemy ranged attacks at the cost of (1) **mana point** per attack. To *dodge*, a Gunslinger rolls d20 + their Dexterity Bonus score. If the result is equal to or greater than the opponent’s roll ‘to hit’, the attack is nullified. If the Gunslinger fails to *dodge* the attack, no **mana point** is deducted. **Critical hit** attacks and Combat Abilities cannot be dodged. If the Gunslinger rolls a natural 20 when *dodging*, they may “return fire”. The Gunslinger may then cast Quickdraw Gunshot at their attacker (provided they are in range) for (0) **mana points** and even though it is not their **turn**.

AT LEVEL 8, Gunslingers may choose either The Path of the Sharpshooter or the Path of Revenge.

THE PATH OF THE SHARPSHOOTER

LEVEL 8 – HEARTSHOT

(Ability / 2 mana points): The Gunslinger makes (1) ranged attack with their **revolver** on any target that is *more than* 40ft away. The maximum range of the Heartshot is 80ft. The attack hits automatically and causes $x(2d8)$ damage where x = the Dexterity Bonus score of the Gunslinger. In addition, it causes **bleeding**.

LEVEL 12 – BLISTERING BARRAGE

The Gunslinger may use the “Quickdraw Gunshot” ability *twice* in one turn, even though it is normally not permitted to use the same action more than once in a turn. They must pay (1) **mana point** each time the **revolver** is fired.

LEVEL 16 – THE BULLET HAS A NAME

The Gunslinger may add (+20ft) to the range of their “Quickdraw Gunshot” ability. The Gunslinger may pay (1) **mana point** to automatically pass **detection** rolls for **sneaking or hidden** enemies within a 20ft radius. They may target enemies with their “Quickdraw Gunshot” and “Heartshot” abilities that are *not* within their **line of sight**. In addition, when calculating the distance to targets, they may choose to “bend” the bullets around walls or obstacles (such as cover) or to “ricochet” bullets off hard or reflective surfaces.

LEVEL 18 – UNBELIEVABLE SPEED

(Ability / 1 mana point): When the Gunslinger comes under “threat”, whether that is at range or in melee combat, they may spend (1) **mana point** to increase their **speed** by (2d6) points and their **movement** by 4ft per action for (4) **turns**. This will likely create a new **turn sequence**.



THE PATH OF REVENGE

LEVEL 8 – SCATTERSHOT

(Ability / 3 mana points): The Gunslinger may choose up to (6) targets within 30ft. They may make (1) ranged attack with their **revolver** on each target. They may not attack a target more than once. The attacks automatically hit and cause (xd4) damage where x = the Dexterity Bonus score of the Gunslinger. In addition, the attacks cause **overpower** and **bleeding**.

LEVEL 12 – DEATH RIDES A PALE HORSE

The Gunslinger gains an epic **mount** in the form of a Pale Horse. The Pale Horse has the following profile:

Hit Points: 6d20

Movement: 35ft per action

Speed: 10

Strength: 12 (+1)

Dexterity: 10

Constitution: 12 (+1)

Intelligence: 6

Wisdom: 6

Charisma: 6

Mana Points (2)

Equipment: Hooves (d4, *one-handed*)

- The Pale Horse may carry (10) additional inventory slots
- **Shadowmeld** (Ability / 1 mana point): The creature is able to phase in and out of reality, making it almost impossible to hit. Once activated, when the creature is struck by an attack, they may ask the enemy to re-roll the damage roll of the attack. They may only ask for the damage to be re-rolled once and must accept the result of the second roll. If the creature is **mounted**,

then the **riders** also benefits from this effect. “Shadowmeld” lasts for (6) **turns**.

- **Trample** (Ability / 1 mana point): The steed moves forward in a straight line up to their maximum move distance in one action, disregarding any intervening humanoid sized characters (but not impassable terrain). Any humanoid creature touched by the steed as it moved suffer (7d6) points of damage and are **knocked back** (2d6)ft.

LEVEL 16 – RUINOUS STORM

(SPELL / 2 mana points): Such is the Gunslinger’s aura of darkness, and such the tally of their kills, that a storm often follows them wherever they go. When “Ruinous Storm” is activated, a pall of **darkness** is cast in a 60ft radius around the Gunslinger. The Gunslinger gains **see in the dark**, which lasts for the duration that “Ruinous Storm” is active. Every time an enemy spends an action **moving** within the 60ft radius of the storm (radiating from the Gunslinger themselves), they suffer one instantaneous **lightning damage** strike at **power level** (2). “Ruinous Storm” lasts for (3) **turns**.

LEVEL 18 – UNFORGIVEN

(Ability / 3 mana points): The Gunslinger becomes the living embodiment of vengeance and justice. Unforgiven lasts for (3) **turns**. While Unforgiven is active, the Gunslinger cannot be killed. Any damage done to the Gunslinger must be tallied and taken note of, but it is not deducted from the Gunslinger’s hit points. This is called “deferred damage”. In addition, the Gunslinger becomes **immune** to all insanity effects and status effects while “Unforgiven” is in effect. At the end of the third **turn**, after the Gunslinger has taken their last **action**, all the “deferred damage” is applied to the Gunslinger in one hit (likely knocking them into a **coma** or killing them).



OCCULTIST

Occultists pride themselves on their secrecy, and so very few of their names are remembered. However, sometimes an occultist leaves a mark on history that is remembered even when the occultist themselves is not. One such example is the occultist who read the fortune of Lord Walder, in the golden city of Pesh. The occultist, whose name has been lost to history, announced the lord's imminent downfall in front of Walder's entire court. He was laughed out of the palace and dismissed as a charlatan and fearmonger. However, the occultist's prediction later proved true, for when Lord Walder attended the wedding of Lord Swole in the southern city of Dis, he was lost in the cataclysm that swallowed every wedding guest, as well as the city.

EQUIPMENT ALLOWANCES

- Occultists may wear *clothing*.
- Occultists may not wield *two-handed* melee weapons.
- Occultists start the name with an additional item: a **tarot deck**.

LEVEL 2 – THE HEART OF THE CARDS

The Occultist uses their cards to glean premonitions of the future. As a result, the Occultist may declare, at the start of their **turn** before any **actions** are taken, that they are going to “scry the cards” (they may only do this if they have their **tarot deck** in their inventory). They must pick (3) numbers between (1) and (20). The GM then rolls a d20. If the tarot reader guesses a number correctly, they gain (1) **fate point**. **Fate points** are unique to Occultists. At this level, they may spend (1) **fate point** to re-roll (1) **percentile**, ‘to hit’, **save throw**, or **detection** roll. All **fate points** are discarded at the end of the **turn** (i.e. they cannot be accumulated over multiple **turns**).

LEVEL 4 – ABSTRACT ENERGY

The Occultist may spend (1) **mana point** to cure all insanity effects on themselves or an ally within touching distance (2ft). The Occultist may also spend (1) **mana point** to **imbue** (1) chosen weapon with **dark, magic damage** of **power level** (x) where x = the Wisdom Bonus score of the Occultist. The enchantment lasts for (6) **turns**.

LEVEL 6 – SPIRIT QUEST

The Occultist may spend (1) **fate point** to receive a vision from the beyond which adds (+x) to their **critical hit rank** for (6) **turns**, where x = the Wisdom Bonus score of the Occultist. This may increase the **critical hit rank** above the maximum of (+4). This bonus may not be stacked with multiple visions. The Occultist may also now **commune** with the shades of the dead (including ghosts, spectres, spirits, and wraiths) and is able to **detect** ghosts, spirits, or spectres within 60ft without having to make a **percentile roll**. It should be noted that whilst the Occultist may communicate with them, other characters or **adventurers** will be unable to hear their responses.

At **LEVEL 8**, the Occultist may choose the Path of Clear sight or Path of the Cabal.

THE PATH OF CLEARSIGHT

LEVEL 8 – SERVANT OF A HOLY ORDER

The Occultist gains deep knowledge of all religious lore, whether esoteric or orthodox. They may spend (1) **fate point** to automatically pass **percentile rolls** for *remember lore, learn history, or identify demons or gods*. The Occultist may spend (1) **mana point** to **imbue** (1) chosen weapon with **holy, magic damage of power level (4)**. The enchantment lasts for (6) **turns**.

LEVEL 12 – SPELL SIPHON

(Spell / x mana points): Once per **full turn cycle**, when a humanoid ally or enemy within 20ft declares that they are going to cast a spell (be that through their knowledge of magic or through use of a **spell-scroll**), the Occultist may choose to activate “Spell Siphon”. “Spell Siphon” essentially “copies” the spell cast by their chosen target. The Occultist learns the spell until the end of their next **turn** (the **turn** following the one in which the spell was originally cast), after which they will forget it. The spell may be cast for the same **mana point** cost as it would ordinarily. Not all spells will be possible to copy; for example, the Bard’s “Wall of Sound” spell requires a musical instrument to cast, and therefore would not possible to copy unless the Occultist had one about their person. In instances of ambiguity, it will ultimately be up to the GM’s discretion as to what spells the Occultist may be able to cast or not as a result of using “Spell Siphon”.

LEVEL 16 – MYSTIC ASCENDED

The Occultist may spend (1) **fate point** to restore (1) **mana point**. This may only be done once per **turn**. The Occultist gains (100%) **resist holy**. In addition, the Occultist may choose to manifest a pair of golden wings at any time, conferring the **flying** ability and an additional (+2d6ft) of **movement per action**.

LEVEL 18 – SPELLSWORD COUNTER

(Ability / 2 mana points): The Occultist may also use their weapon or shield to *deflect* enemy magic, Combat Abilities, or ranged attacks for the cost of (2) **mana points**. The Occultist may activate Spellsword Counter during an opponent's **turn**, after their opponent has declared that they are going to cast an **offensive spell**, or use a Combat Ability or ranged attack on the Occultist. If the Occultist *deflects* a ranged attack, then the damage is reflected onto the attacker. If they *deflect* an **offensive spell**, they may choose to reverse the effects of the spell upon the caster. If the spell cast against them created multiple projectiles, then only the projectiles which hit the Occultist are reflected onto the caster. If the spell would confer a status effect or other effect, that effect is also reflected onto the foe, in addition to any damage. This ability may only be activated once per **full turn cycle**.



THE PATH OF THE CABAL

LEVEL 8 – UNFORTUNATE FATE

(Spell / 1 mana point): Using their **tarot cards**, the Occultist reveals a terrifying and dark future for their chosen target. They may cast this spell on a target within **line of sight**. The target must take a Constitution **save throw** (Constitution versus Wisdom). If the target's total is equal to or higher than the Occultist's, then there is no effect and the spell is resisted. If the target's total is less than the Occultist's, they are **terrorised** and **traumatised** for (3) **turns**. In addition, the Occultist may spend (1) **fate point** to re-roll their d20 when determining if the target is affected by "Unfortunate Fate".

LEVEL 12 – CULT OF PERSONALITY

The Occultist is darkly persuasive and leaves a significant impression upon all those people they have met. The Occultist may spend (1) **fate point** to automatically succeed in a **percentile roll** to *persuade* or *bargain*. In addition, the Occultist will gain a following of (6) "Acolytes" (see Bestiary for rules) who will serve them unquestioningly.

LEVEL 16 – WARPING REALITY

(Spell / 2 mana points): The Occultist actively thins the veil between our reality and another darker one. “Warping Reality” is active for (4) turns. While “Warping Reality” is active, at the end of the Occultist’s **turn**, any enemy or ally within 60ft that has a weapon or piece of armour (including Components) **equipped** with the **resist, holy, dark** or **magic** keywords, OR, using any attack, ability, or spell with the **resist, holy, magic or dark** keywords, must take a Wisdom **save throw** (Wisdom versus Wisdom). If the target’s total is equal to or higher than the Occultist’s, then there is no effect and the spell is resisted. If the target’s total is less than the Occultist’s, they suffer damage equal to either (a) the **power level** of the target’s spell or weapon enchantment, or (b), if there is no **power level** specified, then they suffer a standard (4d6) points of damage. In the case of a spell cast that creates multiple missiles or projectiles, then the total **power level** of all missiles is used to determine the damage suffered. “Warping Reality” also brings the Extreme Weather Effect: **eclipse** into play for the duration of the spell. In addition, the Occultist may spend (1) **fate point** to add (+d6) to all of their rolls when determining if the target is affected by the “Warping Reality” for that turn.

LEVEL 18 – DARK DIMENSION

(Spell / 2 mana points): The Occultist performs an unspeakable ritual to summon a demon. The Occultist must spend (1) **fate point**, in addition to (2) **mana points**, in order to cast this spell. The spell also inflicts the **bleeding** effect on the Occultist themselves. Either (1) “Greater Demon of Bloodlust” OR (1) “Greater Demon of Beguilement” is summoned for (6) **turns** and may be controlled entirely by the Occultist during this time (see Bestiary for rules). Only (1) “Greater Demon” may be summoned at any time no matter how many **mana points** the Occultist has. After (6) **turns** have elapsed, the demon is dragged back to its own infernal realm. However, the Occultist may choose to sacrifice (instantly slay) one of their Acolytes within 12ft to keep the demon active for an additional (d6) **turns**. This may only be done once.

STATS

Stats (abbreviated from ‘statistics’ in standard RPG fashion) represent your proficiency at performing particular actions and are the cornerstone of playing a game of *Dead World: Desecrated Empires*. If your character is very strong (i.e. they have a high Strength stat) they will be more likely to be able to kick down doors and lift portcullises; if they are intelligent they will be more likely to be able to decipher ancient runes and perceive the location of magical scrolls more easily. As many actions and scenarios as possible have been covered here, but the GM will doubtless have to make their own calls on the success-chance of **percentile rolls**. This will be covered in more detail later.

There are six stats.

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

These stats are generated randomly for your character at the start of the game. For each stat, roll 2d6 and add (+3) to the result. Certain Races have **aptitudes**. These reflect stats that that certain Races are particularly good at

nurturing, or else environmentally predisposed towards. In terms of determining what your stats are, it means you can replace the (+3) you add to the 2d6 roll with the number specified in brackets (most commonly +7).

So, after a random roll, your base stats could look something like the below:

Strength: 9
 Dexterity: 15
 Constitution: 15
 Intelligence: 5
 Wisdom: 6
 Charisma: 13

Races have different number of **Allocation Points** depending on how good they are at adapting from the hand they are dealt at birth. Humans, for example, are very good at rising above and changing their destiny, taking up new professions or **skills**, and hence have an allocation of (7), meaning they can allocate 7 additional points after stats have been rolled. Elves, despite having more **aptitudes** than Humans, are not as adept at changing their station in life (given the stricter hierarchy imposed by their society) and hence only have (4) **Allocation Points**.

So, a Human could add (7) points to their base stats where an Elf could only add (4). To continue with the earlier example, once **Allocation Points** have been added, the stats might look something like the below (assuming all (7) points are put into Strength alone):

Strength: 16
 Dexterity: 15
 Constitution: 15
 Intelligence: 5
 Wisdom: 6
 Charisma: 13

The maximum a stat can ever reach is (24). However, there are certain legendary items or magical buffs that can increase stats beyond their normal limits (such as the Paladin's "Destroyer of Evil" spell, for example).

STAT BONUS

Another key part of *Dead World: Desecrated Empire's* gameplay is the **stat bonus** system. Each stat confers a bonus on you, and this bonus is used to determine all sorts of things from fall damage to the length of time you can swim to the accuracy of your attacks. Stat bonuses are calculated very simply. Characters receive a bonus of (+1) for every 2 points over a score of 10.

So, to continue the earlier example of the Human who allocated points into their Strength stat, the figures in brackets represent their **stat bonus scores**:

Strength: 16 (+3)

Dexterity: 15 (+2)

Constitution: 15 (+2)

Intelligence: 5 (+0)

Wisdom: 6 (+0)

Charisma: 13 (+1)

PERCENTILE ROLLS

Now that you are familiar with stats, doubtless you will wonder how they are put to use in the game world. In most situations, they can be employed to calculate the likely success rate of performing difficult **actions**. These calculations are done by means of a **percentile roll**.

Percentile rolls will be necessary frequently throughout your game. They will come into play in most situations to help **adventurers** overcome obstacles, interact with tasks, and even to persuade or charm difficult GM-controlled characters. It is one of the GM's jobs to indicate when **adventurers** need to take a **percentile roll** and what the chance of succeeding is.

As always with this game, if the player wishes to make an argument about an **action** they can perform or a factor the GM has not taken into account which might increase their chance of succeeding, then the GM may use their discretion to take it into account. Ultimately, it is key that discretion always remains in the GM's hands and it follows that **adventurers** are encouraged to respect the GM's rulings. In spite of an **adventurer's** well-reasoned arguments, it is always possible that their GM may not have revealed the full picture, and for good reason! For example, perhaps the lock the **adventurer** is trying to pick is enchanted and harder to open

than usual. Perhaps the **adventurer** lacks the **Arcana skill** that would have allowed them to detect the enchantment. In this case, an **adventurer's** arguments, no matter how compelling, would not be legitimate.

When making a **percentile roll**, roll a d100. This is not actually a one-hundred-sided dice but often two ten-sided dice, one of which shows multiples of ten (00, 10, 20) and one of which shows numbers from 1-10 (1,2,3). This gives you a range from 1-100 (sometimes it is 0-99 or 11-110 depending on how the dice are printed but the principle is the same). For a player to succeed at their **percentile roll**, they must roll **equal to or less** than the number the GM has dictated is required to pass the roll (not over).

When you are making a **percentile roll** to perform a difficult action you can never have a 100% chance of success. The maximum is a 95% chance of succeeding. A roll of a 96 or above on the d100 is always a fail.

CRITICAL SUCCESS & CRITICAL FAILURE

Some *Dead World* GMs like to spice up their storytelling even further by introducing the idea of a "Critical Success" or "Critical Failure" to the **percentile roll**.

In general, the idea is that if a player rolls under 10 on a d100, they have not only succeeded in their intended **action**, but done so with such aplomb that they reap some extra benefit. This is a "Critical Success". For example, if the player intended to kick down a door, and rolled a 10 or below on their **percentile roll**, they not only kick down the door successfully, but an enemy waiting on the other side of the door to ambush the player is instantly taken out as it swings violently open!

Conversely, if a player rolls a 96 or above on a d100 when making a **percentile roll**, they have not merely failed to perform the intended **action**, but failed in a such spectacular way that some calamity befalls them! This is a "Critical Failure". Some GMs can be very cruel indeed with their punishments for rolling so poorly. For example, if a player intended to bribe a city guardsman, a "Critical Failure" might mean that not only does the guard refuse the bribe, but actually decides to arrest the player for their impudence!

Over the next few pages you will find a list of the stats, their bonuses, and instances a **percentile roll** might be required to give you a broader picture of how these might be used in-game.

STRENGTH

This stat increases your chance of performing **actions** like lifting heavy objects, jumping long distances, and breaking things. Strength is an important characteristic for Classes such as Warriors, Monks and Paladins.

PERKS:

- When in **combat**, add your Strength Bonus to your melee and/or ranged attack damage
- When **swimming underwater**, you can swim for a number of **turns** equal to 1 + your Strength Bonus. Afterwards, you will take damage each **turn** (see Exploration).
- When jumping, the number of feet you can jump *without* having to make a **percentile roll** is equal to half your Strength. Afterwards, you can jump a number of feet equal to your Strength (e.g. a Strength of 22 would mean you could jump 11ft without making a **percentile roll** and 22ft in total if you successfully passed a **percentile roll**).
- When you **throw** a weapon, you can throw the weapon a number of feet equal to your Strength stat.

PERCENTAGE CHANCE OF ROLLS:

- **Jumping a wide gap:** For every point of Strength, increase the chance of jumping a gap by 4% starting from 0%.
- **Lift a very heavy object:** For every point of Strength, increase the chance of lifting the object 3%, starting from 0%.
- **Breaking down fortified or locked doors:** For every point of Strength, increase the chance of knocking down the door 3%, starting from 0%.
- **Breaking out of chains:** For every point of Strength, increase the chance of breaking out of chains 2%, starting from 0%.

DEXTERITY

Dexterity determines how good you are at working precisely: picking locks, moving with stealth and agility, as well as your fighting technique. It is particularly key for Rangers and Thieves, though all martial characters benefit from it.

PERKS:

- When in combat, add your Dexterity Bonus to your rolls 'to hit' with melee and/or *ranged* weapons.
- When rolling for **initiative**, add your Dexterity Bonus to the result for an improved chance of winning and getting to take your **turn** first.
- When falling, you can fall a number of feet equal to your Dexterity without taking damage (e.g. a character with a Dexterity of 20 could fall 20ft without taking damage). Any greater distance will cause **falling damage** (see Exploration).
- When **sneaking**, you can add your Dexterity Bonus to rolls to **avoid detection** (see Visibility).
- When making a **sneak attack**, you can add an additional (+d6) to the damage of the attack for each Dexterity Bonus point you have.

PERCENTAGE CHANCE OF ROLLS:

- **Picking locks:** For every point of Dexterity, increase the chance of picking the lock 4%, starting from 0%.
- **Pick pocketing:** For every point of Dexterity, increase the chance of pick pocketing 4%, starting from 0%.
- **Climbing:** For every point of Dexterity, increase the chance of climbing a rock face, or other climbable surface 3%, starting from 0%.

CONSTITUTION

Constitution represents how physically tough you are; a high constitution allows you to take more damage and endure more pain. In addition, this with higher Constitutions may be able to fend off the effects of toxins and **poisons** as well as resisting **diseases**. For **combat**-orientated Classes, Constitution is extremely important.

PERKS:

- When you level up, upgrade your maximum hit points by $\frac{1}{2}$ your Constitution. (e.g. a character with 24 hit points and a Constitution of 10 could upgrade their hit points to 29).
- When you make a **saving throw** against **poison**, and certain other attacks, you can add your Constitution Bonus to the result.

PERCENTAGE CHANCE OF ROLLS:

- **Resist harsh environmental conditions (such as a desert storm or freezing cold):** For every point of Constitution, increase the

chance of resisting the negative environmental effect 4%, starting from 0%.

INTELLIGENCE

Intelligence determines how good you are at using your mind. This might include **actions** such as: examining texts for key information, deciphering languages, and locating hidden items. Intelligence also impacts the strength of magical capabilities and so is important for Classes such as Warlocks, Druids, Necromancers, and Elementalists.

PERKS:

- When rolling to **detect** someone who is **sneaking**, add your Intelligence Bonus to the roll (see Visibility).
- Intelligence and Intelligence Bonus scores frequently determine the amount of damage **offensive spells** deal or how effective a spell is.

PERCENTAGE CHANCE OF ROLLS:

- **Searching for hidden items:** For every point of Intelligence, increase your chance of finding the item 4%, starting from 0%.

- **Searching for traps:** For every point of Intelligence, increase your chance of finding the trap 3%, starting from 0%.
- **Working out another language or a code:** For every point of Intelligence, increase your chances of working out the other language or code 2%, starting from 0%.
- **Discover item properties:** For every point of Intelligence, increase your chances of discovering an item's properties 2%, starting from 0%.

WISDOM

Wisdom is an important and often overlooked attribute. Whereas Intelligence represents knowledge and academic prowess, often in a specific field, Wisdom is universally applicable, and represents how intuitive, experienced, and well-practiced a character is. It is all very well being strong and accurate, but the wise fighter knows how to turn their weapon “just so” to strike a weak-spot; characters with higher Wisdom learn quickly and more fully understand the events unfolding around them. Monks utilise Wisdom extensively in their fighting style.

PERKS:

- For each point of Wisdom Bonus you have, you can re-roll (1) damage die. A die can only be re-rolled once and the new result must be accepted regardless of whether it is greater or lesser than the original roll.
- Some spells and abilities, as well as **saving throws**, require Wisdom

PERCENTAGE CHANCE OF ROLLS:

- **Remember lore/history/doctrine:** For every point of Wisdom, increase your chances of recalling the lore or history 3%, starting from 0%.
- **Intuit truth/deceit:** For every point of Wisdom, increase your chance of detecting truth or deceit in the words and mannerisms of characters 1%, starting from 0%.

CHARISMA

Charisma represents your charm, manners, and overall ability to persuade others into liking you. A high Charisma stat will allow you to influence characters or even monsters in the game. A very high Charisma stat will allow you to dominate others. Bards and Illusionists in particular draw on Charisma to work their influence and power.

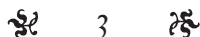
PERKS:

- When purchasing items, deduct (-4%) from the cost of the item for each point of Charisma Bonus.

PERCENTAGE CHANCE OF ROLLS:

- **Persuasion (getting information out of someone):** For every point of Charisma, increase your chance of getting the information you want 2%, starting from 0%.
- **Persuasion (swaying someone to follow your cause):** For every point of Charisma, increase your chance of persuading the character to follow you 2%, starting from 0%.

- **Persuasion (swaying someone to part with an item):** For every point of Charisma, increase your chance of getting the character to part with the item you desire 2%, starting from 0%.
- **Mollifying an enraged monster (provided it understands your language):** For every point of Charisma, increase your chance of pacifying the monster 1%, starting from 0%. It should be noted the GM does not have to allow a player to perform this action: not all monsters can be reasoned with!



HIT POINTS

Hit points represent your character's lifeblood. Those who regularly play role-play games will be all too familiar with the concept of them, but for those who aren't: hits points are a numerical indicator of your health and how much damage you can take. The more hit points you have, the better. You have a **maximum hit point** count, which indicates how healthy you would be at your peak physical condition. You then have your **current hit point** count which fluctuates depending on a number of factors, such as whether:

- your character has been hit and damaged in melee combat;
- your character is **poisoned** or infected with a **disease**;
- your character is **bleeding** or has a permanent wound;
- your character is afflicted by a spell or has been set on fire – the list goes on!

To determine how many **maximum hit points** your character has at the start of the game, roll a number of dice indicated under the 'hit points' field specific to your Race. For example, a Human has 4d6, so would roll four d6s and get a result between 4 and 24.

Example: A Dwarf **adventurer** has 7d6 hit points, so rolls 7d6 (7-42). The Dwarf rolls a 34 on the dice. The Dwarf starts the game with a **maximum hit point** count of 34.

You always start an adventure at **maximum hit points**, so the Dwarf in the previous example would have 34 / 34 hit points.

Each time you are struck by an attack (whether via ranged, melee, or spells) you will lose hit points, reducing your **current hit point** score. The difference between your **current** and **maximum hit points** is often represented like so: 4 / 20.

The number on the left indicates your **current hit points** and the number on the right indicates your **maximum hit points**. You can also be healed during the game as well as suffering damage in which case your **current** count will increase. However, it may never exceed your **maximum**.

When you reach 0 hit points you will enter a **coma** and **death save state**, and potentially could die permanently (see Combat rules).

To continue the example: The same Dwarf **adventurer** is wounded in a skirmish and reduced from 34/34 hit points to 27/34 hit points, but they are fortunate enough to find a strange moss which can heal 8 hit points. The Dwarf eats the herb and is healed 7 points back to full health: 34/34. The eighth point which the herb would have healed is lost, as the **maximum hit point** score of the Dwarf is 34 and therefore the Dwarf's **current hit points** cannot exceed this value.

SKILLS

In order to survive in *Dead World: Desecrated Empires*, your character will need survival **skills**, but survival is not always as clear cut as killing or fighting or being able to blow away opponents with magic. Sometimes it requires something more creative. That's where your character's **skills** come in. Like your character's Class, **skills** give you access to certain special abilities and proficiencies, and these proficiencies are expanded when you reach certain key levels.

The seven **skills** are: **Hunting, Leatherworking, Blacksmithing, Entertainment, Diplomacy, Alchemy** and **Arcana**.

HUNTING

In the Aronian Era, where the civilised races found themselves at war with great beasts of the wilderness and the creatures of darkness, hunters stalked great predatory beasts. In our corrupt Era of Empires, however, most hunters are deployed to track more humanoid prey... Many hunters were born, or spent most of their childhoods, in the wild spaces of the world. Whether desert, forest, or mountainous regions: certain hunting skills transcend location. That, or they were taught how to forage and hunt for food by masters of the craft, the secrets passed down through generations. Survivalists by nature, hunters are capable of finding sustenance in even the sparsest landscapes, and making traps and tools from meagre utensils.

LEVEL 1

You can harvest “uncooked meat” from animals and beasts that you kill, as well as *hide* and *bone*, which can either be passed to a **leatherworker** or sold at a shop for 2 copper pieces per piece. You can prepare “uncooked meat” during **rest periods** which will turn it into a *food* consumable (the type of *food* will depend on the type of meat cooked). This does not cost an **action**.

LEVEL 5

You can prepare traps (such as **Stake Pits & Bear Traps**), identify animals and humanoids by their tracks, and use raw materials such as bone, metal shards, and glass to create ammunition. Creating a trap or ammunition can only be done during **rest periods** and costs (1) **action**.

- **d8 Bone Arrows / Bolts** → (+0) to ranged attack damage
(Requires (2) bone)
- **d8 Steel Arrows / Bolts** → (+1) to ranged attack damage
(Requires (8) metal shards)
- **d4 Glass Arrows / Bolts** → (+2) to ranged attack damage
(Requires (8) glass shards)
- **Stake Pit** → A **trap item** that must be embedded in the ground, occupying an area 4ft by 4ft, and which causes (6d6) damage to any creature or character that unwittingly moves over it and falls in (the trap is revealed once it causes damage for the first time). In addition, if they survive, the enemy will have to spend (1) **action** climbing out of the Stake Pit before they can take any further **actions**. Enemies can take a **detection test** against the Hunter's Intelligence in order to see if they become aware of the trap. Once laid, this trap cannot be moved, however it can be reused by adding (1) new blanket to conceal the trap; alternatively, it can be destroyed (Requires (8) wooden logs, (1) shovel, (1) blanket).
- **Bear Trap** → A **trap item** that must be embedded in the ground, occupying an area 1ft by 1ft, and causing (2d6) damage, **grievous bleeding**, and **crippled** for (2) **turns** to the first creature or enemy that moves over it. Enemies can take a **detection test** against Hunter's Intelligence in order to see if they become aware of the trap. After this trap has been activated, it will no longer function, its mechanism having snapped fully closed. However, it may be "reset" during a **rest period** at the cost of (1) **mana point** and adding (1) new leather strip, which will make it useable again. (Requires (6) metal shards, (1) leather strip, (1) thread).

In addition, you can upgrade either a bow or crossbow-type weapon at the cost of raw materials. Augmenting equipment can only be done during **rest periods** and costs (1) **action**. See below the types of augmentation you can work. It is not possible to double up if your weapon already has an augmentation. For example, you cannot apply the ‘**restrung**’ augmentation to a bow that has already been **restrung**.

- **Restrung** → A bow or crossbow that has been **restrung** has greater torque, and therefore its arrows and bolts fly truer. The wielder of a **restrung** bow or crossbow may add (+1) on ‘to hit’ rolls when using this weapon. (Requires (1) silk).
- **Waxed (bow only)** → The bowstring is waxed to protect it from humidity and damp, ensuring that it retains its tautness and hence its power. A bow whose bowstring has been **waxed** may add (+6ft) to its range characteristic. (Requires (1) beeswax).
- **Improved Mechanism (crossbow only)** → The Hunter tinkers with the crossbow’s firing latch and flight groove, improving its explosive power by oiling the necessary mechanical parts. A crossbow with an **improved mechanism** may add (+d4) to its damage (Requires (1) beeswax).

LEVEL 10

Hunters can make more sophisticated and powerful bows, arrows, and bolts. The raw materials for these can be purchased or discovered during adventuring.

- **Ivory Bow** (2d6+4, *ranged* (30ft)) (Requires (3) bone, (1) silk).
- **Elven Bow** (2d6, *ranged* (40ft)) (Requires (1) wood, (1) silk, (1) beeswax).
- **Crossbow** (3d6, *ranged* (20ft)) (Requires (1) steel ore, (2) metal shards, (1) silk, (1) beeswax).
- **d4 Onyx Arrows / Bolts** → (+6) to ranged attack damage (Requires (8) onyx fragments).
- **d4 Dragon Tooth Arrows / Bolts** → (+8) to ranged attack damage (Requires (8) dragon teeth).

Furthermore, you may choose (1) of three “Hunter Specialisms”, which reflects the types of creatures that you are most adept at hunting. Your

“Hunter Specialism” confers unique advantages and crafting options, so choose wisely:

DRAGONSLAYER

Dragonslayers are most adept at hunting reptilian and draconic opponents. Therefore:

- You may identify the tracks left by reptilian monsters without needing a **percentile roll** – these could include footprints in earth or sand, claw marks in stone, or alternatively the scorch marks commonly found around dragon caves.
- Add (+d8) to melee damage when targeting “reptiles” or “draconic” enemies.
- You may add (+1) on ‘to hit’ rolls against **flying** enemies.

You are also able to craft spears capable of piercing a dragon’s hide and mighty shields to resist their firepower:

- **Dragonspear** (3d6, *two-handed, long*, +2 **critical hit rank**) (Requires (1) dragon tooth, (2) bone, (1) wood, (1) thread).
- **Flameshield** (+5 AC, *shield*, **resist fire** (50%)) (Requires (20) dragon scales, (1) wood, (1) thread).

DEPTH-HUNTER

Depth-hunters are most adept at hunting denizens of Dead World’s chthonic seas. Therefore:

- When you have slain an “aquatic” creature of whale size or greater (such as a Leviathan), you may harvest (d3) “Blubber” in addition to any “uncooked fishmeat”. Blubber may be sold to a merchant for 10 silver pieces. Alternatively, it can be used for crafting.
- Add (+d8) to the damage of ranged and **throwing** attacks when targeting enemies that are **underwater** or predominantly *within* a body of water.
- You may add (+1) on ‘to hit’ rolls against **underwater** enemies.

You are also able to craft harpoons capable of piercing a Leviathan's hide, as well as suits of blubber that protect them from the dire cold:

- **Mythic Harpoon** (2d6 damage, *two-handed, long*, (+5) damage when **thrown, crippling**) (Requires (1) onyx ore, (1) wood, (1) rope).
- **Blubbersuit** (+5 AC, *light armour*, **resist wet** (50%), **resist frost** (100%)) (Requires (6) blubber, (2) leather strips, (1) thread).

SPIDERSLAYER

Despite their name, **spiderslayers** are most adept at not just hunting gigantic spiders, but any insectoid monsters that stalk the land, including Hornetkin and Death Ants. Therefore:

- **Spiderslayers** have to be adept at accessing caves or lairs that are normally impossible to get into, either because of protective webs, corrosive slime, or simply because of their precarious height, therefore, they may re-roll failed **percentile rolls** to *climb, cut through webs*, and *maintain balance*. In addition, after they have slain a "spider" or "insect" type enemy, they may harvest either a "Spider Carapace" or "Stinger" if appropriate, both of which are crafting items.
- Add (+d8) to the damage of melee attacks against "spider" or "insect" type monsters.
- You may add (+1) on 'to hit' rolls against enemies with the **scopulae** special rule.

You are also able to craft shields made out of exoskeletons and chitin that can resist acidic attacks, as well as daggers fashioned from the deadly stingers of some of the world's most terrifying predatory insects:

- **Thorax Dagger** (d10 damage, *one-handed*, **poison** (5)) (Requires (1) stinger, (1) leather strip, (1) thread).
- **Spidershield** (+3 AC, *shield*, **resist poison** (35%), **resist venom** (20%)) (Requires (1) spider carapace, (1) wood, (1) leather strip)

DIPLOMACY

Diplomats, emissaries, and envoys are swiftly becoming the gods of the new era. Due to the incessant deceptions of the great empires and their constant in-fighting as disparate factions vie for power, even within individual alliances, those who can persuade, turn hearts, and play the shadowy games of power-struggles have become invaluable agents. Diplomats are often experienced social climbers, able to speak in the correct idioms that demand respect and recognition from others, even mighty kings or queens. They have no embarrassment claiming birthrights and even forging documents to verify such claims. Of course, some diplomats are genuinely born into older or noble families with connections and history, but increasingly the truth of such a heritage is becoming irrelevant in the face of the rather more entertaining showmanship of deceit, which may please an emperor, even if they know it to be false.

LEVEL 1

You can re-roll **percentile rolls** to *persuade* and *convince*. You are skillful at calligraphy and writing, and can create legitimate, or legitimate-seeming, documents (to convince a character you have certain authority, for example).

LEVEL 5

You have friends in high places. Before you enter a dungeon, accept a quest, or embark on an adventure, receive a payment of (4d6) silver pieces. You acquire the item *Robes of Office* (+0 AC, *clothing*). Whilst wearing *Robes of Office*, noble-born characters will treat you as a peer.

LEVEL 10

You may choose a **mount** from the Equipment Store free of charge. In addition, you gain a **mercenary** to follow you around at the cost of (1) silver piece per campaign. The GM generates the character sheet for the **mercenary** but the player may choose the Race and Class of the **mercenary**. The **mercenary** is Level 10. The GM rolls randomly to determine their stats. The **adventurer** determines where their stat points are allocated. The **mercenary** does not acquire experience and will remain at Level 10 while in your employ. The mercenary is equipped with (1) Special Weapon & (1) piece of armour (randomly rolled) from the Equipment Store. If the **mercenary** would have the **Diplomacy skill** by virtue of their Race or Class, then they are prevented from gaining their own **mercenary** (i.e. chaining mercenaries is not permitted).

BLACKSMITHING

Blacksmiths may not be as regally clad as diplomats, nor do they carry the reputation and trophies of legendary hunters, yet they are often the unacknowledged and vital deciding factor in any war or conflict; they are the lifeblood of an empire, just as metal itself is thought to be the lifeblood of the Earth Soul, running in veins through the soil and stone of the world. In the forging of legendary weapons or armour, blacksmiths can become kingmakers. They have the power to elevate an unknown peasant to a leader of armies, simply by bestowing an enchanted blade upon them. But it is not only in the incredible masterpieces that blacksmiths produce that mean they may determine the outcome of a war: the supply of good-quality equipment for everyday infantry is paramount to any war-effort. During the rise of New Numibia, Grammaticus Everyman's Blackshields were able to subdue so many cities and strongholds in part due to their superior weaponry and equipment, and indeed derive their name from the Black Steel shields that they carried in phalanx formation.

LEVEL 1

You can work with materials such as metal shards and ore to augment existing *heavy armour*. You can break down existing weapons and armour to create the raw materials necessary to craft. You are skillful at metal-

working, smithing and smelting. You have the ability to improve *heavy armour* & weapons at the cost of raw materials. Augmenting equipment can only be done during **rest periods** and costs (1) **action**. See below the types of augmentation you can work. It is not possible to double up if armour already has an augmentation. For example, you cannot apply a **plated** augmentation to armour which is already plated.

- **Weapon & Armour Destruction** → The blacksmith can destroy a weapon or piece of armour to yield (d6) metal shards & (d3) ore (of type relevant to the weapon destroyed). If the weapon is **magical** or if the armour has an enchantment, then it will also yield (1) runestone.
- **Steel Plated** → The armour is welded with extra metal plates, conferring an additional +2 AC against melee attacks only (Requires (4) steel ore).
- **Spiked** → The armour is **augmented** with cutting spikes which lends its wearer an additional combative edge. Whenever an enemy combatant misses the wearer of this armour, they suffer (1) damage. (Requires (8) metal shards).
- **Sharpened** → The weapon is sharpened to a fine edge, making it even more lethal. **Sharpened** weapons gain (+d3) to their damage. (Requires use of a whetstone).
- **Weighted** → The weapon is remade so that it is perfectly balanced. **Weighted** weapons gain (+1) on rolls 'to hit' in melee combat.

LEVEL 5

You can create full sets of steel and chainmail armour using raw materials, as well as steel weaponry.

- **Chainmail Armour** (+7 AC, *heavy armour*) (Requires (6) metal shards, (1) steel ore).
- **Plate Mail** (+10 AC, *heavy armour*) (Requires (6) steel ore).
- **Longsword** (d8, *one-handed*) (Requires (4) steel ore and use of a whetstone).
- **Greatsword** (3d6, *two-handed*) (Requires (7) steel ore, use of a whetstone, (1) leather strip).

- **Steel Buckler** (+3 AC, *shield*) (Requires (3) steel ore, (1) leather strip).

LEVEL 10

You can create more advanced armour using rarer materials. In addition, you can use runestones to **imbue** weapons with special **traits**. A weapon can only benefit from (1) **imbue**. **Imbues** cannot be upgraded once set.

- **Glass Armour** (+7 AC, *light armour*, (+1) **speed**) (Requires (12) glass shards, (1) steel ore, (1) leather strip).
- **Black Steel Plate** (+11 AC, *heavy armour*, **resist magic** (10%)) (Requires (7) black steel ore, (1) leather strip).
- **Onyx Armour** (+12 AC, *heavy armour*, **resist dark** (50%)) (Requires (7) onyx ore, (1) leather strip).
- **Dwarven Iron** (+11 AC, *heavy armour*, (+1) to Constitution **save throws**) (Requires (7) dwarven ore, (1) leather strip).
- **Goldvein Armour** (+14 AC, *heavy armour*, **resist lightning** (25%)) (Requires (2) gold ore, (3) steel ore, (2) onyx ore, (1) leather strip).
- **Dragon Scale** (+14 AC, *heavy armour*, **resist fire**, **resist magic** (20%)) (Requires (40) dragon scales, (1) leather strip, (1) thread).

IMBUING

- **Magic Imbue** → enchant one weapon with **magic damage** at **power level** (x) where x = the number of runestones used in the creation of the weapon. (Requires at least (1) runestone).
- **Flame Imbue** → enchant one weapon with **flame damage** at **power level** (x) where x = the number of runestones used in the creation of the weapon. (Requires at least (1) runestone, (1) fire coal).
- **Water Imbue** → enchant one weapon with **water damage** at **power level** (x) where x = the number of runestones used in the creation of the weapon. (Requires at least (1) runestone, (1) tranquillity droplet).
- **Earth Imbue** – enchant one weapon with **earth damage** at **power level** (x) where x = the number of runestones used in the

creation of the weapon. (Requires at least (1) runestone, (1) mantle fragment).

- **Cold Imbue** → enchant one weapon with **frostbite** (Requires at least (1) runestone, (1) ice ember).
- **Holy Imbue** → enchant one weapon with **holy damage** (Requires at least (1) runestone, (1) prismatic refractor).
- **Lightning Imbue** → enchant one weapon with **lightning damage** at **power level** (x) where x = the number of runestones used in the creation of the weapon. (Requires at least (1) runestone, (1) charged lodestone).
- **Dark Imbue** → enchant one weapon with **dark damage** (Requires at least (1) runestone, (1) abyssal soul).

LEATHERWORKING

Leatherworking is sometimes considered the poorer cousin of blacksmithing, but this is a profound misunderstanding of its utility, as it is not always the thickest armour that proves most useful. Armour in general can be a help or hindrance depending on its context, and sometimes lighter armour made from leathers and scales, which allows for greater manoeuvrability and speed, can be far superior to heavy and clunking platemail. Indeed, during the Second Battle of Boscorian, Hugo The Third, Eadric Foxcloak, and their allies, donned specially made leather Stag Armour, rather than their usual chainmail and steel. In their Stag Armour, they were able to move far more rapidly than their heavily armoured opponents, surprising their adversaries by striking first and with deadly force.

LEVEL 1

You can work with materials such as bone and hide to augment existing armour or *clothing*. You are skillful at sewing, weaving, cutting precisely, and tanning. You are not skillful at harvesting these materials, however. Only a **Hunter** can harvest the materials from the animal. You have the ability to improve *light armour* at the cost of raw materials. Augmenting armour can only be done during **rest periods** and costs (1) **action**. See below the types of augmentation you can work. It is not possible to double

up if armour already has an augmentation. For example, you cannot apply a '**studded**' augmentation to armour which is already **studded** or **tailored**.

- **Studded** → The armour is studded, conferring an additional (+2) AC against melee attacks only (Requires (2) bone).
- **Scaled** → The armour is riven with bone, chitin or metallic scales, conferring an additional +2 AC against ranged attacks only (Requires (20) scale pieces).
- **Tailored** → The armour is customised and contoured in such a way that it fits perfectly, meaning there is little chance of it hindering the wearer during battle. Wearers of **tailored** armour can add (+1) to 'to hit' rolls.

LEVEL 5

You can create full sets of leather and scale armour using raw materials. You can also create basic clothes, cloth items (such as blankets), satchels and saddlebags.

- **Leather Armour** (+4 AC, *light armour*) (Requires (8) leather strips, (1) thread)
- **Scale Mail** (+6 AC, *light armour*) (Requires (40) scale pieces, (1) thread, (2) leather strips)
- **Jerkin / Trousers** (+0 AC, *clothing*) (Requires (4) leather strips, (1) thread)
- **Blanket** (see Equipment Store) (Requires (1) wool)
- **Leather Satchel** (+0 AC) This item does not take up an inventory slot, and adds (10) additional inventory slots to its user. However, it also confers (-1) **speed** whilst carried due to its weight. (Requires (10) leather strips, (1) wool, (3) thread)
- **Saddlebags** (+2 AC) May only be equipped to **mount**-type creatures (see rules for Mounts and Mounted Combat). The Saddlebag adds (15) additional inventory slots to the **rider**.

In addition, you gain the ability to apply these additional augmentations:

- **Supple** → The armour's material is worked in such a way that it becomes more pliable, able to move with the wearer's motions,

whilst losing none of its defensive capabilities. Wearers of **supple** armour may re-roll 1s when rolling to determine the damage of their melee attacks in **combat**. (Requires (4) leather strips, (1) scented soap, (1) thread)

- **Camouflaged** → The leatherworker adorns their armour with bone, wood, and other natural substances in such a pattern that it is difficult to pick out against natural backdrops. Wearers of **camouflaged** armour add (+d4) to **avoid detection** rolls. (Requires (4) bone, (5) scales, (1) wood, (20) leaves, (2) leather strips, (1) thread)

LEVEL 10

You can create more advanced armour using the hides of wild beasts.

- **Bear Armour** (+5 AC, *light armour*, **resist frostbite**) (25%) (Requires (1) bear hide, (8) leather strips, (1) thread)
- **Wolf Armour** (+5 AC, *light armour*, (+d4) damage in first round of melee **combat**) (Requires (1) wolf hide, (8) leather strips, (1) thread)
- **Stag Armour** (+4 AC, *light armour*, (+2) **speed**) (Requires (1) stag hide, (8) leather strips, (1) thread)
- **Spider Armour** (+7 AC, *light armour*, **resist poison** (35%), **resist venom** (50%)) (Requires (1) spider carapace, (6) leather strips, (1) thread)
- **Dragonwing Cloak** (+2 AC, Armour Component (Type: Pauldron), **resist fire** (50%)) (Requires (1) dragonwing membrane, (6) leather strips, (1) thread)
- **Antler Helm** (+1 AC, Armour Component (Type: Helm), melee and ranged attacks cause **overpower**) (Requires (1) set of antlers, (2) leather strips, (1) thread)
- **Razor Gauntlets** (+2 AC, Armour Component (Type: Gloves), **Spiked**: Whenever an enemy combatant misses the wearer of this armour, they suffer (1) damage.) (Requires (6) bone, (2) leather strips, (1) thread)
- **Thieves' Claws** (see Special Equipment) (Requires (6) bone, (8) leather strips, (1) thread)
- **Dragonwing Glider**: The Dragonwing glider is the peak of leatherworking master-craftsmanship, a secret schematic passed

down through the ages from the ancient leatherworking masters pre-dating the hallowed Aronian Era. Some even believe that the stories of “dragonmen”, who were humanoid but bore the wings of dragons, are in fact just misinterpretations of the flying silhouettes of old heroes equipped with Dragonwing Gliders. It is constructed with a bat wing shaped wooden frame that supports a folded dragon wing-membrane; the frame is compact when not in use, but the pulling of a subtle lever unfurls the wings, so that they may catch the air. The Glider is affixed to the back of the **adventurer** and counts as an Armour Component (Type: Pauldron). An **adventurer** equipped with a Dragonwing Glider does not suffer **falling damage**. In addition, the **adventurer** may move up to 20ft per **action** as though they were **flying**, including across pits and other obstacles, provided that the point at which they started their **movement** is higher than the point at which they finish their **movement**. (Requires (2) dragonwing membranes, (2) wood, (4) leather strips, (2) thread)

ARCANA

Arcana is the study of magical forces from a more academic rather than practical standpoint. Whilst not everyone can master the ability to cast spells, as it requires great reserves of inner magical power, it is entirely possible to teach even those with virtually no magical affinity whatsoever the basic principles of magic detection, reading runes, and learning how to utilise spell scrolls. The university and library that crown the City of a Thousand Eyes pride themselves on these teachings, and this is where most humans go to learn Arcana. High elves, and even their more passionate brethren, the dark elves, teach all their children these fundamentals as a matter of basic education.

LEVEL 1

You can detect enchantments and spells within 60ft, including **magical** traps and **magical** equipment, without having to make a **percentile roll**. If a character or creature casts a spell within 60ft of a character with **Arcana**, then the **Arcana**-skilled character should be notified accordingly. They will not know the exact nature of the spell cast, but they should be given some indication of the **power level** of the spell (**mana points** used to cast the spell, or the damage **power level** may be good indicators to use).

LEVEL 5

You become a scholar of the arcane, able to identify the properties of rings and necklaces without having to make a **percentile roll**. You start each campaign with a charged **spell scroll**. A **spell scroll** is a consumable item that casts a spell. You may only have (1) **spell scroll** in your inventory at any one time. You may choose from the following spells: “Magical Blast” or “Magic Shield” (Warlock), or “Healing Miracle” (Paladin). The spell is cast at **power level** (3). A **spell scroll** will lose its “charge” once used. It may be recharged at the cost of (2) **mana points**, or by a non-adventurer character in the world who has the skills to do so.

LEVEL 10

You can speak Eldritch language and communicate with Greater Demons. You start each dungeon or adventure with (2) charged **spell scrolls**. You may only have (2) **spell scrolls** in your inventory at any one time, due to their powers potentially becoming combustible in proximity!

For the **first spell scroll**, you may choose from the following spells: “Magical Blast”, “Magic Shield” or “Healing Miracle”. The spell is cast at **power level** (3).

For the **second spell scroll**, you may choose from the following more powerful spells: “Lightning Bolt” (Druid), “Restore” (Paladin), “Summon Skeletons” (Necromancer), “Fireball” or “Flaming Blade” (Warlock). The spell is cast at **power level** (4).

ENTERTAINMENT

Hope is a wilting flower in Dead World, but it is not yet entirely rotten. It is perhaps *because* the world seems near its end that the people look, more than ever, to music, comedy, poetry, and stories for guidance and beauty. Those who can make people forget their troubles and transport them to far off worlds, or better times long ago, are sure to be rewarded handsomely for their efforts. Just as warriors and wizards fight the physical battle against the encroaching darkness, it is thought that the entertainers of the world fight the psychological one against despair and madness.

LEVEL 1

You are excellent at performing and can mimic voices, sing and dance. You may re-roll **percentile rolls** to *distract opponents* or succeed in making a *speech*. You acquire the item Tragic Mask (+0 AC, Armour Component Type: Helmet). You can also busk or perform where appropriate, and provided you have an audience, this will yield (4d6) copper pieces from onlookers.

LEVEL 5

Busking now yields (2d6) silver pieces as you gain more renown and skill. There is a (10%) chance when entering cities or settlements that you will be recognised by fans of your work; fans are likely to provide you with important information or secrets, even if conveying such information to you might pose a risk to them. You may ask a fan, once per day, to perform a favour for you, provided the favour does not risk life and limb. You may re-roll **percentile rolls** to *convince*, *persuade*, and *lie*.

LEVEL 10

Your busking performances yield (5d6) silver pieces in revenue as you reach immense critical acclaim. There is a 35% chance of being recognised when you enter a settlement, town, city or village. You have written and published an epic poem or story which is famous throughout the land and yields revenues of (2d6) silver pieces per campaign. You always have a copy of this published work in your inventory, and producing quotes or copies of this literature may well have positive effects on civilised characters. Your fans are now so loyal that you may recruit up to (2) to follow you on your adventures. These fans are unlikely to be strong combatants, but they may possess other useful **skills**, such as **Blacksmithing**, **Diplomacy**, **Alchemy**, **Arcana**, or **Leatherworking** (and are considered to be Level 10 proficient). These fans are also so dedicated to you that they will certainly sacrifice themselves to save their idol. Therefore, if you fail a **death save**, you may instead sacrifice (instantly slay) (1) of these loyal fans in order to pass the **death save**.

ALCHEMY

Alchemy is practiced widely in Dead World, though it is thought to have been conceived by the lizardkin, as their natural habitats in the fertile swamps of Eres are home to innumerable flora and fauna of a variety unparalleled anywhere else in Dead World. The ancient lizardkin masters, sometimes referred to as the Scaled Ones, are thought to have been able to access forgotten dimensions via “vision quests” brought on by the consumption of specific plants, and unnaturally preserve their life for aeons by mixing specific tinctures. More recently, Tydarr The Dragon King, though most noted for his fearsome warlike abilities, was also an alchemist of great note, particularly in the creation of poisons, several of which have been studied by masters in the city of Axis – for they are some of the most deadly ever made in Dead World.

LEVEL 1

You can identify and harvest ingredients for potion-making. When encountering fauna, roots, trees and substances in the world, you can immediately identify their traits and qualities without having to make a **percentile roll**. These ingredients include but are not limited to:

- Death lily
- Lavender

- Devil's Claw
- Darkroot
- Red Moss
- Aloe Vera

LEVEL 5

You can create potions using *Alchemical Tools* (alembic, retort, mortar & pestle) and ingredients either purchased or harvested in the wild.

- **Lesser Healing Potion** – Restores 2d6 hit points (Requires use of a mortar & pestle, (1) red moss, (1) aloe vera, (1) lavender).
- **Rejuvenation Potion – Regeneration** (d6) for (8) **turns** (Requires use of an alembic, use of a retort, (2) devil's claw, (1) red moss).
- **Antivenom** – Cures **venom** (Requires use of an alembic, use of a retort, (1) darkroot).
- **Poison Lather – Poisons** one melee weapon *or* ammunition stockpile (arrows/bolts). The **poison** is **power level** (x) and lasts for (4) **turns**, where x = the number of death lilies used. (Requires use of a mortar & pestle, use of an alembic, use of a retort, (x) death lily, (1) red moss).

LEVEL 10

You can create more advanced potions.

- **Greater Healing Potion** – Restores 4d6 hit points (Requires use of a mortar & pestle, (1) red moss, (2) aloe vera, (2) lavender).
- **Warming Draught** – Cures **frostbite, traumatised, paranoia** (Requires use of an alembic, use of a retort, (3) red moss, (2) aloe vera, (2) lavender).
- **Drake's Blood** – Grants **resist fire** (100%) for (6) **turns** (Requires use of an alembic, use of a retort, use of a mortar & pestle, (1) dragon's blood, (1) red moss, (2) darkroot).
- **Deep Poison – Poisons** one melee weapon *or* ammunition stockpile (arrows/bolts). The **poison** is **power level** (x) and lasts for (4) **turns**, where x = the number of death lilies used. The lather also causes **venom** damage. (Requires use of a mortar &

pestle, use of an alembic, use of a retort, (x) death lily, (1) red moss, (2) devil's claw).

- **Berserker's Poultice** – Grants **enrage** for (8) **turns** (Requires use of a mortar & pestle, (3) red moss, (1) devil's claw).
- **Energising Serum** – Restores (1) lost **mana point** (Requires use of an alembic, use of a retort, (8) lavender, (8) devil's claw, (1) red moss, (1) aloe vera).
- **Potion of Cure Disease** – Removes (1) **disease** (Requires use of a mortar & pestle, use of a retort, (1) garlic, (1) red moss, (1) aloe vera).

MEDICINE

There is one additional **skill** that is important to mention, as it functions differently from any of the others, and that is **Medicine**. **Medicine** has become ever more vital as the wars tearing across Dead World become more brutal and cataclysmic, with more injured soldiers brought back to the city-gates than there are Paladins to attend to them. This has led to advances in the more scientific and alchemical study of medicine craft, with leeches and physicians learning how to enhance the efficacy of medicines such as healing potions, and even healing spells.

The **Medicine skill** cannot be acquired at the start of the game, it must be learned via accessing a “trainer”. This could be a GM-controlled character, such as a plague doctor, physician, or leech, or even in outlandish circumstances another **adventurer** at a high level, though it is more likely to be the former.

The **adventurer** who wishes to learn **Medicine** must be a minimum of Level 10. **Medicine** can only be taught to characters who possess a combined Wisdom and Intelligence score of 18.

LEVEL 10

The **Medicine** practitioner may pay (1) **mana point** to double the number of hit points restored by consuming a potion or casting a healing spell (the

bonus does not apply for Food-type consumables, however). In the instance of an Ileexian with the “Sap Circulation” **trait**, they may restore *triple* the number of hit points. In addition, the **Medicine** practitioner may craft the following items:

- **Suture Kit** – Consumable: Potion. Cures **grievous bleeding**. (Requires: (1) thread and either (1) lockpick or (1) metal shard)
- **Bandage** – Consumable: Potion. Cures **bleeding**. (Requires: destruction of (1) item of *clothing*)

LEVEL 14

The **Medicine** practitioner may select (1) die when rolling to see how many hit points are restored by a potion or healing spell. The selected die automatically counts as rolling its highest number, regardless of the actual roll. This is referred to as a “boost”. They do not need to pay **mana points** to do this.

For example, the Medicine practitioner chooses to use a Lesser Healing Potion, which heals 2d6 hit points. They roll two six-sided dice and score a 6 and a 1. They choose the roll of a “1” and “boost” it to become a 6. This means the total roll of both dice would be a 12 (two sixes) rather than a 7! If they wished, they could then pay (1) **mana point** to double the 12, as per the Level 10 **Medicine skill**, for a total of 24 hit points restored. This reflects the **Medicine** practitioner getting the most out of their healing through superior knowledge.

LEVEL 17

The **Medicine** practitioner may add +d20 to the number of hit points restored by any potion or healing spell (this includes “unconventional potions” such as Smelling Salts, Bandages, and Suture Kits). They do not need to pay **mana points** to do this. In addition, the **Medicine** practitioner may now select (2) dice, rather than (1), when “boosting” their healing rolls.

II
CORE RULES





HOW TO PLAY

Now **adventurers** have all the tools they need to set up a character, and have also had a small introduction as to what some of their stats, **traits**, spells, and abilities might allow them to do; we now come onto the mechanics of *how* a game of *Dead World: Desecrated Empires* can be played.

TELLING A STORY

Firstly, the Game Master needs to “set the scene”. Where are we at the start of the campaign, and how do this unlikely cast of characters meet? Do they all happen to spend the night at the same tavern? Do they meet on the road? Or are they old friends?

The Game Master is, in many ways, a narrator. However, unlike with ordinary storytelling, their audience can talk back and determine the course of events. To do this, each **adventurer** will take a **turn**.

SPEED & THE TURN

The game is divided into **turns**. Each **adventurer** takes a **turn**, and the GM’s creatures and characters will also have **turns** when they are discovered. The **turn sequence**, or rather, the order in which people take their **turns**, is determined by **speed**.

The character or creature with the highest **speed** goes first, followed by the next highest, and so on and so forth. If two or more characters or creatures have the same **speed**, then they have to roll **initiative** to determine which one of them acts first. This is done simply by each **adventurer**, character, or creature with a matching **speed** rolling a (d6) and adding their Dexterity Bonus. Whoever gets the highest result wins. In the instance of a second tie, the die are re-rolled until there is no tie!

In many role-play games, the game is divided into two phases: an exploratory phase and **combat**. These are treated separately, and in the exploratory phase, players can talk and act simultaneously. However, we have found that this often leads to the loudest and most boisterous people getting more to do than everyone else; they end up drowning out the quieter players. We think our **speed** system, and having a proper **turn sequence** throughout the game, solves this problem, whilst also providing far greater opportunity for tactical nuance and consideration of one's actions throughout the game. If you are the last person in the **turn sequence**, then that changes how you approach playing, as does being the first in the **turn sequence**.

There is also an "**alternative speed system**" which can be more useful in player-versus-player scenarios or more competitive-style games (see sub-chapter Player-Versus-Player and also chapter Competitive Team-Play). For now, we will stick with the default "**set speed system**".

As mentioned before, GMs have certain responsibilities as storytellers. This burden of storytelling takes place "outside" of the **turn** order, transcending it in a way. If we view each **turn** as the building block of a story, these GM interludes are the glue that holds the whole thing together!

These storytelling interludes might allow a GM to describe the surroundings to their **adventurers**, so they can picture their location and what is available to them to interact with. Alternatively, the GM might use this storytelling interlude to describe how the **adventurer's actions** have affected their locale or world, or what the consequences and outcome of those **actions** are. Let's look at an example. The GM might say:

GM: *"Before you a long dark corridor stretches. You detect the smell of decay and slime. To your left is a strong wooden door that appears to be unlocked."*

Above is an example of how the GM might tell the story. Remember that the GM has constructed an entire campaign for the **adventurers** to play through and so the GM should have an idea of what each room,

scene, character, creature, and place looks and feels like. Provided the GM does not wish to divulge anything else, that would be the end of their narration and the **adventurers** would now take their **turns**. However, to convey a clearer picture of what a GM can do, let us say that in describing the scene the GM chooses to **reveal a monster**:

GM: *“Before you can investigate, a warband of reanimated Skeletons bursts through the door: three in total. They lurch toward your party.”*

Now the monsters have been ‘revealed’, they become characters the GM can control. The monsters even get their own **turns** – the order of which is also determined by their **speed**.

Monsters (and NPCs) can perform (2) **actions** per **turn**. **Adventurers** can perform up to (3) **actions** per **turn**, so have a slight edge over the monsters. Monsters have a choice of several different **actions** and abilities they can perform, just like **adventurers**. The GM may direct the monster however they see fit, though it should be noted that the GM is not “competing” here with **adventurers** and trying to kill them with dirty or under-hand tactics. Whilst it might be appropriate to play a particularly ruthless character or monster this way, other creatures might rather be played in a way that is more reflective of their nature. For example, Trolls are very stupid, they are unlikely to attack with perfectly synergised coordination! However, a band of highly-trained assassins might do just that. As you can see, a lot is left to the GM’s discretion, gut-instinct, and decision-making powers, which is why being a GM is such an awesome responsibility.

Below is a list of example **actions** the Skeletons in our example could take via the GM. Remember, creativity is the essence of a good GM, and narrative is the focus of this game, so feel free to do whatever makes for an interesting story; these are merely basic principles to introduce you to the game.

- The monster can move up to its maximum **movement** distance as (1) **action**;
- It can attack with a *ranged* weapon if it has one as (1) **action**;
- If the monster moves into a space within 2ft of the **adventurers** it can enter **combat** with them and attack for (1) **action**, or alternatively use a Combat Ability or spell (if it has one; this costs (1) **action** unless otherwise stated).

We will cover **combat** and its mechanics in much more detail later. Whilst there are some players of traditional role-play who do not enjoy **combat** (as it can be tedious), we hope our more streamlined and strategic **combat** system will change their minds! We have found **combat** in Dead World to be immensely fun and rewarding because whilst it has similarities with other role-play games, it has deeper roots in real-time strategy and tactical battle games, which hopefully makes it more tense and exciting for everyone participating.

Having said all of that, it is important to state that monsters, creatures, or characters are often at their most interesting when they are *not* attacking, but interacting with the **adventurers** in a unique way. Let's look at another very different example below:

GM: *"You are walking down the street towards the tavern when you suddenly hear a voice whisper near your ear. 'Ello there. Want to buy some moss?' Turning, you see a cretinous and haggard old man crouched in a nearby alley. He is holding up a batch of blood-red moss that looks like a handful of wriggling worms. What do you do?"*

The GM then considers who is next in the **turn sequence**. Alicia The Magnificent (a sturdy Lizardkin Druid) has the highest **speed**, at 10, so she goes next. Alicia asks if she can use her **Alchemy skill** to identify the properties of the red moss. The GM reveals to her – via a note that only she can see – that though the moss does confer healing, it also has terribly addictive properties that will totally debilitate anyone who consumes it. She now faces a decision of whether to (a) confront the old man about it (b) keep it hidden (c) buy some moss for her alchemy, as it is an ingredient in some potions or, most deviously, (d) not tell the others what the GM has revealed to her and encourage them to buy lots of moss... In time, having others players dependent on a substance only she can manipulate (via **Alchemy**) might prove useful!

THE ADVENTURER'S TURN

The **adventurers** can perform (3) **actions** per **turn**. These **actions** can be anything from walking, opening a chest, using a **skill** to achieve or learn something, searching for documents, shooting a bow or crossbow, throwing something, or trying to attempt something more bold or esoteric. The GM can decide what constitutes (1) **action**. For example, the GM

might allow an **adventurer** to give an item to another **adventurer** while moving past them and count both the **movement** and giving as (1) **action**, whereas they might deem lifting up an **adventurer** in a **coma** and then running down the hallway with them on their back as (2) **actions**.

The most basic **action** is **moving**. Each Race has a different **movement** speed. Elves and Ratkin can move 12ft, which is farther than most Races. Dwarves and Halflings can only move 8ft. Humans can move 10ft. Some Races have unique types of **movement**, such as Featherfolk, who can **fly** (see Exploration rules), or Kairedax, who have **scopulae** and can move up walls (see Plantfolk rules). A character may spend any number of **actions** moving. So, if a Human character spent their entire **turn** – all (3) **actions** – moving, they could move up to 30ft. However, it is unlikely that this is all an **adventurer** would want to do!!

Each time an **adventurer** performs an **action**, the GM must let them know what the result of their **action** is. Some **actions**, such as **movement**, will often require little in the way of description, where others will require more input from the GM. As a general rule, over-description can be a bad thing, as it slows down the campaign considerably and makes it ponderous. By all means set the scene, give **adventurers** a sense of where they are and who they're talking to, but there is no need to endlessly describe a castle's fortifications, for example. We are not writing novels here! Your **adventurer's** imagination, the mind's eye, will fill in the blanks more potently than any specific description could.

Here is an example of a simple **turn**:

*The **adventurer** declares they will use their first **action** to move down a dark corridor. The GM advises that after they have moved down the corridor they, "reach a dead end, but a treasure chest is situated at their feet". The **adventurer** declares they will use their second **action** to open the chest. The GM advises it is trapped!*

As you can see, the GM's ability to insert narrative must be responsive and adaptive to what their **adventurers** tell them. Sometimes, **adventurers** may perform several **actions** without needing much help from the GM. Other times, every **action** in the **turn** might be hugely significant.

PASSING THE TURN

At some points, **adventurers** may feel that there is little more they can do on their **turn**, in which case it is perfectly acceptable to "pass the **turn**",

which means that no further **actions** are taken and the next **adventurer** in the **turn sequence** then takes their **turn**. This can be a good way of increasing the momentum of play, especially during situations where players may be unable to act because they are trapped, paralysed, or simply because their abilities, skills, or positioning don't marry well with the obstacle at hand.

PERCENTILE ROLLS

These have been mentioned previously in the chapters with regard to stats, but it is worth reiterating what a **percentile roll** is, as they are vital to any game of *Dead World: Desecrated Empires*. **Percentile rolls** are used when the **adventurer** wishes to do something that is particularly risky, challenging, or creative. For example, if an **adventurer** wants to kick in a locked door, there is a chance that it might go wrong, and so they would need to roll to see if they could successfully do that.

GMs determine what the difficulty of the **percentile roll** would be. As **percentile rolls** are generated based on the **adventurer's** stats, such as Strength or Dexterity or Intelligence, then the common way this is calculated is by giving a rating of (x% per point of [stat]), where x = the percentage likelihood. Note that this is very different to many other RPG systems that have the GM concoct set numbers that must be "beaten" by player rolls. This leads to a lot of repetitious rolling. We believe it's far more interesting (and also realistic) that an **adventurer's** stats are directly influencing and determining the odds. As a guideline:

- **5% chance of success per point of [stat]** represents an *extremely easy roll*, something that the **adventurer** is very likely to succeed in. For example, if your **adventurer** wanted to kick down a door, and the door was broken and rotten, you might give them a (5% per point of Strength) chance of success.
- **4% chance of success per point of [stat]** represents a *fairly easy roll*. This is something that the **adventurer** is likely to succeed in, but it is by no means a guarantee.
- **3% chance of success per point of [stat]** represents *challenging roll*. This is something that the **adventurer** is going to find difficult, and likely beyond their abilities unless they have very high stats or proficiency in the activity.

- **2% chance of success per point of [stat]** represents an *extremely challenging roll*. This means that if the **adventurer** succeeds, it is likely to be either a fluke or case of divine will!

As previously stated, regardless of an **adventurer's** stats, the maximum success-chance of a **percentile** roll is 95%. A roll of a 96 or above on the d100 is always a fail! If an **adventurer** fails a **percentile roll**, then that **action** is wasted and cannot be retrieved (unless another ability allows you to re-roll the die/dice).

We recommend that GMs aren't over-the-top with prescribing **percentile rolls**. We believe that **adventurers** should be able to do certain things without having to roll by virtue of their accumulated skills and expertise. It can also be tedious to bog down the action too much with excessive rolling of dice, so balance this aspect of the story where it would benefit from doing so!

Many GMs advocate not sharing what number their players (or in our case **adventurers**) need to "beat" to succeed in their action, but this is not applicable in a system where the odds are determined by the **adventurers'** stats. We actually think that "knowing the odds" ups the tension, and gives **adventurers** important information, a target to hit. Unlike many RPG games, we encourage GMs not to make all the rolls for their **adventurers**, but to put the dice in their hands and let them roll. They'll feel much more like they're part of the action!

COMBAT SCENARIOS

Here is another example which is perhaps more complex because it involves **combat**. More information about how **combat** works will be covered in the chapter "Combat", but just remember with role-play there are few hard and fast rules and the whole aim is for **adventurers** to creatively problem-solve and GMs to creatively thwart their efforts!

To return to the hypothetical corridor containing a Skeleton warband in front of the party of **adventurers**, after the Skeletons appeared and began to attack the party of **adventurers**, one of the **adventurers** might (shamefully) declare that they are going to run away from the fight as their first **action**. Here's an example of how the GM might respond to that:

GM: *"As you have been sprung upon, you will need to make a percentile roll using your Dexterity to determine whether you can make it away from combat"*

*without being hurt. The Skeletons are going to try and hit you as you flee! You have Dexterity 13 and the success chance of the **percentile roll** is 4% per point of Dexterity. You need a 52 or less. Roll!"*

This is just an example of how the GM might tell the story. The **adventurer** in this example has moved: this is only one of their (3) **actions**. The **adventurer** could then (provided they got away successfully from the **combat**) choose to cast a spell or use an ability with their remaining **actions** to help with the **combat**.

Once an **adventurer** has completed their (3) **actions**, their **turn** is over, and it moves on to the next **adventurer**, character, or monster—and then the next—until everyone revealed has a taken a turn. This completed **turn sequence** is referred to as a “**full turn cycle**”.

PLAYER VERSUS PLAYER

Many role-play games either discourage or actively frown upon player-versus-player engagement, but *Dead World* was designed with this element in mind, recognising the importance of player-choice, even if their choice is to the detriment of the rest of the party! Whilst we recognise that it can be very distressing for **adventurers** to be injured or killed off, especially early in a campaign, and we fully respect the wishes of GMs who prefer to prohibit **player-versus-player combat**, we believe that the true spirit of *Dead World: Desecrated Empires* necessitates **adventurers** being able to engage with each other at the very least.

Desecrated Empires takes us into the Era of Empires, a time of warring factions, betrayals, subterfuges, and deceptions, which makes player-versus-player encounters all the more likely and relevant narratively. We go into a lot more detail about how this can work within your campaign in the chapter Competitive Team-Play, but it is worth outlining a few key gameplay mechanic tweaks that occur when two players (or even two teams of players) face off against one another.

- Firstly, in player-versus-player situations, each **adventurer** can only take (2) **actions** in their **turn**, rather than (3).

Narratively, this reflects the fact that **adventurers** – heroes or villains of significantly greater martial prowess and cunning than “monsters” – are more responsive, and therefore having only (2) **actions** per **turn** creates a

“call and response” type of engagement, which is more suitable for two skillful combatants going head-to-head. In addition, it limits the potential damage output of high-damage Classes, such as the Warlock or Ranger, so that they cannot rely on overwhelming their opponents with endless barrages, wiping the field of combatants in the first **turn** alone. It also restricts Thieves from being able to create unbreakable attack loops, such as the infamous Sneak Attack, “Disengage”, “Vanish” combination (which some say was pioneered by Craeg The Defiler). It is, in our view, appropriate for **adventurers** to be able to do this to monsters or even high-level GM-controlled enemies, as it reflects their superior skill and wit, but not against other **adventurers**, who are their equals.

- Secondly, we recommend using the “**alternative speed system**” outlined below. This means that slow **adventurers**, though still disadvantaged, will have a chance of being able to take the **initiative** and strike first, even if it is unlikely.

ALTERNATIVE SPEED SYSTEM

Though a set **speed** is used to determine **adventurer turn sequence** as normal, in a **combat** situation, **speed** is rolled *each time combat is initiated*.

For example, Humans have a **speed** of d6+2. The **adventurer** may have rolled a 7 for their **speed** (a 5 on the d6, +2). Their standard **speed** is therefore 7, which is used to position them in the **turn sequence** as normal.

However, when the GM suddenly reveals that the Human and his friends are under attack from another group of **adventurers**, he must roll again to determine his **speed** for the purposes of the **combat**. This time, he only rolls a 1 on the d6, which means a total **speed** of 3! Much less advantageous. This system is more like traditional role-play, and gives slower **adventurers** a chance to be ahead of the pack occasionally whilst also disadvantaging especially fast **adventurers**!

Ultimately, it will be up to the GM’s discretion as to whether **player-versus-player combat** should be allowed. This can be done narratively and within the context of the game too: we find that a good way to “break up the fighting” is often to present the **adventurers** with a larger threat that they will have to work together to defeat. We feel, however, that player-versus-player is an equally valuable part of *Dead World: Desecrated Empires*, especially in Competitive Team-Play, and that these rules will help you to get the most out of it.

EXPLORATION

Exploring Dead World is extremely dangerous. As well as the many challenges faced from monsters and opponents, **adventurers** will also have to navigate its adverse terrain and strange cultures. The information in this chapter is a mix of practical “game-mechanics” to help Game Masters and **adventurers** get the most out of using their characters and exploring Dead World, as well as helpful pointers on lore and world-building.

We encourage Game Masters to go off the beaten track and create their own uniquely flavoured universes, of course! But the information in this chapter will hopefully give you some great ideas on where your campaign could be set and what other challenges you could throw at **adventurers**.

CHARACTERS

Needless to say, a campaign of *Dead World: Desecrated Empires* should not only be full of ferocious monsters and creatures, but also devious villains, brilliant heroes, shady merchants, and everything in-between. It is the challenge of the Game Master to create memorable characters that their **adventurers** will come to love or hate (or sometimes a bit of both). We hope that the lore in this book provides ample inspiration and “jumping off points” for creating “non-**adventurer** characters” (more commonly referred to as Non-Player Characters or NPCs).

The legends of Arcturus, Grammaticus, Tydarr, Hawkeye, Alan, Rubrick, Eadric, Mortus, Hugo and many more are just a taste of the vibrant cast of Dead World. Just remember that the **adventurers** themselves are always the heart and central focus of a campaign or story, so their journey should not take second place to that of an in-game character the GM has created. Ultimately, the GM must be prepared for the fact their characters may be killed, or suffer even worse fates, should the story or **adventurers** dictate it; they should not try to influence or determine how **adventurers** react to certain characters, but rather let them organically respond. At the end of the day, this is what role-play is all about: unpredictable storytelling that is communal and goes in directions no-one anticipates. There is more information and advice about creating characters in the chapter “Setting Up Your Campaign”.

SAVE THROWS

As **adventurers** journey across Dead World, and no doubt encounter less than friendly creatures and personages, they will inevitably have to make a **save throw**, and once they reach higher levels, will cause other creatures or enemies to make **save throws** against them!

A **save throw** is normally required when the **adventurer** / creature has been struck by a special ability of some kind, or alternatively one may even be required in an environmental situation (such as rocks falling on the climbers’ heads!)

Different abilities will challenge the target of the **save throw** in different ways, and hence correlate to different stats. Some might require the target to quickly dodge out of the way to save themselves, for example (Dexterity). While other abilities might require them to push back against a powerful force using their physical might (Strength).

To simplify: **save throws** are essentially “roll offs” between an attacker and a defender. Both the attacker (the one using the ability) and the defender (the one on the receiving end) roll a d20 and add the stat bonus of their relevant stat. The ability requiring a **save throw** will *always* specify which stat the attacker and defender needs to roll. Often, it is represented in short-form, like so: (Dexterity / Strength or, even briefer, Dex v Str). The first stat is always the *defender’s* necessary stat. The second is the *attacker’s*. Whilst this may seem slightly confusing at first, once you grasp this basic principle of (defender versus attacker) then it is really very simple. Roll a d20 and add your relevant stat bonus – job done!

Let's look at an example!

If a Thrallmaker were to use their "Dominate" spell on an **adventurer**, then they would have to make a **save throw** (Intelligence versus Charisma) or become enslaved. The **adventurer**, as the defender and target of the spell, needs to roll a d20 and add their Intelligence Bonus (because it's the first stat shown). The Thrallmaker rolls a d20 and adds their Charisma Bonus. If the **adventurer's** (defender's) roll is higher, then the spell has no effect. However, if the Thrallmaker's (attacker's) roll is higher, then they would become enslaved.

SWIMMING

Adventurers can move at the same **speed** in water as on land. If they are swimming **underwater**, they will have to hold their breath. **Adventurers** are able to hold their breath for a number of turns equal to (1) + their Strength Bonus score (so a Strength Bonus of (+7) would mean they could swim for (8) **turns** underwater).

If an **adventurer** is not able to surface for air within the relevant number of **turns**, they have run out of breath and will suffer (5d6) damage. This damage persists on each subsequent **turn** they remain **underwater** and unable to breathe.

When emerging from water, having swum, **adventurers** will acquire the **wet** status.

FALLING

Adventurers can fall a number of feet equal to their Dexterity score without taking any damage. So for example, if they had a Dexterity of 22, they could fall 22ft without taking damage. If an **adventurer** falls further than their safe fall distance, they will suffer (d6) damage for every 2ft over their safe fall distance they fell. So, to continue the previous example, if an **adventurer** fell 28ft, with a Dexterity of 22, they would suffer (3d6) damage.

DARKNESS

Sometimes an **adventurer's** journey will take them into an area that is so dark their character cannot see. As a general rule, **adventurers** can see up to 2ft in darkness unless they have a special ability which allows them to

see in the dark. Characters that cannot **see in the dark** must deduct (-d4) from **detection** rolls when in **darkness**. Certain characters and creatures will have the ability to **see in the dark** innately. In most situations, however, darkness can be illuminated by firelight, use of particular spells, or by means of certain abilities. Where a radius or duration of illumination has not been specified, it remains at the GM's discretion to stipulate!

VISIBILITY

Some characters or indeed monsters thrive on remaining unseen. Hence, it is important to determine whether characters or monsters are visible or not.

Characters (or monsters) can declare that they are going to **sneak** if they are not within **line of sight** of any opponents. A **sneaking** character can move their normal move distance, but they do so silently. Characters in *heavy armour* cannot **sneak**.

The **sneaking** character must roll to see if they are detected **sneaking** once they come within 25ft of an enemy. The **sneaking** character rolls to **avoid detection** whereas the opponent rolls to **detect**.

To **avoid detection**, roll a d20 and add Dexterity Bonus.

To **detect**, roll a d20 and add Intelligence Bonus.

If the **avoid detection** roll is higher, the **sneaker** remains unseen (**hidden**).

If the **detection** roll is higher, then the **sneaker** is detected.

Certain **actions** (such as *pick pocketing* and **sneak attacks**) can only be performed while **sneaking**. Characters or creatures that do not have the **sneak attack** special rule can still benefit from an **ambush attack** bonus when attacking someone who has failed to **detect** them.

AMBUSH ATTACKS

The Thief and Ranger Classes are masters of capitalising on stealth with deadly **sneak attacks**, and therefore, they benefit from special rules and damage boosts when they make such an attack. There are many characters and creatures in the Bestiary that likewise have the **sneak attack** special rule; this represents the fact that they are particularly adept at attacking in ways that are stealthy and deadly in equal measure.

However, we also recognise that even clumsy, cudgel-footed brutes will gain some benefit if they attack an enemy that is unaware of them. There-

fore, when a character or creature who does not already have the **sneak attack** special rule attacks an enemy that is unaware of them (see Visibility for more rules on how **sneaking** and **hiding** works), they will benefit from an additional (+d8) of damage if their attack hits. This is known as an **ambush attack** bonus. This is only applied to the ambusher's first attack, as after this initial assault the enemy will likely be very aware of their presence!

PICKING LOCKS

Sometimes an **adventurer** might wish to pick a lock on a door or chest. To do this, they will require a lockpick item, and must make a **percentile roll** according to the GM's guidance. If they fail to pick the lock, the lockpick is destroyed. If they succeed, the lockpick is retained.

FLYING

Certain creatures – and sometimes even **adventurers** – can fly. **Flying** means that the user can move in all directions through the air. When airborne, they may only be attacked by *ranged* weapons and abilities. **Flying** creatures may only spend a maximum of (2) turns in the air without landing. After (2) **turns** have passed, they will have to come down and land on solid ground to recuperate. If no solid ground is available within reach, they will count as **falling** (see rules for Falling).

LANGUAGES

There are (8) modern languages spoken in Dead World: Common, Elvish, Dwarfish, Rattle (Lizardkin & Ratkin), Narglect (Undead), Eldritch (Demonkin), Orcish, and Leaf tongue (Plantfolk). Characters who do not speak the same language will not be able to communicate with one another. These modern languages can also be studied, taught and learned if they are not inherent.

Mastery of modern languages can have significant consequences for **adventurers**, especially in Competitive Team-Play situations, where, for example, **adventurers** may wish to send a message to their team-mates which will not be readable by the other team if intercepted.

One will much more rarely discover “ancient” counterparts to each

modern language, for example “ancient Orcish” or “ancient Elvish”. These are “dead” versions of the languages that are not naturally known to the currently living denizens of Dead World, having been spoken and written only in the long-faded past. Although it is immensely rare to hear them spoken, ancient languages can, like their modern analogues, be studied and learned by enterprising **adventurers**, usually by tutelage from an expert in a dead language. For example, certain GM-controlled characters such as historians, archaeologists, or ruin hunters may have command of ancient languages if they have studied them and their own expertise lies in those fields.

Other than by studying an ancient language and gaining command of it, there are only two methods by which an **adventurer** can hope to decipher ancient languages:

1. Get someone who has studied that particular ancient language to provide a translation (this can be subject to a fee and may not always provide perfect or honest results); or
2. Attempt to decipher the ancient language without having studied it – this can only be attempted if the decipherer has command of the modern counterpart (i.e. Orcish and Ancient Orcish, Elvish and Ancient Elvish, for example). The decipherer must succeed a difficult Wisdom check to do so (2% per point of Wisdom) and will rarely produce an accurate or complete result.

Ancient languages can make excellent vehicles for coded messages between allies, for learning lore and, in certain circumstances, for discovering the locations of long-lost artefacts.

LODGINGS

Resting is often just as important as the travail itself. We often find that it is in the quiet moments between crazy action or daring-do that some of the most interesting storytelling and role-playing occurs. There is more information about how to build in these “quiet periods” or pauses into your campaign in the chapter *Setting Up Your Campaign*, but it is worth mentioning here that if your **adventurers** are going on a journey that is likely to take several days or even weeks, they are going to have to either make camp, or find lodgings.

Lodgings are a great opportunity to create interesting or disconcerting encounters. Many Game Masters begin their stories in taverns or inns, but we find it far more interesting for these to be waypoints along the journey,

middle points and narrative breaks from the main story thrust that offer either respite, distraction, or sometimes even danger.

Aron The Avatar, whilst stopping at the aptly named *Tavern of Ill Omen* found himself awoken in the night by the battering of Undead against the tavern's hastily boarded up door. In the wine-cellar of a dingy inn, Arcturus "The Black Hand" is said to have tricked Grammaticus Everyman into donning a small, rusted ring, a ring that instantly began to invade his mind. Consider carefully what kind of lodgings your adventure might hold, and correspondingly how expensive it might be for the **adventurers** to dwell there. Who might they meet at the lodgings? Not just in terms of staff, but also other non-player characters going on their way. What surprises might be in store (such as Aron's nightly scare!)? Is there a price to be paid in more than copper alone?

MOUNTS

Dead World is vast, and **adventurers** will at times need steeds to traverse and explore its depths. While **mounted**, a character or creature is referred to as a **rider**. Both the **mount** and **rider** take their **turns** simultaneously, as if they were one entity. The **rider** in addition uses the **speed** and **movement** characteristics of their **mount** in place of their own. This means that slower **adventurers** or characters could well receive a significant buff to their **speed** while **mounted**, whereas faster **adventurers** may suffer a slight penalty. See the chapter on "Mounted Combat" for information of how **mounts** work in a **combat** setting.

EXTREME WEATHER CONDITIONS

Dead World is beset by strange weather phenomena that can challenge even the hardest **adventurer** during their explorations!

We have detailed various types of Extreme Weather below and how they might influence **adventurers**, non-player characters, and monsters alike. Whilst the list is detailed, it is by no means exhaustive, and it is certainly not intended to be prescriptive. This is just a guideline to help GMs and perhaps provide inspiration for their own gnarly weather effects!

DROUGHT: The badlands and deserts of Dead World are no strangers to the pitiless heat and scorched earth wrought by droughts; in times of drought,

clouds and water become a distant, bitter memory, and sun-bleached husks of long-dead creatures litter the earth. While in play, any **flaming damage** is doubled. On the other hand, **water damage** is halved. Droughts automatically remove the **wet** status from the entire battlefield.

DENSE FOG: Dense fogs have been known to blanket the rocky coasts and choking swamps of Dead World. There are corsairs who plunder the world's shores whenever a dense bank of fog rolls in, striking from the shadows and escaping with their loot like ghosts from the sea. Dense Fog doubles **water damage** and halves **flaming damage** while in play. Characters or creatures making ranged attacks no longer benefit from Dexterity Bonuses, as they struggle to find targets in the occlusion. Rolls to **sneak** and remain **hidden** receive a (+2) bonus.

SANDSTORM: Deserts of black sand, and the tortured scrublands surrounding them, are often subject to vicious Sandstorms, that swirl and rage their way across the sun-baked lands. The Sand-Walker tribes of Dead World are said to be able to feel the early onset of a Sandstorm in their bones, the way old sailors can tell of storms by the aching of their joints. While in play, Sandstorms double any **earth damage** dealt. In addition, Sandstorms automatically inflict the **dirty** status on the entire battlefield and reduce the **speed** of any character wearing *heavy armour* by (-2).

THUNDERSTORM: What do seafarers and mountaineers have most in common? The answer is an almost primeval fear of Thunderstorms. Known to drench unprepared travellers, sink ships, detonate trees and shatter stone, one can hardly blame them for shrinking at the deep rumbling of thunder and the relentless deluge of water. Thunderstorms double **lightning damage** while in play. Thunderstorms automatically inflict the **wet** status on the entire battlefield.

BLIZZARD: A phenomenon usually observable only on the tundra wastelands and highest mountains of Dead World, there has been recent talk of harsh winters bringing driving blizzards to towns and cities normally exempt from their ice-cold grip. The presence of a naturally

occurring Blizzard increases the efficacy of the **frostbite** effect, so that now targets afflicted with it must reduce their **speed** by (-4), instead of (-2). In addition, any attacks dealing **water damage** will also deal **frostbite** while the Blizzard remains in play.

ECLIPSE: An eclipse is said to feed on dark energy. For these reasons, it is believed that more bloodshed takes place during an Eclipse than at any other time. Whilst in play, all **dark damage** is doubled. Additionally, Eclipses shroud the battlefield in **darkness**. Any Lycanthropic Undead characters or **adventurers** will automatically transform (regardless of whether they have sufficient **mana points**) and remain transformed for the duration of the eclipse!

SOLAR FLARE: An old Elvish proverb states that when the sun bursts with renewed energy, flaring like a beacon light kindled on a hilltop, The First King is in ascendance, and all dark things must flee. Beloved of Paladins and Monks, Solar Flares double **holy damage** while in play. It is virtually impossible to hide while the sun is so unnaturally bright, therefore, all **hidden allies**, **hidden enemies** and **hidden traps** are automatically revealed, regardless of how well they may have rolled to **avoid detection**. The exception to this rule is that a character or creature with **invisibility** will not be revealed.

WILD LANDSCAPES

Exploring strange, fantastical, and often warped landscapes is one of the great joys of playing *Dead World: Desecrated Empires*. Whilst we are sure that GMs will wish to create their own strange deserts, haunted caverns, volcanic pits, and mystical jungles, we thought it would be beneficial to offer some descriptions of common wildernesses to be found in Dead World along with their properties and characteristics, which might help inform the setting of a campaign.

COASTS

Coasts are often settled by seafaring folk, due to the abundance of food and trade-opportunities that they provide, though they are also not

without dangers. **Dense fog** can often roll in from the sea, shrouding coasts in mist. Occasionally, aquatic predators will venture near to the shore in search of sustenance: Living Seagreeds lie in wait in the shallows; Ancient Squidbeasts may actively climb onto dry land and begin to savage nearby settlements; Kelp Monsters can sometimes be found aimlessly wandering the harbour towns; and Crabkin have been known to assault seaside cities in great numbers. Beneath the waters, even more abundance of life is to be found, including Leviathans, Shoaling Baitfish, Detonator Barracudas, Gunslinger Shrimp, Duelling Fencerfish, and more. Coasts are fertile in terms of **hunting** resources, for the bones and blubber of great slain sea-beasts will often wash up on shore. A particularly lucky **adventurer** might even discover treasure lost by a pirate vessel, delivered to the sandy coast by the waves.

MARSHLANDS

Life is said to have sprung from the fecund pools of Eres, the marshes in the south of Dead World. Marshland is often a liminal place where water, mud and trees all mingle. It is favoured by lizardkin settlers; small nameless towns of lizardkin are not uncommon in any marshy terrain. Marshes are also home to other reptiles, along with their amphibian cousins. Denizens of the marshlands include Giant Polliwogs, Toad Kings, Marsh Stalkers, Bog Fiends, Salamandra Maximas, Slugbeasts, Skiff Hippos, Octogators, Volt Lampreys, Leech Swarms, Eresian Constrictors, mighty Carapace Turtles that form islands in the water, and even Black Dragons and Black Marsh Spirits. **Adventurers** exploring marshland are likely to have their **movement** impaired as they wade in deep mud and murky water. In addition, marshes are hosts to swarms of pestilential insects, ancient soil, and poisonous excretions, meaning that it is likely **adventurers** will encounter all manner of **diseases**, most commonly **Eresian Fever** and **Swamp Rot**. Marshlands are most useful to **alchemists** who will find an abundance of necessary ingredients here, at risk to their own bodies and sanity of course.

DESERTS

Deserts are frequently vulnerable to **solar flares**, **droughts** and **sandstorms**, though this does not stop human settlers from building their cities in these vast expanses. **Adventurers** wandering the desert will take

damage if they do not have adequate water supplies with them, though Vampiric and Necrotic Undead suffer no such disadvantages. Due to their natural resistances, and the absence of wet conditions which can be deleterious to undead flesh, desert-cities are popular with undead, and many Death Temples can be found looming out of the, usually, golden sand. Whilst life in the desert is difficult, it offers a degree of protection from invading armies, as well as secret and more exotic riches. Virtually every desert in Dead World harbours the ruins of lost civilisations, and often these ruins are richly loaded with treasures and magic that the daring tomb-raider might snag.

RUINS

Ruins are worthy of their own entry, as Dead World is home to many lost civilisations. There are the now empty and lifeless crystal palaces of the once-proud high elves, reduced to ruin by Vicarion I. In the land of Paradis, there are the gutted, demon-infested ruins of the Flesh Market, Nibb, Quintus, and Pesh. And there are the ancient, eldritch ruins of Sentinel, the black metropolis that once harboured the Nameless Blade. Each of these settings might offer quite different challenges, though they will be unified by certain elements. Most ruins, for example, harbour numerous secrets, particularly buried levels and depths. It is likely that **adventurers** will encounter **ancient languages or hieroglyphs** that they will have some trouble deciphering. Ruins are frequently used by outlaws and outcasts of society as a place of refuge, so a band of Rogue Ruffians, Knights of Order Leprosium, Deranged Alchemists, Acolytes conducting an unholy rite, Vampires, Necrotics, or Lycanthropes might well be hiding there. Such ancient temples are often laced with necromantic magic, so one is also likely to encounter Wraiths, Gravedigging Ghouls, Skeletons, Soul-hunters, Undead Monstrosities, and Necromancers in these settings. They might even harbour older and far fouler beings, such as a forgotten Thrall-maker or Greater Demon.

CAVES

Caves are underground complexes, and hence an **adventurer** daring to plumb their depths must venture through **darkness**. Some cave-systems were expanded and utilised by the dwarves as mines; though most of these mines have been abandoned (for dwarves have retreated deeper into

the vaults of their mountain kingdoms) or taken over by human interlopers, some are still operational. Either way, there is rich potential for harvesting **Blacksmithing** ores within caves. If there is water running through the cave-system, then the cave may also yield abundant resources for **alchemists**, in particular red moss, which grows deep underground near water. Caves are normally inhabited by troglodyte creatures that do not need sunlight to survive, such as Virulent Hornetkin, Trolls, and Red Moss Horrors. They are also home to such peculiar creatures as Molemasters and ore-obsessed Gold Grouse. These underground labyrinths can be vulnerable to cave-ins, especially when powerful magic or gunpowder is being unleashed in the near vicinity. **Adventurers** would do well to remember the humble Pick Axe in times such as these, as it may facilitate them being able to dig to freedom. Traversing caves can be perilous in other ways too: there are often large drops of indeterminable depths, and descents which can only be made via a rope or another climbing tool.

FORESTS

Within a forest, one is likely to find Stags, Wolves, Great Bears, Sylph Spirits, Sabre Cats, Black Ravens, and Awakened Trees. They are abundant in resources for **Hunters**. Forests are often darkened, due to their canopies, and of course have lots of trees, plants, fungi, and other growing things providing ample cover for enemies trying to **avoid detection**. Some forests harbour the ruins of ancient high elf cities – decimated in the war against Vicarion I; others may be inhabited by Plantfolk. Forests that dwell closer to civilised lands may have paths worn through them by frequent travellers or even taverns or inns for weary wanderers to rest their heads. Other forests are wilder, with very little evidence of humanoid interaction or disturbance. Druids are likely to find much to commune with in the forest. Rangers might discern the tracks of animals and other beasts, though be warned, as following such tracks may lead one into the jaws of danger.

JUNGLES

Within a jungle, one is likely to find Greater Spiders, Goliath Spiders, Sabre Cats, Stack Baboons, and other exotic predators. Jungles are similar biomes to forests but far more humid and fecund, which means they can also be abundant centres of **disease**. **Alchemical** ingredients will abound in

jungles, in particular ingredients that pertain to poisons and antivenoms. Pureblood Orcs favour jungles as their homes, where they are removed from the rest of Dead World, and can indulge in their favourite bloodsports and hunting without distraction. It is not unheard of to find temples and pyramids choked with lianas and lost to the civilised world. Archaeologists, Ruin Hunters and brave adventurers flock to the jungles of Dead World to make names for themselves and to try to add one more square to their maps. More likely, however, is that they will add one fresh skeleton to the choking vines, mouldering fungi, and steamy heat: never to be seen or heard from again!

MOUNTAINS

Mountains are difficult to traverse, save by the bravest and boldest **adventurers** bearing the right equipment. Scaling a mountain is a strenuous task, and will require **adventurers** to successfully make multiple *climbing percentile rolls* or risk **falling** – likely to their deaths. The nearer the peak of a mountain **adventurers** draw, the more like they are to succumb to **frostbite** as the air chills and thins around them. Mountains are inhabited predominantly by stone-favouring lifeforms, such as Amphidracks, true Golems and Giants, as well as aerial predators such as Empiric Eagles, Quake Monarchs, and Red Dragons. Since time immemorial, dwarves have made mountains their homes, though often their cities lie *within* the mountains themselves, with only a gateway or door appearing on the mountain's exterior. Mountains are especially vulnerable to **thunderstorms** and **blizzards**, although they are sometimes favoured by astronomers seeking to observe **eclipses** and **solar flares** with great clarity.

SEWERS

Though made by the hand of civilised beings, sewers often become wild ecosystems within their own right, with strange lifeforms flourishing in the turgid, though fertile, conditions provided by such masses of excrement. In the dark of the sewers, one is likely to encounter Sewer Rats, Dipterans, Filthborn and other disease-ridden denizens. Due to the constant flow of waste, **adventurers** are likely to suffer from the **dirty** and **wet** status effects on a pretty much permanent basis. In addition, they should be careful swimming in the turgid flows, lest they become **poisoned** by the sheer feculence of these underground tunnels. Many

lepers take solace in the sewers, outcast from society, so be warned of contracting **leprosy**.

TUNDRAS

In the cold north of Dead World, icy tundras stretch for miles, disturbed only by the passage of colossal Titanworms and decimating **blizzards**. Life in the north is bleak for predator and prey alike. **Frostbite** is a common occurrence rather than a rarity. The humans that have survived for millennia in this cold north are known as Frost-Walkers, and their demeanour is rather different to Sand-Walkers and Day-Walkers. They are colder of heart, more stoic, and natural-born survivalists. Some are even thought to be descendants of the Warriors of Old Night that once tried to invade Dead World, and bring the everlasting dominion of darkness. The proximity of the frozen tundras to the Ever-Dark means that **eclipses** are commonplace. Here, one is likely to meet Alarm Hyraxes, Terror Birds, Armoured Lizarchs driven northwards by bushfires, Ghost Aurochs, as well as more sinister Demons of Bloodlust and Beguilement, Soulhunters, Titandemons, and even Warriors and Lords of Old Night left alive from the great war, awaiting a second coming of the dark.

GODS, RELIGIONS, AND THE DARK

Religion is a complex issue in Dead World, partly because it becomes difficult to define what a “god” or “goddess” is in a world inhabited by creatures of such tremendous power that they may seem godlike to the average mortal, but are not, in fact, omnipotent or omniscient.

The elves are one such example of where this confusion might arise; bearing the gift (or perhaps curse) of immortal lifespans, many are able to acquire powers over the course of their long lives that seem to rival that of deific beings; yet, they are not gods. Though many elves practice a form of “ancestor worship”, venerating long lost leaders, heroes, and healers, they are aware that those they venerate are not gods in the true sense.

The same is true among the demonkin, where the greatest of their number are capable of manipulating reality itself. Many demonkin of a certain level retire to other dimensions altogether, such as the Bleeding Realm or the Grey Realm, from which they must be summoned by dedicated teams of occultists and worshippers. Their power lies not only in martial prowess, but also in knowledge of the arcana, the nature of the

Dead World, and of the Ever-Dark that encircles it. If we understand that godhood is not only comprised of raw “power” in the brutal sense, but also intellectual power, then these beings easily blur the line between deity and supernatural force.

As a result of this, there are numerous religions across the Dead World, too many to include comprehensively. We have tried to detail as many of them here as possible, though of course, we expect creative GMs to conjure their own deities and explore the as yet uncharted regions of Dead World. Some of the ones we have included here are the figureheads of occult groups, some part of organised and hierarchical religious structures, and others are worshipped more privately – and fervently – by those who harbour deep inner beliefs. All form part of the tapestry of Dead World’s complicated relationship with beings from beyond this plane of existence.

THE CULT OF RUBRICK

Rubrick The Deceiver is perhaps one of the most notorious figures in all of Dead World. His legend has now eclipsed that of the legendary heroes of the Aronian Era. It is well known that he was not “born” a god, but it is believed by many that after the events of The Shattering, and the destruction of the Nameless Blade, he achieved a level of power that elevated him to godhood. Not much is known about Rubrick’s early years, only that he was born as a man, but after performing a heinous rite, a demon – some say Ingeltheld – gifted Rubrick the bloodline of the Ever-Dark. Unlike many, who are eventually subsumed by the darkness, becoming mere mindless slaves to whomever corrupted them, Rubrick synthesised with the bloodline which morphed him into one of the demon-race.

From there, Rubrick began his study of illusion, and became one of the greatest illusionists to walk Dead World. His shadows were so real-seeming that not even the most experienced eyes could discern their “untruth”. It is thought that it was in the creation of such lifelike shadows that Rubrick unlocked the secret to the creation of true life itself. After The Shattering, Rubrick created a host of shadow selves which set about creating much of the land now known as Paradis; in many of Paradis’ cities, such as Pesh, Quintus, and Dis, he was worshipped as a god. Some believe that one of Rubrick’s shadows, gaining intelligence and power of its own, turned on its master and imprisoned him in a black tower, somewhere in lost Sentinel. This “Shadow Rubrick” is considered by some to be a necessary “negative

aspect" of Rubrick, and has been incorporated into Rubrick-worship in some cults.

Though in Paradis Rubrick is still openly worshipped by some, in other areas of Dead World, Rubrick worship is forbidden. Rubrick The Deceiver is seen as the arch-enemy of all civilised races, a nemesis who seeks to bring the surviving remnants of Dead World to its knees in order to set himself up as a god of whatever comes after the darkness finally has victory. Though many believe Rubrick to be more benevolent in his intentions, a trickster rather than destroyer, there are some cults that actively seek the encroachment of the dark, and to set Rubrick up as king of the "Dimmed World".

SCALED ONES

The Scaled Ones are thought, by those who believe in them, to be not only the first of the lizardkin, but also the first sentient lifeforms on Dead World, and perhaps even the origin of all civilised life. They were the first animals – ancient, mother-reptiles crawling in the fertile marshes of Eres – to be "awoken": standing upright, gaining the power of speech, and beginning to learn about the ways of the land. No one knows how or why the Scaled Ones were awoken. Some have theorised it was by an ancient elven god, known as The First King. Yet others have theorised it is the Ever-Dark itself which awoke the Scaled Ones, breathing just enough corruption to raise them to intelligence, but not enough to twist and warp them. Others believe the Scaled Ones were never "awoken", but existed before Dead World in its current form, as ancient elder goddesses floating in the absolute nothing of un-creation, before there was matter or even true darkness – just formlessness. Whatever their origins, it is taught that the Scaled Ones awoke the animorphous ancestors: birds becoming Featherfolk, vermin becoming ratkin, growing flora and fauna shaping into Plantfolk, and mighty boars standing upright as the first orcs. Next, the Scaled Ones came to awaken apes. The first of these became humans. Some of the apes awoken were very small, however, and became halflings. Finally, they gave birth to the true ancestors of the lizardkin.

Every race tells its own origin story, however, and these often conflicting stories mean that the Scaled Ones are not universally held as the creators of civilised life on Dead World. Some consider the Scaled Ones to be merely the primitive religion of the lizardkin, and a bid to establish theirs as a "master race", though ironically it is the lizardkin that have

suffered most persecution of all the races of Dead World, their lands having been brutally attacked by humans during the Aronian Era, invaded by the elves, and thousands of their number having being enslaved during the Era of Empires.

Some consider the Scaled Ones to be ancient dragons that ruled over the stars before Dead World was born. When their work of creation was done, they retreated to another far-distant world, though one day they will return, bringing in a new era of prosperity for lizardkin and the other races alike; their flame will drive back the Ever-Dark.

Though predominantly worshipped by lizardkin in the Marshes of Eres, the Scaled Ones do have centres of worship outside of the marshes, and are perhaps surprisingly popular among humans. Many temples to the Scaled Ones can be found in the City of a Thousand Eyes, along with repositories of academic research and theory surrounding them in the great libraries.

THE ONE WHO DWELLS BELOW

The One Who Dwells Below is the androgynous parent of aquatic life on Dead World, a faceless, pale, ancient being sitting in a posture of childlike repose at the bottom of the deepest ocean of Dead World. This mysterious being is often depicted in stone murals or sculptures, scattered along the shorelines of Dead World. Very little, if anything, exists about them in written form. It is believed by some that another race once existed in Dead World: fish-like beings, similarly amphibian like the lizardkin but able to plumb far deeper depths of the oceans. However, their civilisation was destroyed by some unknown catastrophe, leaving their god alone at the very nadir of all existence.

THE FIRST KING

Some elves worship The First King, a male deity who was believed to walk alone across Dead World before the Ever-Dark came into being. In those ancient times, the world was not dead or shattered, but blooming with vibrant life like a garden. There was no “cold north”, for the entire planet was engulfed with radiant sunshine. Some have said that the sun itself is the central gemstone of The First King’s helm, and that he left it behind to light the planet still, though the gem spins in its orbit, meaning that its light only shines half of the time, giving us the day and night cycle.

The First King has very few centres of worship left, as most of his churches – great cathedrals of bright blue crystal – were destroyed by Vicarion I during the attempted genocide of the high elves. Though some efforts have been made to rebuild these lost churches, sadly much of the architectural knowledge of how to fashion buildings of crystal has been lost, with many of the older elves either dying in war, or retreating into utter reclusion.

THE SUPREME ARTIFICER

Dwarves believe in the Supreme Artificer, the hermaphrodite “maker of all things”, who fashioned the first two dwarves (one male and one female) out of hardy stone, giving them superior resilience compared to the other races of the world. The Artificer was able to make a pair of binary sexes because their hermaphrodite nature meant they possessed knowledge of both. Not much is known about how the Supreme Artificer is worshipped outside of dwarven circles, and the Supreme Artificer’s temples are mostly found underground in the labyrinthine dwarven cities formed within mountains. Though some centres of worship have been created in cities above ground, they are closely guarded almost like secret guilds. The most well-known practice of Supreme Artificer worship are dwarven songs, which can be heard reverberating out of their mines and caves, salubrious and uplifting. These poetic songs tell the tales of early creation and stonework, and ask for the Artificer to guide their hands in the stonework and creation of today.

THE THRALDOM

The Thrallmakers are a cursed race that was nearly exterminated by Ronnoc The Redeemer during the “time of monsters” before the Aronian Era. Due to their ability to dominate and control weaker minds, the Thrallmakers have always had followings of cult worshippers and servants that will do anything at a mere glance from their puppeteering master. However, there are some who *willingly* follow the Thrallmakers, without need for magical influence to be exerted, labouring night and day for any kind of boon from their powerful eldritch masters. Believing them to be star-gods and the original protean forms that begun life on Dead World, the willing servants of the Thrallmakers, known as “The Thraldom”, work

in secret to bring about the “return” of their dark masters, who once ruled over most of Dead World.

INGELTHELD AND WORSHIP OF THE DARK

The first demonkin were birthed in the Ever-Dark, separate from the other races, and hence loathed by them. There is great debate about who was the first true demon. Some have theorised it is none other than Ingeltheld, who bears many appellations, including “The One Who Waits” and “The Ascended”. Ingeltheld is certainly older than most known and named demons; his title “The One Who Waits” indicates his boredom in waiting out the long tens of millennia before any other life existed in Dead World or the realms beyond it.

He dwells in a dimension that is referred to as “The Labyrinth”, a terrifyingly vast domain that is continually scorched by an ever-revolving sun, the light of which obliterates all it touches. This empty and dead dimension is littered with the relics of lost heroes who dared to travail it, and were destroyed utterly for their trouble; as such, it is a lure for new adventurers, who do not heed the warning examples of heroes long dead. It is thought that Arcturus, The Black Hand, was one of few to ever survive a journey through “The Labyrinth”. Though how exactly he managed this remains unknown, it is thought it might have been due to his possession of a shard of the Nameless Blade. Eventually, he found his way into a cavern deep underground, far from the annihilating sun’s light, and there met the demon Ingeltheld. Arcturus offered his hand in exchange for passage back to reality and knowledge beyond that of any living being on Dead World. This dark pact led to Ingeltheld gaining a foothold in true reality via a ring that Arcturus tricked Grammaticus Everyman into wearing, nearly bringing about the end of existence itself. Though Arcturus was partly able to deceive and outwit the demon, at great personal cost, Grammaticus was wholly subsumed by Ingeltheld and soon became his agent in the world, spreading the corruption of the Ever-Dark wherever he went.

Ingeltheld’s affinity with the Ever-Dark – seemingly able to raise it and imbue it at will, is partly why he is considered to be a god by many, though other scholars have theorised that even Ingeltheld himself was made *by* the Ever-Dark and is himself subservient to it. Nibb, the Flesh Market, and many other cities fell before the waves of suffocating darkness emanating from Grammaticus. The monk’s true self – trapped within a cocoon of darkness – had to watch, helplessly, as his friends, armies, and

allies were destroyed by his own hand, and without being able to control his actions. Those that he did not kill became puppets of Ingeltheld, empty vessels filled up with the Ever-Dark.

Whilst Ingeltheld's darkness was wiped from the face of Paradis, many of those that came under his influence still survive, and the stains of his touch in their minds remain. He calls to them, even from "The Labyrinth" where he was banished, and many of these corrupted followers have banded together to work towards bringing their master back into reality.

DEATH WORSHIP

The undead are relatively new to Dead World, ironic though that may be. Their time came later, once the original races began to die in great numbers as they made war on each other. No one truly knows why the dead began to rise. Some have theorised it was a devastating astrological occurrence, some interplanetary event that brought a new type of necromantic magic into the world. Others theorise that it is the emotions of those that die that determine an undead existence: those with a grudge, or work left unfinished, might, almost by sheer force of will, maintain their life.

As a result of this phenomenon, many have begun to worship "death" and the process of undeath, with some even willingly giving themselves to vampires (to receive their fabled "kiss") or even infecting themselves with Mortus' plague in order to become one of the mindless "dead-herd". Mortus, of course, is seen by some to be "death incarnate", the avatar of death, and the rightful lord of Dead World. These beliefs are largely born out of fear. For many, undeath is considered preferable to becoming consumed by the wild, chaotic, and malignant Ever-Dark. Undeath is certain, in some strange way, but demonic corruption carries with it a host of unknowns. Though Death Worship was at first prohibited in Dead World, the increasing number of undead citizens, including those fighting against the Ever-Dark, has led to its begrudging acceptance by most civilised peoples. In larger cities such as Chicala or The City of a Thousand Eyes, there are even "Death Temples", great obelisks looming over the cityscapes, reminding its populaces that the bell tolls for all.

COMBAT

ENTERING COMBAT

Combat can be entered in one of two ways: (a) The GM moves a creature to within 2ft of an **adventurer**. Or alternatively (b), the **adventurer** moves their character within 2ft of a monster or creature. It's that simple! Once you are engaged in **combat**, your character cannot leave without risking **fleeing strikes**, unless they have a special ability or spell that allows them to exit **combat** safely.

When an **adventurer** moves their character within 2ft to engage in **combat**, they must declare that they wish to enter **combat**. At this point, the **adventurer** may then make attacks using their remaining **actions**.

EXAMPLE: A Human Warrior moves 10ft towards a Skeleton and ends his **movement** within 2ft of their Undead foe. This was their first **action**. They now have (2) **actions** remaining. They choose to use both these **actions** to attack the Skeleton.

EXAMPLE II: A Human Warrior begins their **turn** in **combat** with a Skeleton. They choose to make (2) attacks with their first (2) **actions** and then with their third they choose to drink a healing potion.

ACTIONS IN COMBAT

Inevitably one has to fight and defend oneself in the Dead World. Though exploration, interaction, and character-building are huge parts of *Dead World: Desecrated Empires*, fighting is also key. Once an **adventurer** has entered **combat**, they are more restricted with which **actions** they can perform. They may, for example:

- Attack with a melee weapon
- Use an item
- Use an ability
- Use a spell

Special **actions** called “abilities” or alternatively magical “spells” may be available to an **adventurer** depending on what Class or Race they have picked. These can deal special damage and cause extra effects, but will often use up **mana points** (see Abilities & Mana Points). Remember, an **adventurer** cannot perform a special ability or spell if they do not have enough **mana points** left in their turn to perform it. All Classes can perform **standard attacks** with melee and *ranged* weapons – these do not require **mana points** to perform.

STANDARD ATTACKS

Roll a d20 for each attack you wish to make. As standard, an **adventurer** may make up to (1) attack per **action**. A monster may make (1) attack per **action** as well. To damage your opponent, you must first “hit” them.

To hit your opponent, you must roll *equal to or over* your opponent’s Armour Class (often abbreviated to AC) on a d20. You may add your Dexterity Bonus to the roll. It should be noted that a roll of a 1 ‘to hit’, regardless of any bonuses, is *always* a miss. So, even if you were playing a character with a Dexterity of 20, which confers a (+5) bonus on ‘to hit’ rolls, and you needed a 5 to hit your opponent, a roll of a 1 is *still* a miss!

Please note: All characters, creatures and players have a basic AC of 5, even if they do not have any armour **equipped**. This is referred to as **base AC score** and reflects either trying to defend themselves by dodging or blocking strikes, or an innate toughness or defensive capability. After all, most

people do not just stand there and allow themselves to be hit, even if they are not natural fighters!

Let's look at an example: A Human Warrior has (2) **actions** remaining after moving into **combat** with a Skeleton. The Warrior chooses to use both these **actions** to attack the Skeleton. The Skeleton has a total AC of 12 (5 **base AC score** + 7 for wearing Chainmail). The Warrior needs a 12 to hit. He rolls two d20s, and gets a 6 and a 13. The 6 is a miss and is discarded but the 13 is a hit! The Warrior can now roll for damage on that second attack.

As well as receiving bonuses 'to hit' from your Dexterity, you may also receive bonuses from spells, abilities, or special weapons, so make sure you keep track of these.

If you successfully 'hit' your opponent, you can now damage them. The amount of damage dealt varies depending on what weapon you are using. You will see weapon damage shown like so: (2d6). The dice-indicator in brackets is a helpful prompt to let you know which dice you need to roll. In the above example, it is two six-sided dice.

You may receive bonuses to melee damage from special abilities, racial **traits**, spell enchantments, or even **skills** that confer specialisations (such as **Hunting**). You may also add your Strength Bonus to the damage of all your melee attacks.

The total damage calculated is then deducted from the hit points of your opponent. If all of the monsters in **combat** with the **adventurer** are reduced to 0 hit points then **combat** ends. When monsters die, the **adventurer** gains **experience**, often abbreviated to "EXP" (see chapter Experience & Levelling Up), and may loot any items the monster was carrying. The game then continues, with either the next **adventurer**, character, or creature taking their turn.

If the **adventurer's** hit points reach 0, then they must make a **death save**.

DEATH SAVES

To make a **death save**, roll 2d20. If the result is *equal to or less* than your Constitution, then restore 1 hit point and remain standing and fighting. If the result is *greater* than your Constitution, then you fall into a **coma**.

COMA

Whilst in a **coma**, **adventurers** are immobile, mute, and cannot perform any **actions**. **Comas** last for (2d6) **turns**. While in a **coma**, **bleeding**, **venom** and **grievous bleeding** effects are removed, as it is presumed that either the blood has congealed, or that the venom has passed out of the system. This also prevents **adventurers** instantly dying again once they have been **revived**. In addition, **regeneration** has no effect while an **adventurer** is in a **coma**, as it is presumed that in their current condition, these healing functions are diverted or fail completely.

Fellow **adventurers** (or even Non-Player Character allies if the Game Master is feeling generous) have until the **coma** ends to **revive** **adventurers** in a **coma**. In order to **revive** a fallen **adventurer**, they may use either:

- (a) potions that restore hit points,
- (b) healing spells (such as the Paladin's "Healing Miracle" or "Restore"),
- (c) certain specific consumable items that have the **revive** keyword (such as "Smelling Salts").

Please note: They may not use *food* or *smoke* items to **revive** an **adventurer** in a coma, but *beverages* that restore hit points may be used! If an item or spell has the **revive** keyword, but no further healing properties, then the **adventurer** is revived with 1 hit point.

Once the allotted number of **turns** for the **coma** has expired (and the **adventurer** has not been **revived**), the **adventurer** makes another **death save**. If the **adventurer** succeeds, they wake from the **coma** with 1 hit point. Through sheer will to live, they have pulled through! If they fail, however, they suffer **permanent death**. Their character is terminated and cannot be used again, unless they are resurrected by potent magic.

ATTACKING ADVENTURERS IN A COMA

Particularly vindictive GMs (or indeed players) may decide that they want to finish off an **adventurer** in a **coma**! On a serious note, it might be that the enemy the GM is controlling is intelligent, or perhaps an assassin, and therefore will not assume a character is dead just because they are lying motionless on the floor. It also might be the case that the GM wishes to put

extra pressure on the **adventurers** still standing to defend their friend because it will make for an exciting narrative. Finally, in a player-versus-player situation, players may decide that if they don't finish someone off, they will be coming back for revenge later!

Characters in a **coma** are automatically hit by melee attacks (but not ranged attacks). However, rather than losing hit points (as they have no hit points to lose) instead deduct d3 from the duration of the **coma**. If this would reduce the **coma's** duration to 0, then the **adventurer** will have to take their second **death save** as normal.

CRITICAL HITS

If a monster or **adventurer** rolls a 20 to hit when attacking (not including bonuses from Dexterity etc.) then they have struck a critical point on the creature they are fighting, or perhaps just accidentally struck particularly hard. This means that the opponent suffers *double* the normal damage the weapon would have dealt (special damage types, such as **magical** or **flaming damage**, are usually not doubled by **critical hits**; for a full list of damage types and their rules, see chapter Damage Types).

It is important to bear in mind that no matter the opponent's AC value, or any modifiers to hit that may be placed upon the **adventurer** or creature, **a roll of a 20 is always a hit**.

Sometimes a weapon or ability might increase your chance of scoring a **critical hit** by increasing your **critical hit rank**. If your **critical hit rank** was increased by +1, for example, then you would land a **critical hit** on a roll of 19 or 20. However, **critical hit rank** cannot be increased above +4, unless there is a special rule which allows this, such as the Illusionist's "Riddles of Light" ability.

FLEEING STRIKES

If you wish to leave **combat** via normal **movement**, you must roll a d20 + Dexterity Bonus. The opponent rolls a d20 + their Dexterity Bonus. If your result is *higher* than your opponent's, you leave **combat** successfully and may make a normal move. If your result is *equal to or lower* than your opponent's, they may make (1) "free" **standard attack** on you (even if it is your **turn**) with +4 **critical hit rank**, and you may not leave **combat** (the **movement action** is wasted).

BARE HANDED / UNARMED COMBAT

If an **adventurer**, by a stroke of bad fortune, finds themselves without a weapon, then they may attack with their bare hands (or fists!). However, they will only do (1) point of damage (+ Strength Bonus) if they hit. Monks have special abilities they can use when unarmed / bare-handed; they are the exception to the rule!

RANGED WEAPONRY

If you have a *ranged* weapon you can use this outside of **combat** to attack your foes from great distances. Monsters and enemy characters can also use ranged attacks if they have access to them via abilities, spells, or the right equipment. Some GMs allow *ranged* weapons to be used in **combat** as well (archers might, for example, use their arrows at point-blank range). This is totally at the GM's discretion.

Here are a few important rules for ranged attacks:

- A *ranged* weapon can strike any target within its maximum range. If the attacker is using a bow which has a range of 20ft, then they may not attack targets beyond that range, and would have to use **movement** to close the distance.
- In order to hit a target with a ranged attack, the attacker must have **line of sight**. This means that they have unbroken vision of their target. A target crouched behind a wall, for example, would not be possible to make a ranged attack against, because even though the attacker might know they are there (the target is not **sneaking** or **hidden**, just behind a wall), they are protected by virtue of being in cover.

To make a ranged attack, roll 'to hit' the enemy in the same way as in **combat**: using a 20-sided dice (d20) and trying to roll *equal to or higher* than their AC value. You receive bonuses from your Dexterity and other **skills** to increase your hit-chance as normal.

Once you have hit, calculate the amount of damage the weapon does as you would with a melee attack (including adding Strength Bonus to the damage total) and deduct the value from the target's hit points.

AMMUNITION

Each time you fire a *ranged* weapon you must deduct 1 of the weapon's ammunition type from your inventory. Crossbows fire 'Bolts', bows fire 'Arrows', and cannons fire 'Buckshot'. If you do not have one of the correct ammunition type in your inventory then you may not make a ranged attack with that weapon. Certain special ammunition may even boost the damage of your ranged attacks or inflict special status effects on your opponent.

Firing a *ranged* weapon takes (1) **action** of your **turn**. Attacking with *ranged* weapons does not count as entering **combat**.

If you reduce the opponent to 0 hit points, they will either die (in the case of monsters or characters) or enter a **death save** state in the case of **adventurers**, exactly as described in the sections above.

THROWING WEAPONS

Adventurers (and indeed monsters) can choose to throw one of their melee weapons at an opponent out of **combat**. The weapon can strike any target within a number of feet equal to their Strength characteristic, though certain special weapons, such as the Warlock's "Icicle Spear" may be able to be thrown farther by virtue of magical enhancement or lightness of design.

Example: A Warrior with Strength 18 could throw their weapon up to 18ft.

To throw, roll 'to hit' the enemy in the same way as in **combat**, using a 20-sided dice and trying to roll *equal to or higher* than their AC value. You receive bonuses from your Dexterity and other **skills** to increase your hitting chance as normal.

Once you have hit, calculate the amount of damage the weapon does as you would with a melee attack and deduct the value from the target's hit points. You may add bonuses from special abilities to increase the damage, including bonuses from Strength. Some weapons specifically add damage when **thrown**, as they are designed to be hurled at a target rather than swiped at, such as the "Throwing Knife".

Throwing a weapon takes (1) **action** of your **turn**. Once you have thrown the weapon it may be reclaimed later.

SPELLS & ABILITIES IN COMBAT

Though most abilities and spells are self-explanatory, it is important to note a few general rules about using them here. Abilities and spells are used *instead* of performing a normal melee or ranged attack, and therefore cannot be combined with **standard attacks** (for example, a **dual-wielding** Warrior using “Mortal Strike” cannot then make an off-hand attack in the same **action**; they have chosen to use “Mortal Strike” instead of attacking normally).

Some abilities and spells allow the user to make multiple attacks within a single **action** (for the cost of **mana points**). Others add additional damage or special damage types to **standard / normal attacks**. Some will allow the caster or user to make a unique form of ranged attack. In regard to spells, not all spells are attacks, and the description of the spell will always specify what form the spell takes. Many spells *do* take the form of a ranged attack (especially **offensive spells**), however, so it is worth reiterating that unless the spell’s description specifically states the spell does not require **line of sight**, **line of sight** is required as with normal ranged attacks.

MOUNTED COMBAT

Cavalry are not new to Dead World. One of the most memorable cavalry charges occurred long ago in the Aronian Era, when Valthorian led the surviving high elves in their avenging charge against Vicarion I, finally breaking the ranks of his demonic horde, and sending him fleeing into the depths of the Ever-Dark. However, during the Era of Empires, mounted combat reached new heights of ingenuity and devastating power with the deployment of the Knights of the Setting Sun, led by Lady Krull of the Silver Keep, against the empire of New Numibia. These awesome knights were the Men of the West’s answer to the deadly Blackshields that had conquered most of Paradis, and were able to turn the tides of the ongoing conflict.

While a **rider** is **mounted**, they may enter **combat** and make melee attacks as normal. However, they will receive the added benefit of momentum, which means in the first round of **combat**, instead of the **rider** adding (+1) to their damage for each point of Strength Bonus they have, they may instead add an additional (+d8) to the damage of their attacks for each point of Strength Bonus of the **rider** has! This means that a **mounted rider**

with a Strength of 18 (conferring a Bonus of +4) would therefore add (+4d8) damage to their attacks in the first round of **combat**.

When determining rolls 'to hit' against a **mounted rider**, roll against the highest AC value of the two creatures, i.e. if a Human Warrior with an AC of 15 was mounted on a horse with an AC of 5, then the attacker would roll against an AC of 15 on their 'to hit' rolls.

If they successfully hit the **mounted rider**, then an additional step is added to the attack sequence. The attacker must roll a d6 for each successful hit they score. On a 1, 2, or 3, the damage of their attack is inflicted on the **mount**. On a 4, 5, or 6, the damage is inflicted on the **rider**. If a **mount** is slain before the **rider**, then the **rider** is thrown to the ground and suffers the **dazed** effect for (3) turns. If the **rider** is slain, then the **mount** either **flees** in the case of more basic mounts such as horses, or may go into a frenzied rage in the case of more esoteric **mounts**, such as the Ranger's Sabre Cat.

However, firing a bow, crossbow, or other *ranged* weapon with any degree of accuracy while **mounted** is extraordinarily difficult. This means that **riders** do not benefit from Dexterity Bonuses when rolling 'to hit' with *ranged* weapons and furthermore must deduct (-2) from all 'to hit' rolls while **mounted**.

ABILITIES & MANA POINTS

As a player levels up they will acquire abilities and/or spells. Characters, creatures and monsters in Dead World will also have their own sets of abilities or spells. These allow them to perform special manoeuvres, either attacking in a special way, protecting themselves, or creating a host of other effects. Each time an **adventurer**, creature or character uses an ability, it costs **mana points**. **Adventurers** start the game with (6) **mana points**. Most abilities or spells use (1) **mana point**, but some more powerful abilities or spells require more than (1). Each time an **adventurer** uses an ability or spell, they deduct the relevant number of **mana points** from their total. Eventually, they will reach (0) and be unable to activate any further abilities or spells until their **mana** has been replenished. **Mana points** can be replenished via **rest periods** and certain special abilities (such as the Vampiric Undead's unique Trait: **Blood Drinker**).

Important Note I: **adventurers** (and monsters for that matter) CANNOT use the same ability or spell more than once in a turn. For example, a Warlock cannot use the "Fireball" spell three times in one **turn**, no matter how many **mana points** they may have! They may use the "Fireball" spell once in their **turn**, and then again the *next turn*, but never more than once in a single **turn**.

II: In addition, if an **ability** or **spell** that has been activated remains in play for more than (1) **turn**, such as the Occultist's "Warping Reality" spell, then it may not be cast again while it remains in play. In other words, you cannot stack the effects of a spell by casting it again before the previous cast's duration of effect has expired.

Managing your abilities and **mana points** and ensuring optimum usage is key to overcoming the trials of the dungeons. Don't blow all your points at once!

REST PERIODS

Adventuring is dangerous and hard work. Players will periodically need to rest to recover their strength (even dwarves!). We have spoken earlier about lodgings and “narrative breaks” during the Exploration chapter. But not only is resting a great narrative element of any good role-play campaign, it is also an important game-mechanic of *Dead World: Desecrated Empires*.

Resting can only be done if the following two criteria are met:

- No enemies or threats are within 70ft of the resting party; and
- No status effects are active on any players that cause damage each **turn**.

Adventurers *collectively* rest – i.e. the whole party must be in agreement that they want to go through a **rest period**. If all party members agree and the criteria are met, then a **rest period** is activated. A **rest period** automatically passes a **turn** for all **adventurers**.

During the rest period, **adventurers** restore all lost **mana points** and also remove the **wet** status (as it is presumed that they are sitting around a fire of some kind, and so they dry off).

In addition, **adventurers** can perform (1) **action** from the following list:

CONSUME

The **adventurer** may use any number of consumable *foods, beverages* or *smokes* to restore lost hit points. Note: unlike in many other role-play systems, hit points are not automatically restored to full by resting, so adequate preparation of consumables is essential to surviving any *Dead World: Desecrated Empires* campaign!

SLEEP

This **refreshes** an **adventurer**. **Refreshed adventurers** can re-roll (1) **percentile**, 'to hit', **save**, or **detection** roll. **Refreshed** lasts for (8) **turns**.

SKILL CRAFT

Certain **skills** allow **adventurers** to craft or **augment** items during **rest periods**.

AMBUSHES

Each time **adventurers** undergo a **rest period**, they increase their chances of being ambushed by enemies lying in wait. The first **rest period** the ambush chance is 0%. However, each subsequent **rest period** increases the odds of ambush by 6%. The GM may use their discretion on the nature of the ambush.

Note that the more frequently a group of **adventurers** uses a **rest period**, the more risky resting becomes! This stops **adventurers** abusing the restorative effects of a **rest period**, as well as offering brilliant material for storytelling. It may be that a generous GM chooses to reduce or reset the ambush likelihood from time to time, such as when they move to a new location, as over the course of very long campaigns, ambushes might become all-too-frequent if too many **rest periods** are taken!



EXPERIENCE & LEVELLING UP

As **adventurers** take their characters on wild journeys: battling monsters, forging and breaking alliances, and unveiling their legendary story, they will become more powerful. This power is reflected by their character acquiring EXP (Experience Points) in order to increase their Level.

Adventurers start at Level 1 and with 0 **Experience Points**.

EXP can be acquired in a number of ways: from slaying enemies, completing quests, or achieving character-driven goals. Not only is EXP contingent on the three elements mentioned above, however, but it can also be awarded entirely at the GM's discretion, provided that the **adventurer's** actions end up achieving at least one of the two following goals:

- They have enhanced the narrative of a campaign in the eyes of the GM; and / or
- They have successfully completed actions in line with the nature of their character.

If an **adventurer** achieves either of these goals, then we consider them fair game for a potential award of experience points by the GM.

When it comes to slaying enemies, as a general rule, the number of EXP an **adventurer** acquires from killing a monster is usually equal to their **hit points**, i.e. if an **adventurer** killed a monster with 51 hit points, they would

acquire that many **Experience Points**. This is not a “hard and fast” rule, however, as we accept some monsters’ hit points bely their difficulty to defeat (Thrallmakers being a case in point, see Bestiary for more information). In addition, it might also be the case that enemies are defeated but not slain, which thereby still should merit EXP.

A note on awarding points: Some Game Masters like to save up all the **Experience Points** collected and award them in one go at the end of a session; this has the advantage of not slowing down the action of the campaign by calculating numbers and points. Others prefer to award them “as they go”, which means that **adventurers** are more immediately aware of their progress towards the next Level (and sometimes can lead to interesting narrative moments where a character Levels Up and then unlocks a new ability, which proves invaluable in their current predicament!). There is no right or wrong answer here, and each system has different merits. It will be up to you to determine what works best.

Once a character accumulates a certain number of **Experience Points** then they can progress to the next Level. For example, from Level 1 to Level 2. Each time they do this they increase their **maximum hit points**, and gain a **stat point** to allocate where they choose. In addition, they can potentially unlock new abilities for their Class or new **skills**. The top Level an **adventurer** can reach is 20. To summarise, follow these four steps every time an **adventurer** Levels Up:

1. **Stat points** can be spent to upgrade one of the six main stats, thereby increasing the **adventurer’s** powers and further defining where their proficiency lies. For each stat point you acquire you can upgrade either Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma by 1 point. This should be done *first* when **levelling up**, as upgrading certain stats may have an impact on how many additional hit points you acquire as a result of the level up!
2. Each time an **adventurer** levels up, their **Experience Points** are reset to 0. The higher the Level, the more **Experience Points** you will need to reach the next level.
3. The **adventurer’s maximum hit points** increase by $\frac{1}{2}$ of their Constitution each time they Level Up. For example, if a Level 1 Human Warlock had a Constitution of 10, then when they

levelled up to Level 2, they would increase their **maximum hit points** by 5.

4. In addition, when an **adventurer** has **levelled up**, they may restore their hit points to full (i.e. increase their **current hit points** to be in line with their **maximum hit point** score). This reflects **adventurers** getting a sudden surge of energy, magic, or other form of power.

Here is the recommended list of the number of **Experience Points** required for each Level Up. Some players and GMs prefer to level more slowly, with a hard journey towards the upper echelons of power, whereas others prefer easier adventures; there is no right or wrong here, and these numbers below can be customised to suit your needs, they're merely there to serve as guidelines.

Level 2 – 200 points

Level 3 – 300 points

Level 4 – 450 points

Level 5 – 675 points

Level 6 – 1,000 points

Level 7 – 1,500 points

Level 8 – 2,000 points

Level 9 – 3,500 points

Level 10 – 5,000 points

Level 11 – 7,000 points

Level 12 – 10,000 points

Level 13 – 14,000 points

Level 14 – 18,000 points

Level 15 – 22,000 points

Level 16 – 26,000 points

Level 17 – 30,000 points

Level 18 – 35,000 points

Level 19 – 40,000 points

Level 20 – 50,000 points



DAMAGE TYPES

There are many ways to kill in Dead World, which one would perhaps expect, given its name. Over the next few pages we have catalogued all the various forms of damage that can be dealt, and special types of damage, in addition to your basic physical attacks. Some damage types, such as **magic** or **flaming**, add additional damage to attacks or spells. Others do not add damage but may have special effects against certain types of enemies, such as **holy**. While at first this system may seem convoluted, there is good reason for it. We wanted every type of damage to work differently, which makes for more nuanced, varied, and tactical gameplay; it makes the world, and the Classes within it, richer.

Damage types have meaning beyond their name tags. Rather than simply picking from a “colour wheel” of indistinguishable affinities, one must carefully consider how the damage is calculated and added, and what its effects are against a specific enemy type. For example, **earth damage** inflicts the **dirty** effect, but some enemies may be **immune**. **Lightning damage** has a chance to cause **paralysis** in metallic opponents, as well as doing more damage to **wet** opponents, but it may not be effective at all against stone-based enemies. The dice attributed to damage are also significant. **Lightning** may, on the surface, appear to be the most highly damaging type, and it certainly has the potential to be devastating if one rolls highly, but aggregated d4s lead to more *reliable* damage (because the range is lower). One can often find a humble “Magical Blast” spell, dealing

a high number of d4s, can do more than an unlucky “Lightning Bolt”, which deals a small number of d6s. We feel this creates a much more interesting tableau that **adventurers**, and of course Game Masters, can draw from!

MAGICAL

- **Magical** weapons and attacks have a **power level** which is indicated in brackets ()
- **Magical** attacks do (d4) additional points of damage per level of **power** (e.g. **power level** (3) would cause (3d4) damage).
- **Critical hits** with **magical** attacks do not double **magical damage**, only normal damage.

POISON

- **Poison** has a **power level** which is indicated in brackets ()
- If a target is struck with an attack or weapon that causes **poison damage**, they must take a Constitution **save throw** (roll a d20 & add Constitution bonus). The attacker rolls a d20 and adds the **power level** of the **poison**. If the target's total is equal to or higher than the attacker's, then there is no effect and the **poison** is resisted. If the target's total is less than the attacker's, they suffer (4d6) additional points of damage (+d6) for each point the attacker's total beat the target's by.
- **Critical hits** with **poison** attacks do not double **poison damage**, only normal damage.

FLAMING/FIRE

- **Fire** weapons and attacks have a **power level** which is indicated in brackets ().
- **Fire** attacks/weapons do additional damage equal to (d6) per **power level**
- **Critical hits** with **fire** attacks do not double **fire damage**, only normal damage.

HOLY

- **Holy damage** is always doubled against Undead and Demonkin, but is 100% resisted by Paladins. If **holy** damage is resisted by virtue of a recipient's Class, then the fact that the recipient of the damage is Undead or Demonkin is set aside.
- If a **critical hit** is scored with a **holy damage** attack against a Undead or Demonkin, then the damage is tripled instead of doubled! (see Double Damage rules for more information on how this works)
- As a general rule, **holy damage** will also double the damage of additional damage types (such as **holy, flaming** or **holy, water**) added to a weapon, attack, or spell that is **holy**, with the exception of **poison damage**.

DARK

- A weapon or spell that causes **dark damage** has an (8%) chance of causing **traumatised** and **hopeless** insanity effects when it successfully hits a target.

EARTH

- **Earth** weapons and attacks may have a **power level** which is indicated in brackets ().
- **Earth damage** will also confer the **dirty** status effect. It can only be resisted by a target that has an **earth resist** special ability.
- **Critical hits** with **earth** attacks do not double **earth damage**, only normal damage.
- As a general rule, **earth** enchanted weapons or attacks do an additional (d4) damage per **power level**.

WATER

- **Water** weapons and attacks may have a **power level** which is indicated in brackets ().

- When scoring a **critical hit** with a **water damage** based weapon, the bonus damage *is* doubled along with the other damage.
- **Water damage** also confers the **wet** status effect. It can only be resisted by a target that has a **water resist** special ability.
- As a general rule, **water** enchanted weapons or attacks do an additional (d4) damage per **power level**.

LIGHTNING

- **Lightning** weapons and attacks have a **power level** which is indicated in brackets ().
- If the target of a **lightning damage** attack or spell is wearing metal armour or is itself made of metal (GM's discretion) there is an (8%) chance of the attack causing **paralysis** for (1) **turn**. It can only be resisted by a target that has a **lightning resist** special ability.
- As a general rule, **lightning** enchanted weapons or attacks do an additional (2d6) damage per **power level**.

RESISTANCES

Throughout their journey, **adventurers** will be buffeted by different forms of damage, from **flaming** attacks to **magical** energies to deadly **poisons**. Sometimes these will require a **save throw**, as we have discussed earlier (see Exploration). At other times, **adventurers** will have no such good fortune, the damage being dealt without any **save throw** allowed. However, there is still hope, as **adventurers** also may acquire abilities, **traits**, equipment, or counter-spells that are able to **resist** certain damage types. **Resistances** are usually indicated like so: [**resist** x (y%)] where x = the type of damage resisted, and y = the **percentile roll** required to successfully **resist** the damage. Sometimes they are indicated with a variable **percentile roll**, like so: [**resist** x (y% per point of z)] where z = a stat, such as Strength or Constitution. A **resistance** of 100% means that the **adventurer** is **immune** to that form of damage, and any of that type of damage suffered is immediately nullified (reduced to 0). In the instance that the damage type would inflict a status effect (such as **water damage** that inflicts the **wet** status effect), the status effect is applied on a successful hit even if the damage is resisted.

MULTIPLE RESISTANCES

It might be possible that an **adventure** acquire multiple **resistances** to the same damage type. In this instance, the **percentile roll** required to **resist** the damage is aggregated. For example, a Lizardkin Warlock benefits from the **Scaly Skin trait**, which confers **resist fire** (4% per point of Constitution). Therefore, a Lizardkin with a Constitution of 10 would automatically benefit from **resist fire** (40%). However, at Level 16, the Warlock's "Pyromancer" ability also confers a base **resist fire** of (50%). The two of these would be aggregated for an overall **resist fire** of (90%)!

DOUBLE DAMAGE

There are likely to be instances in the game where damage is doubled multiple times, and this can sometimes lead to confusion about how the damage is calculated, as sometimes the placement of the "doubling" can drastically alter the final damage calculation. As a general rule, in instances of multiple doublings of damage, the doublings are "elided". In other words, two instances of doubled damage would mean the damage is tripled, not "doubled twice". To continue, three instances of doubled damage would mean the damage is quadrupled, etc.

Let's look at a specific example: A Warrior has a sword that deals (3d6) **holy damage**. For now, we will assume the Warrior has no Strength Bonus or any other modifiers to their damage for the sake of ease. Remember that **holy damage** is doubled against Demonkin and Undead. In addition, the Extreme Weather Effect: **solar flare** doubles all **holy damage** in play! If the Warrior hits a Demonkin with their attack, and rolls an 11 on the damage dice, the attack would cause 33 points of damage (it is tripled) and not 44 points of damage.

If we look at a more complex example, let us imagine that the Warrior instead scored a **critical hit** with their attack! The initial damage of the attack would be 11. The **critical hit**, **holy damage**, and **solar flare** all contribute one doubling, meaning the damage is *quadrupled*. In this instance, the attack would deal 44 points of damage.

There are also instances in which some damage may be doubled (such as **water damage** or **sneak attack** damage) but other types of damage are not (such as **poison damage**). Let us workshop one of these more complex examples for the sake of clarification.

Let us now imagine the Warrior's **holy** weapon also has a **poison**

damage effect at **power level** (2) and deals **water damage** at **power level** (1). For the sake of complete thoroughness, let us also imagine the Warrior has a Strength of 16, and therefore a Strength Bonus of (+3). The damage rolled for the attack is 11. The Warrior adds (+3) because of their Strength Bonus, raising it to 14. **Water damage** is doubled by **critical hits** and by **holy**, so it is okay to add the **water damage** now. The **water damage** adds an additional (d4) damage to the attack. The Warrior rolls a d4 and scores a 3. The total damage of the attack would now be 17. So far, so good. The **poison damage** is not doubled by **critical hits**, and is excepted from the **holy damage** doubling, so we must leave it until the very end of the damage calculation. The damage of 17 is quadrupled from the combination of the **critical hit**, **holy damage**, and **solar flare**, for a grand total of 68! However, the Warrior has one final bit of damage to add: the **poison**. The **poison damage** requires the target to make a **save throw** against a **power level** of (2). The target fails their **save throw**, rolling 4 points less than the Warrior, which means that they suffer (8d6) additional damage! The Warrior rolls and scores a 25. The total damage of the devastating attack is therefore 93.

Whilst this example may seem extreme and far-fetched, it is worth going into this level of detail, as we have seen campaigns hinge on the correct calculation of one such devastating attack.

STATUS EFFECTS

Damage is not simply a case of hit points going up and down, but also of certain conditions being inflicted due to the nature of the damage. These conditions are referred to as “Status Effects” and there are a host of commonly used ones that we have detailed over the next few pages. Some creatures or characters may be able to inflict special status effects on **adventurers** via their abilities or spells, but these will always be explained in the creature’s ability-descriptions within the Bestiary.

OVERPOWER

- If a target is struck with an attack or weapon that causes **overpower**, they must take a Strength **save throw** (roll a d20 & add Strength bonus). The attacker rolls a d20 and adds either their Strength bonus (in the case of a melee or ranged attack) or the **power level** of the spell (in the case of a spell or special ability, such as the Warlock’s “Frostbolt” spell). If the target’s total is equal to or higher than the attacker’s, then there is no effect and the **overpower** is resisted. If the target’s total is less than the attacker’s, the target that is **overpowered** suffers (-d3)

on 'to hit' rolls. **Overpower** lasts for (6) **turns** unless otherwise stated.

CRIPPLED

- A target suffering from **crippling** reduces **movement** (-50%).
- If a target that is **flying** suffers the **crippled** effect, they immediately land on the ground and are unable to **fly** again for the duration of the **crippled** effect.
- Unless otherwise stated, **crippled** lasts for (3) **turns**.

FROSTBITE/FROST

- A target suffering from **frostbite** reduces **movement** (-50%).
- Target also reduces **speed** by (-2).
- Unless otherwise stated, **frostbite** lasts for (4) **turns**.

PARALYSED

- A target that is **paralysed** cannot move, attack, use abilities or spells, or perform any **actions** (including **resting!**). **Paralysis** lasts for (d4) turns unless otherwise stated.
- **Paralysed** enemies are hit automatically by any attacks, regardless of their Armour Class.

BLINDED

- A target that is **blinded** automatically misses with all attacks (even abilities which would automatically hit under normal circumstances) and cannot cast **offensive spells**. They might cast a healing or "buff" spell as normal, however. For example, a Warlock would not be able to cast "Fireball", but could cast "Flaming Blade". Unless otherwise stated, **blinded** lasts for (3) **turns**.

DIRTY

- A target that is **dirty** reduces their AC value by (-2), as their armour becomes less effective when soiled and greasy. In addition, they suffer (-1) on 'to hit' rolls, as they have stinging dirt in their eyes which has impeded their visibility. The **dirty** status lasts until the target creature either is cured of the effect by a spell, item, or ability, or chooses to spend an entire **turn** washing themselves!

WET

- A target that is **wet** is vulnerable to **lightning damage**, and therefore any **lightning damage** received by a **wet** target is doubled. However, **wet** targets are able to **resist fire** (25%).

BLEEDING

- Targets that are **bleeding** suffer (d4) damage at the start of each **turn**. The status effect lasts for the duration of (8) **turns**, unless otherwise specified. While a target is afflicted with **bleeding**, they may not be afflicted with **bleeding** again until the status effect has worn off.

GRIEVOUS BLEEDING

- Targets with the **grievous bleeding** effect suffer (d8) damage at the start of each **turn**. The status effect lasts for the duration of (8) **turns**, unless otherwise specified. While a target is afflicted with **grievous bleeding**, they may not be afflicted with **grievous bleeding** again until the status effect has worn off.

VENOM / ENVENOMED

- Targets with the **venom** effect suffer (d6) damage at the start of each **turn**. The status effect lasts for the duration of (8) **turns**,

unless otherwise specified. While a target is afflicted with **venom**, they may not be afflicted with **venom** again until the status effect has worn off.

KNOCKED BACK

- Some attacks are so powerful they move characters. If an **adventurer**, character, or creature is **knocked back**, move the character/monster directly away from the attacking unit that caused them to be **knocked back**. Move them the number of (ft) specified in the ability or weapon description.
- Certain enemies cannot be **knocked back**. This is sometimes specified in their ability-descriptions (found in the Bestiary), however, it is also up to the GM's discretion. As a general rule, the following types of enemies cannot be **knocked back**: Giant enemies above humanoid stature (including creatures with **Colossal Mass**), Quadrupeds, and Serpents.

DAZED

- **Adventurers**, characters or creatures suffering from the **dazed** effect have been hit by some kind of blunt force enough to **knock them prone**. This means the target has been forced to the ground and must spend (1) **action** to pick themselves up before they can **move** or **attack** again (please note: that this can effectively end **combat**).
- In addition, for the duration of the **dazed** effect, the **adventurer**, character, or creature cannot spend **mana points**.
- Unless otherwise stated, **dazed** lasts for (2) **turns**.
- Creatures or characters with **Colossal Mass** cannot be **dazed**.

REGENERATION

- A character or enemy with **regeneration** heals a number of hit points at the start of each **turn**. The numbers of hit points recovered is indicated in brackets (). The number of hit points

can be a set number such as (2) or a random amount determined by die-roll (d8).

INTOXICATION

- Some alcoholic beverages will add to a character's **intoxication** levels: the amount added is indicated in brackets (). When their **intoxication** is equal to or exceeds their Strength Bonus, they become **intoxicated (drunk)**.
- **Intoxication** lasts for (2d6) **turns**. During which time the **intoxicated** character suffers the following:
 - (+d8) melee attack damage
 - (-2) **speed**
 - Negate Dexterity Bonuses
 - (-3d6%) to the success chance of all **percentile rolls**

REFRESHED

- **Refreshed** characters, creatures, or **adventurers** can re-roll (1) **percentile**, 'to hit', **save**, or **detection** roll. **Refreshed** lasts for (8) **turns** unless otherwise stated.

ENSLAVED / DOMINATED

- A character, creature, or **adventurer** that has been **enslaved** is no longer in control of their **actions** and is completely at the mercy of their "master" (aka, the one that **dominated** or **enslaved** them). Whether they were **enslaved** through magic, pure force of charisma, or some other trick makes no difference. An **enslaved** character, creature, or **adventurer** may be controlled on their **turn** by their "master" (the "master" determines every **action** they perform). This may even include forcing the **enslaved** character to do themselves harm. If an **enslaved** character would be forced to commit suicide, they may make a **percentile roll** to "throw off" the effects of **enslavement**, with a 2% chance of success per point of Constitution.

INSANITY EFFECTS

Going up against the monsters of Dead World can take a psychological toll on even the hardiest minds. “Insanity Effects” are a special type of “Status Effect”. They can be inflicted by spells, abilities, or certain types of attack. “Insanity Effects” can often be cured by consuming healing items while **resting**, though some are more difficult to cure than others. Bard and Paladins also have abilities at their disposal for reducing the impact of “Insanity Effects”.

PARANOID

- **Adventurers**, characters, or creatures that suffer the **paranoid** effect must add (+1) to the **mana point** cost of all abilities and spells. This may mean that they are unable to cast certain abilities or spells.

TRAUMATISED

- **Adventurers**, characters, or creatures that are **traumatised** no longer receive the benefit of **stat bonuses**.
- They also reduce their **speed** by (-2).

HOPELESS

- **Adventurers**, characters or creatures that are **hopeless** reduce their **base AC value** to (2). This reflects that they are no longer putting up as much of a fight.
- In addition, **adventurers** that are hopeless also cannot gain **EXP points**.

TERRORISED

- **Adventurers**, characters, or creatures that are **terrorised** can think only of survival, and hence, instead of taking any **actions**, move 3d6 feet directly away from the source of their **terror**. They may perform (1) **action** per **turn** which may not be an attack or **offensive spell**. They may heal themselves, but not allies, via potions or spells. **Adventurers**, characters, or creatures can test via a **percentile roll** at the start of each **turn** to overcome their **terror** (2% per point of Wisdom).

SPECIAL RULES

While many abilities are unique to each character, beast, or entity in Dead World, there are some that are more general, and will be encountered more frequently. We have tried to catalogue some of the more common special abilities here.

BRAVERY

- In the first round of melee combat, a character or creature with **bravery** gains (+d4) to melee combat damage. At Level 5 they gain (+d6) and at Level 10 they gain (+d8). In the case of a non-**adventurer** creature having **bravery** (that does not have a specified Level), (+d6) damage is added.

ENRAGE

- A character or creature with **enrage** gains (+d8) to melee combat damage when their hit points fall below 50%. They gain +1 **critical hit rank** when their hit points fall below 25%. These bonuses cease to apply as soon as their hit points rise above 50% or 25% respectively.

STRIKE FROM THE SHADOWS

- A character or creature with **strike from the shadows** gains (+d4) on rolls to **avoid detection**. They may **see in the dark**. In addition, when fighting in **darkness**, they gain (+2) to all 'to hit' rolls.

KEEN EYES

- A character or creature with **keen eyes** can **see in the dark** and add (+10ft) to the range of *ranged* weapons and **offensive spells**.

AMBIDEXTROUS

- A character or creature with **ambidextrous** gains Strength and Dexterity Bonuses on their off-hand weapon when **dual wielding**.

DETERMINED

- A character or creature with **determined** can re-roll a (1) on rolls 'to hit' in **combat**.

INVISIBLE

- A character that is **invisible** cannot be seen, so therefore automatically passes tests to **avoid detection**. There may be instances when a character or creature with particularly acute hearing or sense of smell may be able to detect an invisible character, but this is at the GM's discretion.

SNEAK ATTACK

- If a character or creature is **sneaking** and has not been **detected** and they make an attack (melee or ranged) on an opponent, that attack will be classified as a **sneak attack**. **Sneak attacks** cause

normal damage (+2d6) + an additional (d6) for each point of Dexterity Bonus the character or creature has.

NIMBLE

- A character or creature that is **nimble** may add their Dexterity Bonus to their Armour Class.

PERCEPTION

- A character or creature with **perception** gains (+d4) to **detection** rolls and may re-roll failed **percentile rolls** to *detect hidden traps/objects*.

III
ITEMS & INVENTORY



WEAPONS & ARMOUR

During an adventure, you will doubtless wish to reward hardworking **adventurers** with weapons, armour, and equipment which they will wish to use to aid them on their quest.

First, we will look at weapons. There are many types of weapons: *one-handed*, *two-handed*, *long*, *ranged*, and so on.

- *One-handed* weapons are normally light and short so that they can be wielded in one hand, allowing you to equip either another *one-handed* weapon in your off-hand or a *shield*.
- *Two-handed* weapons are normally heavier and more powerful but take up two hands, meaning you cannot also equip a *shield* or off-hand weapon.
- *Ranged* weapons are bows, crossbows and gunpowder contraptions, though these are extremely rare.

You can only have one 'set' equipped at one time. A set might be a *shield* and *one-handed* weapon, a *two-handed* weapon, a *ranged* weapon, or a *one-handed* weapon and an off-hand weapon. It is also possible to attack with your bare fists. Monks can make more effective unarmed attacks with their special martial arts skills.

While equipped you may use your weapons' damage value in **combat**

(or at a range). Different weapons will have different strengths and weaknesses.

LONG WEAPONS

Long weapons are specialist weapons such as spears, pikes and halberds, which have additional reach. A character armed with a *long* weapon can attack an opponent within 4ft rather than 2ft exactly as though they were within melee **combat**. This means that they can attack enemies who cannot attack back without moving closer, a significant advantage.

DUAL WIELDING

When dual-wielding (using two *one-handed* weapons, one in the main hand and one in the off-hand) you can make two attacks in **combat** in (1) **action**: one with each weapon. The attack with the weapon in your off-hand does not receive bonuses from Dexterity or Strength however (as this is your less favoured hand) – unless you are **ambidextrous**.

ARMOUR & CLOTHING

Adventurers can also choose to equip one piece of armour at a time. There are three types of armour: *clothing*, basic garments offering little defence; *light armour*, normally leather or scale armour that confers some defence; and *heavy armour*, which is the most weighty and cumbersome armour, shielding against even the deadliest blows.

Most Classes cannot use all three types of armour, so it is important to bear this in mind when equipping your character. Different types of armour will confer different beneficial effects and AC bonuses, but you may only equip *one* piece at a time and therefore only receive the bonus from one at a time.

In addition, it is important to note that your AC value can never exceed 19. Even if you equip a combination of armour and Armour Components that would technically take it above 19, the AC value is still classified as 19 when determining rolls 'to hit'. However, there is still a benefit to maximising your AC (even though it is nominally counted as 19) to **combat** instances where AC value is reduced (such as via the **dirty** effect or the Thief's "Piercing Strike" ability).

For example: A Warrior wears Goldvein Armour (+14 AC) and a Black Steel Shield (+5 AC). Combined with their **base AC score** of (+5), this is a total of 24 AC. Impressive! However, for the purpose of enemies attacking them, it is treated as 19. But, if the Warrior was afflicted by the **dirty** effect, their AC value would be reduced by (-2). This would take their AC from 24 to 22. This means that they still count as having an AC of 19, despite the fact that their AC was lowered 2 points!

ARMOUR COMPONENTS

There are four types of armour component:

- Helms
- Gloves
- Greaves
- Pauldrons

The player may only equip (1) of each type of armour component at any given time.

JEWELLERY

There are two types of jewellery:

- Rings
- Necklaces

The player may equip up to (1) necklace and (2) rings at any given time.

TOOLS & CONSUMABLES

They say a workman is only as good as their tools. Whilst we believe that skills and learning take precedence over having fancy gear, it is certainly the case that fancy gear can make the difference in a pinch, and having the proper utensils necessary to overcome practical (or indeed magical) obstacles is paramount for any serious **adventurer**. As well as weapons and armour, there are many other types of items that might be useful to an **adventurer**, including **tools**, **consumables**, and more diverse items.

1. **Tools:** Tools are normally inert until the **adventurer** chooses to use them, such as declaring they wish to use the tool as one of their **actions**. A tool might be a rope, torch a packet of gunpowder, or some other piece of equipment, and these can be either bought from the “Equipment Store” or discovered on the journey. The GM must make sure that they let the **adventurer** know what the result of using the tool is; this might be determined by a **percentile roll** or simply told as part of the narrative without the need for a random outcome. Often, tools will improve the chance of an **adventurer** succeeding in an attempt to do something, or limit the random element. All tools have a description to inform the **adventurer** what they might be useful for.

2. **Consumables:** Consumables do not do anything until the **adventurer** chooses to use the consumable. By definition, all consumables are destroyed after they are used, but they will often confer a beneficial effect on the **adventurer**: this could be restoring lost hit points, increasing a stat temporarily, or the removing a status effect, **disease**, or other negative condition. There are four types of consumable: *food*, *smoke*, *beverage*, and *potion*. The first three may only be consumed during **rest periods** (see rules for Rest Periods). *Potion* consumables, however, can be taken **at any time** during the adventure (costing 1 **action**).
3. **Multi-function items:** Some weapons or armour have two or more lines of data (such as the Bastard Sword). This means that the weapon or armour can be used in two or more ways. The **adventurer** or GM (presumably controlling a monster or NPC) must declare which way they are using the weapon at the start of their **turn**.

An **adventurer** can store 20 items in their inventory rucksack, including armour and weaponry, though items that they have **equipped** do not count as **stored**. If they have twenty items **stored** and wish to pick up another item, then they will have to exchange it. An **adventurer** cannot usually have more than 20 items in their inventory rucksack at any one time, though a few exceptions to this rule do exist (see the Thief's "Looter" ability, the **Leatherworking skill**, and also Mounts).

STACKING

Certain items will not take up a whole slot in your rucksack, and therefore can be 'stacked' in the slot to save space. Below is a list of items that can be stacked (if the Game Master creates new items then they can determine whether they are stackable or not). The number next to the item indicates how many of that item can fit into 1 slot of an **adventurer's** rucksack.

Arrows = 40

Bolts = 40

Consumables = 20

Lock-pick = 20

Plants (*Nightshade*, *Lavender*, etc) = 20

Bone, tissue, blood-phials = 20

Shards = 30

Scales = 30

Ore = 10

MERCANTILE

In Dead World, money has, surprisingly, lost none of its significance. As **adventurers** find loot, kill monsters, and become renowned throughout the lands they will acquire wealth and resources. The standard currency of Dead World is copper, silver, and gold. (100) copper pieces is equivalent to (1) silver piece and (100) silver pieces is equivalent to (1) gold piece. The GM should reward the **adventurers** with currency as they progress through the game.

On their quest, **adventurers** will undoubtedly meet blacksmiths, fletchers, leatherworkers, merchants, alchemists, and many other individuals buying and selling wares. The GM has the ultimate decision-making power on how much or how little these merchants charge, what wares they may or may not sell, and more besides. However, we have created a comprehensive Equipment Store to give GMs a guideline as to how items might be priced and what equipment is available to **adventurers**. Remember, narrative is always the most important aspect of any campaign, so it's fun to have a world where, for example, our **adventurers** meet one merchant and purchase a few things from him, only to meet another, who is selling the same goods for half the price!

Level 1 **adventurers** start the game with $50 + 4d6$ copper pieces to buy themselves basic equipment. From then on, money must be earned.

EQUIPMENT STORE

Here you will find lists of more common and easily accessible equipment in Dead World. This list is by no means intended as exhaustive and we encourage Game Masters to create their own weapons based on fantastical cultures and species. However, we think this is a solid starting point to any campaign, and will give your **adventurers** plenty to think about in their initial forays into the intrepid lands of Dead World.

BASIC WEAPONS

NAME	DAMAGE	TYPE	SPECIAL	COST
Dagger	d4	one handed	(+1) <i>sneak attack</i> damage	2 copper
Throwing Knife	d3	one handed	(+2) damage when <i>thrown</i>	1 copper
Short Sword	d6	one handed		5 copper
Longsword	d8	one handed		8 copper
Mace	d4+3	one handed		6 copper
Axe	d6	one handed	(+2) damage when <i>thrown</i>	6 copper
Spear	d8	one handed	<i>long</i>	10 copper
Halberd	d10	two handed	<i>long</i>	15 copper
Scimitar	d8	one handed	<i>bleeding</i> (1% per point of Dexterity)	40 copper
Greatsword	3d6	two handed		40 copper
Great Axe	2d6+4	two handed		35 copper
Maul	d20	two handed		50 copper
Staff	d3	one handed	<i>long</i>	8 copper
	d6	two handed	<i>long</i>	
Trident	d8	one handed	(+3) damage when <i>thrown</i>	20 copper
Net	d3	one handed	<i>overpower</i>	15 copper

SHIELDS

NAME	DAMAGE	TYPE	SPECIAL	COST
Ox-hide Shield	n/a	shield	+1 AC	5 copper
Steel Buckler	n/a	shield	+3 AC	15 copper
Spiked Shield	n/a	shield	+3 AC	25 copper
	d6	one handed	+1 AC	
Pikeman's Shield	n/a	shield	+3 AC, <i>resist fire</i> (15%)	50 copper
Black Steel Shield	n/a	shield	+5 AC, <i>resist magic</i> (15%)	1 silver

RANGED WEAPONS

NAME	DAMAGE	TYPE	SPECIAL	COST
Shortbow	d6	ranged (20ft)		8 copper
Longbow	d8	ranged (30ft)		12 copper
Elven Bow	2d6	ranged (40ft)		20 copper
Ivory Bow	2d6+4	ranged (30ft)		30 copper
Crossbow	3d6	ranged (20ft)		30 copper

AMMUNITION

NAME	DAMAGE BONUS	WEAPON TYPE	SPECIAL	COST
Plain arrow	(+0)	bow		1 copper
Plain bolt	(+0)	crossbow		1 copper
Steel arrows	(+1)	bow		2 copper
Steel bolt	(+1)	crossbow		2 copper
Elven arrow	(+2)	bow	(+1) 'to hit'	6 copper
Venom bolt	(+0)	crossbow	<i>venom</i>	10 copper
Buckshot	(+0)	cannon		25 copper

ARMOUR & CLOTHING

NAME	AC BONUS	TYPE	SPECIAL	COST
Jerkin / Trousers	+0	Clothing		2 copper
Robes	+0	Clothing		2 copper
Traveller's Wraps	+2	Clothing		5 copper
Leather Armour	+4	Light		10 copper
Scale Mail	+6	Light		15 copper
Elven Plate	+8	Light		50 copper
Chainmail Armour	+7	Heavy		25 copper
Plate Mail	+10	Heavy		40 copper
Dwarven Iron	+11	Heavy	(+1) Constitution	20 silver
Black Steel Plate	+11	Heavy	<i>resist magic</i> (10%)	20 silver
Goldvein Armour	+14	Heavy	<i>resist lightning</i> (25%)	3 gold

BASIC JEWELLERY

NAME	AC BONUS	TYPE	SPECIAL	COST
Knight Band	+0	Ring	(+2) melee damage	2 gold
Twine Ring	+0	Ring	(+2) ranged damage	2 gold
Black Steel Ring	+1	Ring	resist magic (20%)	4 gold

SPECIAL WEAPONS

KITANA (30 SILVER)

The Kitana is an elegant weapon forged in the east of Dead World. It is *two handed* and deals (d12) damage per strike. In addition, the weapon is enchanted with **magical damage** at **power level** (3) and has an x% chance to cause **bleeding** where x = the Dexterity of its wielder.

BASTARD SWORD (20 SILVER)

The Bastard Sword is favoured by questing knights for its flexibility and deadly shape, which makes severing a critical artery or ligament all the more likely. It may either be wielded as a *two-handed* weapon, in which case it deals (2d6+3) damage per strike; or, it may be wielded as a *one-handed* weapon, in which case it deals (2d6) damage per strike. In both instances, the Bastard Sword adds +1 **critical hit rank**.

DRUIDIC STAFF (20 SILVER)

The Druidic Staff was made from the wood of a sacred tree, and is particularly useful for spell casters who favour elemental modes of attack. It may be wielded as either a *one-handed* melee weapon that deals (d4) damage per strike and is enchanted with **magical damage** at **power level** (1). Or, it may be harnessed to fire a blast of magical energy, becoming a *ranged weapon* with a 20ft range, and dealing **magical damage** at **power level** (4), plus either **earth damage** or **water damage** at **power level** (1). The staff harnesses energy, and so is considered to have unlimited ammunition.

DEMONIC STAFF (20 SILVER)

The Demonic Staff is a similar talisman, but instead made from the heart of a Greater Demon. It may be wielded as a *one-handed* melee weapon that deals (d4) damage per strike and is enchanted with **flaming damage at power level (2)**. Alternatively, it may be used as a *ranged* weapon with 20ft range, firing a blast that deals **dark, magical damage at power level (2)**.

FELL HAMMER (40 SILVER)

The Fell Hammer is the pinnacle of dwarven weapon-craft, a deadly hammer whose head still crackles with the fiery energy of the forge, igniting an incendiary explosion when it strikes. The Fell Hammer is *two-handed* and deals (4d6) damage per strike. In addition, it is enchanted with **flaming damage at power level (1)**.

SILVER BOW (40 SILVER)

Made from the antlers of the legendary Silver Stags, these bows create blasts of magical force when fired that can fell even the mightiest beasts. They are *ranged weapons* with a range of 40ft. They cause (3d6) damage per attack and are enchanted with **magical damage at power level (4)**.

GRAYBANE SPEAR (40 SILVER)

The Guardsmen of Graybane wield special spears designed to combat the remnants of the sewer-horrors that still plague the underbelly of the redeemed city. They are *one-handed, long* weapons that deal (2d8) damage per strike. They are additionally enchanted with **water damage at power level (1)**.

BUCKSHOT CANNON (1 GOLD)

The Buckshot Cannon was developed by legendary Dwarven Artificers who harnessed the power of gunpowder. It was favoured by Eadric Foxcloak, who recognised that at times, the less subtle approach is needed. It is a *ranged* weapon with a range of 15ft, and causes (2d6) damage per attack that is enchanted with **flaming damage at power level (6)**.

RAPIER (1 GOLD)

The Rapier is used by only the most skilled, artisanal fighters and duelists. Its swiftness and length allows the user to attack with a lunge from a great distance. Any blow to the chest from this weapon is likely to pierce the heart, for it is narrow enough to pass between the ribs. The Rapier is a *one-handed, long* weapon that deals (d20) per strike. In addition, it adds +2 **critical hit rank**.

MORNINGSTAR (2 GOLD)

The Morningstar was made by a great Paladin, long ago. Though their name has been lost to time, the blueprint of their weapon lives on. The Morningstar combines crushing power with holy enchantment. It is a *two-handed* weapon that deals (d20) damage per strike and is enchanted with **holy, earth damage** at **power level (2)**.

SPECIAL EQUIPMENT

Over these next few pages, you will see details of particularly rare equipment, used only by the most prestigious and wealthy of Dead World's adventurers and villains.

GUNPOWDER SATCHEL (2 GOLD)

Eadric Foxcloak enhanced the repertoire of thieves around Dead World considerably by investing in the research and development of new technologies. Impressed by the buckshot cannon, developed by the dwarves, he endeavoured to discover more about the potential of gunpowder, especially how its destructive power could even the odds between non-magical combatants and magical ones. The Gunpowder Satchel is a special **tool** item that cannot be wielded in **combat** like a weapon, though it may be **thrown**. The Gunpowder Satchel may alternatively be precisely "placed" at a location within arm's reach. Once the Gunpowder Satchel is in position, it may be "detonated". This can be done by bringing the satchel into contact with a **flaming** object, such as a ranged attack that does **flaming damage**, achieving ignition by means of **lightning damage**, the use of a torch, or other appropriate item. When the satchel is successfully detonated, the force of the detonation is enough to demolish any door or indeed most walls save for perhaps the strongest stone walls. Any friends or foes within a 20ft radius of the detonated satchel will suffer damage that

decrements in correlation to their distance from the detonation site. Enemies or allies within 2ft of the satchel will suffer a **flaming** (20) hit automatically. The **power level** of the **flaming damage** thereafter decreases by a rate of (1) per 1ft, up to the maximum of 20ft (so, for example, someone within 3ft of the blast would suffer a **flaming** (17) hit, someone within 4ft of the blast would suffer a **flaming** (16) hit, etc.).

GRISLY THORN HELMET (3 GOLD)

These dark, barbed helmets are said to have been worn by Vicarion I's soldiers during the attempted genocide of the high elves. The near extinction of the high elves is a wound still felt to this day; so few high elves remained after the war, that it is thought to be one of the contributing factors towards Valthorian's eventual madness. This helm is an Armour Component (Type: Helm) that confers +1 AC. In addition, whilst the Grisly Thorn Helm is **equipped**, all melee attacks cause **bleeding**.

HERMIT'S GLOVES (1 GOLD)

Hermits are said to be the gods in disguise. Whether this is true remains to be seen. However, these gloves are certainly imbued with a remnant of magical power. The fingers have been cut off, so that they allow maximum dexterity. The Hermit's Gloves are an Armour Component (Type: Glove) that confers +0 AC bonus. Whilst **equipped**, the Hermit's Gloves allow their wearer to add (+1) on all rolls 'to hit'.

NUNCHAKU (25 COPPER)

A special type of weapon developed by Grammaticus Everyman. The Nunchaku features three pieces of metal, joined together by chains. It takes great skill to wield such a weapon without causing harm to oneself, but in the right hands, the Nunchaku can deal devastating damage, and has surprising range. The Nunchaku is a *two-handed* weapon that deals (d6) damage per strike. However, when rolling 'to hit', any rolls of a 16+ trigger a free bonus attack that is made within the same **action**. The bonus attack can itself trigger a second bonus attack if a 16+ is rolled once again. However, no more than three attacks can ever be chained in this way (the original attack, plus two additional bonus attacks). Conversely, any unmodified rolls of a 1 'to hit' cause (1) damage to the wielder, although

the worst harm dealt in this situation is the almost fathomless psychological damage suffered by the user when they make this mistake in front of an audience.

SLINGSHOT (40 COPPER)

Many young humans can be seen playing in the streets with slings, chancing their aim at birds and vermin. In the city of Graybane, where once sewer-creatures walked brazenly in the day, it is a common (though reckless) game to go into the bowels of the city's lower levels, and there hunt the scurrying creatures of the filth, thought to be offspring of the Filth Beast itself. Though humble, Slingshots can fell even fearsome opponents in the right hands, and it is said that some knights will always keep a Slingshot on them, even after they have earned their hauberks and lances. The Slingshot is a *ranged* weapon that can target enemies up to 10ft and does not require ammunition if used outdoors. Indoors, it may be loaded with either (1) ore, (1) buckshot, or (1) shard (either metal or otherwise). Slingshots do not roll 'to hit' as normal. A d20 is still rolled, but the damage dealt scales depending on the d20 roll of the attacker and not the opponent's AC score:

- 1: Miss, and causes 2 damage to self.
- 2-3: Miss.
- 4-8: 4 damage + Dexterity Bonus score.
- 9-15: 5 damage + Dexterity Bonus score.
- 16-19: 6 damage + Dexterity Bonus score and **knocks back** (6ft).
- 20: 10 damage + Dexterity Bonus score, **knocks back** (6ft), and causes the **dazed** effect for a duration of (2) **turns**.

SPRINGHEEL BOOTS (5 GOLD)

A clan of vampires terrorising the City of a Thousand Eyes was said to wear special boots that boosted their already unnatural mobility even further. The Springheel Boots are an Armour Component (Type: Greaves) that confers +0 AC bonus. Whilst **equipped**, the wearer of Springheel Boots may *double* their **jump distance**. In addition, they benefit from (+1) **speed**.

BOSCORIAN TEA (1 SILVER)

The little town of Boscorian borders the great ruined citadel of Sentinel. The town was almost destroyed by the two Battles of Boscorian that were fought there during the quest for the Nameless Blade, and most of the population were wiped out by the machinations of Mortus, The Dread Necromancer, and Rubrick The Deceiver, when they attempted the Bloodstone ritual. During the Era of Empires, however, and with aid from the neighbouring city of Graybane and the newly crowned Halfling King, the town began to find its feet again. Due to the intense magical activities around the town, and some say the green-fingered work of Tydarr The Dragon King, the farmers of Boscorian found their tea-leaves growing to prodigious size and bearing unique flavour; a small boon out of the catastrophe. Boscorian Tea may be purchased by the “box”. A “box” yields (10) portions of loose leaf tea. The tea counts as (Consumable: Beverage) and restores d8 lost hit points. In addition, it confers the **refreshed** status and **resist water** (50%) for (8) **turns**.

SMOKE BOMB (1 SILVER)

Smoke Bombs are special weapons crafted by the mysterious Thieves Guild, established by the legendary master-thief Eadric Foxcloak. It counts as a *one-handed* weapon but can only be **thrown**. Once it reaches its destination or target, it activates and creates an area of effect of 10ft in diameter. It is treated as conferring **darkness** within the area of effect. This effect lasts (3) **turns**. Stackable up to (10).

THIEVES' CLAWS (2 GOLD)

These ingenious devices are fitted to the hands. They count as a *two handed* weapon that does (d4) damage per strike. They confer the **scopulae** effect on their wearer. Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb* **percentile rolls**. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.

VANGUARD SHOULDERS (2 GOLD)

A legendary team of heroic knights, including the great Valthorian, Signus, and Aron The Avatar, held Fort Vanguard against the incursion of nigh on a million Dolmeni, possessed by their dark portal-god. The last stand is one of the greatest moments of heroism in the history of Dead World, and will be forever remembered as a turning point in the legacy of elves, dwarves, men, and all races. Very few relics from that time remain, but the armour of the Vanguard Knights was made of such fine material it has stood the test of time. A priceless relic as well as a powerful piece of equipment, Vanguard Shoulders are an Armour Component (Type: Pauldron) that confer +3 AC bonus.

SKULLMASK (5 GOLD)

The bearers of the Skullmask were feared throughout the land, and for a time they were thought to be an elder race of monsters. Instead, they were a team of dark elf rangers, mercenaries, and thieves that had harnessed uniquely magical masks that allowed them to get to places others could not. Skullmasks are an Armour Component (Type: Helm) that confers +0 AC bonus. Whilst **equipped**, the wearer of the Skullmask may **breathe underwater** and also **resist poison** (100%).

EVERYMAN BANDANA (1 GOLD)

Monks are feared and respected throughout Dead World, but none more so than the order of "The Everymen". The legendary monk who founded their order was said to have been nigh-on indestructible. He believed in no gods, only in the perfectibility of human beings. It is said that when death came for Everyman, it was hesitant and fearful of him, though there are also some who claim he never died, but was the first human to achieve the immortality of the elves through sheer will alone. Those that continue his traditions carry the same unbreakable will as their teacher. Everyman Bandanas are Armour Components (Type: Helmet) that confer +0 AC bonus. Whilst **equipped**, the wearer of the Everyman Bandana may add (+d3) to their attack damage in **unarmed combat**.

SOULS RING (2 GOLD)

The Souls Ring is imbued with the spiritual energy of a powerful creature; some consider these rings accursed. It counts as jewellery (Type: Ring) and confers an AC bonus of (+1). The Souls Ring counts as a *consumable* item, and using the ring restores (d6) used **mana points**. Once the ring is used it is destroyed.

EMBER RING (10 GOLD)

The Ember Ring is said to be imbued with the embers of a forgotten realm, stolen before Dead World was encroached upon by the Ever Dark and the demon of Old Night. It counts as jewellery (Type: Ring) and confers an AC bonus of +1. The Ember Ring adds (+d8) to the damage of all **offensive spells**. In the case of spells that create multiple projectiles or missiles, this damage bonus is added *to each projectile*.

VALTHORIAN RING (10 GOLD)

The legendary elven warrior Valthorian, upon winning the war against the demonlord Vicarion I, wished to empower the protectors of the realm, and so forged many rings bearing his name, and imbued with a portion of his strength, to be worn by his best disciples. It counts as jewellery (Type: Ring) and confers an AC bonus of (+1). Whilst **equipped**, the Valthorian Ring confers (+7) damage to all attacks with “greatsword” type weapons, as well as +1 **critical hit rank**.

RING OF BETRAYAL (10 GOLD)

Signus Telemonian, arguably the most pious hero of the Aronian Era, was so frequently betrayed by those he'd sworn to defend that he forged a series of rings known as the Rings of Betrayal. These specially enchanted rings defended against stealthy attacks. The Ring of Betrayal counts as jewellery (Type: Ring) and confers an AC bonus of +0. Whilst **equipped**, the wearer of the Ring of Betrayal nullifies and discounts any additional damage suffered from **sneak attacks**.

DIPLOMAT'S SEAL (10 GOLD)

Diplomats within Dead World have become more important than ever during the Era of Empires. Whereas once great battles were fought against the encroaching armies that emerged from the Ever-Dark, now, it is more common to see battles between the various empires and factions that have emerged across Dead World. Paradis, in particular, is fraught with constant skullduggery, bargaining, betrayal, subterfuge, and espionage. Diplomats and heralds have found themselves to be the lynchpin of such crucial negotiations and subsequent betrayals – they are the kingmakers of the new age. A Diplomat's Seal is a special item that enhances a negotiator's already significant powers of persuasion. It counts as jewellery (Type: Necklace) and confers (+2) Charisma. This may increase their Charisma beyond the limit of 24.

AMULET OF SPELL-COUNTER (15 GOLD)

These wicked items were made by the insane thief Craeg The Defiler. Craeg was a deranged thief that achieved godlike levels of power, able to turn invisible and teleport at will. He wielded nothing but a rusty dagger, which was said to have been able to cut portals in space and time. He saw himself as an agent of justice and punisher of the wicked. The only ones who could match Craeg were the two demigods Rubrick The Deceiver and The Dread Necromancer Mortus, and so Craeg despised all spellcasters. In the dark forges of some unknown reality, Craeg made a series of Amulets designed to defeat the mages that had opposed him. An Amulet of Spell-Counter counts as jewellery (Type: Necklace) and confers an AC bonus of +0. When an **offensive spell** is cast against the wearer of the Amulet of Spell-Counter, the wearer may choose to reverse the effects of the spell upon the caster for the cost of (3) **mana points**. If the spell cast against them had multiple projectiles, then only the projectiles which hit the wearer of the amulet are reflected onto the caster. If the spell confers a status effect or other effect, that effect is also carried over as well as any damage.

TAINTED ATHAME (1 GOLD)

This cursed item is forbidden in most of the civilised cities of Dead World. It is a blade that has committed a profane act and then been steeped in the

blood of a demon, thereby binding the pain and suffering of such an act into its metal forever, making it a talisman of sinful power. Occultists are the only ones who truly know how to use such an instrument. The Tainted Athame is a *one-handed* dagger that deals (d4) per strike. It is largely useless in **combat**. However, when an Occultist is using their “scry the cards” ability, instead of rolling a d20, they may instead inflict **grievous bleeding** and **venom** on themselves for a duration of (6) **turns** and automatically generate (1) **fate point** without having to roll or guess correctly. This may only be done once, after which the Tainted Athame shatters and may not be used again.

LANCE (60 SILVER)

In the race to acquire true power, the new empires arising across all of Dead World endlessly upgrade and compete. When the empire of New Numibia raised the Blackshield army, the rebellious Men of the West and the warrior queen, Lady Krull, forged an elite cadre of knights, known as the Knights of the Setting Sun, to meet them in combat. These mounted warriors were able to defeat the heavily armed ranks of Blackshields with their crushing cavalry charges, as well as severely outmanoeuvre them. They were equipped with mighty lances, long weapons able to deal devastating damage on the charge. Not even dragonscale could withstand the full momentum of such an impact, concentrated to a fine point of steel. Unfortunately, the Knights of the Setting Sun were lost to the war. After the Siege of Quintus, in which most of the Blackshields were slaughtered by Arcturus, The Black Hand, the Knights of the Setting Sun pursued the fleeing Grammaticus Everyman into the Desert of Gold, and were never seen again. No one knows their fate. The Lance is a *long, one-handed* weapon that may only be **equipped** when **mounted**. It does (2d6) base damage. However, in the first turn of **combat**, and provided the **rider** moved in the previous **turn**, the Lance deals an additional (4d6) damage (for a total of 6d6). In addition, such is the force of a blow from a fully-charged Lance, that any humanoid enemy that suffers more than 12 points of damage from a Lance strike in the first **turn** of **combat** will be knocked to the ground and **dazed** for (2) **turns**.

VIAL OF HOLY WATER (20 SILVER)

There are few saints left to Dead World, so those that remain are unable to be everywhere they are needed. As such, a roaring trade has emerged in the production and distribution of purified and holy goods. Perhaps the most common item is holy water, water that has felt the healing touch of a Paladin. It was said that particularly powerful Paladins, such as Ronnoc The Redeemer, could bless entire lakes and rivers into Holy Water, though these may be simply legends. Vials of Holy Water are used to bless weapons against demonic and undead enemies. These vials of water are emptied ritualistically over weapons before battle. Vials of Holy Water count as a (Consumable: Potion) and may either be consumed by the user (they drink it), conferring a bonus of **resist dark** (25%) for (6) **turns**, or alternatively poured over an **equipped weapon**, making the weapon's damage **holy** for (6) **turns**. Both options cost (1) **action** to perform.

TOOLS

These pages detail equipment and tools that can help **adventurers** navigate the dangerous terrains and obstacles of Dead World's violent landscape.

TORCH (4 COPPER)

See in darkness up to 30ft as long as **equipped**. Can be used as a *one-handed* melee weapon that deals (d4) **flaming damage** per strike. The light of the Torch lasts for (10) **turns**, after which it will expire.

ROPE (12 COPPER)

The Rope is 25ft long and can hold the weight of up to (3) **adventurers** at any given time. Ropes typically allow **adventurers** to either ignore or re-roll **percentile rolls** to *climb* when descending steep cliff-faces or other hazardous terrain (depending on the severity and conditions). They can also be fitted with Grappling Hooks.

GRAPPLING HOOK (4 COPPER)

Fitted to the end of a Rope, these metal claws can latch onto rugged surfaces such as cliff-faces, jutting architecture, and even tree-limbs,

providing a secure hold so that **adventurers** may more easily climb. This upgrade allows the Rope to be deployed as a harness for those ascending, thereby conferring the benefit of being able to either ignore or re-roll **percentile rolls** to *climb* when ascending as well as descending.

PICK AXE (4 COPPER)

The Pick Axe allows a player to mine for **ore** (raw materials) used in **Blacksmithing** in addition to stone blocks (used in City-Building). It can also be used to help dig out cave-ins and smash down weak stone walls at a rate of 3ft per **turn** spent digging (however, it is ineffective against softer ground, such as soil or sand). In desperate circumstances, the Pick Axe can be used as a *one-handed* melee weapon that does (d4) damage per strike.

LOCKPICK (1 COPPER)

The Lockpick is required to *pick locks* on doors. When using a Lockpick in this way, if the user fails in their **percentile roll**, then the Lockpick is destroyed. However, if they succeed in their **percentile roll**, then the Lockpick may be used again. Also makes a great tooth-pick.

DECK OF CARDS (1 COPPER)

This standard Deck of Cards serves no obvious use in adventuring, other than perhaps luring a drunken enemy into a distracting game.

GAMBLING DICE (1 COPPER)

The dice are made of bones and engraved with octopus ink. A fine collector's item, but not anything that could save a life. Still, some **adventurers** swear by carrying these kinds of items around for good luck.

TOBACCO PIPE (1 COPPER)

This item is required in order to consume *smokes* during **rest periods**. They are most commonly handmade by halfling carpenters; halflings have made the consumption of tobacco into an artform.

BLACK STEEL PAN (15 COPPER)

In Dead World, the small joys of life are all that stands between even the bravest souls and madness. Preparing food well, and making it delicious to eat, can go a long way to ensuring the survival of a party. When consuming *food* during **rest periods**, in addition to any other effects or healing the *food* may bestow, the **adventurer** (and any party-members who also consume *food* in the same **rest period**) will become **immune** to **hopeless** and **traumatised** effects for (10) **turns**. If they are already affected by one or both of these status effects, then they may choose to cure (1) of them.

ALCHEMIST'S TOOLS (13 COPPER)

There are three key tools that alchemists require: a **Mortar and Pestle** for pasting and grinding ingredients, an **Alembic** for mixing ingredients, and a **Retort** for distilling them. These items may also be purchased individually for 5 copper pieces each.

WHETSTONE (1 COPPER)

Whetstones are small and perfectly rounded stones that can be used by a skilled **blacksmith** to **sharpen** blades. They can be used more than once, and so are extremely useful.

FISHING ROD (6 COPPER)

Some areas of Dead World are still fertile and flowing with life. The Fishing Rod may be used near any body of water and allows the user to fish for whatever aquatic lifeforms may dwell within it (most commonly small Baitfish). Ultimately, it will be up to the GM's discretion what particular, fish, crustaceans, or other creatures inhabit the body of water, but the Fishing Rod should significantly increase chances of catching said creatures and yielding some "uncooked fishmeat" (see **Hunting** for more information on uncooked meat preparation).

SHOVEL (6 COPPER)

The tool of gravedigger, thief, pirate, and charlatan alike. Shovels can be used to bury objects and conceal them without having to make a **percentile roll**. It might also be used to dig a hole in soft ground, such as soil or sand, at a rate of 3ft of depth per **turn** (however, the shovel will not be effective against stone; for that, one would need a Pick Axe). In a desperate situation, a shovel can be used as a *two-handed* melee weapon that does (d6) damage per strike. A shovel may be used to fling soil at an enemy. This counts as a **throwing attack** and causes 0 damage, but inflicts the **dirty** status effect. Shovels can also be used by **hunters** for swiftly preparing the ground for traps.

BLANKET (3 COPPER)

Blankets allow an **adventurer** to remove the **wet** status effect by spending (1) **action** drying themselves; they can also be used by **hunters** to conceal traps.

WOODCUTTER'S AXE (4 COPPER)

The Woodcutter's Axe may be used to chop limbs from trees in order to acquire wood, which is an important material used in **Hunting** and **Leatherworking**. (1) **turn** spent cutting wood will generally yield (d3) pieces of wood. An **adventurer** may choose to spend (1) **turn** cutting any acquired wood into logs: (1) wood chopped will produce (2) logs. Logs can be sold for 2 copper pieces to a merchant (firewood is always useful, especially in the cold norths of Dead World). In addition, logs are required for crafting specific items. In desperate circumstances, the Woodcutter's Axe can be used as a *one-handed* melee weapon that does (d4) damage per strike.

MATERIALS

There are many skills to be learned in Dead World that allow one to harness the natural resources of the world and turn them either into weapons, potions, or other useful tools. These natural and artificial resources are listed here.

STEEL ORE (4 COPPER)

Whilst some ores are rare and are likely only to be acquired in exotic locations or from specialist traders or **blacksmiths**, trusty steel is still in plentiful supply in Dead World. Steel Ore can be used for **Blacksmithing** weapons and armour.

BLACK STEEL (1 SILVER)

Black Steel, sometimes called “tamahagane”, is similar to ordinary steel but bears the unique property, perhaps due to how it has formed in the rock, of resisting magic. It has a unique hardness that makes it ideal for crafting armour and shields, though its brittleness makes it less useful for weapon-crafting. Black Steel Ore can be used for **Blacksmithing** armour.

DWARVEN ORE (2 SILVER)

Dwarven Iron is legendary throughout the land for its sheer durability. The ancient dwarf lords wore suits of Dwarven Iron that protected them from both mental and physical attacks, and were said to have been able to withstand even dragonflame. However, what suits of Dwarven Iron remain are now collector's items, and very few but the dwarves themselves know how to make these suits. Dwarven Ore can be used for **Blacksmithing** armour.

ONYX ORE (20 SILVER)

Onyx is a magical stone, and within it run electric-green veins of special ore. This is rarely sold in the common marketplace, if at all, and is more likely found on mountain slopes or in deep mines. Onyx Ore is naturally resistant to the Ever-Dark and therefore is highly sought-after. Onyx Ore can be used for **Blacksmithing** weapons and armour, and is also of use to seafaring **Hunters**, for its resilient properties make it useful for hunting denizens of the deep.

GOLD ORE (1 GOLD)

Depending on how Gold Ore is magically manipulated, it can either conduct and channel or resist lightning, which makes it incredibly valuable and curious indeed. Goldvein Armour, the pinnacle of armoursmithing in Dead World, is rarely made purely from Gold Ore, as alone the alluring metal is too weak, but is usually a combination of steel, onyx, and gold. Gold Ore can be used for **Blacksmithing** weapons and armour. In addition, Gold Ore has been found to have certain enlivening properties when powdered and consumed via inhalation. There are stories of towns, such as Pesh, that have fallen into hedonistic disrepair as a result of fevered gold consumption. If Gold Ore is powdered and consumed in this way, it removes (1) insanity effect effect but also has a 20% chance of causing **disease: "addiction"** where gold is the "substance" of addiction.

RUNESTONE (1 SILVER)

Runestones are essential for **imbuing** weapons with **magical damage**, as well as other more esoteric purposes. Runestones exude raw magic. Some

say that they are seeds of the Earth Soul, but others believe their magic simply comes from proximity to sites of enchantment, such as the elven palaces predating the Aronian Era.

FIRE COAL (1 SILVER)

This is not merely a coal taken from a standard fire, but, like the Ember Ring, is a relic of a world now lost: the last dying heat of a blazing inferno that engulfed an entire universe, and created the fecund ashes in which Dead World was born. Fire Coals are used for **imbuing** weapons with **flaming damage**.

ICE EMBER (1 SILVER)

They say that the coldest frosts actually burn, hence why these mystical stones are called “embers” even though they are said to be as cold as the heart of Arcturus himself. Frost-Walker shamans are known to send prospective chiefs on suicidal quests to obtain these. If they return alive and with an Ice Ember in hand, they are venerated for the remainder of their lives. Ice Embers are used for **imbuing** weapons with **frostbite**.

MANTLE FRAGMENT (1 GOLD)

Where the silence of rock, sleeping eternal, remains unbroken, it is said that Mantle Fragments can be excavated. Like many other imbuing materials, these super-heavy chunks of primeval earth are highly sought after by **blacksmiths** across Dead World. Beloved of the mountain-dwelling dwarves, they are about as loath to part with Mantle Fragments as they are likely to come across one in their excavations. Rumours abound of the Mountain King, to whom all mining dwarves kowtow, who has a legendary armoury with a Mantle Fragment on display centre stage. Mantle Fragments can **imbue** weapons with the untapped strength of the **earth** itself.

TRANQUILLITY DROPLET (1 GOLD)

The seas and oceans of Dead World plummet deeper into the planet’s core than any mine. Untold fathoms deeper, in fact. We know less about these

profound depths than necromancers know about the starlit night sky. Though it is conjecture of the highest order, shipwrecked sailors brought back from the edge of drowning have been known to jabber mindlessly about seeing Tranquillity Droplets form in deep-sea trenches, where eldritch sea monsters and mighty Leviathans roam. They are magical water given form in stone, beautiful and most mysterious. They have been found, rarely indeed, in the disembowelled bodies of sea creatures brought up from those abyssal depths. It is thought that were a skilled **blacksmith** to **imbue** a weapon with this item, it would gain the power of **water**.

CHARGED LODESTONE (1 GOLD)

If the lands that play host to the rare and wonderful Charged Lodestones could be described in a single word, it would be “ravaged”. Where lightning tears the sky asunder, where thunder rocks the earth and deafens any listener, where storms rage and clash relentlessly under the eyes of cruel gods... that is where one might chance upon a Charged Lodestone. These strange hunks of unstable metal seem magically to attract iron and steel. In the canon of the Lightning Lord, there is an alternative version of the story, in which he was once a normal human **blacksmith** – until he overestimated his abilities and attempted to **imbue** his spear with the **lightning** power of a Charged Lodestone, warping him into the gold clad monster he finally became. His passing marked the end of a dread storm.

PRISMATIC REFRACTOR (1 GOLD)

By far the least understood of all the rare imbuing materials, even less is known of Prismatic Refractors than is known of Tranquillity Droplets. A Twae’hül hermit, pure of heart and a paragon of a charity, was once said to have ascended to sainthood and, upon his death, transformed into the first known instance of this rarest of materials. Crystalline in looks, when light shines upon a Prismatic Reflector, it creates dancing rainbow lights in abundance. They are said to be replete with holy energy and, should a **blacksmith** of great luck and ability be able to lay their hands upon one, it could **imbue** a weapon with such immense divine power that any demon or unholy monstrosity would cower in fear at the mere sight of it.

ABYSSAL SOUL (1 GOLD)

Very rarely would one find an Abyssal Soul on sale, but there are some deeply unsavoury merchants within Dead World who might just be able to procure such an item. The Abyssal Soul is not, as is commonly misconceived, the soul of a demon. The soul is rather of one who has been corrupted by the Ever-Dark to such an extent that their spirit becomes a negative imprint of itself, an “anti-soul”, if you will. There are some who believe that only those who were once true heroes can become abyssal souls, because they have further to fall than most... **blacksmiths** of consummate skill can **imbue** these souls into their weapons in order to enchant them with **dark damage**. Such awful and corrupt power should not be lightly wielded.

THREAD (1 COPPER)

Threads are a key material for **Hunting**, **Leatherworking**, and **Blacksmithing**. The finest Threads are elven-made, and will hold together battered armour long after its wearer has fallen to pieces.

LEATHER STRIP (2 COPPER)

Leather strips are a key material for **Leatherworking** and **Blacksmithing**.

DEATH LILY (20 SILVER)

Death Lilies are rare and only grow on small bodies of water, and sometimes near riverbanks. They are white and purple, giving off a sickly aroma that reminds one of the recently deceased. Though beautiful and alluringly shaped, their deadly petals are a key element in the creation of poisons. This is a key ingredient for **Alchemy**.

LAVENDER (1 COPPER)

A sweet-smelling plant with becalming effects, wearing the royal purple favoured by the Dragon King, who was said to be an expert potionmaker, as well as warrior. This is a key ingredient for **Alchemy**.

DEVIL'S CLAW (10 COPPER)

Devil's Claw is named for its unusual shape. However, there is something of the devil in its nature too, for this ingredient, when harnessed correctly, can give the consumer such a surge of adrenaline that they become almost berserk with rage. This is a key ingredient for **Alchemy**.

DARKROOT (10 COPPER)

Darkroot, despite its ominous name, is a wholesome plant found mostly in the still-surviving and uncorrupted forests of Dead World. It is a foundational element in antivenom potions. This is a key ingredient for **Alchemy**.

RED MOSS (20 SILVER)

A treacherous moss that grows underground, often near to water. The moss has potent healing powers, which makes it a key ingredient in healing potions, but is also exceedingly addictive. Potionmakers generally mitigate the addictive and hallucinogenic properties of Red Moss during process of distilling their potions and by combining it with other ingredients. Red Moss may be consumed raw, in which case it will restore d4 lost hit points. However, it will also confer **disease: "addiction"**. This is a key ingredient for **Alchemy**.

ALOE VERA (1 COPPER)

Aloe Vera is a wholesome plant, with its thick, fibrous fronds. The clear juice that runs within this plant can soothe and heal burns. In addition, it is known to counteract the addictive properties of Red Moss. This is a key ingredient for **Alchemy**.

DRAGON'S BLOOD (1 GOLD)

Dragon's Blood is rich with potent magics. Ancient kings believed that drinking the blood of a dragon would transform them into powerful draconic gods, or half-dragon, half-human hybrids (the so-called "dragon-men"). Whilst these ultimately proved fantasies, Dragon's Blood does confer magical properties of resistance to fire when imbibed, and these can be brought out by expert **alchemists** and infused into potions.

WOOL (1 COPPER)

Very few farmers are lucky enough to live the simple lives they once did, and not get caught up in the wars of the empires. However, some are so prolific that they become indispensable to the empires, and thereby benefit from the protection of the military. Wool is used by **leatherworkers** to produce ordinary clothing.

SILK (10 COPPER)

Silk is most commonly harvested from larvae of mulberry silkworms, who use it to fashion cocoons, and has many uses in Dead World. Some of the finest bowstrings are made of Silk, so it is of great use to **hunters**.

BEESWAX (10 COPPER)

Beeswax can be used by **hunters** to **wax** their bowstrings or to oil the mechanisms of their crossbows.

METAL SHARDS (X5) (10 COPPER)

Metal Shards are used in both **Hunting** to fashion arrow- and bolt-heads, and in **Blacksmithing** to **augment** armour and fashion Chainmail.

GLASS SHARDS (X4) (10 COPPER)

Glass Shards are used in both **Hunting** to fashion arrow- and bolt-heads, and in **Blacksmithing** to fashion Glass Armour.

ONYX FRAGMENTS (X4) (5 SILVER)

Onyx Fragments are broken down pieces of Onyx Ore, used in **Hunting** to fashion particularly potent arrow- and bolt-heads.

DRAGON TOOTH (20 SILVER)

Dragons are thought to be a gift from the gods, a vessel that contains abundant riches, for so many parts of a dragon can be utilised by dextrous hands for crafting weapons, defences, and other more exotic

tools. Dragon Teeth can be fashioned by expert **hunters** into deadly arrow-heads.

SCALE PIECES (X₄) (10 COPPER)

There are many scaled creatures in Dead World, and their scales often remain hard long after their death, making them perfect for fashioning makeshift suits of armour that are surprisingly durable and tough. Scale Pieces can be used by a **leatherworker** to create armour.

STAG HIDE (1 SILVER)

Hunters pride themselves on being able to catch, kill, and skin their own prey. However, sometimes time is short, and one needs to rely on the work done by another. Stag Hide can be used by a **leatherworker** to create armour.

ANTLERS (1 SILVER)

A glorious Silver Stag resided in the woods to the south of Pesh. Lord Walder sent a team of hunters after the mystical beast, for he wished to possess its silver antlers. Though the stag was slain and the antlers bequeathed to Lord Walder, he was ungenerous and is said to have bestowed only sundry rewards on the hunters. Lord Walder's meanness was later punished when he, along with the rest of Dis, was wiped off the face of Paradis in a great cataclysmic storm. Antlers can be used by a **leatherworker** to create armour.

WOLF HIDE (1 SILVER)

They say one should always be wary of attacking a wolf before first offering it a saucer of ale, lest it actually be the druid Alan Holesworth roaming the woods in wolf-form. Wolf Hide can be used by a **leatherworker** to create armour.

BEAR HIDE (1 SILVER)

Bears are feared in Dead World ever since the terrifying Demonbear haunted the cities of Dis and Nibb. The bear would come and steal away

sometimes ten or twenty men and women at a time, devouring them, leaving only bloodsplatters in its wake. Thankfully, the Demonbear was slain by Hugo The Third, putting an end to its reign of terror. Bear Hide can be used by a **leatherworker** to create armour.

SPIDER CARAPACE (60 SILVER)

Stories of the spider-men proved to be hearsay when it was discovered to be a team of rangers wearing the fearsome carapace of a slain Goliath Spider. Spider Carapace can be used by a **leatherworker** to craft unique armour, or by a **hunter** to fashion a defensive shield.

STINGER (60 SILVER)

Spiderslayers often carry the stingers of Hornetkin they have slain and wield them as poisonous daggers, for such is the virulence of their kind, that their stings remain poisonous long after they have died. Stingers can be used by a **hunter** to craft unique weapons.

BLUBBER (10 SILVER)

The insulating fat of deep-sea creatures is highly sought after, as it can be used for a number of creative purposes: its oil can be used to produce soap, as well as to create wax candles and fuel for torches; knowledgeable **hunters** can create suits of Blubber that protect them from the dire colds of the sea.

DRAGONWING MEMBRANE (1 GOLD)

Though **blacksmiths** prefer to use the Dragon Scales to fashion armour, the membrane of a dragon's wing is extremely tough, and also bears the same properties of resilience to flame. Skilled **leatherworkers** can use Dragonwing Membrane to fashion cloaks that make them virtually immune to flame.

DRAGON SCALE (20 SILVER)

Dragon Scales are a highly sought item, especially by **blacksmiths**, who can fashion them into beautiful suits of armour that are virtually impene-

trable and resistant to fire. However, such rare commodities do not come cheap.



NAME	TYPE	EFFECT	COST
Lesser Healing Potion	Potion	Restore (2d6) hit points	5 copper
Greater Healing Potion	Potion	Restore (4d6) hit points	10 copper
Rejuvenation Potion	Potion	<i>Regeneration</i> (d6) for (8) turns	10 copper
Antivenom	Potion	Removes <i>venom</i> status effect	5 copper
Scented Soap	Potion	Removes <i>dirty</i> status effect	4 copper
Smelling Salts	Potion	Removes <i>dazed</i> status effect, <i>revive</i>	4 copper
Bandage	Potion	Removes <i>bleeding</i> status effect	4 copper
Suture Kit	Potion	Removes <i>grievous bleeding</i> status effect	9 copper
River Pipedream	Smoke	Restore (d4) hit points, removes <i>paranoid, traumatised</i> effects	1 copper
Hill & Dale	Smoke	Restore (d6) hit points	1 copper
The Old Wagonner	Smoke	Restore (d4) hit points, (+1) <i>Speed</i> for (6) turns	2 copper
Dwarven Ale Tankard	Beverage	Restore (d8) hit points, (+1) <i>intoxication, bravery</i> for (d8) turns	4 copper
Elven Wine	Beverage	Restore (2d6) hit points, (+2) <i>intoxication</i>	4 copper
Grog	Beverage	Restore (d3) hit points, (+3) <i>intoxication, enrage</i> for (d8) turns	4 copper
Spiced Tea	Beverage	Restore (d4) hit points, removes <i>paranoia, frostbite</i> effects	2 copper
Ileexian Firewine	Beverage	<i>Resist fire</i> (25%) for (6) turns, remove frostbite, (+5) <i>intoxication</i>	50 copper
Holesworth Ale	Beverage	<i>Resist dark</i> (50%), <i>bravery</i> for (6) turns, restore (2d8) hit points, (+10) <i>intoxication</i>	1 silver
Cooked Lamb	Food	Restore (d8) hit points	4 copper
Cooked Boar	Food	Restore (2d8) hit points	8 copper
Salted Baitfish	Food	Restore (d8) hit points, <i>resist disease</i> (20%) for (6) turns	6 copper
Pesh Berries	Food	<i>Regeneration</i> (2) for (2d6) turns	3 copper
Graybane Potatoes	Food	Restore (d6) hit points, <i>resist poison</i> (10%) for (6) turns	3 copper
Garlic	Food	Restore (d4) hit points, <i>resist disease</i> (15%) for (6) turns	2 copper

MOUNTS

Sometimes it becomes necessary for **adventurers** to travel great distances, which often can be facilitated by a steed of some kind. Diplomats in particular need to have access to steeds, for their business is most urgent, and they would have it that nothing impedes them. The most common types of steeds are horses and specially bred mountain goats of tenacious endurance. However, it is said that experienced Rangers may take wilder and more exotic animals as their companions and steeds.

STABLE HORSE (3 GOLD)**Hit Points:** 4d6**Movement:** 25ft per action**Speed:** 9**Strength:** 12 (+1)**Dexterity:** 10**Constitution:** 12 (+1)**Intelligence:** 6**Wisdom:** 6**Charisma:** 6**Mana Points** (0)**Equipment:** Hooves (d4, one-handed)

- The stable horse may carry (10) additional inventory slots

PACK HORSE (3 GOLD)**Hit Points:** 4d6**Movement:** 20ft per action**Speed:** 8**Strength:** 12 (+1)**Dexterity:** 10**Constitution:** 12 (+1)**Intelligence:** 6**Wisdom:** 6**Charisma:** 6**Mana Points** (0)**Equipment:** Hooves (d4, one-handed)

- The pack horse may carry (15) additional inventory slots

BLACK COURIER HORSE (5 GOLD)

Hit Points: 4d6

Movement: 30ft per action

Speed: 10

Strength: 12 (+1)

Dexterity: 10

Constitution: 12 (+1)

Intelligence: 6

Wisdom: 6

Charisma: 6

Mana Points (0)

Equipment: Hooves (d4, one-handed)

- The black courier horse may carry (10) additional inventory slots

MOUNTAIN GOAT (5 GOLD)

Hit Points: 5d6

Movement: 20ft per action

Speed: 9

Strength: 12 (+1)

Dexterity: 10

Constitution: 12 (+1)

Intelligence: 6

Wisdom: 6

Charisma: 6

Mana Points (2)

Equipment: Horns (d6, one-handed)

- **Ram** (Ability / 1 **mana point**) The creature chooses up to (2) enemies in **combat**. They are **knocked back** a number of feet equal to (d6) + Strength Bonus. This effectively can end **combat**.

LEGENDARY ARTEFACTS

We hope that Game Masters playing *Dead World: Desecrated Empires* will go on to create their own awesome weapons, armour, and magical items with which to enchant and reward their **adventurers** (and sometimes lure them into traps!). However, there is absolutely nothing wrong with using our pre-existing compendium as a starting point. The legendary artefacts listed below are all taken from the rich, though sometimes mystifying, lore of Dead World. All of these items made appearances in high level campaigns and were used to devastating effect!

BAZANTHRASZULE

Bazanthraszule is a sword of legend, wielded by Valthorian. It is said to contain the soul of a demon of the Ever-Dark Valthorian defeated with strength of will alone. Valthorian was undoubtedly the greatest warrior of Aronian Era in terms of purely martial skill, and this sword took the head of the demonlord Vicarion I and many other foes. It is so large that most can only wield it with two hands, though Valthorian is said to have wielded it in one mighty arm. Sadly, Valthorian's story has a tragic end. After being captured and imprisoned by Vicarion II, the wicked ruler of Sewertown, Valthorian began to lose his mind and strength. Upon being

released from his cell by Rubrick The Deceiver, he fell to his death trying to climb to freedom.

BAZANTHRASZULE IS A *TWO-HANDED, long* greatsword and causes (6d6) **dark damage** per strike. It counts as **weighted**. For the cost of (1) **mana point**, the wielder may choose to **imbue** the sword with additional **flaming damage** at **power level** (8) until the end of the **turn**.

MIRRORBLADE

Whenever an innocent soul finds themselves in dire need, it is said that a smiling bard by the name of Hugo The Third shall appear to help them. Often, though not always, Hugo The Third will bear a strange blade composed entirely of mirror-pieces. This weapon is said to be so powerful that it can slay any creature with a single blow, but will shatter upon doing so, meaning it must be remade after every swing. With this blade, Hugo The Third slew the Dread Lord during the incursion of the Warriors of Old Night in the Aronian Era, even though he was horribly outmatched in skill. It is this moment that led to the legends that the blade could fell any foe, no matter how potent or skillful.

MIRRORBLADE IS A *TWO-HANDED* GREATSWORD. Any enemy struck by the blade instantly reduces their hit points to 0, no matter what. However, the sword will shatter after it has hit its target, disappearing from existence.

KRACON AXE

Kracon was an Ironman from the early Aronian Era who sought to exterminate all human kind, seeing them as a cancer upon Dead World, and the cause of its dying. Valthorian, whose own people, the high elves, had been driven to near extinction by the genocidal demonlord Vicarion I, vowed to defend humanity, perhaps in a bid to repent for his failure to protect his own people during the wars with the demonlord. Kracon was defeated by Valthorian and the high elf warrior inherited his axe. The axe bore unique properties, in that it was able to harness energy from the souls of the slain, which Kracon had been using to continue to replenish his ever-depleting

reserves of power. Wielding Bazanthraszule in one hand, and the Kracon Axe in the other, Valthorian became a raging wargod that none were able to face in single combat for the better part of two centuries.

THE KRACON AXE is a *one-handed* axe. It deals (d20) damage per strike. In addition, if a **critical hit** is scored with the axe, then for every point of damage it deals to the target, restore 1 lost hit point to the wielder of the axe.

THE REFORGED CROWN

After Hawkeye Harrigan killed Vicarion II, Sewertown fell into disarray: the streets were filled with rioting and chaos, and it seemed the province would collapse under its own weight. However, thanks to the arrival of Hugo The Third and Eadric Foxcloak, the city was rallied. Eadric Foxcloak produced surprising documents, claiming his distant lineage and relation to Vicarion II's bloodline, which led to the immediate crowning of Eadric as King of Sewertown. He was loved by the people and referred to as "The Halfling King". His first act as ruler was to rename the city Graybane, and to work towards lifting it out of the impoverished slump that Vicarion II had forced it to remain in. It is thought that Eadric gained access to the treasure-hoard of Vicarion II, full of priceless artefacts stolen from the heroes of the Aronian Era, and thereby funded the Thieves' Guild.

THE REFORGED Crown is an Armour Component (Type: Helm) that confers an AC bonus of +1. In addition, the wearer of the crown receives (+4) to Charisma. This may increase their Charisma beyond the limit of 24.

HORN OF HITOKIRI

One of Hugo The Third's many incarnations carried a legendary curling horn, thought to have been fashioned from the bone of an eldritch beast. The horn reverberates so loudly that it can be heard for several miles and has only been blown twice. Once, before the massacre of the Lightning Lord's death-cult, in which surrounding villages reported to have heard a dark voice on the wind whisper "Suffer not the liar". And once before the

commencement of the Second Battle of Boscorian, in which Hugo The Third, allied with Eadric Foxcloak and the Last Titan, defeated Rubrick The Deceiver, Tydarr The Dragon King, and Hawkeye Harrigan. It is rumoured that a third sounding of the horn would signal the end of all time, though such a claim is mired in superstition as much as evidence.

THE HORN IS A MUSICAL INSTRUMENT. It may be blown once per turn for the cost of (1) **mana point**. When the horn is blown, all enemies within a 60ft radius must roll a special **save throw**, using 2d20. If they roll *equal to or lower than* their Constitution on 2d20, then they are unaffected by the horn blast. However, if they roll *greater than* their Constitution score, they will suffer the **terrorised** and **traumatised** effects for (6) **turns**. In addition, if one of the d20 rolled during the **save** scores a natural 20, then the enemy is ruptured by soundwaves, and suffers **grievous bleeding** in addition to any other effects.

SPLENDOURPLATE

Though Aron The Avatar was but a human, he is purported to have lived for well over 200 years, during which he fought in innumerable battles, toppled empires, slew godlike demons, and eventually fell into madness and despair, culminating in his death at the hands of Hawkeye Harrigan. Some believe his unnatural lifespan was due to blessings from the gods, but others have surmised it was the armour that he wore, made by a forgotten master-craftsman in the time before heroes. This armour replenished his vital force, so that he was able to live well beyond mortal span. Some have wisely surmised from this tale that humans were not born to live as long as the elves and other races.

SPLENDOURPLATE is *heavy armour* that confers an AC bonus of +9, **speed** (+2), and **regeneration** (2d6).

THUNDERSPEAR

The legendary spear wielded by the fearsome Lightning Lord, who at one time was revered as a god in Sentinel. The Lightning Lord was a human, born with abnormal gold flesh that allowed him to harness the power of

lightning. He was said not only to be able to wield lightning but also control the weather and create storms. His powers are in part thought to be innate, but also due to his weapon, the Thunderspear, which was devised by the elder gods for the purpose of killing titans. However, the Lightning Lord was ignobly slain by Craeg The Defiler. Upon his death, his weapon was stolen by Mortus, The Dread Necromancer, and even wielded in the final battle for the Nameless Blade against Craeg The Defiler. By the onset of the Era of Empires, it appears the Thunderspear was lost.

THE THUNDERSPEAR IS A *TWO-HANDED, long spear*. It deals (4d6) **lightning damage** per strike. In addition, it may be fired as though it were a *ranged* weapon with unlimited ammunition. Its ranged attack has a range of 40ft, and causes $x(2d6)$ **lightning damage** where x = the Intelligence Bonus score of the weapon's wielder.

RUSTY BLADE

Craeg The Defiler's feared weapon, the Rusty Blade. It was thought to contain the soul of a demon, one so ancient it had metastasized into the form of a reality-rending dagger. With this knife, Craeg performed unspeakable tortures on those he deemed to be "wicked" in his own warped logic. He also accessed previously unknown worlds, including the Bloodrealm, which is thought to be the womb of Bloodlust Demons. During the quest for the Nameless Blade, Craeg used and manipulated virtually all of the notable heroes of the age in order to obtain four demon-stones and remove the barrier that'd protected the Nameless Blade for centuries. However, there are some who regard Craeg's "rusty knife" as an even more fearsome talisman than the Nameless Blade itself.

THE RUSTY BLADE is a *one-handed* dagger. It deals (2d6) damage per strike and causes **grievous bleeding**. In addition, the dagger may be used to "cut reality". To do this, the wielder pays (3) **mana points**. They may make an incision into reality which will transport them to any location of their desiring within 120ft.

TITANCLOAK

Worn by Robsun, the trusty titan-hunter, the cloak is made from the hide of a slain titan and therefore is virtually impenetrable. He spent his entire life hunting the Last Titan and sought the power of the Thunderspear to help him achieve this end. Robsun temporarily allied with Hugo The Third, Alan Holesworth, Mortus, The Dread Necromancer, and Eadric Foxcloak during the quest for the Nameless Blade, in the hope that they would help him secure the Thunderspear, though he left them once they swore allegiance to the Lightning Lord following their defeat at the First Battle of Boscorian. Robsun joined Rubrick The Deceiver, Tydarr The Dragon King, Hawkeye Harrigan and Grammaticus Everyman with the hope they could also further his aims, but was slain by the Last Titan and Hugo The Third in the Second Battle of Boscorian.

THE CLOAK IS an Armour Component (Type: Pauldron) that confers an AC bonus of +4, as well as **resist earth** (100%).

THE BLACK HAND

The Black Hand worn by Arcturus became a symbol of rebellion, determination, and power during the Era of Empires. The enchanted hand is fashioned from Black Steel, capable of gripping a weapon handle, as well as being imbued with a runestone so that it could conduct Arcturus's considerably magical powers through it. The hand is thought to have been forged by Pravus Lex in the smithy of Silver Keep. It is said that Arcturus' true hand was given to the demon Ingeltheld as payment for terrible knowledge and power. Though Arcturus wielded the hand proudly for much of his campaign against the empire of New Numibia, it was taken from him by the blade of an Irae Incarnum, and lost to the sands of a forgotten city. After he shed his Black Hand, the fate of Arcturus is largely unknown. Some have theorised he fought and died at the Siege of Axis against an unimaginably vast army of demons. Certainly, beneath the rubble of Axis, they found thousands of lesser demons frozen forever in ice, as though a terrible blizzard of supernatural power had descended on the battlefield in one titanic explosion of raw magic. It is said that even to this day, an unnaturally cold wind blows through Paradis, as though the soul of Arcturus has left a stain on the land.

. . .

THE BLACK HAND requires the sacrifice of its wielder's natural hand. Provided that the individual can survive such an operation. The operation must be undertaken by a character with both the **Arcana** and **Blacksmithing skills**. The Black Hand is treated as an Armour Component (Type: Glove) that confers an AC bonus of +2, as well as **resist magic** (35%). The Black Hand enhances any magic cast through it, therefore weapons held in The Black Hand raise the **power level** of their **imbued magic** by (2). In addition, the Black Hand increases any **offensive spell** damage cast by the wearer by (+d8). In the case of spells that create multiple projectiles or missiles, this damage bonus is added *to each projectile*.

THE BLOODTHIRST COWL

During the quest to obtain the Nameless Blade, a dark elf by the name of Akyrie, a master of illusions, also came to the city of Sentinel, in the hope of profiting from the foolhardy souls that journeyed there. However, she met her match when she attempted to bewitch and kill Alan Holesworth. She underestimated the dwarf's quick wit and perception, suddenly finding herself overpowered by his strength and earth-magic. Alan Holesworth, a druid and gentle by nature, always tried, where possible, to avoid taking life. So, instead of killing Akyrie, he wrapped a blanket around her head and fixed it in place with a noose made of rope, essentially taking her prisoner. For Akyrie, this indignity was far worse than death. For days she was dragged along with Alan and his party, sickened by the drunken dwarf's stultifying smell and crude antics, until finally, as they travelled south towards Boscorian, she made a break for freedom. She ran, barely able to see due to the noose and cowl, eventually coming to a gathering of robed men and women beside a body of water known as the Lake of Blades. Alan, drunk and slow, was too late to warn or reach her in time. Akyrie was seized by members of the strange gathering and thrown into the lake as an offering to what dwelt beneath its surface. She was taken in the jaws of a twisted Leviathan, corrupted by the energies of a demonstone it had consumed and worshipped by the gathering as a god. As she was torn to pieces in its sharklike teeth, she is said to have screamed and cursed all living things, foaming in a wild and bloodthirsty rage. Eventually, she was dragged down to the deep. Only the blanket

that'd been wrapped around her head, now saturated with her blood, floated to the surface, a reminder ever-after to Alan of the shame of what he had done.

THE BLOODTHIRST COWL counts as an Armour Component (Type: Helm) and grants (+0) AC, **immunity to blinding, bleeding, and grievous bleeding**. In addition, it allows the wearer to **resist holy** (100%) and confers **enrage**. Once **equipped**, The Bloodthirst Cowl may not be removed. In addition to its benefits, it also confers **disease: "addiction"** with the "substance" of addiction classified as "killing a humanoid".

GIFT OF AGONY

Little is known about what happened at the close of the saga of the Nameless Blade, only that the Nameless Blade was reforged during the Era of Empires and Ingeltheld was defeated, banished back to his dark realm. There has been great speculation as to what happened, and what could have possibly defeated the demon. It is known that a cataclysmic battle was fought at Axis, the fortress-city ensconced by the canyons of Paradis, though the outcome of such a battle remains largely unknown. Among the ruins and rubble of that city, which took years to rebuild, a certain mask was found on the burned and mutilated corpse of Pravus Lex. How he acquired the mask is unknown, nor why he chose to wear it. This mask has been called the Gift of Agony. Its faceplate depicts a terrifyingly warped visage, contorted in an expression of unspeakable agony. Anyone who wears this mask is subjected to the same kind of pain that must have afflicted whomever modelled for the maker of the mask, sending them into a paroxysm of unbearable pain. However, in exchange for this "gift" of agony, the mask enhances the powers of the one who wears it to supra-normal levels.

THE GIFT of Agony counts as an Armour Component (Type: Helm) and confers (+1) AC. It costs (1) **mana point** to **equip**, and (1) **mana point** to **un-equip**. The Gift of Agony may not be **equipped** and **un-equipped** in the same **turn**. The Gift of Agony reduces the **maximum hit point** score of its wearer to (1) while **equipped**. However, the damage of all attacks made by the wearer is *doubled*, regardless of damage type (so this includes

poison damage, magical damage, flaming damage, and other types of damage that cannot normally be doubled). Once the mask is removed, **maximum hit points** are reset to normal, but the former wearer's **current hit point** score will remain at (1); in other words, they must heal after wearing the mask, they are not restored to full hit points.

TWIN HAMMERS OF THE DRAGON KING

These twin hammers were found in the rubble of Axis, along with the severed head of Tydarr The Dragon King. It is said that as the demons closed in on the fortress of Axis, the Dragon King went toe-to-toe in single combat with Ingeltheld, a feat that not even the greatest heroes of the Aronian Era can claim; for a moment, the demon, perhaps the oldest and strongest of his kind, quaked at the sheer fury of the Dragon King's assault. The mortal king struck terror into the heart of a living incarnation of the Ever-Dark, and Dead World itself trembled as the outcome of the struggle hung in the balance. However, Tydarr's head was taken by the Nameless Blade, and the Dragon King heroically fell. This legendary moment is related in "Justice", the epic poem composed by Hugo The Third; Hugo is thought to be one of only two historical figures to have survived the Siege of Axis.

THE TWIN HAMMERS are a pair of *one-handed* hammers. When both are **equipped**, the wielder counts as being **ambidextrous**. Each hammer deals (5d6) damage per strike and causes **overpower**. For the cost of (1) **mana point**, the wielder may choose to swing both hammers simultaneously in (1) **action**, instead of attacking twice as normal. If they do this, the strike (provided it hits) will cause (12d6) damage and inflict the **dazed** effect for (2) **turns**.

GORGON SHIELD

The Gorgon Shield was forged by an unknown artificer in Paradis, long before the Era of Empires. It bears the startling visage of a terrifying serpentine woman on its surface, howling in rage. The shield came into the possession of Mortus, The Dread Necromancer. Recognising that the shield bore unique properties of magical deflection, the necromancer kept the shield secret, waiting for a time that he could use it against his most hated

enemy: Arcturus, The Black Hand. However, in a surprising turn, it appears that however intense their enmity (and indeed, Arcturus cost New Numibia many men as a result of his rebellious exploits), the two powerful mages put aside their differences to face the darkness of Ingeltheld together, fighting side-by-side at the Siege of Axis. No one knows why Mortus decided to stand with the heroic defenders of Axis. It is theorised that perhaps it was only to stop Ingeltheld gaining a stronger foothold than himself in Paradis. Others have proposed that Mortus once served Ingeltheld, but then displeased the demon, and was ultimately forced into standing against him. The most radical historians have proposed that Mortus experienced a rare moment of conscience and pity for the people of Paradis, whom he viewed as subjects of the New Numibian empire, though those that have experienced the wrath of Mortus' undead armies firsthand laugh at the suggestion that The Dread Necromancer has any shred of humanity or remorse left.

THE GORGON SHIELD is a *shield* that confers +6 AC and can **resist magic** (100%). In addition, if the wielder successfully resists a **magic damage** attack or spell, they may choose to *reflect* the damage of the spell onto the attacker or caster for the cost of (1) **mana point**. The attack is *reflected* at twice the power of the original attack. So, if the attack dealt (100) **magic damage**, then the *reflected* attack would deal (200) **magic damage** to the caster! The Gorgon Shield is destroyed after it deflects an attack in this way.

GOLDEN ARROW

Hawkeye Harrigan fell at the Siege of Axis, right after delivering a near-mortal blow to Ingeltheld, what has become known afterwards as "the shot heard around the world". Before the battle, the ranger crafted two arrows the likes of which have never been seen in Dead World before or since. Each shaft bore an arrowhead of "true gold", a long-lost metal excruciating to the touch for demons, and resonant with holy magical power. It is said that Hawkeye Harrigan fired one of these arrows into Ingeltheld, and the explosion of holy light almost collapsed the canyons surrounding Axis, such was the devastating eruption. It has been remarked that Ingeltheld remains the only being ever to have withstood a shot from

Hawkeye's deadly bow, and so it is fitting that this fabled shot was Hawkeye's last; he was killed before he could fire his second arrow.

THE GOLDEN ARROW is a single *arrow* that may be fired from a bow. Once fired, it cannot be recovered. When the arrow strikes its target, it will explode, dealing (20d20) **holy damage** to the target and (10d20) **holy damage** to all other enemies within a 12ft radius of the original target, in addition to any normal damage inflicted.

❧ IV ❧

SETTING UP YOUR CAMPAIGN



BEYOND BASICS & COMPETITIVE PLAY

Role-playing games can be the perfect way to gather a group of friends and go on memorable adventures together. Like we said in our Introduction, the friends we make along the way really are the best bit. Before we launch into the nitty gritty of how to create a campaign your **adventurers** will cherish, it's worth recapping on what you will need to run a game.

Typically, *Dead World: Desecrated Empires* is played with your friends gathered around the same table – but thanks to technology readily available to us, it's easy to play remotely without having to leave your home. If you are going to play remotely, preferably you'll need a premium account, or other unlimited call service, otherwise you'll be dropping the call every 40 minutes!

You'll need dice, including d20s, d12s, d8s, d6s, d4s. You probably will also need a d10 and d100!

There are online dice-rolling websites, too, which can be helpful if a particularly large number of dice are being rolled.

You'll also need Character Sheets to keep track of players' progress, inventory, and stats (these can be downloaded from our website at deadworldrpg.co.uk/materials), and to retain master-copies of the sheets, so your players can't surreptitiously add items while you're not looking... You can update them as you go.

We also recommend a tiled map that allows you to draw on it with

water-soluble pens. This will need to be fairly big, at least 20 tiles by 20. The pens must be water-soluble, or removable easily, so you can delete and re-write. If you don't have a specifically-purposed tiled map to hand, you could use a whiteboard.

You'll need some miniatures to represent **adventurers**. Whilst it is more than possible to play *Dead World: Desecrated Empires* entirely in the imagination, we find that having some physical markers does help **adventurers** with visualising the scene, and also helps with working out combat mechanics and distances. Any counters will do. An early version of *Dead World* was played using bottle caps!

Now, onto the campaign itself.

CREATING A WORLD

As a Game Master, you will be tasked with creating an immersive world that your players can adventure through, full of interesting characters to meet, secrets to discover, and of course, monsters to battle! The key with *Dead World: Desecrated Empires* is to keep the focus on telling a compelling story, over and above game-mechanics. If you, as a GM, are interested in Plantfolk society, then by all means build your campaign around a city of Plantfolk in a remote region of Dead World. If you favour dastardly "grey" characters that will betray their allies at the drop of a hat, then why not set your campaign within a Thieves' Guild or other clandestine organisation? The possibilities are endless. In fact, they are *so* endless that it can be daunting for first-time GMs. We recommend you read the lore contained in the obscure descriptions within this book, and draw on that to form some of your story ideas and settings.

Our catchphrase for building campaigns is "narrative is king". Some of the best moments in our games involved the rules being bent or even actively broken, but in service of some awesome or heroic moment.

PLAYER FREEDOM

This leads on to the secret to a good campaign: freedom. Most Game Masters spend a great deal of time and energy trying to steer their players into certain encounters or narrative events. They view their players as guests at a museum, filtering them down the hallways in order to passively observe different occurrences. That doesn't always make for the most enjoyable game of *Dead World: Desecrated Empires*. The best Game

Master views their players as collaborative storytellers. They drop their players into a mysterious world and allow them to wreak whatever havoc they wish. The players are the heroes of their own story after all, so let them take centre stage.

To achieve this, we advise creating campaigns as sandboxes rather than linear journeys. Don't border off certain areas artificially, but allow your players room to explore wherever they wish. If they stumble into an area that's too dangerous for them, they can always run!

This is where your rewritable tiled map comes in. You can use it to design a sandbox world that has clear boundaries. The world you create, whether it's one city, or a series of towns and villages, a dark forest, a mountain, a cave-system, or a combination of all of these, should have challenging areas but also areas of respite and reprieve. The reprieve is equally as important as the encounters and dangers, because this is often the space in which real character development and storytelling takes place. There's no time for characters to develop when they're fighting for their lives, but there is in the aftermath as they regroup at the inn.

In terms of NPCs – or non-player characters, the denizens of this world that your players may meet – I always ask myself a single question when designing them: “How will they challenge or hinder the player?” Of course, it's possible for one NPC to do both. I also give each NPC one objective. One NPC's objective might be to sell the player items, because they are saving up to buy themselves a house. Another NPC's objective might be to reach the other side of the map, where a sacred treasure lies, and they will ask the player to help them achieve that end. If every NPC has one clear objective, you can easily determine their behaviour. It's also easier to understand what they want from the player, and how that might help or hinder them.

Finally, and critically: do not let your players see your map. Use your words and detailed description to set the scene, but don't give them the free-pass of the map, because it takes away the surprises you have in store. You might give them a more localised map (drawn onto your tiled re-writable map, for example). This could represent an individual town, ruin, cave-system, forest, or other structure. But it is unwise to give them the “keys to the castle” and the entire picture so early on.

We recommend making your campaign *objective* based. For example, they need to obtain a certain item or weapon, or they need to liberate a town from the clutches of a cruel empire. Of course, the players may decide that they don't want to do these things, and that's totally fine, but

give them some initial direction – empower them with the choice of rejecting what you want them to do.

Don't focus on the dice too much. There's nothing more boring than watching someone else endlessly roll dice and calculate numbers and percentages. Of course, role-play games require an element of that, but it shouldn't be the focus. In the words of Abed from *Community*: "If I don't follow the rules, the game has no meaning". However, rules and stats are there as a guide to create logic and "physics" within the world. Over-emphasis on attack damage, stats, and dice-rolling will dampen the spirits of your campaign. Instead, lean more into the role-play. If you have a very strong Warrior, for example, don't make her roll every time she needs to do a basic strength task such as bashing down a door, or lifting a heavy object. This also empowers the **adventurer**, because rather than having their heroic moment killed by an unlucky roll, they can simply tell the story they want to tell. The dice need to come out only when **adventurers** want to do something extreme, or when they want to affect another player. Rolling dice less frequently also makes the stakes of those rolls feel greater and more intense.

When it comes to monsters, make sure that your enemies are thematic with your campaign. Players should not feel that they are fighting a menagerie randomly selected from the Bestiary, but rather that their foes are coherent with the world you have created. Remember, campaigns can be massive and sprawling, but they can also be small scale, and these intimate campaigns can be equally as powerful. I set one campaign entirely in a single village. It was a murder-mystery, where a wandering paladin had to work out who was responsible for killing a ratkin tradesman. The decision to set the campaign in a small town limits the options of what enemies I could throw at the player, but using that expectation also meant I could create a few surprises – such as when Greater Spiders climbed up from the well in the town's square!

ONGOING CAMPAIGNS

I've known *Dead World: Desecrated Empires* sessions to go on for eight, nine, or even ten hours – sometimes two whole days. It can get pretty crazy. Whilst people may have the time to commit to such lengthy adventures over the weekend, these sessions can be so exhausting that some of the joy is sucked out. It can be equally if not more fun to stretch out of the campaign and create the "dead space" between sessions. That way, your

players will be talking about what might be coming next (and in the case of Competitive Play, what the other team is getting up to), and concocting plans.

The frequency and length of sessions will depend on you and your fellow players, but a two-hour session once a week has worked very well for me. Two hours is a good length; it gives time for people to get settled and allows for a few major events to occur. It also leaves the potential of ending the session on a cliffhanger. Make sure you keep detailed notes on where your players get to and keep those character sheets updated, for your own sanity's sake! If you have space, it's also a good idea to leave the map laid out, with the miniatures on it, so you have an overview of where every player or team is at one time.

CO-OPERATIVE ADVENTURE

There is more than one way to play *Dead World: Desecrated Empires*. In fact, in one sense, there are an infinite number of ways! But we have identified two primary methods of going about your campaign.

The first, the Co-Operative Adventure, is what you might call “standard role-playing”. It sees a team of players, anywhere from two to eight (or even more if the GM has an assistant or thinks they can handle it), journeying collectively as a group, working towards the same end goal. These campaigns can be great fun, full of camaraderie, and are a wonderful exercise in team spirit.

However, we find that *Dead World: Desecrated Empires* also lends itself to an albeit less wholesome but more adrenaline-inducing playstyle: Competitive Team-Play.

COMPETITIVE TEAM-PLAY

I discovered this way of playing almost by accident. During lockdown, nine of us all wanted to play *Dead World*, but doing a session for eight players via Zoom proved impossible. There wasn't enough time for everyone to get their say. Players with lagging connections couldn't keep up so got cut out of the conversation.

So, instead, I decided to begin running the campaign with two groups of four players to make it more manageable. I named them the North team and the South team. I spawned them at far corners of the map, and gave them the same objective.

I created a monster.

A beautiful, brilliant, skin-changing monster.

This competitive mode, combined with playing remotely, opened up a whole new realm of possibilities for the game I had never previously considered. It has now become *the* way to play, and the default set up for us.

I should note that the issue of “competition” or player-versus-player combat within role-play is actually one that is surprisingly touchy for many. There are some Game Masters who will actively kick players out if they’re too disruptive. However, our group has always embraced the challenge and emotional intensity of this competition, and it has led to surprising real world character development as a result. My philosophy has always been to let players do what they’re going to do, provided it is “in character” and doesn’t overstep the mark to bullying. This is, after all, about acts of fantasy and imagination, and what is fantasy without its villains? Provided we all understand we’re playing a game, and it never steps beyond the game, then all should be well, though we recognise that even with non-role-play games, emotions can get high when playing! This means that the GM has an additional responsibility as a mollifier, peacemaker, and diplomat who can reason with and listen to players. Sensitivity is key.

But, onto the positives: when you build competition into the game from the get-go, you achieve two things. One, you give players more of a reason to play: they want to win. Two, you give them an adversary that is unpredictable. With the best will in the world, and as devilish as many GMs can be, they are not really trying to “beat” the players (or at least, they shouldn’t be). However, the other team really is trying with all their might to win. That’s a game-changer. It raises the stakes and intensity tenfold even if the two teams never come to blows.

My recommendation is to be generous to both teams at the start. Power them up. Provide opportunities for them to easily get loot, items and equipment. Then, after both teams have gained a level of power, that’s when you throw tougher monsters and encounters at them. But more than that, you’ll instil a sense of paranoia: We’ve gotten these items, but what have the other team got? Inevitably, it will drive them towards seeking the other team.

When you make it competitive, you shift the focus (and some of the pressure) from yourself to the players interacting with each other. That is

where the real storytelling magic happens. Let me give you an example from a campaign I ran in early 2020:

There are two teams of four players. A “North” team and a “South” team. These were randomly determined, so people who don’t normally team up have to find a way to work together. Each team started on opposite sides of a vast map.

Both teams were seeking the same thing: an artefact of unimaginable power. The person who wields it will achieve the ultimate ascension (power is always a good motivator in *Dead World* because it appeals to both righteous and evil players: the good want it to do more good, the bad want it because they’re bad).

In order to acquire this artefact, however, they have to collect certain key items.

The teams have incomplete information, only a piece of the puzzle. Each knows where half of the key items are, but not the other half. At some point, they inevitably *have* to cross paths to get the job done.

This created one of the most dynamic campaigns I’ve ever played. As players and teams made choices, their actions had consequences in the world that then *affected the other players*. It’s worth noting many MMORPGs promise this level of interactivity, but none truly deliver it. However, with role-play, you can. You can create a world with profound and powerful consequences that feels alive.

When the North team massacred the inhabitants of a village, the South team discovered devastation the other team had caused. This is where the game gets psychologically interesting. The South team didn’t know for certain it was the other team, they thought it might be something cooked up by me as the GM. This is again where a rewritable (and hidden) map is essential. Neither team can see where the other one is, but they might be getting clues via NPCs, left-behind tracks or, if they’re *very* close, sounds overheard. We had one dramatic moment where a player blew a horn. In the next session, due to the proximity of the two teams, I described the sound of the horn from far off. It created consternation and debate. Do we go toward the sound? Is it the other team? Are we ready to face them? When dramatic events take place, you can write directly onto the map, so you don’t forget what’s changed. You can keep transforming this “living world” as you go.

If you’re online, you should also make use of the features unique to hosting a *Dead World: Desecrated Empires* game remotely. For example, if a player can speak a language that only one person on the other team can

understand, they can use one-to-one chat to communicate messages to them without the others seeing. This can mean that betrayals, hidden alliances, pacts, and information-as-currency become an incredibly vibrant factor in your campaign without you having to pre-plan or engineer it. That wouldn't be possible in a situation where all players are in the same room.

We have advocated strongly for Competitive Play, but we truly believe it's the best way to enjoy the game. It is not without pitfalls, of course, and the GM has to work hard to make sure no one is put out by an early death or the actions of another player. But so long as you ensure all your players are up for the challenge, and they agree to it, then you might be in for some of the best role-play of your lives.

A note on fairness: There is an even greater burden on a GM to make sure the campaign feels "fair" when playing with multiple teams. Should one team think that they are having a much more difficult run of it than the other, it can create resentment, or even accusations of favouritism. Be sure to balance all the journeys that your teams go on, although, if they make it harder *for themselves* through idiocy or masochism, then that is simply part of the game!

THE ERA OF EMPIRES

MORTUS THE DREAD NECROMANCER:

“Curse you, Rubrick, and all your designs. The Nameless Blade is of no concern to me. We will build an empire the like of which this wretched world has never seen.”

RUBRICK THE DECEIVER:

“All empires end, my friend. All empires end.”

When playing *Dead World*, our **adventurers** never seemed content to have nice fantastical journeys where they learned lots about themselves and perhaps saved a village from imminent destruction. Our **adventurers** wanted to build cities, raise armies, and discover the truth of the world-ending Nameless Blade, however deeply and darkly they had to delve to get it. We quickly realised that the version of the game we were playing, nor any other role-play system for that matter, was not up to coping with what they were attempting to achieve; it was like a computer with the minimum specs required for a large video-game straining at the seams to accommodate another sixty-gigabyte patch. Creating these rules wasn't just a case of us capitulating to their desires, however. We weren't just handing them cities and empires: firstly, they had to earn it – usually in blood. And secondly, inevitably in the construction of these phantasmagorical empires, even

greater challenges arose for them to overcome – saying nothing of their rivalries with each other.

We have called this version of *Dead World Desecrated Empires* because this is where we believe the next epic frontier of storytelling is in RPGs, and this is where the focus of our campaigns had ultimately led. These military, strategic, and world-building elements are what makes *Dead World* unique. This is not to denigrate traditional cooperative adventures; empire-building is certainly not required for an enjoyable role-play session of *Dead World*. We love those heroic and bonding quests into the unknown with a group of close friends. However, we're of the opinion that sooner or later, even the most peaceful **adventurers** will feel the call to war.

They may not have a choice. War may come to their doorstep. The happy halfling smoking his pipe may one day look over the horizon to see armies of demonkin in serried ranks descending across the plains. What will he do then? Will he take up arms, sound the alarm, or slip away like a thief in the night, watching as his beloved home burns, swearing one day to take bloody revenge?

BUILDING AN EMPIRE

CONQUERING CITIES

Empires are formed by bringing together multiple cities and towns. This is the beginning. It usually starts by an **adventurer** (or indeed, a non-player character if the GM wishes to introduce a real chaos into the mix) coming into power within a single city or town. This might occur through a number of narrative means, such as the **adventurer** posing as an heir to the throne (the **Diplomacy skill** can come in handy here), or perhaps more nobly liberating the town from a threat that then sees them established as the new ruler. It is even possible that the **adventurer** uses violent means from the very beginning, and takes a smaller town by sheer force of arms, perhaps allied with a few choice **mercenaries**.

There is no “set” way of conquering cities in a game as narratively focused as *Desecrated Empires*. On the contrary, we encourage **adventurers** and GMs to be as creative as they can in determining how their characters take power. Once the first city has fallen, however, certain things will need to occur if an empire is to be built:

- The conqueror will need to establish a **name** for their empire. Whilst simple, a name holds tremendous power, and the more symbolic the name, the more likely it is to spread like wildfire

through the rumour-mills and streets of cities yet to be conquered. In addition, if they are feeling artistic, they may wish to design a banner and heraldry for their empire.

- The conqueror will need to raise an **army** (this is covered in detail later on).
- The conqueror will need to have a plan of action for acquiring further cities, towns, and lands. An empire is comprised of many domains fallen under one banner, after all.

TAXATION

Now that a city has come under your rule, you may benefit from taxation of its citizens. This is also an incentive, of course, for conquering further cities and towns, as more domains under your control means more taxes! Tax is rather simple in *Dead World*, and is simply calculated as 1 silver piece per citizen per week (which might be translated as “per game session”). It may be taken immediately however on newly conquering or coming into power within a city. This fee is nothing to the wealthy, but a rather hard sum for the poor peasant-farmers that often occupy a city’s rural outskirts. As an example, a city with 100 people within it would yield 100 silver pieces (or 1 gold piece) immediately upon being conquered.

INCREASING TAXATION

For more advanced play, there are three levels of taxation: **double tax**, **standard tax**, and **half tax**.

Particularly harsh or greedy rulers (or rulers in significant debt or dire circumstances) may wish to increase the taxation on their populace. To do so, they must sacrifice the **renown** (see rules on Negotiation and Building Cities) of their cities. Taxation may be increased to **double tax**, which is 2 silver pieces per citizen per week.

Double tax will *permanently* decrease the city’s **renown** by 50% when determining **revolt rolls** and **negotiation rolls** (see Negotiations & Building Cities). The modified **renown** score should be kept secret from the attacking players, as they are unlikely to know about the internal conflicts within the city (unless of course they have particularly adept spies).

The only way to restore a city’s **renown** to normal levels after **double taxation** is to reduce taxation back to **standard tax** levels or **half tax** levels.

- At **standard tax** levels of 1 silver piece per week (game session), the city will recover 1 **renown** per week, until it reaches its original score. This reflects the memory of the populace, who may not be forgiving of harsh measures.
- At **half tax**, tax stands at 50 copper pieces per week (game session). The city will recover 5 lost **renown** per week (only up to the original **renown** level).

REVOLT

If your city's **renown** ever falls below 10, there is a risk that the populace will **revolt**. There is a special d20 roll needed to determine if the populace will **revolt**, and in what way. This roll is made every week (game session) that the city remains below 10 **renown** by the conqueror / master of the city; the master of the city may add their Charisma Bonus Score to the roll. A roll of a 15 or more, means that they have avoided **revolt** for now, and things remain as they are. However, a roll of 2 to 14 means that 20% of the population will leave the city; please note, this means they will no longer be paying their taxes! On the roll of a natural 1, regardless of any modifiers or bonuses, the populace will decide to fully **revolt**, instigating a **rebellion**.

REBELLIONS

This is an opportunity for GMs to be narratively creative. The city will no longer be part of the **adventurer's** empire, becoming either a free-standing province or loyal to a rival empire, whichever is narratively more relevant. The ruler will be kicked out of the city if they dwell within it, or if they have been particularly vindictive, imprisoned by the rebellion leaders. They may even face execution for their crimes.

If an **adventurer** tries to take back a city that has **revolted**, then negotiations are very likely to fail, and therefore the city's **renown** is treated as being double for the purposes of calculating whether they capitulate or not.

DIPLOMACY

Such is the importance of diplomacy and subterfuge in this Era of Empires, that it merits its own section. Needless to say, cities do not all need to be

conquered by force of arms. Some may willingly capitulate to an empire if they think it means greater protection and a better trade deal.

NEGOTIATIONS

In the event that **adventurers** wish to avoid bloodshed in the process of expanding their empire, it might be that they send either an envoy, or personally venture, to a prospective city they wish to conquer in order to discuss terms of surrender. This will essentially boil down to a **percentile roll** as to whether the city will capitulate or not.

The basic success chance of persuading a city to lay down its arms and capitulate is 30%.

This roll is calculated using a number of factors, including:

- **size of the city:** divide the population of the city by 10, and deduct the result from the **percentile roll's** success chance. For example, a city with 100 people in it would mean -10% on the success chance of the **percentile roll**.
- **defences the city has:** deduct the **renown** of the city from the **percentile roll's** success chance. So, a city with 20 **renown** would have -20% on the success chance of the **percentile roll**.
- **size of the attacking army:** divide the size of the army by 10, and add the result to the **percentile roll's** success chance. For example, an army with 100 soldiers in it would mean +10% on the success chance of the **percentile roll**.
- **previous conquests** (if you have conquered larger and more powerful nations previously, it adds a certain weight to your entreaty): the **renown** of cities you control (and have conquered) is aggregated then divided by 2, then added to the success

chance of the **percentile roll**. So, for example, if you controlled two cities, with a total **renown** of 50, then you would add +25% to the success chance of the **percentile roll** to negotiate.

- **any offers you might make to the rulers and people of the city:** this element is at the GM's discretion and will be more narratively driven. For example, if a city is starving, then an offer of food for the ailing populace may not go amiss. However, if the city is made up of a tribe of prideful hunters, that might have the inverse effect of offending them!

SPIES

INFORMATION IS the most prized thing in *Dead World: Desecrated Empires*. It doesn't matter if you have gold, or force of arms, because if you have knowledge, you have power.

RECRUITING SPIES

During an **adventurer's** travels, they are likely to meet individuals belonging to certain cities or provinces, who are disillusioned with current management, and willing to offer their services – for a price, of course. Every **spy** will naturally charge differently, but as a general rule of thumb, 5 silver pieces per week (gaming session) will loosen tongues and motivate individuals to operate covertly.

INFORMATION FLOW

At a basic level, a **spy** might glean information from rival **adventurers** during “Competitive Team Play” (see chapter).

SPIES & RENOWN

Every week, the presence of a **spy** negatively affects the **renown** of the city by (-5); the GM must factor this into any rolls to **negotiate** with cities, but must not reveal to the defender that their roll has been detrimented as that would reveal the presence of the **spy**. Bear in mind that the **renown**

score modifier should not be factored into any **negotiations** made by third parties, as they will not have the benefit of the information the **spy** has gathered. This creates interesting situations in which one empire-builder seeking to conquer a new city may have a radically different view of the prospect than another.

This modified **renown** score is kept secret from the defender of the city until the **spy** is captured and executed, at which point they will become aware that a **spy** was in operation. Should the **spy** turn and become a double agent for them, this will instead become a (+5) **renown** bonus to the city when making **negotiation** rolls.

DISCOVERY

There is a special d20 roll needed to determine if **spies** have been discovered by the enemy. This roll is made in secret by the Game Master. The **spy** may add their Intelligence Bonus Score to the d20 roll. A roll of a 15 or more means that they have avoided **detection**, and remain undercover. However, a roll of 2 to 14 means that they have been discovered, captured, and executed; the **spy** is dead! However, the recruiter of the **spy** will not be aware of this, the **spy** will simply fail to report in. On the roll of a natural 1, regardless of any modifiers or bonuses, the **spy** decides to turn, becoming a double agent unbeknownst to the **adventurer** who hired them.

Narratively, this will of course have a big impact. It is likely the double-agent **spy** will make themselves known either in person or via letters / communication with their new master. They are also likely to have a treasure-trove of secrets to pass on...

ARMIES

Empires must needs be maintained by armies. These armies are simultaneously useful for defending the empire against enemies and invaders, policing the empire and making sure that there are no rebellious factions brewing, and also conquering other cities. Armies must be equipped (and we don't just mean weapons and armour, but also rations, supplies, and more) and they must be paid. Needless to say, maintaining an army for your empire will require large sums of money. Inspiring leadership is important, but soldiers cannot fight on inspirational words alone, nor can they take them home to their families when the war is done.

RAISING YOUR ARMY

Once you have conquered a town or city, you can begin the process of recruiting for your army. This can be done in one of two ways: either via forced **conscription** or via asking for **volunteers**.

CONSCRIPTION

Conquerors may force the population of a city into military service. As a rule of thumb, 20% of the population of a city will not be eligible for military service, either due to age, disease, or other factors. Conscripts are not particularly well-trained or adept fighters, or particularly loyal. Therefore, conscripts do not count towards your army total modifier when making **negotiation rolls**, they may not use **formations**, as they lack the discipline, and they may not be **mounted**. Conscription is a way to get boots on the ground and will yield you numbers, but only in the short term. Conscripted soldiers no longer pay **taxes**.

VOLUNTEERS

Instead of conscription, a conqueror may ask for volunteers. Volunteers are more likely to be determined fighters and skillful combatants, therefore they may work in **formations**, be **mounted**, and count towards **negotiation rolls**. Volunteers no longer pay taxes, and in addition have to be paid. They must be paid 1 silver piece per week (gaming session). However, there are likely to be far fewer volunteers available. Therefore, 4d20 per 100 citizens will volunteer for your army.

EQUIPPING AND PAYING YOUR ARMY

Conscripts are not paid a fee, but they have the benefit of not paying taxes. Volunteers, however, must be paid 1 silver piece per week (gaming session) in order to remain in your standing army. In addition to their fees and payments, soldiers must have the necessary equipment for warfare and travelling long distances, including food and water provisions.

As a ruler and general, you may supply your army from the Equipment Store as you see fit, bearing in mind the necessary equipment to create certain **formations** (see later rules).

UNITS

At a simplistic level, it is important to organise your army into **units**. This means that “similar” soldiers are grouped together. For example, spearmen might be placed next to each other, or archers, or shield-bearing warriors. **Units** do not confer a specific bonus, but they help one to keep track of one’s soldiers and also mean that you are better able to direct the right people to the right locations on the battlefield. For example, archers may stay behind, while soldiers with swords and shields march up front.

As a general rule, soldiers comprising a **unit** must be of a similar size, similar **speed** (no more than (1) point of variation either side), and have similar equipment. For example, one could not field a twenty-foot tall Troll with four Knights of Northwind as a **unit**.

UNITS & THE TURN

As a general rule, provided the majority of members of a unit have the same **speed** value, a **unit** takes its turn collectively. **Units** are treated in essence as large individuals in terms of their **movement** and attacks, though when they receive damage it is calculated on an individual-by-individual basis as normal (hit points are not shared between the group). In other words, if there was a **unit** of (10) soldiers and they were all **speed** (6), when the **turn sequence** came around to them they could move all-together as (1) **action** and could similarly attack all-together. This will save a lot of time when fighting your battles!

UNIT ATTACKS

Units can roll their melee and ranged attack rolls together in their **turn**. The attack sequence works slightly differently when handling this many different attackers, however, so take note of the special **unit attack sequence** detailed below.

1. **Unit** declares it is going to attack.
2. Calculate the number of attacks the **unit** can make in (1) **action**.
Ostensibly this is (1) per soldier in the **unit**, but in the case of dual-wielding or other “buffs”, this might be more!
3. Declare targets. If there is only one target, or if all the targets in the enemy **unit** have the same AC value, then this step may be

- skipped, but if there are variations, then you need to declare which members of your unit are attacking which opponents.
4. Roll 'to hit' rolls.
 5. After you have determined which rolls hit, then you calculate damage against each target struck.

Let's work this through with an example.

Your **unit** of (10) Old Blackshields engages (1) Troll and (3) Knights of Order Leprosium. The Old Blackshields can make (10) attacks in (1) **action**. You decide that (5) Old Blackshields will attack the Troll and (5) will attack the Knights of Order Leprosium. The Troll has an Armour Class of (13), whereas the Knights of Order Leprosium have an Armour Class of (19). You roll (5) 'to hit' rolls against the Troll and score (3) hits. You roll (5) 'to hit' rolls against the Knights of Order Leprosium and score only (1). Damage is then calculated in an aggregated form. So, each Old Blackshield has a Great Axe which deals (2d6+4) damage, and also gains (+4) damage from their Strength Bonus, for a total of (2d6 +8). So, to roll all three attacks together, you roll 6d6 and add (+24). You roll an 18 on the six dice, so the total is 42 points of damage! Against the Knights of Order Leprosium, only (1) attack gets through, so damage is calculated as normal.

Whilst this is only really a recommendation of how to conduct your large-scale battles, you can see that following these steps will facilitate battles progressing more rapidly as **units** slam into each other as collectives, rather than resolving every individual conflict on a case-by-case basis. Of course, **adventurers** along with special characters and creatures will not be subject to taking their **turn** within the confines of a **unit**, as they have leadership capabilities or individual will that supersedes it.

FORMATIONS

Now that your army has been organised into **units**, you might begin to consider **formations**. **Formations** are a more advanced form of organisation for your army and represent the pinnacle of discipline and training for your soldiers. It is not easy to create **formations**, as often standardised equipment and training is required to pull them off. However, used correctly, **formations** can offer significant advantages on the battlefield. Certain **formations** will also counter other **formations**. For example, a

powerful defensive “Phalanx” might be broken by a “Speartip” cavalry charge.

Formations can be decided upon before a battle commences, but they can also be created during a battle, provided that the necessary elements are in place. This means that well-trained and flexibly equipped soldiers might be ordered to change their formation in response to battlefield events.

General rules for formations:

- A formation may only move as fast as its *slowest* member (i.e. the lowest **movement** value), otherwise formation will be broken.
- A formation must be comprised of a minimum of (5) members.

THE PHALANX

In a Phalanx, each soldier bears and shield and protects the soldier to their left, thereby turning their shields into an interlocking defence mechanism, rather like dragonhide. The more soldiers participate in this chain, the stronger the Phalanx “wall” becomes, until it is nearly unbreakable.

To create a Phalanx, every soldier must be equipped with the same *shield* (otherwise they will not fit together), and must be stood within 2ft of another person in the “Phalanx chain”. For each soldier participating in a Phalanx, provided each member remains within 2ft of someone else in the chain, increase the AC value of each soldier by +1. For example, if (6) soldiers participated in a Phalanx, then each would increase their AC by +6. Soldiers participating in a “Phalanx chain” become **immune** to **knock back** effects. In addition, soldiers participating in a Phalanx may elect “**push forward**” instead of attacking normally in **combat**. “**Pushing forward**” costs (2) **actions** and automatically **knocks back** enemies d6ft + an additional number of feet equal to the AC bonus conferred by being part of the “Phalanx chain”. So, to continue the previous example, a Phalanx with (6) soldiers in it could use “**push forward**” to **knock back** enemies d6 + 6ft!

Further advantages:

- Anyone stood behind a Phalanx wall may use *long* weapons to attack without impediment.

THE SPEARWALL

The Spearwall is a deadly formation that is designed to counter cavalry charges. It involves every soldier wielding a spear and digging its butt into the ground in order to provide an anchor. The spear is aimed high, with the intention to skewer a charging cavalryman off their steed.

To create a Spearwall, every soldier must be equipped with a *spear*-type weapon and must be stood within 2ft of another person in the Spearwall. Provided each member remains within 2ft of someone else in the **formation**, any enemy that moves within 4ft of the Spearwall (i.e. attempts to **enter combat**) will suffer (2d6) automatic points of damage. In addition, members of a Spearwall are **immune** to **dazed** effects, as the arrangement and support of their spears prohibit them from being knocked to the ground!

THE SPEARTIP

The Speartip is a mounted formation for cavalry units, one that can strike with devastating force into the heart of an enemy army. Valthorian led the high elves in a Speartip when he charged the demonic lines of Vicarion I, standing on top of his steed with perfect balance, his two deadly weapons unfurled.

To create a Speartip, a minimum of (6) soldiers is required, and every soldier must be **mounted**. A Speartip is shaped like a pyramid, therefore one member of the Speartip must be elected as “the point” who will lead the charge. Behind “the point” is the “first line”, which is comprised of two soldiers, each within 4ft of each other and “the point”. Behind them, is the “second line”, which contains three more soldiers, each within 4ft of another member of the “second line” and one member of the “first line”. The Speartip may have as many “lines” as necessary and each line must be one soldier larger than the last, and all soldiers must maintain coherency.

A Speartip is only really effective “on the charge”. Therefore, it only confers a benefit in the first **turn of combat**, and provided the soldiers participating in the **formation** moved in the previous turn. Every soldier in the Speartip formation acquires **bravery** and may add +4 to their **critical hit rank** in the first **turn of combat**. In addition, such is the force of a cavalry charge, that any humanoid enemy that suffers more than (12) points of damage from any soldier in a Speartip in the first **turn of combat** will be knocked to the ground and **dazed** for (2) turns.

Further advantages:

- Soldiers belonging to a Speartip **formation** are **immune** to the **crippled** effect, as their charge is so stupendously momentum-driven that it cannot be halted.

MAGE CIRCLE

In a world of magic and chaotic powers, not only do armies have formations of infantry, cavalry, and bowmen, but also of spellcasters. Powerful warrior-mages can form together into a circle, each one representing an astrological point of “the eye”, the terrifying constellation that dominates Dead World’s heavens. In this formation, they are able to channel the raw energies of the cosmos and hence replenish their diminished reserves.

To create a Mage Circle, there must be (5) magic-users, and there may not be more or less than this number. Every magic-user must be within 6ft of another person in the circle and they must retain a circle-shape, or else the **formation** is broken.

At the end of a **full turn cycle**, but before the next **turn sequence** has begun, and provided the **formation** has not been broken, each participant in a mage-circle may restore (1) lost **mana point**. In addition, the energies surrounding the Mage Circle are such that ranged attacks are likely to be obliterated by swirling mana, therefore participants in a mage-circle may also raise their Armour Class by +3.

RANK & LINE

Archers can turn the tide of a battle. At the Siege of Quintus, the superior Numibian archers greatly outranged the common townsfolk of Quintus, and thus were easily able to keep them suppressed. One of the most deadly tactics is to have archers marching in multiple lines, each one loosing successive volleys that pound and harry the enemy. After the first line has fired, the second march forward and shoot, giving the former line time to notch their arrows and fire.

To create a Rank & Line **formation**, every soldier must be equipped with a *ranged* weapon. Preferably, every *ranged* weapon would be of the same type, and therefore the same range, but this is not strictly necessary, so long as every member of the **formation** is within range. The **formation** is organised into lines. Each line is comprised of (5) soldiers.

Soldiers participating in a Rank & Line **formation** may elect to “**volley fire**” instead of attacking with their ranged weapon normally. “**Volley fire**” costs (2) **actions** and allows each participant in the rank & line **formation** to fire their ranged weapon d6 times (provided they have sufficient ammunition).

MANIPULAR

Manipular formations are deadly and flexible infantry formations that allow tired soldiers to interchange. Formed of a minimum of three ranks, each rank harries the enemy and then retreats, allowing fresher soldiers to step forward and engage. This continuous switching can make it almost impossible for enemy soldiers to take down members of the Manipular formation, whilst themselves suffering egregious damage.

To create a Manipular **formation**, there must be (15) soldiers as a minimum, organised into (3) lines of (5) soldiers. Though more soldiers may be added to each line (i.e. there might be (8) soldiers per line, for a total of (24) in the **formation**), the Manipular can *never* consist of more than (3) lines in total. Each soldier in a line must be within 4ft of another soldier in the same line. Each subsequent line must be within 4ft of the one in front of it.

At the end of a **full turn cycle**, but before the next **turn sequence** has begun, and provided the **formation** has not been broken, each participant in the “second line” and “third line” of a Manipular **formation** may restore (1) lost **mana point**. In addition, soldiers in the “first line” gain the ability: **Escape Artist**.

- **Escape Artist:** This creature does not suffer **fleeing strikes** when it leaves **combat**.

TESTUDO

The deadly Testudo **formation** is commonly used to protect infantry during sieges. It resembles a tortoise. Soldiers group together, carrying shields over their head to protect from overhead projectiles, whilst concealing deadly throwing weapons which they can release in volleys, to deadly effect.

A Testudo **formation consists of** (15) soldiers as a minimum, organised into (3) lines of (5) soldiers. Though more lines of soldiers may be added (i.e. there might be (20) soldiers in (4) lines), the Testudo lines can never

consist of more than (5) soldiers in total. Each soldier in a line must be within 2ft of another soldier in the same line. Each subsequent line must be within 2ft of the one in front of it. In addition, all soldiers in the **formation** must be equipped with *shields*, a minimum of (1) “throwing” weapon, and a *one handed* weapon. All soldiers must remain within 2ft of a soldier.

Whilst maintaining **formation**, soldiers may *halve* the damage of any ranged attacks made against them (with the exception of siege weaponry attacks, such as Catapults or Ballistas). In addition, once per **full turn cycle**, once all **turns** have been used, each soldier may make a **throwing** attack on (1) target within **throwing** range. Please note: multiple soldiers may all make an attack against the same target.

SIEGES

During the battle of Fort Vanguard, Valthorian, wielding his demonic blade, cried upon throwing himself into the battle, “I am the darkness of death.” Signus Telemonian, armoured in a paladin’s aura of deific brightness, proclaimed, “And I am the light of life.” Not to be outdone, Aron The Avatar, roaring like a bloodlust demon, is said to have joined the fray with this cry upon his lips, “And I am the glory that lies ‘twixt both!”

Sieges are more complex than ordinary battles – and often there is more at stake because the attackers are literally “at the doorstep” – and so it is worth exploring the intricacies of these types of conflict in more detail. With these rules we hope to give you a toolkit that allows you to both “zoom in” to the minutiae of intricate combats with various special creatures or characters (such as an elite team of stealthy heroes infiltrating a fortress) as well as “zooming out” to take in the battle as a whole and the movements of potentially hundreds of troops. By combining rules for **units** and **formations** with “Siege Warfare Rules”, you will be able to tackle virtually every conceivable facet of a military conflict.

SIEGE WARFARE RULES

Overcoming the defences of a stubborn city is no mean feat. The next entries detail “Defences” that defenders can use to protect their towns,

cities, and municipals, and “Siege Weapons” that may be used by attackers to break down these defences. In the case of static Defences, such as walls and gateways, these often have an AC value and hit point count, exactly like characters and creatures in *Dead World*. It is entirely possible to resolve attacks made against these Defences in the same way that one would a normal **combat**, although the walls and gates themselves will not be attacking back! However, in some instances, especially when dealing with large hordes, this might be unreasonably time-consuming.

We have instead constructed a model whereby the damage against Defences is calculated at the end of the **full turn cycle** (once both attackers and defenders have taken their turns). This will be referred to as “Siege Warfare Rules”, subsequently.

Attacking **units** do not make “standard attacks” when using “Siege Warfare Rules”. Instead, they simply **move** to where they need to be. Of course, during the process of **moving** they may encounter defender-laid traps or other obstacles; these are resolved as normal. Once all the attacking **units** have **moved**, or taken any other supporting **actions** such as healing, the **adventurer** leading the assault may declare “wave completed”.

It should be noted that **adventurers**, giant-sized creatures (more than 30ft tall), specialist-type **units**, special characters, and other such powerful **units** may behave normally during “Siege Warfare Rules” (they may take (2) or (3) **actions** during their **turn**), as these will presumably be deployed in specific and tactical ways. The “Siege Warfare Rules” are more for basic infantry that might number in their hundreds or even thousands, and aims to save the admin of having to calculate hundreds of attack rolls.

Once “wave completed” has been declared, the defender then has until the end of the **full turn cycle** to reduce the number of attacking **units** as much as possible, either by making ranged or melee attacks, or activating Defences such as the Ballista or other traps. Of course, there may be rare instances when the defending **units** go first and the attacking **units** go last, in which case the same principle will still apply, only the defenders will have to be more pre-emptive!

Once the **full turn cycle** is completed and a “wave completed” has been declared, the defender must then make calculations based on how many attacking units are still in play.

- For every individual attacking soldier in **combat distance** with a gate or entryway (such as a Wooden Gate or Portcullis), deduct

(-6) hit points from the entryway. For example, if the attacker had (5) soldiers in “combat” with the Wooden Gateway at the end of the **full turn cycle**, then it would lose (-30) hit points).

- For every (10) attacking soldiers in **combat distance** with a wall (such as a Wooden Palisade or Stone Wall), (1) may automatically *climb* the wall without having to make a **percentile roll**, so that by the end of the **full turn cycle** they have gained the top of the wall. The remaining (9) soldiers may not make a **percentile roll** or attempt to climb and must remain at the bottom of the wall. This rule does not come into play if the attacking soldiers are equipped with Grappling Hooks, Siege Ladders, or if they can **fly** or have **scopulae**.

ONCE THE **full turn cycle** is completed and damage calculated, it starts again, with the attacker commencing their next “wave”.

DEFENCES

Once defenders have committed to a siege, then the odds are that the conflict is only going to end in a bloody struggle down to the last fighter. Defences are the obstacles that are put in the way of attacking armies. They might be static, such as walls or gateways, or more like traps, such as burning pitch that can scorch climbing soldiers off the walls. Careful arrangement of your defences can significantly slow down attacking armies or even break their assault completely. Defences may be “enchanted” by spells such as the Warlock’s “Magical Shield” spell to further increase their defensive capabilities. The list below is not by any means exhaustive. The imagination of the **adventurers** and Game Master is the only imposition, but hopefully these will give you an idea of the kinds of defences one might go about creating.

WOODEN PALISADES

Wooden Palisades have 100 hit points, a **base AC score** of 7, and are generally 10 – 12ft high. These palisades can be climbed by humanoid-sized enemies, although it is difficult to do so, and any enemy that fails their

climb percentile roll will be instantly slain. Units equipped with Grappling Hooks and Ropes may scale Wooden Palisades automatically without having to roll. Wooden Palisades are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.

WOODEN GATE

Wooden Gates have 100 hit points, a **base AC score** of 7, and are generally 20ft high and 10ft wide. Unlike Palisades, they cannot be climbed. Wooden Gates are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.

STONE WALLS

Stone Walls have 200 hit points, a **base AC score** of 15, and are generally 20 – 25ft high. These walls can be climbed by humanoid-sized enemies, although it is difficult to do so, and any enemy that fails their *climb percentile roll* will be instantly slain. Units equipped with Grappling Hooks and Ropes may scale Stone Walls automatically without having to roll.

PORTCULLIS

A Portcullis has 150 hit points, a **base AC score** of 14, and is generally 20 – 25ft high and 10ft wide. Unlike Stone Walls, a Portcullis cannot be climbed. Due to the way that the metal of the Portcullis is arranged in latticework, archers may make ranged attacks *through* a Portcullis.

TRENCHES

Trenches ostensibly count as the “Stake Pit” **trap** (see **Hunting** rules), but instead of covering an area 4ft by 4ft, the trap covers a Trench that is 6ft by 20ft. If a **unit** of 100 or more soldiers marches over the Trench, then instead of resolving each individual soldier’s **detection** and *jump* tests individually, roll a single **detection** test for the entire **unit**. If the **unit** fails, then d20 soldiers are automatically slain. If they succeed, they may move over the Trench unharmed. The Trench may be constructed with (25) wooden logs, a shovel, and (10) blankets.

BALLISTAS

(1) Ballista may be constructed for the cost of (20) wood, (3) steel ore, (4) metal shards, (2) silk, and (2) beeswax. The Ballista is a massive crossbow-like siege-armament, devastating to soldier and construct alike. It must be manned by at least (2) soldiers in order to fire. Each time the Ballista fires, it uses (6) bolts (see Equipment Store). It fires once at the end of every **full turn cycle**. When it fires, it makes (2d6) attacks on any **unit** or siege weapon within 30ft range. The Ballista may add the highest Dexterity Bonus of the soldiers “manning” it to its ‘to hit’ rolls. If the attacks hit, they cause (3d6) damage per successful hit.

BURNING PITCH

Burning Pitch is poured from concealed black cauldrons down on those seeking to climb the walls. At the end of the **full turn cycle**, when determining how many attacking soldiers successfully climb the walls, roll a d6 for each soldier. On a 1-3, nothing happens, and the attacking soldier successfully makes it to the top of the wall. On a 4-6, they suffer **flaming damage** at **power level** (10) and in addition are knocked from the wall, suffering **fall damage** if appropriate. Burning Pitch stations may be constructed for the cost of (2) steel ore and (2) fire coal.

SIEGE WEAPONS

Siege Weapons are the opposite number of the Defences; these are the tools attackers build and use to destroy Defences and make access to whatever lies beyond the Defences, whether it be treasures, enemy soldiers, or something even more valuable. Whilst it is entirely possible for attackers to try and hack their way through walls using only ground infantry, it is unlikely to be effective. Therefore, Siege Weapons provide alternative and expeditious ways of battering down enemy defensive positions. Siege Weapons can be constructed and brought to battle alongside your army; they can also be enchanted by spells such as the Paladin’s “Holy Fire” to improve their efficacy.

BATTERING RAM

A Battering Ram can be constructed at the cost of (30) wood and (5) steel ore. It is a device that can be pushed by a team of (6) soldiers, moving 6ft per **action** so long as the soldiers remain in **formation** within 2ft proximity to the Ram. If the Ram is placed against a Gate, Portcullis, or other defensive entryway, it may “activate” once per **turn**. Once activated, it deals (10d20) damage to the entryway. Battering Rams have 80 hit points and a **base AC score** of 11.

SIEGE LADDERS

A Siege Ladder can be constructed at the cost of (4) wood and (4) metal shards. It is a tool 25ft long/tall that can be carried by (2) soldiers. The soldiers may move their full **movement** carrying the Siege Ladder, provided that they both remain within 2ft of the Ladder at all times. If one of the soldiers is killed, then the Ladder will be dropped until another soldier can take their place. The Ladder may be “placed” against a Wooden Palisade or Stone Wall once it reaches 4ft distance from the wall. Once “placed”, soldiers may use this Ladder to move onto the top of the Palisade or Wall without encumbrance (they may automatically *climb* the wall without having to make a **percentile roll**). Up to (3) soldiers can use the Ladder during (1) turn, as any more will place too much weight on the Ladder, causing it to break. Siege Ladders have 20 hit points and a **base AC score** of 7. They are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.

SIEGE TOWERS

Siege Towers can be constructed at the cost of (40) wood and (8) metal shards. It is a tool 25ft tall and 6ft wide that can be pushed by either one giant-sized creature (over 30ft tall) or (8) soldiers. The Siege Tower may be “placed” against a Wooden Palisade or Stone Wall once it reaches 4ft distance from the wall. Once “placed”, soldiers may use this Tower to move onto the top of the Palisade or Wall without encumbrance (they may automatically *climb* the wall without having to make a **percentile roll**). Up to (20) soldiers (divided into a maximum of 2 **units**) can use the Tower during (1) **turn**. Archers may also be stationed inside a Siege Tower, however, they will use up its capacity. Each archer may add (+2) on ‘to hit’

rolls when making ranged attacks, as they are level with the defenders, which will make their shots much easier to land. The Siege Tower has 100 hit points and a **base AC score** of 12. They are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.

CATAPULT

The catapult is a devastating Siege Weapon that uses torque to propel a projectile over a shorter distance. They can be constructed for the cost of (10) logs and (3) steel ore. They use (1) stone block as ammunition each time they fire. They must be manned by (2) soldiers at all times. They can fire once per **full turn cycle**. When being fired, they may add (+6) on 'to hit' rolls against structures (such as a Wooden Gate, Palisade, Stone Wall, or Portcullis). However, they suffer (-6) on 'to hit' rolls against **units**. Catapults have a *minimum* range of 20ft, and a maximum range of 40ft; each attack deals (10d20) damage. The Catapult has 75 hit points and a **base AC score** of 12. They are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.

TREBUCHET

The Trebuchet is a terrifying Siege Weapon that uses counterweight system to propel a projectile over a longer distance. They can be constructed for the cost of (15) logs and (6) steel ore. They use (1) stone block as ammunition each time they fire. They must be manned by (2) soldiers at all times. They can fire once per **full turn cycle**. When being fired, they may add (+3) on 'to hit' rolls against **units**. Trebuchets have a *minimum* range of 20ft, and a maximum range of 70ft; each attack deals (5d20) damage and will hit all soldiers within a 10ft radius of the original target. Any soldier that takes damage from the Trebuchet must make a special **save throw** adding their Constitution to their d20 roll. The Trebuchet adds the number of casualties inflicted by its attack to its d20 roll. Any soldier that fails their **save throw** suffers the **terrorised** insanity effect. The Trebuchet has 75 hit points and a **base AC score** of 12. They are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.



SIEGE EXAMPLE

To help us understand how a siege battle might work in practice, let's look at a worked example!

A Demonkin Warlock **adventurer** by the name of Vil leads an army of 200 Bloodlust Demons against the city, Proctus. Proctus has set up a number of defences, including two "Trenches" 20ft apart, the nearest one being 20ft from the city walls. The city is surrounded by Stone Walls, and has two Portcullises, one on the north side and one on the south. The city is defended by (50) Graybane Guardsmen and an Elflord.

TURN CYCLE #1

The Elflord would take their **turn** first as they have the highest **speed** at 9. With their **keen eyes** ability, their bow has a 50ft range. This is actually enough to hit the ranks of the Bloodlust Footsoldiers, so the Elflord takes three shots, all of which hit, and kills one. A small victory, but a victory nonetheless.

Next, it's Vil, who has a **speed** of 7. He spends (1) **action** moving forward. At this point, he can make a **detection** test to see if he spots and falls into the "Trench". He passes the test, so is made aware of it, and so uses his second **action** to jump over it and move up a little closer to the defences. He's now 30ft from the walls of Proctus. With his final **action**, he casts "Meteor" with a "Pyromancer" boost, dealing (66) points of damage to the north-facing Portcullis, as well as killing three Graybane Guardsmen on top with the "area of effect" damage. Vil ends his **turn**.

Next, the Graybane Guardsmen and Bloodlust Footsoldiers, who both have a **speed** of 6, must roll **initiative** to see who can go first. Neither have a Dexterity Bonus, so it's just a straight d20 roll-off. In this case, the Bloodlust Footsoldiers roll higher, and so win and get to take their **turn** first.

The Bloodlust Footsoldiers are fast as they can move 12ft per **action**: they march forward and jump over the first "Trench". They then spend (2) more **actions** moving toward the Portcullis. However, they do not anticipate the second "Trench". The **unit** numbers over 100 soldiers, and so they take a collective **detection** test, which they fail! D20 soldiers are killed. The defender rolls an 11, so (11) more Bloodlust Footsoldiers die. Currently, (12) Bloodlust Footsoldiers have been slain and (3) Graybane Guardsmen.

The end of the Bloodlust Footsoldier's final **action** and **movement** places them 6ft from the walls of Proctus. Vil declares "wave completed".

Now, the Graybane Guardsmen get their **turn**. The Guardsmen do not have *ranged* weapons, and the Elflord knows that the Portcullis will not take any further damage this **turn** (nor will any demons scale the walls) as the demons are not close enough, so they choose to simply pass their **turn**, ending the **full turn cycle**. One imagines the Elflord telling his men to “Hold!”

TURN CYCLE #2

The Elflord kicks off again. This time, Vil, the **adventurer**, is in range. He is surrounded by demons, which normally might have blocked **line of sight**, but the GM deems that the elevation of the wall provides that **line of sight** necessary. The Elflord fires their bow three times, scores two hits, and deals a total of (19) damage to the **adventurer**. Vil is pissed!

Vil takes his turn. He is running low on **mana points**, so he cannot cast “Meteor” again. Instead, he decides to fling a “Fireball” at the Elflord, also boosted with “Pyromancer”. The Elflord has **resist magic**, and passes their resistance roll (much to Vil’s annoyance), meaning that only the **flaming damage** will be suffered. This is still an impressive (14d6) of damage, however, with the final roll being (64) points. The Elflord had only 36 hit points, so is immolated, burned to a crisp, and slain!

Vil has (2) more **actions**, but he decides to play it safe and hang back.

The Bloodlust Footsoldiers and Graybane Guardsmen now roll **initiative** again, but this time the Guardsmen win. Unsure what to do now their leader has been slain, a few of them decide to throw their spears at the front rank of demons. One of them gets lucky and kills a Bloodlust Demon, bringing the total tally of slain demons to (13).

Now, the Bloodlust Footsoldiers swarm forward. The Portcullis is 10ft wide, so only (5) can come into contact with it at any one time. The other (182) Footsoldiers move up to the walls. Vil declares “wave completed”.

At the end of the **full turn cycle**, the Portcullis suffers (30) points of damage from the (5) Bloodlust Footsoldiers in contact with it. It is still standing, but only has 54 hit points left! The enemy is truly at the gates!

Of the (182) Footsoldiers who made it to the base of the walls, (18) scale the wall automatically and enter **combat** with the Guardsmen on the top.

From there, the battle only gets worse for Proctus...

. . .

HOPEFULLY THIS GIVES you an idea of how a Siege can unfold very quickly, yet still with epic narrative, using the “Siege Warfare Rules”. As you can see from the above example, Proctus could have benefited from a Rank & Line **formation**, or perhaps should have deployed their shield and spear-bearing Guardsmen *outside* the walls in a Spearwall **formation**! Hindsight can be a curse.

BUILDING CITIES

It is also possible for the heads of empires, with immense resources and manpower, to raise new cities (or rebuild ones that have been rubbed by warfare). This is not something that would be undertaken by a ruler in their infancy, but rather a ruler with significant finances and power available to them. It costs 10 gold pieces, 400 logs, and 400 stone blocks to build a city that might harbour 100 citizens. Such a city would feature a marketplace, Wooden Palisades (including a Wooden Gate) around its circumference, and a small stone keep.

RENOWN

Every city starts with a basic **renown** of 10. If the builder desires to add additional special buildings or residences, then the below guidelines might help them expand such a city. When they add new features, it will increase the **renown** of the city. The more **renown** a city has, the less likely it is to capitulate in **negotiations**, the better it will fare in **sieges**, the more resilient it will prove against the machinations of **spies**, and the less likely its citizens will be to **revolt**.

When building new parts of a city, it should be noted that we hope Game Masters and **adventurers** will creatively customise the below features to build on the story, rather than using these as “cookie cutter” elements that are simply copied. For example, if they choose to add a

Tavern of Rogues, they might give the tavern a distinctive name, and some distinctive features (perhaps it is the haunt of a particularly mournful and drunken knight?). This means that as you build your city, you will also build the stories around it, which in turn will (hopefully) increase your attachment to the place (as well as offering you the chance to contribute to the vast lore of Dead World)! Here are some examples of additional features that could be added when building a city:

- **Stone Walls** (+6 **renown**, note that this is a set +6 for the existence of Stone Walls, not +6 per 10ft of wall). Stone Walls offer greater defensive capability for a city during **sieges** (see Siege rules) (Requires 20 stone blocks per 10ft of wall)
- **Portcullis** (+3 **renown**) – Portcullises offer greater defensive capability for a city during **sieges** (see Siege rules) (Requires 10 steel ore, 20 stone blocks)
- **Additional Housing** (+2 **renown**)– create housing for another 100 citizens (Requires 200 wooden logs, and 50 stone blocks)
- **Temples or Churches** (+10 **renown**) – a centre of worship can be a powerful enhancer of community spirit, but also a place where real miracles occur. Only (1) **church** or **temple** may be constructed within a city at one time. See the chapter “Exploration” for more information on gods and religion in Dead World. **Temples** or **churches** will be populated by (d20) “Acolytes” at any one time. In addition, depending on what type of **temple** or **church** is constructed, there are unique benefits:

- **Death Temples** are attended by strange and unlikely sorts, therefore, during a battle, these strange outcasts might prove unlooked-for allies! It is likely that either a “Vampire Knight” or “Neophyte Necromancer” (50/50 chance) is in attendance at a **Death Temple** in addition to any “Acolytes”. When under siege, once per battle, a city with a **Death Temple** may “cast” the Necromancer’s “Summon Zombies” spell. The spell is cast at the beginning of a **full turn cycle** before any **turns** are taken at **power level** (20); in addition the normal restrictions on the number of Zombies possible to control does not apply! These Zombies may be deployed anywhere within the walls of the city, or up to 10ft outside the walls. The Zombies will attack the enemy mindlessly, but they may be loosely controlled by the defender.
- **Church of The First King** are attended by elves who still remember the old ways. It is likely that (d4) “Elflords” are in attendance at a **Church of the First King** in addition to any “Acolytes”. There is also a (10%) chance that a “Vesper Fae” will rise from the church grounds when the city comes under attack. When under siege, once per battle, a city with a **Church of the First King** may “cast” the Paladin’s “Sanctuary” spell. The spell is cast at the beginning of a **full turn cycle** before any **turns** are taken at **power level** (30). This means that the radius of the “Sanctuary” is 60ft, and it radiates out from the **church** itself.
- **Temples of the Supreme Artificer** are attended by industrious and traditional dwarves, so it is likely that (d4) Dwarf Warriors will be in attendance in addition to any Acolytes. When under siege, once per battle, a city with a **Temple of the Supreme Artificer** may “cast” the Warlock’s “Meteor” spell. The spell is cast at the beginning of a **full turn cycle** before any **turns** are taken and is cast as though it has been boosted by “Pyromancer” (so the **flaming damage** is at **power level** (20)).

- A **Church of Rubrick** is likely to be attended by students in the art of Illusion, so it is likely that (d6) “Students of Illusion” will be in attendance in addition to any Acolytes. “Students of Illusion” have the same profile as Acolytes, but in addition they have (1) **mana point**, the “Lightbend” ability, and can cast the “Spectre” **offensive spell** (see Illusionist rules). When under **siege**, once per battle, a city with a **Church of Rubrick** may “cast” the Illusionist’s “Conjuration” spell. The spell is cast at the beginning of a **full turn cycle** before any **turns** are taken and is cast with maximum efficacy, meaning (4) “Conjuration Footsoldiers” are brought onto the battlefield. The “Conjuration Footsoldiers” may be deployed within the **church** grounds or up to 10ft outside the battlements.
- A **Temple of The Scaled Ones** is likely to be attended by (d10) “Old Blackshields”, veterans of the New Numibian war. When under siege, once per battle, a city with a **Temple of The Scaled Ones** may “cast” the Druid’s “Tempest” spell. The spell is cast as though from the city walls itself (meaning that enemies within 2ft proximity will be **knocked back**, and ranged attacks deflected from the walls themselves). However, enemies *inside* the city walls will be in the “eye of the storm” and therefore unaffected by the spell’s effects.

ALL CHURCHES or **temples** may be built for 100 stone blocks and 2 gold ore.

- **Thieves’ Guild (+12 renown)** – the presence of a **Thieves’ Guild** means that a ruler is more likely to have access to information, deadly poisons, and even highly trained assassins. Any city that has **Thieves’ Guild** may **envenom** any and all ammunition stockpiles at no cost. The **Thieves’ Guild** will be populated by (d8) “Rogue Ruffians” and (1) “Deadly Assassin”, who will become allies during the battle. In addition, the **Thieves’ Guild** is likely to harbour a secret escape route out of the city that will

be unknown to the attacker, unless their **spies** are particularly diligent. The escape route is presumed to be a tunnel that travels underground to a secret exit 200ft outside of the city walls.
(Requires 200 wooden logs, 1 gold piece)

- **Monastery (+3 renown)** – Grammaticus Everyman left behind a legacy of monasteries the like of which Dead World had never seen. His understanding of martial arts, both in terms of its poetic and artistic “forms”, as well as martial applications, were unparalleled. **Monasteries** will be inhabited by (d10) Everymen, practicing the martial arts taught by their long-departed master.
(Requires 50 stone blocks, 50 wooden logs, 10 blankets)
- **Arcane Library (+8 renown)** – With the presence of an arcane library, student of **arcana** will likely be drawn from far and wide. These will therefore be attended by (d6) “Arcana Students”. These “Arcana Students” have the same profile as an Acolyte, however, they may each take a **spell scroll** with a **power level** of (3) as described in the **Arcana** rules section. In addition, due to the energies and knowledge harnessed by **Arcane Libraries**, during a siege, any **spell scroll** may be “recharged” for the cost of (1) **mana point** rather than (2). (Requires 50 stone blocks, 50 wooden logs, 50 leather strips, 2 gold pieces)
- **Tavern of Rogues (+4 renown)** – Taverns, inns, and lodges are the lifeblood of civilised life in Dead World, and often harbour some of the dastardly men and women alive. A **Tavern of Rogues** will be attended by (d6) “Rogue Ruffians” that can be marshalled for military needs if necessary. When under siege, once per battle, all soldiers in the defending army may, at the start of any chosen **full turn cycle** before any **turns** are taken, consume (1) Consumable Type: Beverage from the Equipment Store as though it were a **rest period**. This might be a Tankard of

Dwarven Ale, Elven Wine, Grog, or a humble Spiced Tea. The effects are immediate. (Requires 120 wooden logs, 50 metal shards)

- **Mines (+4 renown)** – One of the greatest mines in all of Paradis was run by Thrish, the stoic and some would say dimwitted lizardkin stone miner, who worked for Lord Swole. Though Tydarr The Dragon King tried to emancipate Thrish from slavery, at first Thrish was unwilling, replying: “Thrish like stone. Thrish mine stone.” However, he eventually joined the Dragon King and fought alongside him at the final battle of Axis against the demon army. Whilst the other defenders of Axis fought against Ingeltheld, it was said to be Thrish that saved the lives of hundreds of civilians by holding the breach in the city walls. **Mines** provide cities with ways of generating resources and revenue. There are many different types of **mine**, including: lumbermills to provide wood; metal mines; and stone mines. The landscape that your city lies within will determine the type of mine it is possible to build. For example, it will not be possible to construct a lumbermill if you are not adjacent to a forest of some kind. Similarly, the type of metal yielded by a metal mine will be determined by the ore that is available in that particular region.
- **Lumbermills** – Generate (2d8) logs per week.
- **Metal Mines** – Generate (d6) of (1) type of ore of the GM’s choice per week.
- **Stone Mines** – Generate (2d6) stone blocks per week.

ALL MINES MAY BE BUILT USING 200 wooden logs, 1 Pick Axe, and 1 Woodcutter’s Axe. In addition, they require citizens to continually man them; each **mine** requires (10) citizens. Citizens manning a **mine** do not pay tax.

- **Farms (+1 renown)** – **Farms** provide “Consumable: Food” resources for a city. In addition, (1) *Food Consumable* they may be used to substitute (1) week of pay for (1) **volunteer** in your army. There are several types of **farm** available:

- **Livestock Farms** will yield (d20) Cooked Lamb per week
- **Vegetable Farms** will yield (d20) Graybane Blue Potatoes per week
- **Vineyards** will yield (d20) portions of Pesh Berries per week; in addition, 20 Pesh Berries may be converted into Elven Wine once per week

Farms may be built using (1 shovel). In addition, they require citizens to continually man them; each **farm** requires (10) citizens. Citizens manning a **farm** do not pay tax.

- **Stables** (+6 **renown**) – The stable generates (1) **mount** per week. The nature or species of the **mount** is determined by the “parent **mounts**” (the two original **mounts** used to found the **stable**). This not only represents the offspring that the “parent **mounts**” might sire, but also the phenomenon of other steeds seeking out their own kind (horses, for example, will sometimes be drawn to civilised stables from afar wilds in search of a mate, increasing the stable-master’s harras). **Stables** are useful for generating **mounts** for your cavalry **units** and fellow **adventurers** at a lower cost.

To create a **stable**, you will require (10 wooden logs) and need to have already **tamed** at least (2) **mounts**. These could be as common as Wild Horses or as esoteric as Mystocampi (see Bestiary for rules). In addition, **stables** require citizens to continually man them; each **stable** requires (5) citizens. Citizens manning a **stable** do not pay tax.

- **Prisons** (+6 **renown**) – Prisons harbour the criminal and depraved, and keep them from society. Though some areas of Dead World are virtually lawless and wild, there are many cities and regions that have established laws to govern civil society. After all, one mark of a truly civilised society is the existence of a punitive justice system. The cells of these **prisons** will periodically be filled with the worst criminal scum of Dead World. Roll a d3 to determine how many occupy the **prison** at one time. These criminals are GM-controlled characters that are generated by the GM in the same way as **adventurers**. They are Level 10, but have no inventory of any kind. In addition, though

their maximum **mana point** count is (6) like that of an **adventurer**, they are reduced to (0) **mana points** while imprisoned. Their **mana points** can be restored during **rest periods** as normal. Needless to say, these dangerous prisoners may not take **rest periods** whilst incarcerated! **Prisons** are patrolled and warded by (5) “Guardsmen” (one might look to the Graybane Guardsmen in the Bestiary for inspiration) that can also be marshalled for military needs if necessary. These Guardsmen are recruited from the citizenry, and must be paid 1 silver piece per week (gaming session). If payment to the Guardsmen fails, then the prisoners will escape. In addition, in the instance of a **revolt**, the prisoners will also escape in the ensuing chaos. (Requires 100 stone blocks, 20 steel ore).

- **Shipyard (+8 renown)** – Shipyards provide numerous opportunities for burgeoning cities. Needless to say, a **shipyard** can only be built if the city in question is adjacent to a river or ocean. Once a **shipyard** is built, the ruler of the city may then begin to create **ships** for their fleet. There are several different types of **ship** available to construct, and each will yield different benefits:
- **Trireme:** This is a sleek military vessel capable of transporting up to (50) soldiers from your army, and up to (2) Siege Weapons (such as a Battering Ram, Trebuchet, or Catapult). In addition, Triremes may be fitted with up to (2) Ballistas on their prow, for the usual cost. The Trireme has 180 hit points and a **base AC score** of 12. Triremes are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.
- **Trading Vessel:** A Trading Vessel will bring in a random type of Consumable Type: Food each week (gaming session). Roll a (d6) to determine what the type of *food* is acquired: on a 1, 2, or 3, the

Trading Vessel will bring d10 Graybane Blue Potatoes; on a 4, 5, or 6, it will bring in d10 Pesh Berries. In addition, Trading Vessels can be used to export goods to neighbouring, friendly cities or regions. The price paid for the goods is ultimately at the GM's discretion. The Trading Vessel has 120 hit points and a **base AC score** of 12. Trading Vessels are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.

- **Explorer:** Naturally, the full extent of Dead World has yet to be explored or mapped, and so there are many brave (and perhaps foolhardy) souls looking to reach its furthest corners and discover its greatest mysteries. Explorer vessels operate slightly differently to normal ones. Every week, roll a d20 to determine what happens with the Explorer. On a 2 – 14, nothing occurs. The ship is still out venturing, seeking fortune and new lands. On a 1, some calamity has struck, and the Explorer (including its manning citizens) is destroyed with no hope of recovery. On a 15 – 20, the Explorer returns, bearing with it a cargo of treasure, generating (d3) gold pieces. In addition, the triumphant plunder includes (1) item from the Legendary Artefacts list, either randomly determined or carefully selected by the GM. Alternatively, the GM may wish to create their own artefact from a faraway land! Explorers have 120 hit points and a **base AC score** of 12. Explorers are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.
- **Trawler:** A Trawler is built to fish the seas, and is normally crewed by at least one Depth-hunter in addition to other sailors. Each week (gaming session), it will bring in (2d6) Salted Baitfish. However, if, when determining the number of Salted Baitfish acquired, a double-1 is rolled, the ship will have met with disaster and be destroyed without hope of recovery. Such are the perils of deep-sea fishing. If, on the other hand, a double-6 is rolled, then not only will (12) Baitfish be brought in, but the Trawler has also managed to pursue and claim the life of a

mighty Leviathan. This massive carcass can be harvested for (3d6) bone and (d3) blubber. Trawlers have 100 hit points and a **base AC score** of 12. Trawlers are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.

ALL SHIPYARDS MAY BE BUILT for 100 wooden logs. Each subsequent **ship** that is built requires 80 wooden logs and dragonwing membrane. In addition, ships require citizens to continually man them; each **ship** requires (10) citizens. Citizens manning a **ship** do not pay tax.

- **Arena of Death (+3 renown)** - Vicarion II knew that the only way his awful reign was tenable was by entertaining the masses with gladiatorial games. He erected a coliseum in the pit of Sewertown and pitched brave warriors against the vile Filth Beast, a decomposing mass larger than even the leviathan dwellers of the deep oceans. This spectacle drew baying crowds weekly, all parting with coin to lay bets on who would prove victorious. A city that has an **arena** may host weekly “games” that either pitch combatants against a mythical or monstrous creature, that re-enact historical events, or that feature two gladiatorial champions facing off against one another. The prestige of these events will draw a diverse assortment of warriors to the city who wish to compete in the games. Therefore, once an **arena** has been established at a city, GM-controller Gladiator will arrive at the city to compete in the games. The Gladiator is created by the GM in the same way as an **adventurer** and starts at Level 10. The Gladiator is equipped with (1) Special Weapon & (1) piece of armour (randomly rolled) from the Equipment Store. Each week, the Gladiator must fight. The **adventurer** may enter the **arena** to fight the Gladiator themselves. Alternatively, they may choose either one **tamed** creature under their control or one “champion” to represent them in the fight (the “champion” could be a GM-controlled character, a friendly **adventurer**, a mercenary, or other such ally). If the Gladiator wins the fight, then the city will lose (-d3) **renown**, as their reputation is brought to shame. If, however, the Gladiator is slain, then the **renown** of the city will increase by (+d3). The **adventurer** may naturally loot the fallen Gladiator of

their equipment; to the victor, the spoils. When a Gladiator is slain, the following week (gaming session), a new challenger will appear. Please note that if the city comes under siege, the Gladiator will fight to defend the city. Glory is all the same to them! (Requires 200 wooden logs, 1 gold piece)

THE END OF EMPIRES

IF YOU ARE A GM, then hopefully the above has given you the tools to construct massive, detailed, vibrant worlds that your **adventurers** can seek to conquer, defend, or simply explore. If you are an **adventurer**, then hopefully this gives you some clues as to how you might go about assembling your army, defeating your enemies with subterfuge, and building the kingdom of your dreams. We have said it before, but it is worth repeating one final time that “narrative is king”. Story should always take first place, before dice-rolls, modifiers, or game-mechanics. However, we hope these detailed mechanics will give you plenty of inspiration for the long campaigns and conflicts ahead...

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BESTIARY



INTRODUCTION TO THE BESTIARY

Dead World is full of many strange beasts, warriors, monsters, demons, and gods that will provoke, ensnare, and attack **adventurers**. Though we've tried to include a wide variety of creatures and characters to give Game Masters some diverse options when building a campaign, this list is by no means exhaustive, and is more intended as an inspiration point for Game Masters looking to create their own monsters! We hope the entries below provide an easy template for Game Masters to copy and build on. At the end of the day, the best enemy types are ones your players have never seen before!

Though it is common practice to divide creatures by merit of their "difficulty" or the challenge they pose to **adventurers**, we have decided that it is ultimately more interesting and fruitful to group creatures by virtue of their environ (more like an encyclopedia). This way, you can see a cohesive view of Dead World's habitats and the dangers that might dwell within. There are some instances where certain creatures are likely to inhabit more than one environ. In this instance, we have chosen the one that we deem most appropriate. We also hope that GMs will not take the lists too literally, and will feel free to get creative!

Though these creatures do not have a set indicator of difficulty, we often find that difficulty indicators are arbitrary divisions. One **adventurer's** easy win is another's hard-fought battle, after all. It all depends on context. Therefore, we hope this Bestiary gives GMs some idea of what

kinds of creatures they can throw at **adventurers**, but ultimately advise that sound judgement and common sense, plus analysing the specific **adventurers** involved in the campaign, will be the best guide!

A note on hit points: you will notice that the creatures and characters listed below do not have set hit points, but instead hit-dice which indicate a random roll to determine their **maximum hit points**. This is because many Game Masters like to have variety within their enemy-types, so that players will not know exactly how many hit points their foes start with, and also to generate diversity within a group of the same enemy-type (meaning you could, for example, distinguish a particularly powerful and large “Sabre Cat” from a weaker one by virtue of different **maximum hit point** scores). Some GMs, however, prefer consistency within enemy-types. In this case, you can calculate a set **maximum hit point** score for each monster by simply determining what the highest possible roll would be on their hit-dice. For example, the “Warrior of Old Night” has 10d10 hit points. The maximum roll would be 100. Therefore, the “Warrior of Old Night” has 100 hit points.

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DENIZENS OF THE DEEP

LEVIATHAN

The seas of Dead World have hardly been fully explored, and it is said that great kingdoms reside beneath the waters, waiting to be discovered. Indeed, as the Ever-Dark encroaches, it may be that all peoples are forced to seek refuge in the sea as the last place free of darkness. In these oceans, many sailors have documented the presence and passage of tremendous fish, far larger in size than any shark or even giant squid. These serpentine anomalies are called Leviathans, and though normally placid, uncaring of lifeforms which must seem so diminutive to them, when angered, they can cause devastation untold. It is said that powerful elementalists can commune with and even tame such beasts, but it is a rare thing indeed, for the Leviathans are surely lords of the ocean they inhabit.

Hit Points: 14d20

Movement: 5ft per action on land, 30ft per action **underwater**

Speed: 5

Strength: 18 (+4)

Dexterity: 10

Constitution: 26 (+8)

Intelligence: 10

Wisdom: 14 (+2)

Charisma: 8

Mana Points (2)

Equipment: Bottomless Maw (3d6, *two-handed*), Fish Scales (+11 AC)

- **Aquatic:** The creature may **breathe underwater** indefinitely. All attacks cause **overpower** and **wet**.
- **Sweeping Strikes** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.
- **Trample** (Ability / 1 mana point): The monstrosity moves forward in a straight line up to their maximum move distance in

one **action**, disregarding any intervening humanoid sized characters (but not impassable terrain). Any humanoid creature touched by the monstrosity as it moved suffer (7d6) points of damage and are **knocked back** (2d6)ft.

TOXIC PUFFER

Small and ungainly, the Toxic Puffers that favour the warmer coastal seas of Dead World make for a laughable sight... from a distance at any rate. While their unwieldy frames and pathetic fins don't make them natural swimmers, and while their lack of athleticism utterly fails to inspire, they simply do not require speed or streamlining to ensure their own survival. Their skin and internal organs are replete with an extremely potent neurotoxin. Mere contact with either will immediately kill a child and make anything as large as an adult violently hallucinate, vomit uncontrollably and, eventually, fall into a coma. It is said that trained chefs can safely harvest Toxic Puffers, removing the skin and expertly disposing of the offending organs, to produce delicious fish meat dishes. It is safe to say that this remains the riskiest of gambles to any prospective diner.

Hit Points: 2d6

Movement: 4ft per action **underwater**

Speed: 3

Strength: 3

Dexterity: 2

Constitution: 6* (14* when inflated)

Intelligence: 3

Wisdom: 3

Charisma: 2

Mana Points (2)

Equipment: Grinding Beak (d4, *one-handed*), Rubberised Body (+9 AC, *light armour*)

- **Vicious Neurotoxins:** Whenever the creature takes melee damage in **combat**, the Puffer squirts powerful toxins to ward off its attacker. The attacker that dealt the damage must make a Dexterity **save throw** (Dexterity versus Constitution) or suffer the following effects: If the perpetrator is smaller than an adult Human (such as a Halfling), they are immediately knocked into a **coma**. If the perpetrator is the size of an adult Human or greater, they are immediately afflicted by the **terrorised** effect for

(1) **turn**. On the following **turn**, the hallucinations subside and they are afflicted by violent vomiting making them immobile for (1) **turn** and inflicting (6d6) damage. On the following **turn**, the vomiting subsides and they fall immediately into a **coma**.

- **Inflation** (Ability / 1 mana point): The creature may inhale water to violently inflate itself. It remains inflated until it uses the "Deflation Jet" ability. This ability increases the AC of the Toxic Puffer by (+5) and its Constitution by +8 (making its "Vicious Neurotoxins" even more deadly).
- **Deflation Jet** (Ability / 1 mana point): The creature may only use this ability when "inflated". They deflate and shoot a jet of pressurised water at a single foe within 20ft. The target is hit by a ranged attack dealing (3d6) **water damage**. The creature moves 20ft in the opposite direction to the target, as they are blown back by the force of their attack. This can effectively end **combat**. They do not suffer **fleeing strikes**.

MYSTOCAMPUS

It has broken many a Dead World naturalist's heart to recall the old tales of the Mystocampus. These wonderful beasts used to be widespread, inhabiting clean water sources the world across. They have recently become immensely rare, their sensitive constitutions making them early victims of the encroachment of the Ever-Dark. Hybrids in form, their lower halves are similar in size and shape to any sport fish, while their upper halves resemble fish-scaled horses, complete with gills and fins. The few still alive today are in the care of wealthy seafaring nobles who use them as their loyal mounts. There may yet be a scant number of colonies out there, somewhere, but they would be immensely hard to track down, the Ever-Dark having made them duly skittish, especially given their ability to generate clouds of obfuscating sea fog to evade their pursuers.

Hit Points: 4d6

Movement: 25ft per action

Speed: 9

Strength: 12 (+1)

Dexterity: 10

Constitution: 12 (+1)

Intelligence: 6

Wisdom: 6

Charisma: 6

Mana Points (2)

Equipment: Scaled Hooves (d6, *one-handed*), Fish Scales (+8 AC, *light armour*)

- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Rideable:** This creature can be treated as a **mount** if successfully tamed. The Mystocampus allows its **rider** to carry (5) additional inventory slots.
- **Fog Blanket** (Ability / 1 mana point): This creature is capable of generating a localised screen of fog around it with a 30ft radius for (4) **turns**. This is treated as the **dense fog** Extreme Weather Effect (see Exploration rules).

- **Vanish** (Spell / 2 mana points): This spell cannot be activated in **combat**. The Mystocampus turns fully **invisible**, meaning they cannot be detected regardless of whether they are in **line of sight**. **Invisibility** lasts for (6) **turns**. **Invisibility** ends when the Mystocampus attacks.

SHOALING BAITFISH

These tiny, silver fish are commonly caught across all seaports on Dead World. Highly nutritious, Shoaling Baitfish are vast in number and a staple food source for man and beast. They tend to congregate in large groups, as safety in numbers is often all they can do to evade their manifold predators. However, of late, a strange phenomenon has been observed of them. From atop a boat, a shoal appears like a slick of shimmering oil roiling beneath the sea's surface. When their shoal numbers in the millions, they have been seen to muster around a Queen Baitfish. She directs the shoal into forming a single, blunt instrument capable of engulfing and destroying its attackers. If the Queen Baitfish falls, however, the shoal loses this ability and relies again on safety in numbers.

Hit Points: 200d20, **swarm**

Movement: 12ft per action **underwater**

Speed: 8

Strength: 22 (+6)

Dexterity: 11

Constitution: 6

Intelligence: 6

Wisdom: 12 (+1)

Charisma: 3

Mana Points (3)

Equipment: Little Teeth (d3, *one-handed*), Fish Scales (+8 AC, *light armour*)

- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Peaceful:** This creature avoids conflict. It will not attack unless provoked; it will generally flee from **combat**.
- **Swarm:** This creature is actually a swarm of many smaller beings, therefore for the purposes of **combat** and the **turn sequence** it is treated as one creature (in other words, it may perform (2) **actions** per **turn**), and has a single hit point score. Its numbers provide an advantage, however, in that when it attacks

in melee combat, it may make (d10) attacks per **action** with its **equipped** weapon, rather than simply (1).

- **Royal Flush:** When a Shoaling Baitfish group numbers over 1,000 individuals (represented as the shoal collectively having 1000 or more hit points), they have congregated around a “Queen Baitfish”. The “Queen Baitfish” is like any other Shoaling Baitfish, save that she is iridescent blue in colour, rather than silver striped, and she tends to appear in the centre of the shoal, protected by layer upon layer of other Shoaling Baitfish. The “Queen Baitfish” is a highly sought-after prize. When a “Queen Baitfish” is present in a shoal, the group becomes able to act in its own defence, gaining the “Protect The Queen”, “Cornered Devil”, and “Sea Spout” abilities, and losing the “Peaceful” **trait**.
- (only if more than 1,000 hit points) **Protect the Queen** (Ability / 1 mana point): The group seeks to protect a special individual within its number. The shoal may split into (2) equally sized swarms (the hit points are divided between them equally). They are now treated as two **swarm** combatants for the purpose of **combat** and the **turn sequence**. One shoal will contain the ‘Queen Baitfish’, and may move an additional 20ft in any direction on the **turn** this ability is used. This may take the shoal out of **combat**, however, enemies may *not* make **fleeing strikes** against the shoal. The second shoal will continue to attack its foe even at risk to its own life. The two individual groups may spend (1) **action** to recombine into a single group at no mana cost. While separated, the two shoals pool **mana points** and hit points.
- (only if more than 1,000 hit points) **Cornered Devil** (Ability / 1 mana point): It is said that a cornered prey will bite its attacker. The shoal forms into different shapes such as pillars, waves, fists and arrowheads to use blunt force and weight of numbers to overwhelm an attacker. The Shoaling Baitfish make (1) melee attack that hits automatically and inflicts the **dazed** effect for (2) **turns**.
- (only if more than 1,000 hit points) **Sea Spout** (Ability / 1 mana point): As an absolute last resort, this group of creatures can form into a vast tornado of living bodies. In the eye of the storm, as it were, the “Queen Baitfish” flits about, ordering the lesser

Shoaling Baitfish at her will. “Sea Spout” is a ranged attack that can target any enemy within 30ft. It inflicts (3d6) **water damage** with **overpower**. If the ability is used against a seafaring vessel, such as a ship, it causes a vessel to spin wildly, forcing all aboard to roll a **saving throw** to see if they stay on board or are knocked into the water (Dexterity versus Strength).

GUNSLINGER SHRIMP

This vividly patterned sea creature is as much a marvel of evolution as it is surprisingly deadly. It is a compact lobster, coloured like an iridescent peacock, prized by daring fishermen for the decadent succulence of its flesh. Unique amongst its crustacean brethren in Dead World, its left pincer tends to be small and underdeveloped, while its right pincer is gargantuan. It can swing the pincer with such unrestrained speed that it fires blasts of superheated water from the attacking claw. It is also able to click the attacking claw with such force that it creates a wave of sound capable of disorientating its foes. On top of that, it can wield the brute claw most fearsomely to shatter even the toughest metal plate as if it were mere fragile glass. Approach it with caution (and grill it with butter if you manage to slay it)!

Hit Points: 6d6

Movement: 6ft per action

Speed: 5

Strength: 10

Dexterity: 18 (+4)

Constitution: 14 (+2)

Intelligence: 6

Wisdom: 8

Charisma: 8

Mana Points (6)

Equipment: Attacking Claw (4d6, *one-handed*), Crustacean Carapace (+12 AC, *light armour*)

- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Boiling Blast** (Ability / 1 mana point): This creature swings its pincer in a wicked windmill, firing a blast of superheated water at its foes. It is a ranged attack which is **magic** (4), **water** (1) and **flaming** (1). It targets a single foe within (15ft) and hits automatically.

- **Gunfire Crack** (Ability / 1 mana point): The Gunslinger Shrimp generates a harsh wall of sound by clicking its giant claw. All enemies within earshot suffer the **traumatised** insanity effect for (d6) **turns**.
- **Crush Claw** (Ability / 1 mana point): This creature uses a claw with such enormous grappling power that it can demolish armour, obliterating it into scraps of shorn metal. Roll to hit as normal. If the attack is successful, it does not inflict damage. Instead, it destroys the target's currently **equipped armour**, shattering it into its constituent materials.
- **Disengage** (Ability / 1 mana point): The creature engaged in melee **combat** may immediately move (d6)ft + Dexterity Bonus in any direction (including over other characters or monsters, so long as they end their **movement** in an open space), effectively ending the **combat**.



DUELLING FENCERFISH

This fish goes by many names depending on your location on Dead World. Whatever language you speak and whatever oceanic fishing grounds you hunt, however, a single fact will be acknowledged in every tongue: the Duelling Fencerfish is the king of sport fish. Capable of reaching extremely high speeds, faster than any other known aquatic creature, it makes for a powerful foe if angered. It has a broad sail membrane on its back for manoeuvrability, a wicked longsword of a bill that can puncture metal plate with ease, jaws like barbed combs capable of breaking metal weaponry with a mere twist... and no patience for idle hunters. No wonder taverns with Duelling Fencerfish mounted over the fireplace are so proud of their trophies.

Hit Points: 12d8

Movement: 30ft per action **underwater**

Speed: 12

Strength: 19 (+4)

Dexterity: 15 (+2)

Constitution: 16 (+3)

Intelligence: 10

Wisdom: 11

Charisma: 6

Mana Points (3)

Equipment: Longsword Bill (2d8, long, one-handed), Streamlined Scales (+14 AC, light armour)

- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Sail Membrane** (Ability / 1 mana point): This creature can increase its manoeuvrability by deploying its dorsal sail. It increases its **speed** by +3 and its AC by +3 for (3) turns.
- **High Velocity Puncture** (Ability / 1 mana point): This creature maximises the kinetic energy inflicted by a high-speed strike from its Longsword Bill. It makes (1) attack in **combat** that hits automatically, inflicting (5d8) points of damage with **overpower**.

- **Swordbreaker Jaws** (Ability / 1 mana point): If this creature is being attacked in melee combat by any cutting or stabbing weapon (as opposed to a blunt weapon), it may expend (1) **mana point** in reaction to a melee attack for a chance to lock the weapon in its barbed-cone jaws and to break the weapon into its constituent materials. To do this, the Duelling Fencerfish rolls a $d20 + \text{Dexterity Bonus}$. If the result is equal to or greater than the opponent's roll 'to hit', the attack is nullified and the target's **equipped** weapon, the one used to attack, is destroyed and broken into its constituent parts. "Swordbreaker Jaws" may not be used against abilities, ranged attacks, or spells.

DETONATOR BARRACUDA

This fish is a sight maligned by any mariner with a lick of sailing experience. Highly territorial, they are proud hunters with a truly terrifying knack for blowing holes in the hulls of ships. Sleek like an arrow, they often linger in small schools on the edge of craggy reefs, consuming lesser prey with impunity until disturbed by the passing shadows of larger interlopers. Not even Leviathans are safe from the assaults of these awful fish. Their suicidal strikes do, however, only seem to be aimed at large objects within their territory, leading fishermen to the habit of placing vivid orange buoys afloat above known areas of Detonator Barracuda activity. The buoys are anchored to the seabed by the brave pilots of small vessels; these sailors are so tough they usually make it home alive to tell the tales of their exploits, describing in detail the smouldering wrecks of bigger vessels, marking the coasts of Dead World as solemn memorials to this deadly creature.

Hit Points: 6d6

Movement: 10ft per action **underwater**

Speed: 11

Strength: 15 (+2)

Dexterity: 12 (+1)

Constitution: 12 (+1)

Intelligence: 4

Wisdom: 4

Charisma: 4

Mana Points (2)

Equipment: Dagger Jaws (3d8, *one-handed*), Fish Scales (+8 AC, *light armour*)

- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Territoriality:** This creature defends a certain patch of territory, rarely straying from the confines of its domain. It will, however, act with immense aggression towards interlopers. In this case, any living creature or vessel it detects in its territory which is

over 15ft in length will trigger it to pursue and initiate **combat**. If its quarry escapes the boundary of the creature's territory, it will not pursue the foe beyond that boundary.

- **Sleek Speed-Burst** (Ability / 1 mana point): This creature is streamlined to the point of being a motion blur underwater. It may spend (1) **mana point** to double its **movement** distance for the remainder of the **turn**.
- **Colossal Detonation** (Ability / 1 mana point): Through magic or some as yet undiscovered chemical reaction, this creature can detonate itself on impact with any creature or vessel larger than 15ft in length. This counts as a ranged attack, with a range equal to the Detonator Barracuda's **movement**, that hits automatically. The creature using this ability dies on impact, but the explosion is so powerful that it inflicts (20d20) damage on the recipient. This attack is unusable on creatures less than 15ft in length.

KELP MONSTER

These hideous creatures can most commonly be found scavenging the debris found on beaches after heavy storms. It is thought that they live in the shoreline caves which pockmark the oceanic fringes of Dead World. Dank and gruesome, they take the form of decomposing piles or seaweed and detritus, squelching and mouldering their foul way across remote beaches in search of food. They are aggressive to the point of berserk rage if disturbed, attacking with shocking speed until the interloper has been eviscerated. Better to leave them well alone, unless you have a torch!

Hit Points: 8d6

Movement: 6ft on land and in shallow water, 4ft while **underwater**

Speed: 11

Strength: 18 (+4)

Dexterity: 5

Constitution: 15 (+2)

Intelligence: 4

Wisdom: 12 (+1)

Charisma: 1

Mana Points (1)

Equipment: Flapping Mass (d8, *two-handed*), Decaying Layers (+6 AC, *light armour*)

- **Born of Filth:** The creature is **immune** to **dirty**, **poison**, and **venom** effects. All attacks cause **overpower** and **dirty**.
- **Flotsam and Jetsam** (Ability / 1 mana point): This ability targets (2) enemies within 15ft. They are hit automatically by a barrage of disgusting, salty sputum thrown up from the writhing mass of seaweed attacking them. The attacks inflict the **dirty** and **wet** status effects and cause **earth damage** at **power level** (6)
- **Fear of Fire:** Any fire within 10ft of this creature will inflict the **terrorised** insanity effect upon it for (1) **turn**.

LIVING SEAGREED

It is still unknown whether or not this is a plant, creature, or devil of some sort. Made up of tendrils of smooth, bottle-green, flexible fibres which come alive whenever a prey item comes too close, Living Seagreed has dragged many an unwary beach-goer to a watery grave. They favour fresh meat more than anything else, and make Dead World's craggy coastlines a hazardous zone. Their pods tend to latch onto the rocky beds of sunlit seas, stretching up as they grow to maturity eventually to splay across the water's surface. Once a victim has been ensnared and duly drowned, they are enveloped in the seaweed's fronds, their vitality drained until there's nought but bones to drift off in the current.

Hit Points: 12d12, **swarm**

Movement: 0ft, immobile

Speed: 3

Strength: 14 (+2)

Dexterity: 16 (+3)

Constitution: 13 (+1)

Intelligence: 3

Wisdom: 3

Charisma: 2

Mana Points (3)

Equipment: Prehensile Fronds (2d6, *ranged*, 30ft), Flexile Seastuff (+8 AC, *light armour*)

- **Regeneration** (d6)
- **Perception** (see Special Rules)
- **Sneak Attack** (see Special Rules)
- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Swarm:** This creature is actually a swarm of many smaller beings, therefore for the purposes of **combat** and the **turn sequence** it is treated as one creature (in other words, it may perform (2) **actions** per **turn**), and has a single hit point score. Its numbers provide an advantage, however, in that when it attacks

in melee **combat**, it may make (d10) attacks per **action** with its **equipped weapon**, rather than simply (1).

- **Anchor Grip** (Ability / 1 mana point): This ability may target (1) enemy within 30ft. The attack automatically hits and causes 0 damage. The target must make a **save throw** (Constitution versus Strength) or suffer **paralysis** for (d6) **turns**.
- **Drag to Drown** (Ability / 1 mana point): This attack targets (1) enemy that is suffering from the **paralysis** effect. The target is immediately dragged 30ft towards the Living Seagreed and plunged **underwater**. Unless the target is able to **breathe underwater**, they will begin to take **drowning** damage as normal. "Drag to Drown" may only be performed on (1) target at a time, regardless of the size of the Living Seagreed. If the Living Seagreed loses (2) or more of its individual plants, however, it will relinquish its hold and the target will immediately surface from **underwater**.

CRABKIN

The gigantic crabkin are feared by all throughout Dead World. Though many of their colonies have been extinguished by either the encroaching Ever-Dark or selfish humans hunting them for their valuable chitin, large congregations of them are known to still exist. Towering over thirty feet tall, with claws that can rend platemail as easily as paper, and gifted with supernatural intelligence and telekinesis, only the most potent warriors or hunters could dare face them. Were it not for their preference for aquatic abodes, the crabkin would long ago have conquered Dead World.

Hit Points: 12d20

Movement: 10ft per action on land, 20ft per action in water

Speed: 6

Strength: 26 (+8)

Dexterity: 10

Constitution: 22 (+6)

Intelligence: 18 (+4)

Wisdom: 10

Charisma: 2

Mana Points (2)

Equipment: Razor Sharp Pincer (2d6, *one-handed*), Razor Sharp Pincer (2d6, *one-handed*), Crab Chitin (+12 AC, *heavy armour*)

- **Aquatic:** The creature may **breathe underwater** indefinitely. All attacks cause **overpower** and **wet**.
- **Ambidextrous** (see Special Rules)
- **Abscessed Wounds:** If a humanoid character suffers damage from a Crabkin, there is a 10% chance they will contract **disease: "Lockjaw"**, and a 10% chance they will contract **disease: "Bacterial Infection"**.
- **Sweeping Strikes** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.

- **Rending Strike** (Ability / 1 mana point): The beast makes (1) attack which hits automatically. The attack causes **grievous bleeding** in addition to normal weapon damage.
- **Telekinesis**: The Crabkin can manipulate objects with their mind, including themselves. The Crabkin can move any object of equal or lesser weight than themselves that is within 12ft. They can move the object up to 12ft. If the object is explosive (such as a Gunpowder Satchel) they can detonate it. Alternatively, the Crabkin can levitate up to 12ft high in the air.

ABYSS DWELLER

In the darkest trench of the deepest ocean, foul life yet stirs. An affront to all civilised lifeforms, Abyss Dwellers are some of the ugliest and most terrifying creatures known to inhabit Dead World. Only a handful have ever been encountered by the living, for their homes are thankfully so impossible to reach. Gigantic, finned, jellified monstrosities, their gaping maws are filled to the brim with foot-long bio-luminescent needles. Abyss Dwellers are the apex predators of the seas' underbelly and, for now, Dead World waits with baited breath for the day to come when one can be slain in single combat, rather than washing up dead and swollen on starlit shores.

Hit Points: 10d20

Movement: 30ft **underwater**

Speed: 6

Strength: 15 (+2)

Dexterity: 10

Constitution: 14 (+2)

Intelligence: 18 (+4)

Wisdom: 24 (+7)

Charisma: 5

Mana Points (6)

Equipment: Abyssal Maw (8d6, *two-handed*), Transparent Jelliform (+15 AC, *light armour*, **resist magic** (50%), **immunity to overpower**)

- **Aquatic:** The creature may **breathe underwater** indefinitely. All attacks cause **overpower** and **wet**.
- **Strike From The Shadows** (see Special Rules)
- **Unnerving Bite** (Ability / 1 mana point): The creature makes (1) attack against an enemy within reach of their equipped melee main-hand weapon. The attack automatically hits, causes normal damage, and inflicts the **traumatised** insanity effect for (2) turns.
- **Bioluminescent Trick** (Ability / 3 mana points): The creature manipulates natural lights running up and down the length of its body to trick its foes into believing the creature is heading

elsewhere in the darkness. Once activated, this ability lasts one **full turn cycle**. While active, all attacks aimed at the Abyss Dweller, whether melee or ranged, will automatically miss.

- **Dark Blast** (Offensive Spell / 2 mana points): The creature knows nothing save life in the terrifying abyss. It can emit a wave of pressurised darkness, inflicting (2d20) **dark damage** on all foes within 20ft.

ANCIENT SQUIDBEAST

Ancient enemies of the crabkin, the squidbeasts are tremendous creatures that rarely come to the surface world, unless they are driven there by encroaching darkness, or their hunger becomes impossible to satisfy in the depths. When they arrive on a populated shore, such as a seaside town, they can bring devastation to the entire population, picking helpless villagers and townsfolk up with their tentacles and feeding them into their beak-like maw. Sometimes, certain aquatic cults have been known to intentionally summon squidbeasts using curious magical instruments: bells and gongs that are thought to resonate through the waters and draw the monsters to the surface.

Hit Points: 40d20

Movement: 5ft per action on land, 30ft per action in water

Speed: 4

Strength: 28 (+9)

Dexterity: 16 (+3)

Constitution: 30 (+10)

Intelligence: 14 (+2)

Wisdom: 12 (+1)

Charisma: 2

Mana Points (6)

Equipment: Deadly Beak, (4d6, *one-handed*), Lashing Tentacles (5d6, *ranged*, 30ft), Squidflesh (+8 AC, *light armour*)

- **Aquatic:** The creature may **breathe underwater** indefinitely. All attacks cause **overpower** and **wet**.
- **Colossal Mass:** The creature is of such colossal size that any blow suffered from it is devastating. All attacks from a creature with “Colossal Mass” **knock back** (2d6)ft. If the creature with “Colossal Mass” scores a **critical hit**, its damage is *tripled* rather than doubled.
- **Tentacle Frenzy** (Ability / 2 mana points): The monster makes (d6) attacks with their “Lashing Tentacles” weapon within the

space of (1) **action**. The attacks may target different targets or the same target.

- **Inkspray** (Ability / 2 mana points): All enemies within a 12ft radius of the monster must make a **saving throw** (Dexterity versus Dexterity) or suffer the **blinded** and **venom** effects for (2) **turns**.

CARAPACE TURTLE

How these creatures can manage to swim has baffled Dead World naturalists since the dawn of time. They are, in appearance, broadly the same in shape as any sea turtle, however the similarities end there, for their shells are reinforced with magical bedrock and they can grow to colossal sizes. Allegedly they may live for thousands of years and, when they die, their vast bodies become new islands in their own right. Death begets life anew and nature's endless cycle re-completes. An old seafaring legend tells of a Carapace Turtle that reached 1000ft in length and has yet to terraform – stranger things have happened at sea, of course.

Hit Points: d20 per 10ft of size

Movement: 10ft while swimming per 30ft of size, 4ft while grounded per 30ft of size

Speed: 4 while swimming, 1 while grounded

Strength: 4 per 10ft of size

Dexterity: 4

Constitution: 4 per 10ft of size

Intelligence: 4 per 30ft of size

Wisdom: 4 per 30ft of size

Charisma: 8

Mana Points (1 +1 additional mana point per 10 ft of size)

Equipment: Flippers (d6, *one-handed*), Reinforced Carapace (+10 AC, *heavy armour*)

- **Scaled Power:** For every 10ft of size, increase the damage of the Carapace Turtle's "Flipper" weapon by d6, and their AC value by +4. If the Carapace Turtle is greater than 100ft in height, it gains the "Colossal Mass" special **trait**.
- **Stone Shell:** This creature is **immune** to the **wet** status effect, and has **resist earth** (25%), **resist water** (50%), and **resist lightning** (100%).
- **Peaceful:** This creature avoids conflict. It will not attack unless provoked; it will generally flee from combat.

- (only if larger than 100ft) **Colossal Mass:** The creature is of such colossal size that any blow suffered from it is devastating. All attacks from a creature with “Colossal Mass” **knock back** (2d6)ft. If the creature with “Colossal Mass” scores a **critical hit**, its damage is *tripled* rather than doubled.

DENIZENS OF THE SWAMP

GIANT POLLIWOG

These creatures have long been the subject of study by Dead World naturalists, for although the exact details of their life cycle remains largely a mystery even to the learned, it is generally accepted that these are the juvenile form of the Toad King. With the face and forelimbs of an under-developed frog and the finned tail of a fish, debate still rages amongst the scientific community as to where these odd creatures ought to be placed in relevant literature, for no one has ever been able to document the exact moment of metamorphosis from tadpole to polliwog, nor from polliwog to Toad King. Nevertheless, these animals often reach lengths just shy of six feet in total, and they can often be seen lounging in groups across mouldering tufts of bog grass or tucked away in filthy reed beds. They are generally peaceable and happy to mind their own business when travellers pass them by, but when provoked they will defend themselves with gusto only to eventually flee into murkier and less reachable water courses to seek refuge from their attackers. May you ever hope that they do not summon their Toad King guardian to aid them against you.

Hit Points: 5d6

Movement: 8ft

Speed: 8

Strength: 11

Dexterity: 12 (+1)

Constitution: 10

Intelligence: 12 (+1)

Wisdom: 12 (+1)

Charisma: 5

Mana Points (2)

Equipment: Lesser Projectile Tongue (2d6, ranged, 6ft), Fishy Tail (2d8, one-handed), Slimy Skin (+6 AC, light armour)

- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Peaceful:** This creature avoids conflict. It will not attack unless provoked; it will generally flee from **combat**.

- **Tongue Barrage** (Ability / 1 mana point): This creature can make up to (3) ranged attacks with its “Projectile Tongue” in a single **action**. Successful hits have a 50% chance of inflicting the **dirty** status effect on the target.
- **Tail Slap** (Ability / 1 mana point): This creature can make (1) particularly forceful attack that automatically hits a single foe, dealing (2d8) damage and **knocking back** (d8)ft (this can effectively end **combat**).
- **Plaintive Croak** (Ability / 1 mana point): This ability may only be used when the creature using it is at or below 50% of its overall hit points. The creature lets out a desperate croaking noise. It has a 50% chance of immediately summoning a **Toad King** creature to assist it in the fight. If successful, this ability will necessarily affect the **turn sequence**.

MARSH STALKER

There are many names for this creature depending on which community of terrified, swamp-dwelling people you speak to. You may hear them whisper in hushed fear of 'Ghost Cats', 'Leaping Death' and even 'Night Shriekers', but it matters not what they are called. They are felines around 7ft in length when fully grown and a dun brown in colour. It is notable how reclusive these animals manage to remain, for their elusive nature has contributed a great deal to the folklore surrounding them. It is more diligent a hunter than most rangers can purport to be, its very existence only being recalled by the haunting yowls it lets out when it makes a kill and the sheer terror it inspires in the people who live near its marshy domain. It is believed that the best defence against attack by a Marsh Stalker is simply to be able to outrun other members of your own party, though that is by no means a guarantee of safety. They seem to prefer making their kills in solitude as night begins to fall; by the time it pounces on you, it will have stalked you in silence for half a day already. In fact, your last sight before it chokes you to death with its crushing bite may very well be its lamplight eyes sweeping down upon you from the inky void.

Hit Points: 8d8

Movement: 12ft per action

Speed: 12

Strength: 19 (+4)

Dexterity: 17 (+3)

Constitution: 12 (+1)

Intelligence: 12 (+1)

Wisdom: 12 (+1)

Charisma: 10

Mana Points (3)

Equipment: Feline Claws (2d6, *one-handed*), Predator's Jaws (d20, *one-handed*), Feline Pelt (+10 AC, *light armour*)

- **Strike From The Shadows** (see Special Rules)
- **Sneak Attack** (see Special Rules)

- **Creature of Eres:** If a humanoid character suffers damage from a Marsh Stalker, there is a 10% chance they will contract **disease: “Eresian Fever”**.
- **Vanish** (Spell / 2 mana points): This spell cannot be activated in **combat**. The Marsh Stalker turns fully **invisible**, meaning they **cannot be detected** regardless of whether they are in **line of sight**. **Invisibility** lasts for (6) **turns**. **Invisibility** ends when the Marsh Stalker attacks.
- **Savaging Pounce** (Ability / 1 mana point): This creature is stealthy in the extreme, usually hunting its quarry for hours before making the most opportune ambush strike. It leaps and dives onto a single target within 12ft, inflicting a bite with its “Predator’s Jaws” that hits automatically and deals (d20) damage. In addition, the attack inflicts the **bleeding** status effect for (4) **turns** and the **paranoid** insanity effect.
- **Haunting Yowl** (Ability / 1 mana point): The creature unleashes a hideous feline yowl, almost supernatural to the untrained ear, that echoes all around and unnerves its prey. All foes within earshot suffer the **traumatised** status effect for (2) **turns**.

LEECH SWARM

To call these blood-red creatures an appalling blight would be an appalling understatement. Their swarms usually number in the low thousands, though a certain swamp-dwelling doomsday cult foretells the coming of a swarm of leeches so vast it will engulf Dead World. We consider this unlikely, for the leeches have never been known to stray from their boggy homeland. They are horrifyingly capable of traversing land and water, sometimes forming aquatic shoals and sometimes coating shrubs and trees to grasp at unwary passers-by brushing their way through the undergrowth. Most awfully of all, they have been observed to drop drop en masse from the canopy of overgrown trees, a repellent crimson rain coming down to earth, to drain the vital juices from the poor souls on the ground.

Hit Points: 100d20, **swarm**

Movement: 1ft per action on land, 6ft **underwater**

Speed: 1

Strength: 1

Dexterity: 1

Constitution: 1

Intelligence: 1

Wisdom: 1

Charisma: 1

Mana Points (1)

Equipment: Needle Teeth (d3, *one-handed*)

- **Sightless Bloodseekers:** This creature has no eyes and is thus immune to **blinding**. It senses the world around it with its ravening hunger for blood alone. It can automatically sense and seek out any creature with blood within 30ft (for instance it would not be able to detect Plantfolk). It will not harm any foe without blood, those foes being uninteresting to it.
- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.

- **Creature of Eres:** If a humanoid character suffers damage from a Leech Swarm, there is a 10% chance they will contract **disease:** “**Eresian Fever**”.
- **Marsh-dweller:** If a humanoid character suffers damage from a Leech Swarm, there is a 10% chance they will contract **disease:** “**Swamp Rot**”.
- **Swarm:** This creature is actually a swarm of many smaller beings, therefore for the purposes of **combat** and the **turn sequence** it is treated as one creature (in other words, it may perform (2) **actions** per **turn**), and has a single hit point score. Its numbers provide an advantage, however, in that when it attacks in melee **combat**, it may make (d10) attacks per **action** with its **equipped** weapon, rather than simply (1).
- **Blood Drain** (Ability / 1 mana point): The Leech Swarm makes (1) attack against a target in melee range. Each time this occurs, the GM rolls 2d20 to calculate the number of individuals attached to a target in this way. For every (1) member of the Leech Swarm attached to a foe, the foe loses (1) hit point as its blood is drained.
- **Sanguine Satisfaction:** If, at the start of its **turn**, (10) or more leeches in the Leech Swarm are attached to creatures via “Blood Drain”, Leech Swarm may restore (1) lost **mana point**.
- **Removable:** Enemies may spend (1) **action** to remove (2d6) members of the Leech Swarm from their body. They take (1) damage for each individual removed in this way.

BOG FIEND

These creatures are horrors to behold. They appear to be the waterlogged reanimated corpses of fallen adventurers lost to the muck and mire, however their true nature is even more sinister. A recent dissection of a Bog Fiend slain in combat revealed that the decomposing flesh of the host was riddled with enormous parasites that wrested control of the body from its original owner. When cut into, these parasites revert to an inert black ooze, apparently dying for good. Thus it can be concluded that what attacks you in the remote swamps of Dead World is in fact not the handiwork of necromancers, but rather the impure design of an unsmiling deity with no regard for the sanctity of life. Avoid them at all costs, lest you fall and have your mind overtaken by the same deadly swarm.

Hit Points: 10d6

Movement: 7ft

Speed: 4

Strength: 16 (+3)

Dexterity: 14 (+2)

Constitution: 22 (+6)

Intelligence: 10

Wisdom: 12 (+1)

Charisma: 10

Mana Points (3)

Equipment: Rusting Plate (+10 AC, *heavy armour*), Randomised Weaponry (this creature carries up to (2) basic weapons randomly rolled from the Equipment Store (if a weapon is *ranged*, it also gains (10) basic ammunition for that weapon), as its host was a wandering explorer and would have been equipped as such)

- **Born of Filth:** The creature is **immune** to **dirty**, **poison**, and **venom** effects. All attacks cause **overpower** and **dirty**.
- **Marsh-dweller:** If a humanoid character suffers damage from a Bog Fiend, there is a 10% chance they will contract **disease**: “Swamp Rot”.

- **Ooze Sling** (Ability / 1 mana point): The creature is capable of spitting wads of vile black fluid at all foes within a 6ft radius of its location. Each foe within range suffers (1) attack from the ooze that automatically hits. Every target struck must make a **save throw** (Constitution versus Dexterity). If the target fails the **save throw**, they suffer (3d6) damage, the **wet** and **dirty** status effects, and must reduce their **speed** by (-3) until **combat** resolves.
- **Protozoan Life Force**: The creature in control of the host body is an extremely primitive and disgusting form of life. However primitive it may be, it still harbours that spark of instinct that drives it to survive at all costs. This creature's stats are taken to be those of its host – when its host perishes, it forms a black ooze that can automatically sense all dead creatures and humanoids within 18ft. If there is an available corpse, it will flow over to the dead body (moving 6ft per **action**) and reanimate it as soon as it is able to do so, gaining the new host's stats and equipment, as if the host were alive and at **maximum hit points**. If there is no dead body within range, the ooze becomes an inert liquid and suffers **permanent death**. If the ooze takes a single hit while moving to inhabit a new host, it automatically perishes. The ooze counts as having an AC of 18 and 1 hit point while moving in this form.

HAXOLOTL

These small creatures are often kept as pets by swamp dwelling folk with the nous to raise them in vivaria from their jellied eggs. They make affectionate companions and loyal guard creatures, possessing the size and intelligence of a well-trained herding dog when fully grown. They have the uncanny ability to regenerate, to the point of even regrowing lost limbs, such that they can only be killed if stricken by the most grievous injuries or, in most cases, old age. They have gill fronds around their necks that both allow them to breathe underwater and which are incredibly sharp in spite of their appearance. When defending themselves or their masters, they will charge their attacker, biting, striking and whirling their hacking blades until their foe has been torn to ribbons. It is even said that they have a limited magical capacity, for their owners are believed to be hardier than others against the difficulties presented by their squalid homelands.

Hit Points: 5d6

Movement: 8ft

Speed: 6

Strength: 13 (+1)

Dexterity: 12 (+1)

Constitution: 24 (+7)

Intelligence: 12 (+1)

Wisdom: 10

Charisma: 12 (+1)

Mana Points (2)

Equipment: Bladed Neck (2d8, *one-handed*), Claw Pads (d6, *one-handed*), Slimy Skin (+6 AC, *light armour*)

- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Scopulae:** Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb* **percentile rolls**. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.

- **Regeneration** (5d6)
- **Warrior's Heart:** When the Haxolotl is reduced to 0 hit points, they may re-roll a failed **death save**.
- **Loyalty:** This creature can be **tamed** and become an ally if its owner has raised it by hand from an egg. If found in the wild, it tends to form tight-knit groups of at least (5) individuals for self-defence.
- **Medicinal Aura:** This creature has a healing presence. It can heal all **diseases** with touch, including **diseases** such as "**Transmutative Haemophilia**" which cannot normally be cured by ordinary means. It cannot cure "**Addiction**", however, for that illness dwells at least partly in the mind and habits of the sufferer.
- **Whirling Strike** (Ability / 1 mana point): The creature launches itself at its foe. It covers 6ft of distance and spins its "Bladed Neck", making (2) attacks in (1) **action**.

TOAD KING

Should you be unlucky enough to have to venture into one of Dead World's manifold swamps, it goes without saying that you should always keep your wits about you. Toad Kings are one reason for this. At full maturity, they can reach the size of a small house, but they can easily be missed as they lurk, camouflaged and submerged beneath the surface of their mire home, silently waiting for their prey to stray too near. It is said that these creatures are the foul chorus that can be heard as swift night descends across fenlands everywhere, however, the only Toad King baritone you're ever likely to hear will belong to a full one, having eaten to its satisfaction during the preceding day. Beware their projectile tongues and ungainly leaps, for distance alone may not save you from becoming its next unfortunate meal. Their size and stout stature both conceal a deceptively agile predator to those who have never encountered one before.

Hit Points: 10d6

Movement: 8ft

Speed: 10

Strength: 13 (+1)

Dexterity: 20 (+5)

Constitution: 12 (+1)

Intelligence: 10

Wisdom: 12 (+1)

Charisma: 3

Mana Points (2)

Equipment: Projectile Tongue (3d6, ranged 12ft), Warty Skin (+8 AC, light armour, **resist water** (75%))

- **Strike From The Shadows** (see Special Rules)
- **Regeneration** (d6)
- **Cold Blooded:** This creature is **immune** to **bleeding** and **grievous bleeding** effects.
- **Tongue Barrage** (Ability / 1 mana point): This creature can make up to (3) ranged attacks with its "Projectile Tongue" in a single **action**. Successful hits have a 50% chance of inflicting the **dirty** status effect on the target.

- **Crushing Leap** (Ability / 1 mana point): This creature is bulky, but still able to jump through the air for defensive and offensive purposes. It can move (by leaping high into the air) a maximum of 12ft in a single direction. It may choose to leap on top of a foe or foes within this range. Any foe caught beneath the creature when it lands suffers (d20) damage and the **dazed** effect for (1) **turn** as well as the **crippled** effect for (6) **turns**. This ability may also be used to end **combat**.
- **Foul Croak** (Ability / 1 mana point): The creature lets out an awful croaking noise, as well as the bilious gas of its innards. All enemies within 6ft of the Toad King must make a **save throw** (Constitution versus Strength) or suffer **disease: "Swamp Rot"**.

VOLT LAMPREY

Denizens of the murkiest mires and the foulest bogs, these jet-black eel-like fish can squirm their way through the tightest gaps. They are generally solitary, only forming groups when they are ready to spawn. They are most at home slithering between mangrove roots, haunting weed choked reed beds, and lurking in stagnant lakes. If seen from the shore, they will often appear as elongated shadows moving solemnly between the obstacles littering the bottom of their watery realm. They have no eyes, sensing the world around them by means of biologically advanced electroreceptors lining their whiskered faces. Though they are unable to inflict too much damage with their peculiarly circular jaws, they can channel their electricity into the water surrounding them to stun even a large team of adventurers with a single, staggeringly violent bolt. If they can be caught, their flesh is delicious in 'Volt Lamprey Pie'; insulated gloves may be required in any event.

Hit Points: 2d20

Movement: 6ft per action

Speed: 3

Strength: 10

Dexterity: 12 (+1)

Constitution: 10

Intelligence: 16 (+3)

Wisdom: 12 (+1)

Charisma: 8

Mana Points (4)

Equipment: Lightning Whiskers (d6, **lightning** (10), *ranged*, 10ft), Circular Jaws (d4, *one-handed*), Eyeless Insulation (+5 AC, *light armour*, **resist lightning** (100%))

- **Blind Hunger:** Volt Lampreys are immune to **blinding**.
- **Lurk In Water:** The Volt Lamprey's "Lightning Whiskers" automatically hits any enemy submerged in or touching the same body of water as the creature.
- **Flexible Writhing:** This creature can be tricky, nay downright dangerous, to bring down in hand-to-hand combat as it will

violently writhe and splash foaming water to disorientate its attacker. All melee attacks made against it suffer (-4) on 'to hit' rolls.

- **Paralysing Pulse** (Ability / 1 mana point): This creature can produce a wave of crippling electrical energy. All foes touching the body of water the creature is in suffer **lightning damage** at **power level** (2). Each foe hit by the "Paralysing Pulse" must make a **saving throw** (Constitution versus Intelligence). If they roll lower than the creature, they are **paralysed** for (1) **turn**.
- **Slime Gush** (Ability / 2 mana point): This creature is able to excrete a horrifyingly vast quantity of slime from pores all over its body. The Volt Lamprey may also use "Slime Gush" to automatically nullify enemy magic, melee attacks, Combat Abilities, or ranged attacks for the cost of (2) **mana points**. The Volt Lamprey may activate "Slime Gush" during an opponent's **turn**, after they have declared that they are going to cast an **offensive spell**, or use a Combat Ability or ranged attack on the Volt Lamprey. This ability may only be activated once per **full turn cycle**.

OCTOGATOR

If the swampland creatures mentioned prior to the Octogator have not yet convinced you to avoid this environment at all costs, then there is little hope left for you (or your sanity). These creatures are enough to repel even the hardest travellers. A hideous amalgam of reptile and kraken, their gnashing jaws and sucking tentacles have made an untimely end to many a foolhardy adventurer. These monstrosities have been known to swarm unwary paddlers traversing barely knee-high water, whipping them down into the boggy muck and engulfing them in a thrashing black tide that may very well be their victim's final sight. Their bite is agony, their grip is iron, their camouflage is absolute; the Octogator is the reason why the swamps of Dead World are so rarely ever the subject of incursions, heedless or otherwise.

Hit Points: 6d8

Movement: 10ft per action

Speed: 9

Strength: 14 (+2)

Dexterity: 12 (+1)

Constitution: 12 (+1)

Intelligence: 10

Wisdom: 15 (+2)

Charisma: 5

Mana Points (3)

Equipment: Alligator Jaws (2d8, *one-handed*), Tentacled Arms (d8, *one-handed, long*), Scaled Skin (+11 AC, *light armour*)

- **Strike From The Shadows** (see Special Rules)
- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Creature of Eres:** If a humanoid character suffers damage from an Octogator, there is a 10% chance they will contract **disease: "Eresian Fever"**.
- **Cold Blooded:** This creature is **immune** to **bleeding** and **grievous bleeding** effects.

- **Grapple** (Ability / 1 mana point): This ability may target (1) enemy within melee range. The attack automatically hits and causes 0 damage. The target must make a **save throw** (Constitution versus Strength) or suffer **paralysis** for (1) **turn**.
- **Death Roll** (Ability / 1 mana point): This ability can only be used against a target that is **paralysed** and within melee range. The Octogator bites down and twists violently with the foe in its maw, inflicting (d20) damage per point of Armour Class the target has.
- **Inkspray** (Ability / 2 mana points): All enemies within a 12ft radius of the monster must make a **saving throw** (Dexterity versus Dexterity) or suffer the **blinded** and **venom** effects for (2) **turns**.



SKIFF HIPPO

Colossal, nocturnal, highly aggressive and the single most persistently dangerous creature to be found in Dead World swamplands, these enormous hippos favour overgrown watering holes and deep mud sinks. By day they wait completely dormant, falling into a death-like torpor and slumbering with their snouts above the water's surface. Their backs, which lend these creatures their name, are broad and flat like wide pontoons, allowing brave adventurers to traverse swampland watercourses with unusual ease. By night, however, they stir from their sleep to strip the local area of plants in a vegetarian horde. They will crush buildings, mow down obstacles, and gore anyone stupid enough to come between them and their next meal. If a bull Skiff Hippo is protecting his harem, he will not hesitate, callously even, to utterly obliterate any perceived threat to his muddy empire. May your chosen deity grant you a swift death indeed should you find yourself stood in the path of a Skiff Hippo stampede, for it is believed that there is nothing that will stop them until they wear themselves out and their incandescent rage subsides.

Hit Points: 20d10

Movement: 9ft per action

Speed: 7

Strength: 23 (+6)

Dexterity: 15 (+2)

Constitution: 18 (+4)

Intelligence: 13 (+1)

Wisdom: 12 (+1)

Charisma: 9

Mana Points (3)

Equipment: Fortified Hide (+18 AC, *heavy armour*), Crushing Jaws (2d12, *one-handed*, 20% chance of inflicting **dirty**), Battering Skull (2d8, *one-handed*, 20% chance of inflicting **dazed** for (1) **turn**)

- **Enrage** (see Special Rules)
- **Born of Earth:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist earth** (50%) and **resist water** (50%).

- **Skiff Pathway:** During the day, this creature is treated as if it were **paralysed**, but it becomes **immune** and **resistant** to all forms of damage or status effects, including normal damage. Skiff Hippos float in groups atop the water's surface, their broad backs exposed to the sky, becoming traversable as if they were a sturdy pathway. In this state, their backs can bear any load.
- **Stampede** (Ability / 1 mana point): This creature is prone to fits of rage which trigger it to run or swim as a group at high speed. It moves 15ft per **action** in a single direction, dealing (2d20) damage to any foe in that path and inflicting **dazed** on the foe for (2) **turns**. If this creature is in a group, an individual using this ability will trigger all others in the group to join the stampede, even if they have already taken their **turn** or have yet to take their **turn**.
- **Harem Harbinger:** This **trait** only applies to male Skiff Hippos. If there are no other male Skiff Hippos within a 100ft radius, and rest of his group are female, he gains (+3) to his **critical hit rank**.
- **Submerge** (Ability / 1 mana point): This creature can dive to the bottom of a body of water and holds its breath (as described in Swimming, found in Exploration). Each **turn** spent **underwater** this way recovers (2d12) lost hit points.

ERESIAN CONSTRICTOR

These massive serpents are feared even by druids and rangers, for they are as much creatures belonging to the undead as to the world of the living. Though termed “constrictors” due to their colossal forms, able to crush the life out of even the sturdiest warriors, they are also highly venomous, and it is thought by some scholars that the unique venom contained in their fangs might be linked, or perhaps the progenitor of, vampirism itself.

Hit Points: 10d8

Movement: 14ft per action

Speed: 9

Strength: 22 (+6)

Dexterity: 12 (+1)

Constitution: 20 (+5)

Intelligence: 10

Wisdom: 16 (+3)

Charisma: 6

Mana Points (3)

Equipment: Venomous Fangs (3d6, *one-handed*, **venom**, 8% chance of **paralysing**), Scaled Skin (+11 AC, *light armour*)

- **Born of Water:** This creature can **resist water** (100%) and **breathe underwater** indefinitely.
- **Creature of Eres:** If a humanoid character suffers damage from an Eresian Constrictor, there is a 10% chance they will contract **disease: “Eresian Fever”**.
- **The Vampire’s Curse:** If a humanoid character suffers damage from an Eresian Constrictor, there is a 10% chance they will contract **disease: “Transmutative Haemophilia”**.
- **Cold Blooded:** This creature is **immune** to **bleeding** and **grievous bleeding** effects.
- **Blood Drinker:** When an Eresian Constrictor scores a **critical hit** in melee combat, they may regenerate (1) used **mana point**.

- **Crushing Constriction** (Ability / 1 mana point): This ability can only be used against a target that is **paralysed** and within melee range. The Eresian Constrictor ensnares the **paralysed** target in its massy coils, inflicting (d20) damage per point of Armour Class the target has.

FOETID PLAGUEPILLAR

This is the single most unpleasant life form to be found anywhere on Dead World. It has been a nightmare to study, for anyone who has approached a Foetid Plaguepillar has immediately fallen ill and thus become unable to effect their duties. All we have been able to observe is that it seems to be an immobile obelisk of rancid meat and decay. Anything that comes too close to the creature is beset most horrifically by the foulest diseases. Nothing grows around it; the few that have been discovered (and thus avoided) are inevitably surrounded by grim gardens of skeletons, all of which have been twisted into crumbling silhouettes echoing the worst agonies imaginable. The Naturalist's Guild no longer sanctions study of this creature. Avoid it at all costs, lest you carry its vile contagions to the civilised world beyond the derelict swamps.

Hit Points: 20d12

Movement: 0ft, immobile

Speed: 1

Strength: 18 (+4)

Dexterity: 10

Constitution: 24 (+7)

Intelligence: 21 (+5)

Wisdom: 10

Charisma: 1

Mana Points (6)

Equipment: Pillarform Body (+19 AC, heavy armour)

- **Pestilent Miasma:** Any plant or creature with flesh within a radius of 25ft of the Foetid Plaguepillar takes (2d20) damage at the start of their **turn**.
- **Disease Multiplier** (Ability / 1 mana point): This creature is a master of malaise. Any enemy that suffers damage from the Plaguepillar's "Pestilent Miasma" ability is afflicted with both **disease: "Eresian Fever"** and **disease: "Swamp Rot"** automatically.
- **Wall of Stench** (Ability / 1 mana point): This releases a disorientated and foul gust of smell from some unseen orifice.

All enemies within 25ft suffer the **dazed** status effect. In addition, they suffer the **traumatised** and **hopeless** insanity effects.

- **Garden of Bones:** This creature drains the life of any foe brought down in its vicinity. Nothing grows within a radius of 25ft around the creature. If any **adventurer**, character, or creature is slain within 25ft of this creature, then the Plaguepillar may restore (1) lost **mana point** and (4d20) hit points.
- **Insect Swarm** (Ability / 1 mana point): The only living creatures ever to be seen in the vicinity of this foul beast are swarms of hideous insects. The Plaguepillar may make (1) ranged attack on a target within 25ft that automatically hits. The attack causes (0) damage and **blinds** the target. The target remains **blinded** for (3) turns.

DECOMPOSOR

The undisputed ruler of all swampland realms in Dead World, the Decomposer embodies everything fearsome and misunderstood about the natural world. It takes the form of a vast living blanket of decaying plant life, sometimes a hundred feet in length and breadth, bones stripped bare of flesh and crumbling detritus jutting out from all angles from its shambling pelt. It boils and flows like a tide of filth across the most festering marshlands and dismal backwaters of Dead World, immobilising its prey under its bulk and devouring it with a viciously beaked mouth concealed below its body. Although it desecrates the land over which it travels, at least what grows back afterwards will be lush and greener for it. That is the price to be paid – temporary ruination for future abundance. Its mere presence in a realm will eventually enhance and accelerate the life cycle of its swampland environment, while cutting short the lives of those who are unfortunate enough to be caught in its path.

Hit Points: 20d8

Movement: 6ft per action

Speed: 6

Strength: 22 (+6)

Dexterity: 10

Constitution: 24 (+7)

Intelligence: 10

Wisdom: 22 (+6)

Charisma: 10

Mana Points (6)

Equipment: Giant Beak (7d6, *two-handed*), Rubbleform Body (+ 17 AC, *heavy armour*)

- **Born of Earth:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist earth** (50%) and **resist water** (50%).
- **Unthinking Tide:** This creature has no discernible brain or means of controlling its own movement, simply roving around the world when stirred to do so. It will move in large, sweeping paths for miles at a time. The Decomposer is therefore **immune**

to the **crippled** status effect and can move regardless of whether it is in **combat**. It will not suffer **fleeing strikes** if it leaves **combat**. It can move “over” humanoid and even giant-sized enemies without impediment. If it does “move over” a creature, they suffer an immediate (6d6) damage.

- **Rumbling Regrowth:** This creature absorbs the life force of all natural things over which it travels, including land, plants and living creatures. For every 6ft of distance this creature travels, it regains (d20) hit points. Afterwards, the land regrows abundantly.
- **Crushing Wave** (Ability / 2 mana point): This creature ripples its vast body, allowing it to travel 18ft in a single direction. Any creature that would be caught underneath its bulk while it travels becomes **crippled** until **combat** resolves.
- **Absorb** (Ability / 1 mana point): The Decomposer attempts to absorb an enemy into its mass, squeezing it of life-juice. The Decomposer chooses (1) target within melee range. The target must make a **save throw** (Strength versus Strength) or suffer the **grievous bleeding** and **overpowered** effects. In addition, for every point of damage done by **grievous bleeding**, the Decomposer may heal (1) hit point. The Decomposer may use the “Absorb” ability on as many enemies as it desires.
- **Vanquishing Crunch** (Ability / 3 mana points): This ability may only be used against a foe that has been “Absorbed” by the Decomposer. The foe has been under the creature for far too long, coming into view of its terrifying beak. The Decomposer may make (1) melee attack against the “Absorbed” enemy which automatically hits and inflicts (4d20) damage.

SALAMANDRA MAXIMA

Flame red patterning adorns their glistening onyx-black mucous-covered skin. These rarely seen 6ft relics of an ancient age are allegedly sentient, though it is unknown exactly how they came about the use of language. Only the females can speak and attain this size, however. The males are diminutive and harmless, about as small and dangerous as a domesticated dog. It is said that the Salamandra Maxima is a lover of riddles and, assuming you can unravel her own, she will bequeath an astute adventurer with a great and mysterious boon. If you fail to answer the riddle she will, apparently, allow you to leave in peace. Should you threaten the Salamandra harm, however, she will unleash wave after wave of magical attacks against you. A truly mysterious creature.

Hit Points: 8d8

Movement: 8ft per action

Speed: 2

Strength: 10

Dexterity: 10

Constitution: 15 (+2)

Intelligence: 20 (+5)

Wisdom: 20 (+5)

Charisma: 19 (+4)

Mana Points (6)

Equipment: Salamandra Softskin (+7 AC, *light armour*)

- **Born of Earth:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist earth** (50%) and **resist water** (50%).
- **Born of Flame:** Salamandras can **resist fire damage** (100%)
- **Rattle Riddles:** This creature speaks only Rattle (see Languages, under Exploration). She will only become hostile if threatened, at which point she will cease to deal in riddles and may make a pre-emptive attack to defend herself and her home.
- **Forcefield Release** (Spell / 1 mana point): This creature is capable of unleashing a powerful wave of psychic energy so strong it gains physical form. It automatically inflicts **magic**

damage at power level (3) on all enemies within a 12ft radius and **knocks back** those enemies (d20)ft.

- **Magical Blast** (Offensive Spell / 1 mana point): The creature summons (1) missile +(d3) additional missiles for each point of Intelligence Bonus the creature has. Each missile can target a separate opponent or the same one. Each missile is a ranged attack with a range of 25ft that deals **magic damage at power level (1)**. The missiles automatically hit and do not require **line of sight**.
- **Inferno Shield** (Spell / 2 mana point): When cast, it creates a cocoon of flame 6ft in radius around the creature, lasting (4) **turns**. Any ranged attacks, spells, or ranged abilities which would enter or exit the “Inferno Shield” automatically miss, burning to a crisp. Any enemy who comes into contact with the “Inferno Shield” immediately takes **flaming damage at power level (10)**.
- **Weird Wave** (Spell / 3 mana points): This creature’s hidden magical abilities are vast. It manipulates time and space within a circle around it 25ft in diameter. The circle endures for (3) **turns**. The standard **turn sequence** is reversed inside this space, the lowest **speed** combatants moving first and the highest **speed** combatants last. If this ability was cast as the first **action** of the creature’s **turn**, it may immediately thereafter take its second **action** without altering the **turn** order (as if the other combatants need to adjust to fighting in the Weird Wave space). If an enemy outside of the circle can still attack the Salamandra Maxima (due to a long-ranged attack, for example), then they take their **turn** before those contained within the circle. If there are multiple enemies outside of the circle who are all in range, then they go through their own **turn sequence** which takes places before the one contained in the circle.

BLACK MARSH SPIRIT

There are legends of abyssal spirits that rise from the waters of marshes and attend to lost explorers, offering them counselling and wisdom in their hour of need. However, none can truly be sure as to whether these spirits are benevolent or pursuing their own agendas. Just as there are many stories of adventurers delivered to safety, the borders of a marsh, where they might once again enjoy solid ground, there are equally as many stories of brave heroes led to their deaths by following these dark spirits into festering labyrinths from which there is no escape. Perhaps the most famous of these "Black Marsh Spirit" legends concerns a spirit by the name of Archamus. Archamus is said to have guided Aron The Avatar, Signus Telemonian, and Hugo The Third through the unspeakable Marshes of Eres to the fabled city that lay beyond it. The words that he said to the heroic trio have become the stuff of legend: "Careful adventurers, for this marsh is perilous to both flesh and soul alike..."

Hit Points: 2d6

Movement: 22ft per action, **flying**

Speed: 3

Strength: 10

Dexterity: 10

Constitution: 10

Intelligence: 30 (+10)

Wisdom: 24 (+7)

Charisma: 18 (+4)

Mana Points (8)

Equipment: none

- **Spectral:** This enemy cannot be hurt by normal melee or ranged attack damage (any attack that hits them will cause (0) damage, regardless of modifiers or weapon stats). In addition, they are **immune** to all damage types, status and insanity effects except for the following: **magic, flaming, lightning, and holy**. This enemy may walk through solid objects such as walls or doors. They may also walk across pits or drops if they can clear the distance of the pit within a single **turn**.

- **Vanish** (Spell / 2 mana points): This spell cannot be activated in **combat**. The Black Marsh Spirit turns fully **invisible**, meaning they **cannot be detected** regardless of whether they are in **line of sight**. **Invisibility** lasts for (6) **turns**. **Invisibility** ends when the Black Marsh Spirit attacks.
- **Dominate** (Spell / 2 mana points): The Black Marsh Spirit targets (1) humanoid within **line of sight**. The humanoid must make a **save throw** (Int vs Char) or become **enslaved** to the Black Marsh Spirit for (d6) **turns**. The Black Marsh Spirit may only ever “Dominate” (1) enemy at any given time.

DENIZENS OF THE ROCKS

EMPIRIC EAGLE

The empiric eagles, considered by many to be the greater ancestors of the Scraheeli, are proud and haughty, but also wise. It is said that only the eagles have a true perspective on all that is going on in Dead World from their skyward vantage point. Several eagles have played key roles in the history of Dead World, including the eagle, Sora, who swallowed a shard of the Nameless Blade and carried it to the tallest pinnacle in Paradis, thereby removing its corruption from the world below.

Hit Points: 2d6

Movement: 30ft per action, **flying**

Speed: 8

Strength: 12 (+1)

Dexterity: 12 (+1)

Constitution: 12 (+1)

Intelligence: 12 (+1)

Wisdom: 12 (+1)

Charisma: 10

Mana Points (0)

Equipment: Beak & Claws (d4, *one-handed*)

- **Eagle Vision:** The eagle counts as having **keen eyes** (see Special Rules). In addition, when allied to a Ranger, the Ranger can draw **line of sight** from the eagle, effectively seeing 'through' the eagle's eyes. The eagle can be sent ahead to scout areas and report back to the Ranger.
- **Garrulous:** Eagles speak Common and Elvish.

GOLD GROUSE

These shy birds are becoming an increasingly rare sight in Dead World's shrubby lowlands. At full height they stand close to an adult human's knee, displaying glossy golden and russet plumage across its whole body, its small head adorned with fetching red wattling. Its call is distinctive warble and, if it sees a predator approaching, it will thump nearby wood with its sturdy wings to raise the alarm for its little flock. In simpler times they were prized as good omens by miners, for their presence tended to indicate an abundance of precious ore in the vicinity. Now, sadly, the uncommon sight of these beautiful birds reflects a selfsame dwindling of those rare metals, Dead World having been recklessly mined and prospected. There are efforts by rangers and druids, especially of the dwarves, to breed and conserve the few remaining pockets of wild Gold Grouse. They protect their birds from poachers with indiscriminate aggression, perhaps in the vain hope of seeing their numbers recover... or in the hope of wielding Gold Grouse once again to uncover rich seams of metal ore. Time will surely tell.

Hit Points: 2d6

Movement: 20ft per action, **flying**

Speed: 11

Strength: 4

Dexterity: 8

Constitution: 6

Intelligence: 6

Wisdom: 13 (+1)

Charisma: 14 (+2)

Mana Points (0)

Equipment: Small Beak (d4, *one-handed*)

- **Peaceful:** This creature avoids conflict. It will not attack unless provoked; it will generally flee from **combat**.
- **Ore Orientation:** This creature has a natural affinity for living in areas where rich mineral resources can be found below ground. The GM may designate a particular type of ore in anticipation of a deliberate encounter with this creature or, in the event that the

encounter was randomly generated, they must assign each type of ore to a dice and roll to discover which one will be available in the vicinity of the creature.

- **Aggressive Escort:** This creature is a rare treasure in itself. Its population will invariably be protected by a group of (d4) Rangers and/or (d4) Druids who will act to prevent foes from interfering with this creature. These protectors may be generated at the GM's discretion. If the Gold Grouse is harmed in any way without their consent, the "Aggressive Escort" will fight to their death to shield the creature from harm.

Crag Goat

There is a saying amongst the Mountain Dwarves: “fleet as the feet of a goat”. While more civilised folk often scoff at this notion, it demonstrates a lack of wisdom on their part and emphasises the deep wisdom of the dwarves. Capable of lightly darting up, down, and along the steepest of precipices, Crag Goats have more than earned the adoration of mountain dwelling peoples. They are the wild counterparts of the Mountain Goats sometimes stabled in unexpected locations across Dead World; thus, the Crag Goat can be tamed if treated cautiously. Both genders possess four cresting horns made of a material sturdier than bone and black in colour. When shed in an annually occurring ritual, they are known as “Fool’s Onyx”, sold by swindlers to their unwary marks. Beware a Crag Goat’s ire, for to take a headbutt from one of these beasts may be to end an otherwise successful mountain hike in a long fall and a pitiful death.

Hit Points: 6d6

Movement: 20ft

Speed: 8

Strength: 15 (+2)

Dexterity: 18 (+4)

Constitution: 13 (+1)

Intelligence: 5

Wisdom: 5

Charisma: 6

Mana Points (2)

Equipment: Onyx Horns (2d6, one-handed), Goat Hide (+6 AC, light armour)

- **Nimble:** (see Special Rules)
- **Tameable:** The creature may **tamed** by successfully equipping it with any makeshift harness and then mounting it. This can only be done if the tamer is within melee range of the Crag Goat. Equipping the harness and mounting the goat are treated as two separate **actions**, each requiring a Dexterity **percentile roll**. If a **percentile roll** fails, the taming process must be recommenced from the beginning and the tamer immediately suffers a single

“Onyx Headbutt” attack which costs (0) **mana points**. When tamed, the Crag Goat becomes a Mountain Goat (as described in the Mounts section of the Equipment Store) and its stats are rerolled accordingly.

- **Onyx Headbutt** (Ability / 1 mana point): The creature makes (1) attack against an enemy within melee range. The attack hits automatically, causes normal damage, and **knocks back** 6ft.
- **Battering Ram** (Ability / 1 mana point): Draw a line between the Crag Goat and any point within 20ft. The creature covers this distance and makes (1) free melee attack with its “Onyx Horns” on all foes along this path. If the end point is a door or breakable structure, it suffers an automatic hit and takes five times the standard damage.

SAP SEEKER

When people think of mountain creatures searching for sweet food, the mind will often leap to thoughts of bears greedily devouring thick ropes of honey or the ripest berries. Few will consider their larger, insectoid rival, the Sap Seeker. Deep green, majestically horned beetles incapable of flight, these 10ft long titans have been observed draining sap rich trees with their razor sharp mandibles. They are not openly hostile towards onlookers, only defending themselves if approached or outwardly threatened. They do, however, protect their broods with great prejudice, so tread carefully on the forested slopes they most often call home. Though their wings are vestigial, their wing cases are not. Hard as tempered steel, they can be sprung forward with such force that they can shatter bone and punch through plate.

Hit Points: 12d6

Movement: 8ft

Speed: 5

Strength: 20 (+5)

Dexterity: 8

Constitution: 20 (+5)

Intelligence: 5

Wisdom: 10

Charisma: 8

Mana Points (5)

Equipment: Extractor Mandibles (3d6, *one-handed*), Tarsal Claws (3d8, *two-handed*), Tempered Carapace (+15 AC, *light armour*)

- **Born of Earth:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist earth** (50%) and **resist water** (50%).
- **Mandible Crush** (Ability / 1 mana point): This creature makes (3) attacks on a single target within melee range using its “Extractor Mandibles”. If the target is a sap bearing tree, or an Illeixian or Kairedax, the user recovers as many hit points as the target loses.
- **Tarsal Sweep** (Ability / 2 mana points): This creature spins in place and swings its spiked legs in wide arcs, hitting all foes

within reach of its “Tarsal Claws” twice. These attacks automatically hit and **knock back** 6ft.

- **Spring-loaded Elytra** (Ability / 2 mana points): This creature is capable of springing its wing casings forward with such force that it can be used as both an offensive and a defensive measure. Any foe within melee range is hit automatically, suffering (3d10) **earth damage** with **overpower**, and becoming **dazed** for (3) **turns**. Until the Sap Seeker’s next **turn**, all ranged attacks targeting it are reflected back onto the attacker. This ability cannot be used on consecutive **turns**.
- **Chitin Gore** (Ability / 1 mana point): The creature lowers its head and charges, majestic horns facing forwards. It chooses up to (2) enemies in melee range. They are **knocked back** 10ft, suffer (5d6) damage and **grievous bleeding**. This can effectively end **combat**.

TOMB SCOURER

The undead take many forms in Dead World. Certain undead populations have lived amongst the civilised since time immemorial, as desperate to find their place in the world's order as the rest of the thinking races. Tomb Scourers are another kind of undead, but sadly for them they are far removed from their relatives. These are feral undead, frothing at the mouth and completely devoid of reason. They are the victims of accursed ancient rituals, pre-dating the refinement of Necromancy into its own legitimate practice. Having once been subjected to dark, bloody rites, it can be assumed that all that remains inside them, if anything, has decayed into a festering pit of rage, fear and hatred. Tomb Scourers can be found in the burial mounds, crypts and barrows so common to Dead World's highlands and should not be encountered lightly.

Hit Points: 6d10

Movement: 10ft

Speed: 6

Strength: 12 + d8

Dexterity: 12 + d8

Constitution: 12 + d8

Intelligence: 12 + d8

Wisdom: 12 + d8

Charisma: 10

Mana Points (6)

Equipment: Scimitar, (d8, *one-handed*, chance of **bleeding** 1% per point of Dex), Ceremonial Armour (+7 AC, *light armour*, **immune** to **dirty**)

- **Ritualised Flesh:** This creature is **immune** to **poison**, **venom**, **diseases** and **dark damage**. It receives double damage from **holy damage**.
- **Unclean Scion:** All attacks inflicted by this creature count as dealing **dark damage**. Additionally, any successful melee hits dealt by this creature has a 10% chance of inflicting one of the following **diseases**: **Leprosy**, **Lockjaw** or **Bacterial Infection**.
- **Deep Patroller:** This creature can **see in the dark** and is immune to **blinding**.

- **Lord of Death** (Ability / 1 mana point): This creature can both summon (x) and control a maximum number (x) of Zombies where x = the creature's Intelligence Bonus score. It may not control any more Zombies than (x) at once and, accordingly, if it would use this ability on consecutive turns to attempt to summon more Zombies, if the number summoned on the subsequent turns would take the total number of Zombies over (x), those additional Zombies which go over the threshold of (x) are not summoned.
- **Black Cloud** (Spell / 2 mana points): The Tomb Scourer creates a dark, noxious cloud which affects all enemies within 15ft. The "Black Cloud" remains in play for (d4+2) turns. All enemies within range of "Black Cloud" suffer the **dirty**, **venom**, and **blinded** status effect while they remain within the aura of the "Black Cloud".

VIRULENT HORNETKIN

Far more feared than the spiders of Dead World are its hornets, which tower over normal humanoids, their stingers capable of punching dinner-plate sized holes in their bodies. This is to say nothing of their venom, which can reduce flesh to melted slag in seconds. Their rage and hatred for all living things knows no bounds, to the point where it is said that even Greater Demons fear to encounter the deadly species. It is thought that a great war between spiders and hornets was fought in the time before the civilised races came to be. The hornetkin are said to have lost that war, which is why they boil and froth with such irrepressible rage.

Hit Points: 12d20

Movement: 25ft per action, **flying**

Speed: 7

Strength: 18 (+4)

Dexterity: 16 (+3)

Constitution: 24 (+7)

Intelligence: 10

Wisdom: 8

Charisma: 2

Mana Points (3)

Equipment: Humungous Mandibles (4d6, *one-handed*), Ancient Exoskeleton (+10 AC, *light armour*)

- **Enrage** (see Special Rules)
- **Venom Spittle** (Ability / 1 mana point): Target up to (3) enemies within 6ft. The enemies suffer (1) ranged attack that automatically hits and causes **venom**.
- **Deadly Sting** (Ability / 1 mana point): This attack targets (1) enemy in melee range. Roll 'to hit' as normal, if the hit is successful, then the target suffers **paralysis** for (2) **turns** and (4d20) damage.
- **Scopulae:** Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and

without having to make *climb* **percentile rolls**. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.

ARCLIGHT BLIZZARD

This is the rarest denizen of Dead World's mountain realms. Coherent reports of Arclight Blizzards are scarcer than hope in an ossuary. Several fragmented tales tell of harsh snow, razor winds, and columns of light piercing the veil of reality, all having risen from seemingly nowhere. A lone account speaks of a levitating monster floating through the maelstrom, translucent and tentacled, in visage akin to a huge box-jellyfish. That author survived with his life, but with only one limb (lost to frostbite) and even less sanity (lost, one assumes, in the presence of a monstrosity). He raved of flames burning hot through the cold, of strange lights dancing across the creature's body and throughout the storm, as well as the remorseless cold. Above all, the cold. He died in a sanatorium shortly later, his gibbering chronicle preserved only in the notes of his lone physician.

Hit Points: 11d20

Movement: 18ft

Speed: 5

Strength: 15 (+2)

Dexterity: 21 (+5)

Constitution: 23 (+6)

Intelligence: 24 (+7)

Wisdom: 19 (+4)

Charisma: 18 (+4)

Mana Points (6)

Equipment: Illuminant Tendrils (3d8, one-handed, **poison** (4) & **venom**), Cnidarian Corpus (+19 AC, light armour)

- **Unknowable Intelligence:** This creature is **immune** to insanity effects, **frostbite**, and **earth damage**. It can **resist flame** and **holy** (75%), and **resist water, magic**, and non-magic ranged attacks (50%)
- **Storm Levitation:** This creature magically levitates through the air by way of movement. Wherever it travels, the local area is hit by two **Extreme Weather Effects** at the same time, **blizzard** and

thunderstorm, until the creature is slain. All foes in this weather automatically receive **frostbite** for the same duration.

- **Insanity Beacons** (Spell / 1 mana point): Whilst **blizzard**, **thunderstorm** or both are in play, the creature can manifest (3) columns of flashing white light anywhere within a 6ft radius of its body. These “beacons” have no maximum height as they stretch from ground to sky, and they are circular with a radius of 3ft. The creature may move each beacon a maximum distance of 8ft in a straight line after they are placed. Any foe caught in the path of a beacon must succeed a **save throw** (Intelligence versus Intelligence) or suffer **blinding** and **dazed** for (1) **turn**, and **traumatised** for (1) **turn**. The “Insanity Beacons” disappear at the end of the **turn** they appear.
- **Chironexus Whips** (Ability / 1 mana point): The creature may make (3) melee attacks using its “Illuminant Tendrils” targeting a maximum of (3) different foes within a radius of 15ft. The damage dealt by **venom** is multiplied by 10 for this **turn** on any foe successfully hit, for this creature can concentrate a hideous neurotoxin in its tentacles.
- **Total Enfeeblement** (Ability / 2 mana points): This creature sustains itself on the badly damaged bodies of seriously injured foes. It may only use this ability on a foe suffering from **envenomed** and who is at or below 50% of their total hit points (rounded down to the nearest integer of an odd number). It makes a single attack against (1) foe with its “Illuminant Tendrils” that automatically hits. The foe suffers standard damage and must succeed a **save throw** (Charisma versus Charisma) or suffer **paralysis** for (3) **turns**.
- **Dissolve and Consume** (Ability / 1 mana point): This creature makes its final move. This attack can only be used against a **paralysed** foe. The foe takes (10d10) **flaming damage**. For every point of damage dealt, the creature restores 1 hit point.

RED MOSS HORROR

Deep in underground ravines, red moss grows, the bloody-coloured vine that is a core ingredient in healing potions. The moss is capable of growing for miles without light, though it requires a large volume of moisture, so is often found near water. These dazzling walls of red moss, forming patterns that are hypnotic to the eye, are known as “Red Altars” and are a magnificent, if frightening, sight to behold. Consumed without the necessary filters and balancing ingredients, red moss has terrible addictive properties. Many of these “Red Altars” of moss are therefore attended by legions of mewling, sordid addicts, desperately stuffing their mouths with the ever-replenishing substance, and eventually perishing, only for their bodies to be consumed by the moss itself to feed its eternal growth. In some parts of the world, there are reports of these massive “Red Altars” gaining sentience and moving, not merely in growth patterns, but as predators actively seeking out prey. Their thousand limbs seek out the husks of those that once prayed at their feet, squeezing out the last fluid of their life, adding to its own warped vitality. The corpses of these crushed vessels often linger in the tangles of moss and vine that make up these shambling horrors, as warning to those who seek excessive life.

Hit Points: 10d20, **swarm**

Movement: 10ft per action

Speed: 3

Strength: 22 (+6)

Dexterity: 6

Constitution: 40 (+15)

Intelligence: 18 (+4)

Wisdom: 10

Charisma: 2

Mana Points (5)

Equipment: Stinging Moss (d3, *one-handed*), Mossy Fibres (+5 AC, *clothing*)

- **Regeneration** (d20)
- **Gutter Existence:** This creature can **resist poison** (3% per point of Constitution) and is **immune** to **dirty** and **wet** effects.

- **Addictive Moss** If a humanoid character suffers damage from a Red Moss Horror, there is a 20% chance they will contract **disease: "Addiction"**.
- **Swarm**: This creature is actually a swarm of many smaller beings, therefore for the purposes of **combat** and the **turn sequence** it is treated as one creature (in other words, it may perform (2) **actions per turn**), and has a single hit point score. Its numbers provide an advantage, however, in that when it attacks in melee combat, it may make (d10) attacks per **action** with its **equipped** weapon, rather than simply (1).
- **Olfactory Senses**: If a character or creature within 40ft of a creature with "Olfactory Senses" is suffering from either the **bleeding** or **grievous bleeding** effects, then this creature may increase its **speed** by (+7) and **movement** by (+6ft) per **action**.
- **Absorb** (Ability / 1 mana point): The Red Moss Horror attempts to absorb an enemy into its mass, squeezing it of life-juice. The Red Moss Horror chooses (1) target within melee range. The target must make a **save throw** (Strength versus Strength) or suffer the **grievous bleeding** and **overpowered** effects. In addition, for every point of damage done by **grievous bleeding**, the Red Moss Horror may heal 1 hit point (in addition to their normal **regeneration**). The Red Moss Horror may use the "Absorb" ability on as many enemies as it desires.
- **Red Tsunami** (Ability / 2 mana points): Roaring, the Red Moss Horror rears itself to its full height and then brings its cataclysmic weight down in a wave of limb, decay, and fibre. This attack targets up to (3) enemies within melee range. Each target suffers (3d20) **earth damage**, and is **knocked back** (2d6ft). This can effectively end **combat**.

STONE OGRE

Stone Ogres are prized by hunters as difficult prey, but most especially if they can be restrained and captured alive. Usually at least 12ft in stature, their bodies are composed entirely from the rocks of their local environment. To subdue and then take a Stone Ogre captive is no mean feat. If achieved, they are usually sold for princely sums of gold to the elite and wealthy. They are then almost invariably installed as a hostile guardian of sorts. Prisons and vaults have been built around them. It is also not unheard of to find Stone Ogres deep in mountain caves, composed entirely of precious minerals, metals, or gems, merely adding to their desirability as hunting targets. If slain, they reduce to rubble, the magic that once animated them vanishing into the ether.

Hit Points: 30d6

Movement: 8ft

Speed: 3

Strength: 24 (+7)

Dexterity: 10

Constitution: 30 (+10)

Intelligence: 8

Wisdom: 12 (+1)

Charisma: 6

Mana Points (5)

Equipment: Stonework Fists (4d6, *one-handed, long, overpower*), Columnar Legs (3d6, *one-handed*), Mineral Mantle (+17 AC, *heavy armour*)

- **Stone Flesh:** This creature can **resist lightning** (100%).
- **Mineral Vent** (Offensive Spell / 2 mana points): The creature shifts the magical rocks of its body to vent a powerful blast of energy. It makes a single ranged attack which automatically hits all foes within a radius of 15ft. All foes affected must make a **save throw** (Constitution versus Constitution). If they succeed, no damage is taken and no further effects are suffered. If they fail, they immediately take (7d6) **earth damage**. If they roll a 1 on their **save throw**, they are additionally **knocked back** 6ft and **dazed** for (1) turn.

- **Pound to Dust** (Ability / 1 mana point): The creature makes (3) attacks against an enemy within melee range using its “Stonework Fists”. If the first attack hits the foe, then the second and third both automatically hit. If the first attack fails to hit, but the second succeeds, then the third automatically hits.
- **Pillar Stomp** (Ability / 1 mana point): The creature makes (2) attacks against a maximum of (2) different foes within melee range using its “Columnar Legs”. If the attacks hit, they automatically count as **critical hits**, regardless of the ‘to hit’ roll, and each have a 50% chance of inflicting **paralysis** for (1) **turn** on any foe successfully hit.

STRATA ERRATA

These bizarre creatures are quite the evolutionary anomalies. Current scholarly wisdom suggests that they are the last surviving branch of an otherwise extinct kingdom of ancient life, as they are the only creature discovered alive today with trilaterally symmetrical bodies. Though fossil evidence demonstrates that there were, aeons ago, many other creatures with this unusual body type, Strata Errata are the last of them. Resembling squat stone boulders, grey and hard to the touch, with intriguingly curved carapaces that cascade down from their rigidly domed backs, they tend to cluster in mountain valleys and plateaus, blending in with actual stone erratics. They leech minerals from the ground using a single mouth-foot concealed under their bodies, rarely moving even a few feet at a time and only under the cover of night. The trails of tilled ground they leave behind have tricked mountaineers for years into believing certain stones to be enchanted and able to move, but this is folly. Almost impervious to damage, their monolithic exteriors belie a vast well of defensive magic power. If Strata Errata can be slain and taken apart, they have been known to contain precious metals, stones and minerals in their primitive stomachs.

Hit Points: 20d20

Movement: 1ft

Speed: 1

Strength: 25 (+7)

Dexterity: 1

Constitution: 50 (+20)

Intelligence: 5

Wisdom: 25 (+7)

Charisma: 1

Mana Points (6)

Equipment: Gastropod Mouth (d6, *one-handed*, **overpower** and automatically inflicts **dirty**, can only be used against a foe directly beneath the creature), Thrombolite Shell (+19 AC, *heavy armour*)

- **Stone Hard Shell:** This creature is **immune** to **overpower**, **bleeding**, **grievous bleeding**, **poison**, **venom**, **terrorised**,

traumatised, hopeless and any damage from an attack which inflicts less than (30) damage upon a successful hit.

- **Precious Condenser:** When slain, this creature's stomach will contain (d10) units of a single type of item from the following list: precious stones, gems, minerals, pearls, metals or fertile soil. It never contains different combinations of these items.
- **Immensely Sturdy:** These creatures, in addition to being protected by a colossally heavy shell, stick like barnacles to the ground and cannot be **knocked back** or **dazed** under any circumstances. If they are attacked by any ability that would inflict either of these statuses, the statuses are reflected back onto the attacker; in those cases, if the damage inflicted would have been 19 points or lower, the damage is also reflected back.
- **Song of Eternity** (Spell / 1 mana point): Believed to be immortal, these creatures are powerful magic wielders. Whenever they have been struck by an attack or ability, the creature may emit a throbbing, primordial hum that automatically inflicts **dazed** on all foes within earshot and (d20 + Wisdom Bonus) **magical damage**.
- **Ageless Entropy** (Ability / 1 mana point): Evolutionary survivalists, these creatures can call upon vast reserves of magic to deplete all foes within a 15ft radius of (-2d6) hit points and (1) **mana point**. Foes can resist these effects by succeeding a **save throw** (Wisdom versus Wisdom).

TYRANT FELID

Caving is considered by some ill minds to be a fun, if challenging, hobby. In the mountainous regions of Dead World, caving is utterly perilous. Tyrant Felids, also known as Cave Tigers or Banded Bearcats, make their dens in the shelter of mountain caves and many idle adventurers accidentally make these caves their own tombs. Eight feet in length from nose to the base of their tail, built like an arena prize fighter and ravenous for meat, their dens are often strewn with all manner of bones and bodily detritus cast aside after having their fill. These cats are most active in Spring and Autumn, when they raise their cubs and gather food to hibernate respectively. They are rarely to be found in Winter, their home territories becoming too snowbound and hazardous for all but the most stalwart hunters, who even then can rarely foray into the beasts' caves to find them in the deepest slumber awaiting Spring. Their pelts are prized for their glorious bronze, red and gold stripes, fashionable in particular amongst dwarves and anyone with an eye for cruel beauty; merchants will pay lordly sums for well-preserved Tyrant Felid hides.

Hit Points: 12d8

Movement: 10ft

Speed: 10

Strength: 20 (+5)

Dexterity: 16 (+3)

Constitution: 16 (+3)

Intelligence: 8

Wisdom: 8

Charisma: 8

Mana Points (4)

Equipment: Tyrant Claws (2d8, *one-handed*), Predator's Jaws (d20, *one-handed*), Striped Pelt (+11 AC, *light armour*, **resist dirty** (75%))

- **Home Advantage:** When fighting within a cave or in the creature's den, all foes who cannot **see in the dark** lose their Stat Bonuses.
- **Strike From The Shadows** (see Special Rules)
- **Sneak Attack** (see Special Rules)

- **Rear Up** (Ability / 1 mana point): If the creature has young present or nearby it may use this ability. It may move any necessary distance to come between its foes and its young, moving uncannily fast for a creature of this build. Rearing back onto its hind legs and swiping at its opponent, it may then make two free attacks with its “Tyrant Claws” which automatically hit the foe closest to its young. These attacks inflict **bleeding** on the target and **knock back** 6ft.
- **Prizefighter Pounce** (Ability / 1 mana point): This creature is a capable athlete and apex predator. It may immediately leap to within melee range of any foe within a 30ft radius and make an attack with their “Predator’s Jaws” that automatically hits. That foe is knocked prone, becoming **dazed** for (2) **turns**.
- **Snuff Out** (Ability / 1 mana point): This creature is most dangerous in the dark confines of its mountain realm. Its kind has learned how to kick up clouds of dust and debris from cave floors to dim the effects of torchlight and flame. All flames and artificial lights are respectively snuffed out or have their effects suppressed for (3) **turns**. Additionally the range of all **offensive spells** and ranged attacks is reduced by half, and those that would normally automatically hit no longer do so, requiring a successful ‘to hit’ roll (in the same way as a standard attack).

QUAKE MONARCH

This creature has the appearance of a giant, regal heron: tall, elegant, and discerning. Though its immaculate white feathers and broad wings enable it to fly long distances, it rarely does so. For although this beautiful bird is a ruler of the sky, it does not command the wind, rather it is the earth that quakes and tremors as it soars across the heavens. Whenever it takes flight, a mighty earthquake rocks the land, every wingbeat summoning a fresh convulsion through the rock and stone below. It spends much of its time dormant, sleeping in hollowed out trees that require little effort for it to mount and enter by foot, otherwise stalking its favoured prey of fish and frogs in rivers and open floodplains. It is absolutely best not to startle or harm a Quake Monarch, for it only takes flight if offended thus. Indeed it is common to make small offerings to it of food to becalm and appease it. It seems, in *Dead World* at least, the sky yet claims domain over the earth.

Hit Points: 5d12

Movement: 6ft per action while grounded, 30ft while **flying**

Speed: 12

Strength: 8

Dexterity: 16 (+3)

Constitution: 10

Intelligence: 16 (+3)

Wisdom: 21 (+5)

Charisma: 18 (+4)

Mana Points (1)

Equipment: Regal Beak (d4, *one-handed*), Elegant Feathers (+5 AC, *light armour*, **immune to wet**)

- **Hold Court:** This creature will keep its vast reserves of magical power restrained if offered supplication, a process known as “Ritual Libations”. This process begins as soon as the creature becomes aware of the presence of a possible foe nearby. It stands its ground and faces that foe head on, waiting regally. If any aspect of the various steps in “Ritual Libations” are contravened or effected out of the correctly stipulated order, the ritual is

disrupted and skips to the point where the creature “is dissatisfied”.

- **Ritual Libations:** Those who encounter this creature may send an individual to approach it, having visibly laid their weapons to the ground before the creature. This individual is known as “the offerer”. They may then offer the creature a parcel of food, ideally “uncooked fishmeat”, by placing it on the ground beyond the Quake Monarch’s melee range. The offerer must then back away several steps while the creature peruses the gift. If satisfied with the gift, the creature will warble contentedly, eat the prize, and allow the approacher to remain in its presence unarmed. If dissatisfied or, worse, offended by the gift, the creature will spread its wings wide (without flapping), making an angry call. The offerer must then make a choice: flee with contrition until out of sight or stand and fight. Should the offerer and their party flee contrite, **combat** is always averted. If the offerer elects **combat**, then the Quake Monarch will attack utilising its full range of abilities and spells.
- **Earth’s Foundations** (Spell / 1 mana point): The creature immediately flaps its wings triggering a colossal earthquake, automatically dealing (6d20) **earth damage** to all foes in an 80ft radius. The earthquake continues on the next **turn**, though only deals (3d20) **earth damage**.



LOCH MONSTER

Mountains and highlands are often pockmarked with uncharted bodies of liquid water. Some are clear like blown glass, while others conceal unfathomably murky depths. Rarely, there have been reports of high altitude lakes acting as homes to primordial beasts, once native to the Ever-Dark. These fell creatures are known as Loch Monsters and may the gods help an adventurer should they stir one. Though no accord can be reached on the appearance of Loch Monsters, it is generally accepted that they are almost as large as the lakes themselves. Arguments rage as to whether they are demonic or draconic, but it matters not. These are unquestionably dangerous beasts to seek out and it remains the recommendation of our guild to avoid them on peril of death.

Hit Points: 30d10

Movement: 25ft

Speed: 6

Strength: 38 (+14)

Dexterity: 18 (+4)

Constitution: 42 (+16)

Intelligence: 16 (+3)

Wisdom: 16 (+3)

Charisma: 14 (+2)

Mana Points (6)

Equipment: Mountainous Arms (8d6, *one-handed*), Claymore Fangs (10d6, *one-handed*) Ever-Dark Scales (+18 AC, *heavy armour*, **resist dark** (100%))

- **Amphibious:** This creature can **hold their breath indefinitely underwater**.
- **Unholy Spawn:** This creature suffers double damage from **holy attacks** as though it was Demonic.
- **Jagged Peak** (Spell / 1 mana point): The creature makes a jagged peak of stone erupt from the ground beneath its foes. The Jagged Peak is 10ft in diameter and juts 30ft into the air, becoming a feature of the battlefield. It can be activated / raised anywhere within 30ft of the Loch Monster. Any foe touching the Peak as it is raised is automatically hit by the rising pillar of stone and

suffers (3d20) **earth damage**. The Loch Monster may subsequently pay (1) additional **mana point** to “shatter” a Peak, which will rain debris on all enemies and allies within 5ft of the Peak. Any enemy or ally caught in the blast will suffer (3d20) further points of **earth damage** and become **overpowered**.

- **Raging Wave** (Ability / 1 mana point): Draw a line in front of the creature 30ft wide and 100ft long. The creature makes one magical attack which automatically hits all foes along this line. The attack inflicts (3d20) **water damage** and has **overpower**.
- **Corrupt Blast** (Offensive Spell / 2 mana points): This creature opens its maw wide to unleash a colossal aura of corrupt energy. All foes within a 30ft radius of the creature are hit automatically and suffer (4d20) **dark damage**.
- **Chaos Emissary** (Spell / 2 mana points): This creature is a relic from a dark dimension, lost in time and space. It can summon the **Extreme Weather Effect: eclipse** for (1) hour.
- **Amphibian Shriek** (Ability / 1 mana point): From the deepest depths of this creature’s dreadful body, it can emit an ear-splitting shriek able to inflict real trauma. All foes within earshot suffer **grievous bleeding** and **crippled** for (8) turns.

LANCEWING WYVERN

Half the size of most other dragons, but twice as angry, Lancewing Wyverns take territoriality to the extreme. Not true fliers, they make do with roosting in family groups atop sheer cliffs and high peaks. From these vantages, they can better survey their domains, the adults gliding down on translucent wings at staggering speed to begin any hunt, mercilessly pursuing any perceived transgressors. Possessed of two sprinters' legs below its body and two broad wings sprouting from their backs, they lack any arms to speak of. It is thus thought that Lancewing Wyverns would be unable to carry their weight safely while gliding if they did not have their distinctive retractable membranes running from their heels to the tips of their tails. Used in concert with their wings, these incite Lancewing Wyverns to be intractable pursuers, as fleet on foot as well as in the air. Their favoured method of attack is to gain as much momentum as possible and impale a target on the elongated scale-lances couched in the join between wing and torso. Once impaled, they can then eviscerate their prey with their jaws, their heads a nest of needles atop serpentine necks.

Hit Points: 15d20

Movement: 25ft

Speed: 12

Strength: 28 (+9)

Dexterity: 23 (+6)

Constitution: 20 (+5)

Intelligence: 18 (+4)

Wisdom: 18 (+4)

Charisma: 15 (+2)

Mana Points (6)

Equipment: Needle Maw (4d8, *ranged*, 10ft), Draconian Talons (3d8, *two-handed*, long, **bleeding**), Cliff-Dragon Scales (+12 AC, *light armour*, **resist holy** (50%), **immunity to poison** and **venom**)

- **Highly Mobile:** This creature is **immune** to **fall damage** and can glide with its wings and hind membranes outstretched. When doing so it may move up to 25ft per **action** as though it were

flying, including across pits and other obstacles, provided that the point at which it starts its **movement** is higher than the point at which it finishes its **movement**.

- **Frenetic Impale** (Ability / 2 mana points): This creature possesses two scaled spikes that can be used in a limited capacity to “skewer” targets. Provided that the creature moved at least 20ft in its previous **action**, it may immediately move an additional 15ft in any direction (except backwards). It may move through all foes and all but the sturdiest obstacles on this new path. Any foe or obstacle on this path is “skewered” by the creature’s lance and is carried with the creature to its stopping point. “Skewered” foes and obstacles take (8d8) damage and, where applicable, **bleeding**. “Skewered” enemies cannot move and all of their attacks deal half damage. “Skewered” foes may spend (1) entire **turn** attempting to extricate themselves from the lance by succeeding a Strength **percentile roll** (2% per point of Strength). If they manage this, they are freed from the lance, but their former **bleeding** is replaced with **grievous bleeding**. If they fail, they remain “skewered”.
- **Draconic Disembowel** (Ability / 2 mana points): This creature makes (3) attacks with its “Needle Maw” against one “skewered” foe which automatically hit. The foe becomes **hopeless** until their next **rest period**, and **traumatised** for (4) **turns**.

AMPHIDRACKIS

This unlikely creature is so sparsely found today that most peasants think it extinct. This is emphatically not the case. Though reported sightings have dwindled to near nothingness, the remaining Amphidrackis in Dead World have become a danger more worthy of fear than ever. These twin-headed drakes, lacking the wings of their dragon cousins, haunt blasted ruins and windswept plains, making their homes in sheltered hollows or in the shells of crumbling buildings. They now grow fat on the twin spoils of overpopulation and the complacency of humankind, for long gone are the days when brave knights would hunt them down in mounted battalions for their noble lords. This creature is eminently capable of reducing even the strongest warriors into sizzling mincemeat.

Hit Points: 28d20

Movement: 16ft per action

Speed: 7

Strength: 35 (+12)

Dexterity: 20 (+5)

Constitution: 26 (+8)

Intelligence: 14 (+2)

Wisdom: 18 (+4)

Charisma: 10

Mana Points (6)

Equipment: Draconic Maw (6d6, *one-handed*), Earth-Dragon Scales (+14 AC, *heavy armour*)

- **Keen Eyes** (see Special Rules)
- **Born of Earth:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist earth** (50%) and **resist water** (50%).
- **Twin Heads:** This creature possesses two heads. It may make (2) melee attacks with its “Draconic Maw” in (1) **action**. When this creature is reduced to half of its **maximum hit point** score, then one of its heads is considered to have been decapitated, and therefore it may only may (1) attack with the “Draconic Maw” going forward.

- **Boulder Smash** (Offensive Spell / 2 mana points): This creature has an affinity for the earth and may telekinetically form, wield, and otherwise command the ground around it. The Amphidrackis creates (3) projectile “boulders”. These projectiles may target the same enemy or different ones. Each projectile counts as a ranged attack with a range of 12ft; the projectiles hit automatically and inflict (4d6) **earth damage**. If all (3) projectiles strike (1) target, it inflicts the **dazed** effect for (2) **turns** and **grievous bleeding**.
- **Grounded Jolt**: This creature is a denizen of the earth, however the ridged layers of its overlapping scales enable it to generate and store static electricity across its large body. At the start of each **turn**, the Amphidrackis may add (+1) to its “stored electricity” count. It may choose to discharge the “stored electricity” when it lands any successful melee attack, adding **lightning damage** at **power level** (x) to the attack where x = the number of units of stored electricity available on that **turn**. When this ability is used, it immediately resets the units of stored electricity to (0), ready to replenish on the subsequent **turns**.

RED DRAGON

It is said that Aron The Avatar once rode upon a red dragon that he befriended, after freeing it from the shackles of an evil mage. Red dragons are fierce and loyal creatures, but also intelligent. Though smaller than Black Dragons, they fight with such tenacity that in conflicts between the two, it is rarely easy to predict a winner. Aron's companion was beheaded and slain by Ronnoc The Redeemer in the late Aronian Era, before the battle for Fort Vanguard. Though Aron took vengeance on Ronnoc, the loss of his dragon is said to have greatly affected him ever after.

Hit Points: 25d20

Movement: 30ft per action in the air, **flying**

Speed: 8

Strength: 40 (+15)

Dexterity: 16 (+3)

Constitution: 30 (+10)

Intelligence: 18 (+4)

Wisdom: 14 (+2)

Charisma: 12 (+1)

Mana Points (6)

Equipment: Draconic Maw & Claws (6d6, *two-handed*), Dragon Scales (+14 AC, *heavy armour*)

- **Garrulous:** Red Dragons speak Common, Elvish, and Rattle, as well as their own Dragontongue, an ancient language which very few are able to learn. It is said Red Dragons can be easily won over by being challenged to compete in games of luck and chance.
- **Perception** (see Special Rules)
- **Keen Eyes** (see Special Rules)
- **Born of Flame:** Dragons can **resist fire damage** (100%)
- **Dragonflame** (Ability / 1 mana point): Make (1) ranged attack against a target within 25ft, adding (+d6) on 'to hit' rolls. If the attack hits, the target suffers (4d20) **flaming damage**. In addition, all other targets within a 6ft radius of the initial target must

make a **save throw** (Dexterity versus Dexterity) or suffer (2d20) **flaming damage**.

- **Tailsweep** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within melee **combat**. The attack automatically hits, **knocks back** (d8)ft, and causes (3d6) points of damage.

VALLEY GLIDER

Once reviled as omens of death, now the Valley Glider's place in its ecosystem is better understood. Resembling a giant vulture in form, and with a staggeringly vast wingspan of 24ft in adult specimens, these birds are rare and shy in spite of their formidable size. They are primarily carrion feeders, eating the corpses of people and creatures who die at extreme altitudes, though they have been known to attack livestock when malnourished and desperate. A combination of bone-dry atmosphere and chilling temperatures make the Valley Glider's mountain realm difficult to inhabit for most, save Necrotic Undead. To die at these altitudes would be to allow one's body to fall prone to environmental mummification; these birds are thus a ward against the foul practice of necromancy. Without them, Dead World's mountains would be littered with dark magic wielders and the yet un-thralled bodies of the fallen.

Hit Points: 18d6

Movement: 20ft, flying

Speed: 9

Strength: 16 (+3)

Dexterity: 16 (+3)

Constitution: 12 (+1)

Intelligence: 14 (+2)

Wisdom: 19 (+4)

Charisma: 5

Mana Points (3)

Equipment: Vulturine Beak (3d6, one-handed, long), Giant Talons (3d6, two-handed) Feathered Insulation (+7 AC, light armour)

- **Icy Climes:** Valley Gliders can **resist water damage** and **frostbite** effects (4% per point of Constitution).
- **Sky Silhouette:** This creature spends much of its time flying at extremely high altitudes. When seen from the ground, it will automatically avoid any 'meaningful' **detection** and instead be mistaken for a normal sized bird flying at a lower altitude by those not familiar with the general impression of its size and shape.

- **Keen Eyes** (see Special Rules)
- **Carrion Feeder:** This creature's preferred food is the flesh of the dead. It heals 4d8 hit points from consuming dead-meat. It can automatically *detect corpses and Undead within 1 mile*.
- **Colossal Swoop** (Ability / 1 mana point): Though rare, this creature can attack living prey by sighting it from the air, swooping down, and then soaring away. The Valley Glider moves 20ft towards its target and makes one melee attack with its "Vulturine Beak". If the attack hits, it additionally inflicts **grievous bleeding** on its foe for (6) **turns**. Once the attack has been made, the Valley Glider leaves **combat** and flies 20ft further forward horizontally and 20ft further vertically beyond its foe. The Valley Glider does not suffer **fleeing strikes**.

GLACIAL PHANTOM

Folk tales whisper of these harrowing creatures where mountains are covered in the thickest blankets of snow and ice. For the longest time, it was thought that the strange noises known to shatter the silence of glacial chasms belonged simply to fallen injured animals, their distressed cries amplified and reverberated by their icy tombs. Now it is known that the eerie sounds are made by Glacial Phantoms as they devour the souls of victims who survive falls into crevasses. Humanoid in shape, but spectral, hunched, and ragged in appearance, Glacial Phantoms are believed to abide within the deep and timeless ice of their mountain homes. They linger in a permanent state of frozen undeath, ready to materialise and gorge on their hapless victims. Their bellows are incomparable and distinctive enough to strike the fear of the unknown into an adventurer's heart; or the fear of the known to the few madmen who have escaped their clutches.

Hit Points: 8d6

Movement: 12ft

Speed: 7

Strength: 1

Dexterity: 12 (+1)

Constitution: 22 (+6)

Intelligence: 24 (+7)

Wisdom: 15 (+2)

Charisma: 19 (+4)

Mana Points (6)

Equipment: Phantom Corpus (+6 AC, *light armour*)

- **Spectral:** This enemy cannot be hurt by normal melee or ranged attack damage (any attack that hits them will cause (0) damage, regardless of modifiers or weapon stats). In addition, they are **immune** to all damage types, status and insanity effects except for the following: **magic, flaming, lightning, and holy**. This enemy may walk through solid objects such as walls or doors. They may also walk across pits or drops if they can clear the distance of the pit within a single **turn**.

- **Extreme Victimiser:** This creature is a horrifying predator, usually preying on the already injured or compromised who have tumbled down a glacial crevasse. Any foe within a radius of 15ft of the Glacial Phantom loses the ability to restore hit points by any means. The ability to heal is returned as soon as the victim moves out of a 15ft radius of the creature.
- **Cold Aura:** All enemies within a 15ft radius of this creature must make a **save throw** (Constitution versus Constitution) or suffer **frostbite** for (5) turns. **Frostbite** endures regardless of whether the target leaves the 15ft radius.
- **Unsettling Calls** (Ability / 1 mana point): This creature is capable of making an array of baffling and terrifying noises when feeding on or having fed upon on a victim. The calls are loud and echo across large distances. Anyone within earshot must succeed a **save throw** (Wisdom versus Charisma) or suffer **traumatised** for (5) turns.
- **Atrophy** (Offensive Spell / 1 mana point): This spell can only be used against foes suffering from **frostbite**. The user makes (1) ranged attack which automatically hits a foe within a 20ft radius. It inflicts (d10) **dark damage** on the foe; it also restores a number of hit points to the Glacial Phantom equal to the damage dealt.
- **Frost Winnow** (Spell / 2 mana points): This creature is very wily. If it understands that it is likely to be slain in **combat**, it will attempt to protect itself by releasing a powerful wave of frost magic. This spell affects all foes within the creature's **line of sight**. Those foes must make a **save throw** (Intelligence versus Intelligence) which, if failed, causes them to suffer **magic damage at power level** (4). In addition, a failed **save throw** causes **frostbite**.

EYES IN THE DARK

When spending time in any environment at night, it is not unusual to see the eyes of creatures reflecting at you from the inky gloom. This phenomenon has been observed in beasts as benign as horses, but also in those as deadly as Lion Pridehunters. These eyes are vastly different and magnitudes more unsettling to encounter. Levitating half-moons of coruscating whites and yellows, lidless and staring, they seem to appear to hikers beset by doubts, addictions and negative emotions. They cannot be perceived by those of sound minds and high spirits. Eyes in the Dark never make any physical aggressions against their marks, rather they glower and glare in celestial judgment, only to vanish at dawn's first light. The only way to dispel Eyes in the Dark is by means of holy energy. Otherwise a sleepless night of torment awaits their target, and then the fresh hell of explaining their tortures to the rest of their party if they haven't shared already.

Hit Points: d6

Movement: 10ft

Speed: 10

Strength: 1

Dexterity: 1

Constitution: 1

Intelligence: 22 (+6)

Wisdom: 22 (+6)

Charisma: 30 (+10)

Mana Points (4)

Equipment: Unholy Eyes (+2 AC, light armour)

- **Formless:** This creature is **immune** to all effects and damage types, except **holy damage**.
- **Distant Regard:** This creature keeps its distance from its target and may freely teleport to any location within a 30ft radius should it be hit by an attack, spell, or ability that lacks the **holy** attribute.
- **In the Mind of Madness:** This creature will be undetectable to any foe other than its target. The target can convince their

companions that the creature is afflicting them by succeeding a **save throw** with that companion (companion's Intelligence versus persuader's Charisma). Nevertheless, a companion convinced of the target's account will still not be able to perceive the creature.

- **Soul Scrutiny:** This creature forces its target to dwell upon their failings, insecurities and doubts. Its presence prevents its target from obtaining any form of rest whatsoever. The target commonly hears voices in their mind on these subjects. The target may rarely even suffer from vivid hallucinations that seem entirely indistinguishable from reality.
- **Pitiless Gaze** (Spell / 2 mana points): This creature may inflict any one of the following insanity effects upon a target within a radius of 30ft: **paranoid**, **traumatised**, **hopeless** or **terrorised**. If the target is already suffering from an insanity effect, that insanity effect cannot be inflicted again or intensified by this spell, it can only inflict a new insanity effect. The new insanity effect applied to the target will last until the target's next rest, save in the case of being **terrorised**.



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DENIZENS OF THE PLAIN

WILD HORSE

Every single stable, pack, and courier horse on the face of Dead World has descended from this wild stock. The process of taming and domestication is said to fundamentally change the beast, transforming it into a staunch ally; often times, these horses become as much a treasured companion of any adventuring party as any other. Great herds of thousands make their migration through the open grasslands and canyons that sprawl across the land, kicking up colossal clouds of billowing dirt as they seek out pastures new. They are often preyed upon by larger grassland predators, but what they lack in offensive capacity, they more than make up for in speed and endurance.

Hit Points: 4d6

Movement: 20ft per action

Speed: 10

Strength: 12 (+1)

Dexterity: 10

Constitution: 12 (+1)

Intelligence: 6

Wisdom: 6

Charisma: 6

Mana Points (2)

Equipment: Hooves (d4, one-handed)

- **Stallion Kick** (Ability / 1 mana point): This creature has a wild temper and will display it when cornered. It can make a melee attack with its “Hooves” at a single foe, hitting automatically and inflicting normal damage in addition to the **dazed** effect for (3) turns.
- **Stampede** (Ability / 1 mana point): This creature is prone to fits of rage which trigger it to run or swim as a group at high speed. It moves 15ft per action in a single direction, dealing (2d20) damage to any foe in that path and inflicting **dazed** on the foe for (2) turns. If this creature is in a group, an individual using this ability will trigger all others in the group to join the

stampede, even if they have already taken their **turn** or have yet to take their **turn**.

- **Thoroughbred Lines:** This creature is **tameable**. When **tamed** it has a 50% chance of becoming a Stable Horse, a 30% chance of becoming a Pack Horse or a 20% chance of becoming a Black Courier Horse. It is then added to the adventuring party of the tamer, developing loyalty to that individual.

SYLPH SPIRIT

Where sly winds whisper secrets in your ear and fell breezes rise off plains from seemingly nowhere, the presence of a Sylph Spirit makes itself known. Barely perceptible to the naked eye, Sylph Spirits are beings of mercurial air and airborne debris. They whip across open grasslands, spreading strange discontent in their fleeting wake. They have a bizarre effect on creatures that encounter them, maddening and fuddling their minds to the point that they will become hostile to one another, even if normally they would be most peaceable. They can be killed despite their spectral natures, although the tricky part is catching them for long enough to deprive them of the spark of life.

Hit Points: d12

Movement: 16ft per action, **flying**

Speed: 12

Strength: 2

Dexterity: 16 (+3)

Constitution: 2

Intelligence: 6

Wisdom: 9

Charisma: 24 (+7)

Mana Points (3)

Equipment: Aeroform Body (+3 AC, *light armour*)

- **Spectral:** This enemy cannot be hurt by normal melee or ranged attack damage (any attack that hits them will cause (0) damage, regardless of modifiers or weapon stats). In addition, they are **immune** to all damage types, status and insanity effects except for the following: **magic, flaming, lightning, and holy**. This enemy may walk through solid objects such as walls or doors. They may also walk across pits or drops if they can clear the distance of the pit within a single **turn**.
- **Fuddling Whispers** (Spell / 1 mana point): "Fuddling Whispers" creates an aura of 12ft around the Sylph Spirit. Any creature in this aura, with the exception of creatures that have

Colossal Mass, will become incensed with rage and must immediately make (1) standard melee or ranged attack against the creature or character nearest to them. If an **adventurer** is affected by this spell, then they may make a **save throw** (Intelligence versus Charisma) to try and resist the effects of "Fuddling Whispers".

ALARM HYRAX

This vocal member of the rodent family is quite populous across Dead World's rolling grasslands and frosty tundras. Another keen burrower, they are viewed as pests by the uneducated simply because they make a great deal of noise when they catch sight of a threat. Their cry can be described as "piercing", usually being heard as a rhythmic barrage of clicks, chirps, and squeaks. Thus, shepherds harness this creature's perpetual skittishness to better protect themselves and their flocks, for the cry of an Alarm Hyrax is as good of a warning of predator ambush as one is ever likely to get. At first sight of danger, their colony lets out its alarm and any members outside the confines of their burrow network dash back to safety. There will always be at least three on watch, stood alert atop the dirt mound entrances to their tunnels. Day or night, rain or shine, their vigil across the grasslands watches unbroken, reliable as clockwork.

Hit Points: d12

Movement: 14ft per action

Speed: 10

Strength: 6

Dexterity: 7

Constitution: 8

Intelligence: 6

Wisdom: 6

Charisma: 8

Mana Points (0)

Equipment: Gnawing Teeth (d4, *one-handed*), Burrower's Claws (d4, *one-handed*)

- **Strike From Shadows** (see Special Rules)
- **Keen Eyes** (see Special Rules)
- **Little Burrower:** This creature is small and lives in a complex network of underground burrows. Its burrows are not traversable, but may be dug up with the right equipment and tools. These burrows usually have several entry and exit mounds 6ft in height, providing this creature with several

options as far as shelter, sentry, and escape are concerned. It may burrow through dirt 2ft per **action** with its “Burrower’s Claws”, but may not burrow through substances as hard as rock or metal.

- **High Alert:** This creature is not large or fearsome, but it is cunning and alert. At any given time, a minimum of (3) will keep watch from atop various burrow mounds in their home complex. Provided that their group is composed of a minimum of (3) adults, this creature will have 360° degree vision from its vantage point and sight across unbroken terrain of 200ft. If it sees a predatory creature or a humanoid approaching within 20ft of one of its burrow mounds, it will let out an alarm call that can be heard by all creatures within 100ft. The predator is not revealed, however, its presence will be noted by all those with knowledge of the meaning of this creature’s call.
- **Escape Artist:** This creature does not suffer **fleeing strikes** when it leaves **combat**.

TERROR BIRD

Across the rolling grasslands, arid savannahs and foreboding tundras of Dead World, there are two predators that stand in resolute opposition to one another. The first of these is the aptly named Terror Bird. Adults stand between seven to ten feet tall, though they are not elegant in looks like many of their feathered brethren. These birds are stoutly muscled brawlers with vestigial wings, well suited to sprinting down slower prey and dispatching them with hammer blows from their hooked beaks or by slashing kicks from their taloned feet. They lack the ability to make nimble turns at speed, thus they tend to live in small groups of three to five adults along with their offspring, allowing them to plan rudimentary ambushes and improve their chances of successful diurnal hunts. They do not tolerate the presence of Lion Pridehunters in their territory and are well known to abandon all other pursuits to engage their eternal foes in mortal combat.

Hit Points: 12d6

Movement: 14ft per action

Speed: 12

Strength: 19 (+4)

Dexterity: 12 (+1)

Constitution: 13 (+1)

Intelligence: 10

Wisdom: 13 (+1)

Charisma: 10

Mana Points (3)

Equipment: Hooked Beak (4d6, *one-handed*), Talon Feet (2d8, *one-handed*), Feathery Down (+13 AC, *light armour*, **immunity** to **frostbite**)

- **Strike From The Shadows** (see Special Rules)
- **Hated Rivals:** This creature has a natural foe or rival that commonly lives in its environment. If it sees, hears or smells a “Lion Pridehunter”, it will abandon whatever it is doing to seek out that foe, even if that means ending **combat** to do so.

- **Headlong Sprint** (Ability / 1 mana point): This creature can use uncanny speed to move in a straight line into melee range of a single foe. It can travel a maximum of 20ft as standard, but if the creature began its **turn hidden** or **sneaking** it may travel a maximum of 35ft using this ability. It cannot use this ability to travel over obstacles, requiring an unbroken **line of sight** between it and its foe.
- **Hammerblow Beak** (Ability / 1 mana point): This creature has a heavy-duty weapon in the form of its Hooked Beak. It may spend an **action** to hit a single foe automatically provided they are within melee range. The blow is a guaranteed **critical hit** with that weapon and deals an additional (+5) damage for each point of Strength Bonus the Terror Bird has. The foe becomes **dazed** for (1) **turn**.
- **Rending Strike** (Ability / 1 mana point) The beast makes (1) attack which hits automatically. The attack causes **grievous bleeding** in addition to normal weapon damage.

LION PRIDEHUNTER

These lithe felines are the second predator vying for the coveted position as sole apex and undisputed champion of the Plains Kingdom. It seems that their feud with the Terror Birds has endured since the very first twinkling of their dual existence for their callous, almost systematic, hunting of their feathered foes knows few limits. They form close-knit prides of ten to twelve adults and their offspring, the females leading the hunts and preferring to do so at night, unlike the Terror Birds. Their dispute runs so deep that it has come to symbolise another struggle – the big, physical, dim foe against the small, nimble, clever one. And while this creature might physically be the underdog of the pair, the Terror Birds are the rarer of the two, so surely the cats must be doing something right.

Hit Points: 8d6

Movement: 12ft per action

Speed: 10

Strength: 16 (+3)

Dexterity: 16 (+3)

Constitution: 12 (+1)

Intelligence: 12 (+1)

Wisdom: 15 (+2)

Charisma: 11

Mana Points (4)

Equipment: Retractable Claws (3d6, *one-handed*), Feline Jaws (2d8, *one-handed*), Fur Pelt (+11 AC, *light armour*, **resist earth** (50%))

- **Strike From The Shadows** (see Special Rules)
- **Hated Rivals:** This creature has a natural foe or rival that commonly lives in its environment. If it sees, hears or smells a “Terror Bird”, it will abandon whatever it is doing to seek out that foe, even if that means ending **combat** to do so.
- **Proud Mentality:** This creature hunts in packs of closely bonded adult individuals. It gains (+1) to AC for each ally of the same species within 15ft.

- **Feline Leap** (Ability / 1 mana point): This creature can target a single foe within 12ft. It may cover that distance and leap over ground-based obstacles lower than 5ft in height to do so. It attacks with its “Retractable Claws”, hitting automatically and inflicting **bleeding** for (5) **turns** on the foe.
- **Neck Bite** (Ability / 1 mana point): This creature is a deadly hunter. Provided that another ally of this species is within 6ft, it may use this ability to inflict an attack with its “Feline Jaws”, dealing normal damage plus an additional (+5) damage for each point of Dexterity Bonus the Lion Pridehunter has. This attack also inflicts the **dazed** effect for (2) **turns** and **grievous bleeding**.
- **Intimidating Roar** (Ability / 2 mana points): This creature can roar like deep thunder, proud and expansive. All foes within earshot must make a **save throw** (Constitution versus Strength) or suffer **terrorised** for (2) **turns**.

MOLEMASTER

Beneath the surface of Dead World, rude life stirs. The Molemaster is an immensely industrious beast, its kind having created many vast cave networks and tunnels that riddle the substructure of the land. The largest ever seen was reportedly just shy of twenty feet in length from snout to stumpy tail, with digging claws four feet in length at least. It is unknown whether their beady eyes are of any use, but it is clear their fleshy snouts assist them a great deal in navigating underground. Their movements below ground are oft mistaken for earthquakes, though really they are not capable of such powerful magic. Their abandoned burrows make for majestic bandit lairs – there is even talk of a hidden city occupying a particularly spacious burrow network. These creatures are fairly docile, but will not hesitate to defend themselves if set upon, as many of the dwarves know all too well, their startled screams and the sounds of rending flesh masked only by the rhythmic thrum of pickaxe against stone further up the tunnel.

Hit Points: 12d8

Movement: 14ft per action

Speed: 7

Strength: 18 (+4)

Dexterity: 12 (+1)

Constitution: 15 (+2)

Intelligence: 15 (+2)

Wisdom: 13 (+1)

Charisma: 10

Mana Points (4)

Equipment: Digging Claws (4d6, *one-handed*), Rodent Teeth (d8, *one-handed*), Moleskin Hide (+14 AC, *light armour*, **resist earth** (100%), **immune** to **dirty**, **resist lightning** (50%))

- **Active Burrower:** This creature can create large underground burrows with relative ease, terraforming the landscape of its homeland. The tunnels are navigable, dark, and fraught with the usual dangers of subterranean exploration, sometimes being

populated with other creatures if they have been long abandoned. It can dig 30ft per **turn** through soft and hard substrates; when passing underneath a creature, the creature above will perceive the earth under its feet shaking with the underground movement of soil and rock.

- **Tunnel Fighter:** This creature is most at home when shrouded in the darkness found in the tunnels below the surface world. When fighting underground, it gains (+2) on all rolls 'to hit' as well as (+2) to its **critical hit rank**. If forced to fight above ground or in daylight, it loses (-2) on all rolls 'to hit' and becomes **hopeless** until it returns underground. Returning underground will become its priority, even at the risk of taking further damage.
- **Excavation Slash** (Ability / 1 mana point): This creature possesses powerful burrowing paws and can use them effectively in **combat**. It makes (2) attacks on a single foe with its "Digging Claws" which inflict normal damage. In addition, the attacks cause **overpower**.
- **Emergency Evacuate** (Ability / 3 mana points): The creature will only use this ability if it is becoming overwhelmed in a fight. It furiously stirs up the earth around it, throwing sand and mud into the eyes of its foes. Every enemy within 2ft of the "Molemaster" suffers **earth damage at power level (2)** and **blinding** for (3) **turns**. The creature then recklessly digs an "escape tunnel" in the opposite direction to its foes. The escape tunnel is 30ft long, and the "Molemaster" moves to the end of the tunnel. This ability can effectively end **combat**.

GHOST AUROCHS

It is said that as dawn or dusk spread across wide-open snow fields and stretches of scrubby tundra, the Ghost Aurochs may reveal its presence. A hulking bull twice the height of a full grown man, and with horns so formidable that they could spear an ironclad giant, it continues to boggle the minds of Dead World naturalists as to how a creature of this majesty can vanish into the aether with such impunity. Its body seems to be composed of faintly glowing blue-white matter capable of phasing through solid objects, and its call is mournful, as if this solitary being seeks the rest of its herd. If startled, it is likely to melt away into the maw of a rising blizzard. Frost-Walker tribes revere this creature, viewing the killing or hunting of this beast as a matter worse than taboo.

Hit Points: 8d12

Movement: 12ft per action

Speed: 6

Strength: 22 (+6)

Dexterity: 10

Constitution: 19 (+4)

Intelligence: 12 (+1)

Wisdom: 15 (+2)

Charisma: 14 (+2)

Mana Points (4)

Equipment: Huge Horns (4d6, *two-handed*), Phantom Hide (+8 AC, *light armour*)

- **Spectral:** This enemy cannot be hurt by normal melee or ranged attack damage (any attack that hits them will cause (0) damage, regardless of modifiers or weapon stats). In addition, they are **immune** to all damage types, status and insanity effects except for the following: **magic, flaming, lightning, and holy**. This enemy may walk through solid objects such as walls or doors. They may also walk across pits or drops if they can clear the distance of the pit within a single turn.
- **Mournful Bellow** (Ability / 1 mana point): This creature can let out a heart-wrenching call. All foes within earshot must make a

save throw (Constitution versus Strength) or become unable to attack or cast **offensive spells** for (1) **turn**.

- **Ghostly Charge** (Ability / 1 mana point): This creature may charge in a straight line up to 30ft even if it ends up inside a physical object. It may pass through all solid objects between its starting point and its destination. This ability does not require **line of sight**. Each foe between the starting point and the destination suffers a single automatic hit from this creature's "Huge Horns", as well as **frostbite** for (4) **turns**.
- **Chill Wind** (Spell / 1 mana point): This creature can summon a wind that automatically inflicts **frostbite** on all foes within 16ft. In addition, any foe affected by this spell that has **regeneration** no longer counts as having **regeneration** for the duration of "Chill Wind". "Chill Wind" lasts for (8) **turns**.
- **Ghostly Blizzard** (Spell / 2 mana points): This creature's affinity for the cold is quite remarkable. "Ghostly Blizzard" is active for (3) **turns** and summons **Extreme Weather Effect: blizzard** into play. While "Ghostly Blizzard" is active, any enemy within 16ft of the "Ghost Auroch" afflicted with **frostbite** suffers (4d6) damage at the start of each of their **turns**.



TROLL

Trolls are violent and stupid, often laying crude ambushes for passersby. In times gone by, their tremendous strength and regenerative abilities posed a threat to civilised travellers, but now, with far greater threats looming, trolls are more of a nuisance than anything else.

Hit Points: 8d10

Movement: 12ft per action

Speed: 4

Strength: 16 (+3)

Dexterity: 6

Constitution: 24 (+7)

Intelligence: 2

Wisdom: 2

Charisma: 2

Mana Points (2)

Equipment: Maul (d20, *two-handed*), Scaly Skin (+8 AC, *heavy armour*)

- **Regeneration** (3d6)
- **Sweeping Strikes** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.
- **Venom Spittle** (Ability / 1 mana point): Target up to (3) enemies within 6ft. The enemies suffer (1) ranged attack that automatically hits and causes **venom**.
- **Loathe the sun:** Trolls can **see in the dark**. Double the damage of any **flaming** attacks made against a troll.

DELL BELLOWER

The Dell Bellower is a trickster spirit, sometimes to be found dwelling on stony hillsides and lurking around the rocky escarpments of rolling grassland plains. It is a shapeshifter, sometimes manifesting in the form of small shrubs, antlered rabbits, and even, on occasion, a child lost in the wilds. It is believed that it can mimic absolutely any sound to perfection, be that speech, the vocalisations of an Alarm Hyrax, the stampede of a thousand Wild Horses, or the contented groans of a group of Armoured Lizarchs wallowing in a mud bath. So long as it has heard a sound, it can replicate it flawlessly. Nothing gives a Dell Bellower greater delight than to confound an unsuspecting party of adventurers and to panic them into terrified flight from the source of the sound. If identified and slain, it will dissolve into a viscous gold liquid that seeps into the ground, leaving only a single ornately-carved gold piece where its body once lay. These "Dell Ducats" are thought to be lucky talismans and are highly prized as such.

Hit Points: 4d12

Movement: 7ft per action

Speed: 6

Strength: 8

Dexterity: 10

Constitution: 7

Intelligence: 20 (+5)

Wisdom: 14 (+2)

Charisma: 17 (+3)

Mana Points (6)

Equipment: Shapeshifter Hide (+5 AC, *light armour*)

- **Bellowing Mimicry:** This creature's simple goal in life is to confuse and scare others, be they foes, creatures, or simply passers by. It may spend (1) **action** to perfectly recreate any sound it has previously heard at any volume. This ability may be used multiple times in a single **turn** and may continue during foes' **turns**. This ability will not reveal the creature if the creature is **hidden**, however foes within earshot will be able to discern the general direction from which the sound originated.

- **Impersonate:** The Dell Bellower can expertly mimic voice, appearance and bearing. The Dell Bellower can speak all languages. The Dell Bellower may spend (1) **turn** “studying” a humanoid target. The Dell Bellower may then spend (1) **mana point** to mimic that person exactly for (8) **turns**.
- **Defensive Outburst** (Ability / 1 mana point): If this creature perceives that its targets are becoming aware of its presence or, for that matter, becoming hostile towards it, the creature may emit a shrieking blast of sound. All foes within earshot automatically take (2d6) damage and are **dazed** for (3) **turns**.
- **Disorientate** (Spell / 1 mana point): As a last resort, if its attackers have identified the creature and are pursuing it, the creature may create (2) illusory copies of itself. These copies are identical to the creature, save that they do not take their own **turns** and possess only (1) hit point each. The copies are controlled by the creature using this spell; they are unable to use attacks or abilities, only being capable of moving independently from the creature each time the creature makes an **action** of its own.

ARMoured LIZARCH

This beast is acknowledged as a colossal pest to every farmer on the face of Dead World, less tolerated even than wolves and foxes, but not quite as reviled as crop blight. Though strictly vegetarian, these lumbering quadrupedal dreadnoughts are capable of inflicting catastrophic damage to land and life as they stumble and crash their way through even the sturdiest impediments. They simply wish to reach greener pastures, an understandable goal, but the cost to any civilisation lying between them and their destination is quite unpalatable. They are protected by row upon row of heavily armoured plate, thicker than a hand's span and hard as stone. Their tail club, when wielded in anger, outmatches any maul or hammer. Luckily, they are terrorised by fire and can be diverted in their course by the mere smell of burning brushwood. They are extremely partial to mud baths and can be found wallowing with visible delight.

Hit Points: 16d12

Movement: 6ft per action

Speed: 2

Strength: 24 (+7)

Dexterity: 6

Constitution: 24 (+7)

Intelligence: 4

Wisdom: 4

Charisma: 8

Mana Points (4)

Equipment: Tail Club (8d8, one-handed, long, **overpower**), Dreadnought

Cladding (+19 AC, heavy armour)

- **Fear of Fire:** Any fire within 10ft of this creature will inflict the **terrorised** insanity effect upon it for (1) **turn**.
- **Colossal Mass:** The creature is of such colossal size that any blow suffered from it is devastating. All attacks from a creature with "Colossal Mass" **knock back** (2d6)ft. If the creature with "Colossal Mass" scores a **critical hit**, its damage is *tripled* rather than doubled.

- **Born of Earth:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist earth** (50%) and **resist water** (50%).
- **Tailsweep** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within melee **combat**. The attack automatically hits, **knocks back** (d8)ft, and causes (3d6) points of damage.
- **Hunker Down** (Ability / 1 mana point): This creature has immense defensive prowess. It can lower its quadrupedal body to the ground to protect itself. It becomes functionally **paralysed** for (2) **turns**. During this time, it becomes completely **immune / resistant** to all types of damage and effects except for damage or effects inflicted by the creature inhaling or imbibing a substance (such as a potion). This ability does not prevent the effects of “Fear of Fire” from activating.

VESPER FAE

It is thought that the Vesper Fae are relics of a world preceding even the Aronian Era. Sightings of these hallowed creatures are so rare as to occur barely once in a lifetime, but always in the evening as a blood red sun begins to dip below the horizon. Allegedly they take the form of winged elves, crystalline and beautiful. What they herald, though, seems without exception to be some form of natural disaster, ushering us to a state of upheaval and sowing extreme civil unrest in towns and cities. They inflict, albeit temporarily, all manner of extreme weather across the land, bequeathing those who witness their coming with the same warning as they have done since the dawn of time: “suffer not the liar”. No adventurer has yet slain a Vesper Fae, thus Dead World waits with bated breath for their next cataclysm and a chance to bring one down.

Hit Points: 12d12

Movement: 10ft per action, **flying**

Speed: 8

Strength: 19 (+4)

Dexterity: 18 (+4)

Constitution: 15 (+2)

Intelligence: 22 (+6)

Wisdom: 24 (+7)

Charisma: 18 (+4)

Mana Points (6)

Equipment: Gemstone Blade (3d6, *one-handed*, **holy**), Crystalline Corpus (+18 AC, *light armour*, **resist holy** (100%))

- **Sunset’s Curse:** This creature will only appear very rarely, at a moment of immense celestial occasion. It will descend from the sky ahead of a blood red sunset, all those within earshot hearing a whisper on the wind saying only: “suffer not the liar”. This creature cannot be spoken to, nor reasoned with. It will disappear within (2) hours of appearing. Immediately after it has made landfall, natural disasters will begin to afflict the world

and will continue to do so for (2) hours. If this creature is engaged in **combat**, (1) random **Extreme Weather Effect** will come into play before the first turn in the **turn sequence** is taken. It will randomly be replaced by (1) different **Extreme Weather Effect** at the beginning of each new **full turn cycle**.

- **Holy Barrage** (Offensive Spell / 1 mana point): This creature summons (d3) projectiles for each point of Intelligence Bonus it has. Each is composed of searing yellow light given form. The projectiles may target up to (4) enemies within 25ft. Each projectile hits automatically and inflicts (d3) **holy damage**. Any enemy that suffers more than (10) points of damage from "Holy Barrage" must make a **save throw** (Constitution versus Intelligence) or suffer **blinding** for (2) **turns**.
- **Insurmountable Purity**: If this creature suffers damage from an attack or spell that deals **holy damage**, the attack is not only automatically resisted, but this creature may spend (1) **mana point** to instantly reflect all damage back onto the caster / attacker. If multiple projectiles strike this creature as part of the attack, then each projectile may be deflected.

DENIZENS OF THE FOREST

BLACK RAVEN

Supposedly more intelligent than a five-year-old human child, these birds are a common sight across the length and breadth of Dead World. Many nobles use Black Ravens as message bearing beasts, for a trained messenger raven is as good as, if not better than, any runner. They require less upkeep in the way of wages too, usually only needing a kind ravenry master, a clean cage, and a good supply of corn to do their job well.

Hit Points: d6

Movement: 12ft per action while **flying**, 4ft per action if grounded

Speed: 8

Strength: 1

Dexterity: 4

Constitution: 2

Intelligence: 6

Wisdom: 2

Charisma: 2

Mana Points (0)

Equipment: Black Beak (d6, *one-handed*)

- **Scroll Pouch:** Some Black Ravens carry a scroll pouch given to them by a ravenry master. This allows the delivery of messages up to 50 words in length.
- **Garrulous:** Black Ravens speak Common.

WOLF

Wolves are common in Dead World, despite the increasing destruction of natural habitat as a result of the advancing Ever-Dark. Their fur pelts are highly sought-after by hunters, who can fashion them into enchanted armour conferring some of the spirit of the wolf into the wearer.

Hit Points: 2d6

Movement: 12ft per action

Speed: 7

Strength: 12 (+1)

Dexterity: 10

Constitution: 8

Intelligence: 5

Wisdom: 2

Charisma: 2

Mana Points (0)

Equipment: Teeth (d6, one-handed)

WHITE WOLF

There are many ranks of wolf, but the white wolves, issuing from the home of the Frost-Walkers in the dismal north of Dead World, are first and greatest. These huge animals are capable of rivalling bears for ferocity and power, and have been known to take on creatures many times their own size. Unlike lesser wolves, they do not hunt in packs, but prefer to hunt either alone or allied with a ranger, with whom they can form bonds so close it is as though the two become of one mind.

Hit Points: 5d6

Movement: 10ft per action

Speed: 8

Strength: 20 (+5)

Dexterity: 14 (+2)

Constitution: 14 (+2)

Intelligence: 12 (+1)

Wisdom: 10

Charisma: 6

Mana Points (2)

Equipment: Teeth (d8, *one-handed*)

- **Bravery** (see Special Rules)
- **Rip Hamstring** (Ability / 1 mana point): The beast makes (1) attack which hits automatically and deals normal damage. In addition, the attack causes **crippling**.
- **Howl** (Ability / 1 mana point): All enemies within 15ft suffer a **traumatised** effect for (3) **turns**.

STAG

Stags are valued for their antlers, and frequently hunted by natural predators, such as wolves, as well as humanoid hunters. These graceful and agile creatures are most commonly found in dense forests, though there are rumours of cities in the east in which stags roam freely through the streets unmolested, for they are revered there as sacred animals.

Hit Points: 2d6

Movement: 12ft per action

Speed: 7

Strength: 10

Dexterity: 12 (+1)

Constitution: 8

Intelligence: 6

Wisdom: 6

Charisma: 2

Mana Points (1)

Equipment: Antlers (d6, *one-handed*)

- **Peaceful:** This creature avoids conflict. It will not attack unless provoked; it will generally flee from **combat**.
- **Ram** (Ability / 1 mana point): The creature chooses up to (2) enemies in **combat**. They are **knocked back** a number of feet equal to (d6) + Strength Bonus. This effectively can end **combat**.

REMOVERGAROON

No intact Removergaroon has ever been caught for study, for they are seemingly impossible to contain for any meaningful length of time. Similar in shape to scorpions, these chitinous monsters love to nest in forest burrows, where they dig down into the loamy soil and gather up an insulating blanket of decomposing plant material. Their bodies are around a foot long when fully grown, mottled black and brown in colour, possessing a pair of insectoid pincers and sporting a whip-like tail. The tip of a Removergaroon's tail is steeped in a viscous aquamarine liquid, smelling faintly of foul acid. This excretion has yet to be emulated by enterprising alchemists, but many are seeking to do so. It bears a strange teleportation property that, if tamed, could be made immeasurably useful for adventuring parties. For now, this acid lends itself to the elusive Removergaroon's name, removing attackers from its presence.

Hit Points: 3d8

Movement: 6ft

Speed: 6

Strength: 8

Dexterity: 11

Constitution: 12 (+1)

Intelligence: 4

Wisdom: 15 (+2)

Charisma: 5

Mana Points (4)

Equipment: Chitin Pincers (2d6, *one-handed*), Whip Tail (2d6, *two-handed*, long), Scorpion Exoskeleton (+7 AC, *light armour*)

- **Scopulae:** Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb* **percentile rolls**. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.
- **Exoskeletal Defence:** This creature is immune to **venom** and **dirty** status effects, and has **resist dark** (50%).

- **Excrete Remover-Venom** (Ability / 1 mana point): The creature coats its “Whip Tail” in a special **venom** for (1) turn. This venom additionally has special properties; known as “Remover-Venom”, it will stick to the first target struck by the “Whip Tail” after the **venom** effect has been applied. Any target struck by “Remover-Venom” may spend (1) full **turn** attempting to unstick the substance from their body by means of a special **death save** (the target rolls 2d20 – if the result is equal to or less than their Constitution, then it succeeds, if higher, then it fails). If they successfully displace the “Remover-Venom” from their body, then no further effect occurs. If they fail the roll, they are immediately teleported to another location. They have a 50% chance of teleporting to a random location within a 1000ft radius (determined at the GM’s discretion) and a 50% chance of teleporting to the location of their last **rest period**. After teleportation or displacement, the Remover-Venom turns to plain liquid water.

SILVER STAG

The most prized stags are the great Silver Stags that haunt the enchanted forest near the Silver Keep. Far larger than their ordinary brethren, these luminescent, resplendent creatures might easily be mistaken for spirits or gods. The forest surrounding the Silver Keep (which derives its name from their presence) is a fitting abode for them, for spilling blood is forbidden on this sacred ground, and will lead the forest itself to revolt, every tree and shrub and strangle-thorn awakening with deadly power. It is thought that the antlers of a Silver Stag bear innate magical properties.

Hit Points: 3d6

Movement: 14ft per action

Speed: 8

Strength: 14 (+2)

Dexterity: 14 (+2)

Constitution: 7

Intelligence: 9

Wisdom: 9

Charisma: 24 (+7)

Mana Points (3)

Equipment: Silver Antlers (d6, *one-handed*), Glistening Fur (+2 AC, *light armour*)

- **Dazzling Radiance:** The Silver Stag emits an aura of radiance and beauty which few can but find inspiring. The Silver Stag adds +1 to their AC for each point of Charisma Bonus they have.
- **Rideable:** This creature can be treated as a **mount** if successfully tamed. The Silver Stag allows its **rider** to carry (5) additional inventory slots.
- **Shadowmeld** (Ability / 1 mana point): The creature is able to phase in and out of reality, making it almost impossible to hit. Once activated, when the creature is struck by an attack, they may ask the enemy to re-roll the damage roll of the attack. They may only ask for the damage to be re-rolled once and must accept the result of the second roll. If the creature is **mounted**,

then the **rider** also benefits from this effect. Shadowmeld lasts for (6) **turns**.

- **Peaceful:** This creature avoids conflict. It will not attack unless provoked; it will generally flee from **combat**.
- **Ram** (Ability / 1 mana point): The creature chooses up to (2) enemies in **combat**. They are **knocked back** a number of feet equal to (d6) + Strength Bonus. This effectively can end **combat**.



GREATER SPIDER

Mindless hunters, the spiders are a numberless menace on civilised lands, though their hordes are somewhat diminished by the demonic incursions of *The Shattering* and the *Era of Empires*. These huge beasts often occupy caves and forests, though in rare circumstances they can be compelled to invade human habitations. They are capable of surprising stealth for their bulk, and their venom can defeat even the staunchest constitutions.

Hit Points: 2d10

Movement: 16ft per action

Speed: 9

Strength: 12 (+1)

Dexterity: 14 (+2)

Constitution: 8

Intelligence: 8

Wisdom: 6

Charisma: 2

Mana Points (1)

Equipment: Mandibles (d6, *one-handed*), Exoskeleton (+2 AC, *light armour*)

- **Bilious Excretion:** (Ability / 1 mana point): **Poisons** one melee weapon or ammunition stockpile (arrows/bolts). The **poison** is **power level** (3) and lasts for (4) **turns**.
- **Nimble** (see Special Rules)
- **Strike From The Shadows** (see Special Rules)
- **Sneak Attack** (see Special Rules)
- **Scopulae:** Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb* **percentile rolls**. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.

GOLIATH SPIDER

These ancients of the spider-race are terrifying to behold. The oldest and largest of these creatures can tower over three-storey buildings. Grown fat from centuries of feasting, with an exoskeleton that has hardened into a near-unbreakable enamel, what they lack in subtlety they make up for in sheer power and venomous might.

Hit Points: 15d20

Movement: 25ft per action

Speed: 8

Strength: 20 (+5)

Dexterity: 18 (+4)

Constitution: 22 (+6)

Intelligence: 12 (+1)

Wisdom: 8

Charisma: 2

Mana Points (3)

Equipment: Humungous Mandibles (4d6, *one-handed*), Ancient Exoskeleton (+10 AC, *light armour*)

- **Bilious Excretion** (Ability / 1 mana point): **Poisons** one melee weapon *or* ammunition stockpile (arrows/bolts). The **poison** is **power level** (3) and lasts for (4) **turns**.
- **Webweaver** (Ability / 1 mana point): Make (1) ranged attack against a target within 10ft. If the attack hits, the target must make a **save throw** (Strength versus Dexterity) or suffer **paralysis** for (2) **turns**.
- **Venom Spittle** (Ability / 1 mana point): Target up to (3) enemies within 6ft. The enemies suffer (1) ranged attack that automatically hits and causes **venom**.
- **Scopulae**: Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb* **percentile rolls**. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.

GREAT BEAR

The bears of Dead World are savage, bloodthirsty creatures. It is thought that once bears were largely herbivorous, preferring to eat berries and other wholesome plantlife, but over time, due, perhaps, to the encroaching darkness, they have become more aggressive, bestial, and carnivorous. The largest bears are so gigantic that they can fell trees, and require a near constant supply of red meat to sustain themselves. To do battle with a Great Bear is no mean feat and should only be attempted by a team of highly prepared adventurers. Not only is their strength and bulk a danger to even hardy fighters, but their sheer determination to kill anything that intrudes on their domain is harrowing to endure.

Hit Points: 12d6

Movement: 10ft per action

Speed: 3

Strength: 18 (+4)

Dexterity: 10

Constitution: 18 (+4)

Intelligence: 8

Wisdom: 8

Charisma: 2

Mana Points (3)

Equipment: Savage Claws & Teeth (4d6, *one-handed*), Bristling Fur (+8 AC, *light armour*)

- **Determination** (see Special Rules)
- **Rideable:** This creature can be treated as a **mount** if successfully tamed. The Great Bear allows its **rider** to carry (5) additional inventory slots.
- **Rending Strike** (Ability / 1 mana point): The beast makes (1) attack which hits automatically. The attack causes **grievous bleeding** in addition to normal weapon damage.
- **Olfactory Senses:** If a character or creature within 40ft of a creature with "Olfactory Senses" is suffering from either the

bleeding or **grievous bleeding** effects, then this creature may increase its **speed** by (+7) and **movement** by (+6)ft per **action**.

- **Trample** (Ability / 1 mana point): The monstrosity moves forward in a straight line up to their maximum move distance in one **action**, disregarding any intervening humanoid sized characters (but not impassable terrain). Any humanoid creature touched by the monstrosity as it moved suffer (7d6) points of damage and are **knocked back** (2d6)ft.

AWAKENED TREE

The druids have been awakening trees for millennia, in part as an effort to save the forest. Many of the forests of Dead World have withered and died, especially in the north, and due to the incursion of the Armies of Old Night. Many other forests have become corrupted. In Paradis, during the Era of Empires, the presence of the shards of the Nameless Blade caused the woods to become twisted, malformed, and corrupted – a living and demonic landscape. By awakening the trees, the druids have helped many forests to escape corruption, marching ever southward, to safer climes.

Hit Points: 14d20

Movement: 10ft per action

Speed: 5

Strength: 16 (+3)

Dexterity: 10

Constitution: 28 (+9)

Intelligence: 10

Wisdom: 14 (+2)

Charisma: 8

Mana Points (2)

Equipment: Tree Limb (3d6, *two-handed*), Barkskin (+11 AC, *light armour*)

- **Determined** (see Special Rules)
- **Sweeping Strikes** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.
- **Trample** (Ability / 1 mana point): The monstrosity moves forward in a straight line up to their maximum move distance in one **action**, disregarding any intervening humanoid sized characters (but not impassable terrain). Any humanoid creature touched by the monstrosity as it moved suffer (7d6) points of damage and are **knocked back** (2d6)ft.

TREE LEAPER

There are many different kinds of forest across the breadth of Dead World: deciduous and coniferous, temperate, tropical, and boreal. In every forest discovered to date, Tree Leapers can be found. Social primates around the size of a domestic dog, their family groups can often be heard chittering in the canopies high overhead. Family groups are led by matriarchs, all relatives pitching in to care for the young and helping them migrate through their forest territories en masse. Where they make a wholesome sight, bachelor groups of Tree Leapers present potential problems for travellers. The males dislike seeing any creature stray into their territories, for they will make a threat display to any perceived transgressor before nimbly leaping on the offensive, darting from tree to tree as they bite, bludgeon and intimidate their victims.

Hit Points: 4d8

Movement: 16ft

Speed: 11

Strength: 7

Dexterity: 30 (+10)

Constitution: 8

Intelligence: 13 (+1)

Wisdom: 12 (+1)

Charisma: 9

Mana Points (3)

Equipment: Primate Hands (d6, *one-handed*), Primate Jaws (d6, *one-handed*)

- **Nimble** (see Special Rules)
- **Social Conspiracy:** This creature roams in groups of between 5 to 20 individual members, the collective noun being “a conspiracy of Tree Leapers”. Family groups will attempt to avoid **combat** if attacked. Only male bachelor groups are aggressive, the males acting as a single unit led by a “patriarch”.
- **Threat Display** (Ability / 1 mana point): Patriarchs can make a series of loud and threatening vocalisations to attempt to scare off creatures and humanoids from entering their territory. This attack deals no damage and automatically affects all foes within

earshot or within a 20ft radius of the patriarch. Any affected foe with a Constitution stat of 15 or less suffers **hopeless** for (4) **turns**. Any affected foe with a Constitution stat of 16 or above gains the **enrage trait** until they leave the 20ft radius of the Tree Leaper conspiracy.

- **Mob Assault** (Ability / 1 mana point): The patriarch can lead (x) number of leaping attacks using his group's "Primate Hands", where x = the number of individual males in his conspiracy. These attacks are spread and allocated equally wherever possible between all foes within a radius of 30ft from the patriarch. The attacks gain +2 'to hit'.
- **Dung Fling** (Ability / 1 mana point): The patriarch may fling his group's "waste" at any single foe within an 18ft range. The target must make a **save throw** (Dexterity versus Dexterity). If the target fails their **save throw**, they take (d4) damage, suffer the **dirty** effect, and lose access to any Charisma Bonus until the **dirty** effect has been removed. If the target succeeds the **save**, the attack misses and the patriarch gains (+d6) to the damage of its melee attacks for (6) **turns**. This effect can be stacked.

ANTLERED LESHBEAST

Old is the magic that protects the deep woods; older are the Forest Kingdom's protectors. Antlered Leshbeasts have become a dwindling threat of late. As Dead World is further explored, colonised, and exploited, few truly untouched forests remain to be found. In these, however, the skeletal forms of the Antlered Leshbeast are rumoured to dwell, moving in a sham-bles to eradicate threats posed by any interlopers. Standing at almost twice the height of a human, it was once believed that these magically inclined creatures were undead variants of Illeexian, their limbs bearing a striking resemblance to petrified wood strewn with thorns and brambles. They festoon their emaciated bodies with living mosses, leaves, and the bones of dead forest creatures, malicious glowing eyes set deep in the skulls adorning their heads. It is said that the larger the antlers atop their skull masks, the more potent their magical prowess.

Hit Points: 10d8

Movement: 7ft

Speed: 4

Strength: 10

Dexterity: 10

Constitution: 20 (+5)

Intelligence: 22 (+6)

Wisdom: 12 (+1)

Charisma: 7

Mana Points (6)

Equipment: Bramble Fists (3d6, *one-handed*, **bleeding**), Petrified Barkskin (+8 AC, *light armour*)

- **Born of the Forest:** This creature is **immune** to **earth damage**, and can **resist dark** (75%). However, they are vulnerable to **flaming damage** and therefore suffer double the usual amount of damage suffered from **flaming** attacks and spells.
- **Forest Stalker:** This solitary creature lurks in the densest woods and gains (+6) on all rolls to **avoid detection** while in forested terrain. It will usually make a surprise attack against its foes after having tracked them for several **turns**, but can be incited to

stalk for less time if a forest creature is slain or a fire burns within a radius of 150ft from it.

- **Leaf Tempest** (Spell / 1 mana point): This creature can make a magical attack which automatically hits all foes within a radius of 30ft. This attack deals (5d6) **earth damage**, (2d6) **dark damage** and inflicts the **dirty** status effect on each target hit.
- **Woodland Guardian** (Ability / 1 mana point): This creature can exude a potent aura of verdant green energy capable of summoning other woodland creatures to aid it in **combat**. The alluring aura will echo hauntingly throughout the forest for (3) **turns**. As soon as this ability is used, there is an 80% chance that another random forest-creature will immediately join the fight. On each of the creature's following (2) **turns** there is a 50% chance of the same happening. This ability cannot be stacked and may only be used again once the third and final summoning opportunity has been determined.
- **Primeval Battering** (Ability / 1 mana point): The creature may immediately move up to 12ft in a straight line towards a single foe, but it may not move through that foe. It makes (3) attacks with its "Bramble Fists". If the Antlered Leshbeast hits with all three attacks, it will inflict the **dazed** effect on the target and deal an additional (2d6) **dark, earth damage**.

DEW DRINKER

Dew Drinkers live in forests brimming with refreshing streams and serene lakes. Where Antlered Leshbeasts are invariably hostile guardians, Dew Drinkers are truly beloved by the woodland peasantry as symbols of fertility and gratitude. In fact, if a Dew Drinker inhabits a forest waterway, it is a good sign that the forest itself is in ascension, the plants and animals within being larger and more hale than most. They resemble a cross between a badger and an otter, swift in water and sure-footed on land. They are named for their habit of patrolling riparian land at dawn, for they hug their lithe bodies to the ground as they strut around soaking up the dew gathered on low lying foliage, absorbing it into their glossy fur. Dew Drinkers are known wielders of water magic and, on rare occasions, both holy and lightning energy too, leading many to revere these creatures as the precious souls of their forest environments. Their vocalisations are worth a final note, for Dew Drinkers are intelligent enough to have a grasp of the Rattle language.

Hit Points: 10d8

Movement: 13ft

Speed: 9

Strength: 13 (+1)

Dexterity: 19 (+4)

Constitution: 13 (+1)

Intelligence: 18 (+4)

Wisdom: 22 (+6)

Charisma: 15 (+2)

Mana Points (6)

Equipment: Webbed Hands (d6, *one-handed*), Stout Tail (d6, *one-handed*, **knock back** 6ft) Aquamantic Pelt (+6 AC, *light armour*)

- **Water God:** If this creature suffers **water damage**, it is automatically nullified and instead a number of hit points equal to the damage that would have been dealt is restored to the creature. In addition, this creature can **resist earth** and **holy damage** (50%). All attacks cause the **wet** status.

- **Soul of the Forest:** Any non-hostile plant, creature or humanoid within a 100ft radius of this creature receives **regeneration** (d4). This effect ends as soon as the target becomes hostile or leaves the area of effect.
- **Intelligent Chitter:** This creature can converse in **Rattle** as well as speak to plants and other animals (**Leaftongue**). If it is presented with an unfamiliar or foreign creature, it may only converse with that creature in a broken or basic fashion.
- **Animal Aquamancy** (Offensive Spell / 1 mana point): This creature can hold its breath **underwater** for a maximum of (8) **turns** before taking damage and, during this time, it can freely magically manipulate existing bodies of water. It can cast an **offensive spell** which shoots (3) jets of highly pressurised water at a maximum of (3) different targets within a 20ft radius. Each jet automatically hits and deals (2d6) **water damage**.
- **Riparian Steward** (Spell / 1 mana point): This creature may cast this spell on itself or any single ally within a radius of 25ft provided that it is within sight of a lake shore or river bank. The spell confers **resistance** to **flaming** and **melee damage** (75%) for (3) **turns**.
- **Energy Convergence** (Ability / 2 mana points): This creature, when defending itself or its home from a serious threat, can immediately summon the **Extreme Weather Effect: thunderstorm**. This effect does not subside unless replaced by a newer **Extreme Weather Effect** or until **combat** has fully resolved. The creature and its allies gain **resist lightning** (100%) whilst any **thunderstorm** is in play.
- **Life Force Guardian** (Ability / 1 mana point): This ability may only be used during a **thunderstorm**. The creature summons a bolt of lightning which targets one enemy within 25ft, hits automatically, and inflicts **lightning damage** at **power level** (4).

TANGLEBLOOD COPSE

There are some woodlands in Dead World which need no protectors, becoming veritable paradises for herbivorous creatures. These forests sprung forth exclusively from the blood-soaked fields of ancient battle-grounds, their carmine leaves heralding this origin. Now, whenever a traveller passes through a Tangleblood Copse, they need only abide by a single sacrosanct rule: shed no blood within the forest's confines. If blood is shed, the best outcome would be for the traveller to flee for their lives and cross beyond the forest realm to another environment. The most usual outcome, however, is the total evisceration of any living creature in the vicinity of that bloodshed. It is believed that Tangleblood Copses are able to locate their prey by means of a vast, interconnected mycelial root system, uniting all the non-animal life of the forest into a single hive organism thirsting for blood. No loggers dare use these woods for lumber, for a single slip of an axe or a surprise encounter with a stray predator would spell their almost immediate doom. The largest Tangleblood Copse of Dead World is said to lie within the boundaries of Paradis, and contain untold treasures of flora and fauna, but despite many expeditions, the vast Copse has never been found.

Hit Points: 200d10, **swarm**

Movement: 0ft

Speed: 7

Strength: 30 (+10)

Dexterity: 15 (+2)

Constitution: 48 (+19)

Intelligence: 10

Wisdom: 20 (+5)

Charisma: 10

Mana Points (0)

Equipment: Plantlife Army (d20, *two-handed*), Sensory Network (+5 AC, *light armour*)

- **Living Forest:** This creature is **immune** to all status and insanity effects, and **immune** to all damage other than damage inflicted by means of a physical weapon or **flaming** attacks.

- **Swarm:** This creature is actually a swarm of many smaller beings, therefore for the purposes of **combat** and the **turn sequence** it is treated as one creature (in other words, it may perform (2) **actions per turn**), and has a single hit point score. Its numbers provide an advantage, however, in that when it attacks in melee **combat**, it may make (d10) attacks **per action** with its **equipped** weapon, rather than simply (1).
- **Flame Abhorrence:** If any flames are used within the confines of this creature's forest colony, every plant and fungus comprising that colony will emit a soul-scarring scream of disgust and agony. This scream is heard psychically within the minds of all creatures and humanoids within the forest. Any humanoid creature affected by this scream will immediately suffer a special variant of the **terrorised** effect which cannot be overcome by means of any **percentile roll**. This special **terrorised** effect will last until either the offending flame is extinguished (and the screaming stops) or until the listener has escaped the confines of the forest.
- **Sanguine Sanctum:** This creature can smell blood in the air the way a shark can detect the location of blood in water. If blood is spilt within the forest, the following sequence of events will occur, beginning a **turn** counter. The entire forest will seem to bristle and rumble for the duration of **turn** (1). During **turn** (2), a wave of aggressive foliage will emanate from the centre of the forest to the location where blood was shed. The creature spends **turn** (3) absorbing the blood as the forest roils. Anyone within 50ft of that location at the beginning of **turn** (4) will enter **combat** with the Tangleblood Copse. Due to the vast size of the Tangleblood Copse, **adventurers** or other intrepid wanderers must leave the entire forest to be considered disengaged from **combat** (and will suffer **fleeing strikes** as they do so unless mitigated by a special ability or circumstance).

CURIOCERATOPS

A rare sight to be sure these days, it is becoming harder and harder to find wild populations of Curioceratops in Dead World. Any tavern which can claim to have a bull Curioceratops skull mounted above its fireplace is bound to gain huge renown. Their heads (with frills and spikes) can reach the size of a carriage, while their bull-like reptilian bodies can reach double that before tapering off into a stocky tail. Their colouration stands somewhere between a mossy green and granite grey, though their frills and spikes always sport bright patters in any number of different pigments. There seems to be some kind of link between the colour of these adornments and the nature of their forest home, although Curioceratops have become so rare that mere notes on this theory are hard to come by. Nevertheless, these majestic giants will make quite the spectacle for those who can find them, let alone a stalwart foe to any hunter reckless enough to try to fell one.

Hit Points: 14d20

Movement: 15ft

Speed: 7

Strength: 35 (+12)

Dexterity: 12 (+1)

Constitution: 24 (+7)

Intelligence: 6

Wisdom: 10

Charisma: 5

Mana Points (4)

Equipment: Spiked Face (5d6, *one-handed, long*), Bulky Legs (4d6, *one-handed*), Forest Dragon Scales (+15 AC, *heavy armour*)

- **Dragonkin Scaling:** This creature is **immune** to **overpower** and **dirty** effects and can **resist earth** (100%). They are exceedingly vulnerable to **fire damage**, and so all **fire damage** against them is doubled.
- **Herd Mentality:** This creature, rare though it may be, lives in herds of mixed age and gender individuals. Males are largest and rarest, being generally mistrusting and aggressive towards

any threatening presence or anything that startles them. Females are still very large and will be extremely aggressive towards anything threatening their young or nests. Healthy adults of both genders will stand their ground against any threats, while males will actively mock-charge any threat which does not retreat as a warning to scare off any attack. Juveniles are at least the size of an adult horse and will be playful and trusting, but more prone to alarm than other ages of Curioceratops if startled.

- **Coloured Weaponry:** This creature is born with bony spikes all over its face and a frill atop their heads. These grow as they age, developing striking patterns of colours that relate to their native environment. (1) Those who dwell in temperate forests gain an emerald pattern which adds **earth damage** at **power level** (4) to any attack made with their "Spiked Face". (2) Those who live in scorched forests on volcanic slopes gain a ruby pattern adding **fire damage** at **power level** (4) to any attack made with their "Spiked Face". (3) Those who live in coastal forests gain a sapphire pattern which adds **water damage** at **power level** (4) to any attack made with their "Spiked Face". This list is not exhaustive, but rather indicative of certain varieties of "Coloured Weaponry" available to differently located Curioceratops.
- **Stampede** (Ability / 1 mana point): This creature is prone to fits of rage which trigger it to run or swim as a group at high speed. It moves 15ft per **action** in a single direction, dealing (2d20) damage to any foe in that path and inflicting **dazed** on the foe for (2) **turns**. If this creature is in a group, an individual using this ability will trigger all others in the group to join the stampede, even if they have already taken their **turn** or have yet to take their **turn**.

THE VANISHED BANISHED

More of an apparition than a creature, the Vanished Banished are a phenomenon on the rise in the forests of Dead World. Most commonly appearing during periods of mist, rain, or thunderstorms, the Vanished Banished take form from the memories of those they encounter in the deep of the woods. At first, so the tales say, one might notice the constant background noise of the forest dwindling into the most unnerving, unnatural silence. Even the sound of rain or thunder is extinguished in totality. Then the sights begin to manifest. The faces and bodies of deceased loved ones form from the mist and rain, visibly desperate and wracked with unthinkable agonies. Then the sound of screaming and crying begins, only in the minds of the beholders. The sheer horror of an encounter with the Vanished Banished has driven many an adventurer completely mad, reducing their minds to shell-shocked husks and snuffing out any lingering hopes they might once have harboured in their hearts.

Hit Points: d6

Movement: 6ft

Speed: 3

Strength: 2

Dexterity: 3

Constitution: 2

Intelligence: 10

Wisdom: 10

Charisma: 30 (+10)

Mana Points (0)

Equipment: Precipitation Corpus (+4 AC, *light armour*)

- **Born of Air:** This creature is **immune** to the **wet** effect and can **resist lightning** and **water damage** (100%).
- **Baffling Approach:** This creature is a being of forest and water, be that drawn from the banks of a river, the depths of a lake or from mist or rain in the air. It creates an area around itself with a radius of 100ft. Within this radius, no sound may be **detected** by any humanoid and no other hostile creatures of the natural world will seek to enter.

- **Psychic Metanoia:** This creature takes shape in the air by drawing together moisture with arcane power. It can see into the minds and memories of any humanoid it encounters, and will slowly form into the watery shape of the humanoid's most treasured friends and loved ones. It will only take the form of deceased friends and loved ones. The creature will writhe and appear to cripple with agony, bending and twisting in upsetting shapes meant to psychologically break any onlooker. The screams and cries of their loved ones will grow into a cacophony in their minds. Foes who see this must make a **saving throw** (Wisdom versus Charisma) or immediately suffer **paranoid**, **traumatised**, and **hopeless** effects until their next **rest period**.
- **Troubling Memory:** This creature will fade away into the ether when all foes within a 100ft radius are suffering from the effects conferred by **Psychic Metanoia**. Perception of sound will return to the area and other hostile creatures of the natural world will no longer be cowed to remain outside of the area of effect. Any humanoid foe still handling the effects conferred by **Psychic Metanoia** who is also suffering from any form of **addiction** will have the strength of their **addiction** increase by (1) stage if possible, as a direct result of trying to cope with the sheer strain of what they have seen and heard in this encounter.

DEEPWOOD UNICORN

A distant relation of the Plains Kingdom Wild Horse, the Deepwood Unicorn is more noble and immensely fragile. Beloved of forest-dwelling peoples, Deepwood Unicorns are hard to tame, let alone to breed and maintain. Their usually formidable health takes a steep decline if they are ever removed from their forest environment, though the exact reason for this deterioration remains a mystery. One must wonder whether an animal, even one as emotionally intelligent as a Deepwood Unicorn, is capable of feeling grief when separated from its proper home. At any rate, a tame Deepwood Unicorn is an unparalleled mount for traversing dense forest and jungle, navigating the tangled mess of roots and claustrophobic boughs as if they were not there. They are even known to wield latent healing magic when bonded to a rider, making them hugely desirable and their taming a prized art.

Hit Points: 7d6

Movement: 25ft

Speed: 10

Strength: 14 (+2)

Dexterity: 14 (+2)

Constitution: 12 (+1)

Intelligence: 10

Wisdom: 8

Charisma: 8

Mana Points (4)

Equipment: Hooves (d6, *one-handed*), Helical Horn (3d6, **holy**, *one-handed*), Hide of Purity and Light (+7 AC, *light armour*, immunity to **dark** and **dirty** effects, *reflect* any **holy damage** received onto the attacker)

- **Tameable:** This creature can be **tamed** and become a **mount**. Taming requires the creature to bond with its tamer, a protracted process in this case. A “bond” will be developed between tamer and creature by feeding it at least once per day for a month and ensuring that no **combat** occurs while in one another’s company, even if initiated by a third party. This creature will never bond

with anyone possessing a weapon or artefact which deals **dark damage**. Anyone possessing a **dark** weapon or artefact will find it impossible to **mount** this creature. The creature can develop a “temporary bond” with a new **rider** once it has been **tamed**, provided the **rider** feeds the creature (1) fruit when mounted for the first time.

- **Forest Terrain Specialist:** Although this creature cannot *climb*, it can move through forest and jungle terrain as if there were no obstacles in its path, lithely dodging around them. It is **immune** to damage and effects inflicted by **trap items** laid atop or under the ground.
- **Sylvan Spirit Link:** For every full day spent beyond the reaches of any kind of forest, the creature’s **maximum hit points** are permanently reduced by 6 points until it either dies or returns to a forest environment. Hit points lost this way can only be regained by spending a full 7 days in any kind of forest.
- **Beneficent Impulse** (Ability / 1 mana point): This creature can heal anyone with whom it shares a bond or a temporary bond. The target must be either mounted upon the creature or within its **line of sight**. The creature’s “Helical Horn” glows with a soft light to heal the target (+5d6) hit points. The target also gains **regeneration** (d4) for (4) **turns**.

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DENIZENS OF THE JUNGLE

SABRE CAT

These beautiful beasts once reigned as apex predators in the forests and jungles of Dead World. However, with the frequency of demonic incursion ever mounting, and the destruction of their natural habitat, sabre cats often now wander the plains in search of new prey. Where they can, they align themselves with rangers, who will nurture them in return for their ferocious abilities. Sabre cats can live for hundreds of years, and it is said the oldest of them are as, if not more, intelligent than the speaking races of the world.

Hit Points: 4d6

Movement: 12ft per action

Speed: 9

Strength: 18 (+4)

Dexterity: 18 (+4)

Constitution: 14 (+2)

Intelligence: 10

Wisdom: 10

Charisma: 6

Mana Points (2)

Equipment: Claws & Teeth (d8, *one-handed*)

- **Enrage** (see Special Rules)
- **Rending Strike** (Ability / 1 mana point): The beast makes (1) attack which hits automatically. The attack causes **grievous bleeding** in addition to normal weapon damage.
- **Pounce** (Ability / 1 mana point): The beast makes (1) ranged attack on an enemy within (x)ft where x = double the beast's Dexterity Bonus. The attack automatically hits and causes (2d6 + Strength Bonus) damage. Move the beast in a straight line towards the targeted enemy until they are within melee **combat** range.

STACK BABOON

S tack Baboons derive their name from their tendency to carry around massive “stacks” of coins. Attracted to anything shiny, these playful monkeys will swing down from their homes, fashioned in the upper canopies of Dead World’s surviving jungles, and rob any foolhardy travellers blind. Despite their thieving nature, they are incredibly charming, which is perhaps why they get away with it.

Hit Points: 2d6

Movement: 16ft per action

Speed: 3

Strength: 16 (+3)

Dexterity: 22 (+6)

Constitution: 12 (+1)

Intelligence: 10

Wisdom: 7

Charisma: 7

Mana Points (3)

Equipment: Claws & Teeth (d6, *one-handed*), Matted Fur (+1 AC, *light armour*)

- **Nimble** (see Special Rules)
- **Unclean:** If a humanoid character suffers damage from a Stack Baboon, there is a 10% chance they will contract **disease: “Rabies”**.
- **Scopulae:** Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb percentile rolls*. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.
- **Peaceful:** This creature avoids conflict. It will not attack unless provoked; it will generally flee from **combat**.
- **Blatant Steal** (Ability / 1 mana point): The Stack Baboon tries to increase the size of its stack by blatantly stealing from its intended “mark”. The baboon chooses (1) target within melee

range. The target must make a **save throw** (Dexterity versus Dexterity) or lose half (50%) of their monetary wealth (rounding up). The money is added to the Stack Baboon's inventory.

- **Disarm** (Ability / 2 mana points): The monkey makes (1) melee attack which automatically hits. The target must make a **save throw** (Dexterity versus Dexterity) or else have their main hand weapon taken from them and added to the monkey's inventory (if no space, it is discarded on the floor).



FRILLED ALERTIST

The Frilled Alertist is, first and foremost, a coward. One of the seminal prey creatures able to be found in the old forests and jungles of Dead World. This large bird is unique amongst its kind, for evolution has regressed it to the ignoble form of a clumsily, flightless quadruped. They are most common on densely wooded islands where the most thorough predators are fewer in number, for their unusually hunched, rotund bodies do not make Frilled Alertists the quickest creatures on foot. A lush, yet breathable down covers the majority of their stocky bodies in a fetching dappled cream colour, while their only true feathers line their unusually strong forelimbs. It is surmised that these forelimbs were once flighted wings in aeons past, but now they are used for sweeping away detritus to make the mounds of their ground nests. Only the males of this species earn this beast's name, for they alone are adorned with wattles, combs, and vertically trailing neck frills. Used to maintain dominance of their herds, to alert their flocks to predators, and to intimidate smaller foes who cross these strange creatures' paths, their threat displays are mostly harmless, although they can deliver a fairly potent strike if they rear up to unleash their forelimbs.

Hit Points: 5d8

Movement: 12ft

Speed: 6

Strength: 15 (+2)

Dexterity: 16 (+3)

Constitution: 12 (+1)

Intelligence: 14 (+2)

Wisdom: 12 (+1)

Charisma: 6

Mana Points (3)

Equipment: Taloned Forelimbs (2d8, *one-handed*, 50% chance of inflicting **bleeding** each hit), Forager's Beak (2d6, *one-handed*, *long*), Dappled Down (+8 AC, light armour, (+2) to rolls to **avoid detection**, **immunity to dirty** and **wet**)

- **Demure Cohort:** This creature is used to living quietly in the shadows, sticking together in family groups, and foraging its

vegetarian diet, away from the ravening eyes of large predators. It gains (+2) to all rolls to **avoid detection** if travelling in a group.

- **Frill Display** (Ability / 1 mana point): This ability can only be used by males of the species, the females being unadorned and therefore lacking the necessary equipment. The creature becomes the centre of attention for (3) **turns** during which any adventurer within **line of sight** must make a **saving throw** (Wisdom versus Wisdom). If they fail, they *must* direct any attacks or **offensive spells** towards the Frilled Alertist using this ability. If they succeed, then they may proceed to choose their targets as normal.
- **Beak Puncture** (Ability / 1 mana point): This creature uses its “Forager’s Beak” to stab at (1) foe within melee range. The attack automatically hits and counts as a **critical hit**, and inflicts **dazed** on the foe for (3) **turns**.

GIGAPANTHER

Sleek and dark, these large insectoid cats were long believed to be the midnight sky come to earth, their black, segmented bodies reflecting the cosmos' fell starlight. Gigapanthers favour dense jungles with exceptionally humid climates, being restricted in their range to the tropical jungles wreathing Dead World's equator. Their chitinous bodies are shockingly sturdy, yet capable of surprising feats of arcane teleportation. On top of this, they can remain stealthy to a staggering degree as they hunt their prey from either high in the choked jungle canopy or low to the tangled roots of the rainforest floor. If a Gigap Panther attacks in the evening as darkness begins to encroach, it will only be visible as a deeper patch of uncanny darkness quietly clicking and chittering just beyond the distant foliage. If it attacks in the full darkness of night, your best hope of detecting it will be to track the shine of its body or the gleaming white of its mandibled jaws in your torchlight. They are eminently capable of eviscerating the unwary, vivisecting their victims before retreating to the treetops to feast on the freshly butchered meat.

Hit Points: 15d8

Movement: 16ft

Speed: 12

Strength: 22 (+6)

Dexterity: 18 (+4)

Constitution: 15 (+2)

Intelligence: 13 (+1)

Wisdom: 13 (+1)

Charisma: 6

Mana Points (5)

Equipment: Midnight Claws (2d6, *one-handed*), Razor Mandibles (3d8, *one-handed*, **grievous bleeding**), Insectofeline Chitin (+12 AC, *light armour*, (+4) to all rolls to **avoid detection**)

- **Sneak Attack** (see Special Rules)
- **Scopulae:** Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb* **percentile rolls**. They are able to

adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.

- **Chittering Monstrosity** (Ability / 1 mana point): This creature is an ungodly melding of mammal and insect; to behold it is enough for most sane adventurers to stomach. Any foe with **line of sight** on this creature must succeed a **save throw** (Strength versus Wisdom) or else immediately suffer the **terrorised** insanity effect.
- **Crushing Manoeuvre** (Spell / 1 mana point): This creature may immediately warp to melee range of any foe within a 25ft radius, appearing behind them. It then makes (3) attacks with its “Razor Mandibles”.
- **Starlit Phaser** (Spell / 2 mana point): Provided it is night time or the battle is taking place in **darkness**, this creature may immediately heal all damage it received in the previous round of **combat**. It then freely phases out of existence to rematerialise at any location within a 25ft radius of its starting point. If this new point is outside of the **line of sight** of all its foes, then the creature automatically becomes **hidden**.

SPINY VINECLIMBER

Realistically, the jungles and rainforests of Dead World are some of the least hospitable environments ever discovered. Exploration of jungle environments is so fraught with peril that it has given rise to the notion of 'the three disses' – disorientation, disease and disembowelment. They tend to happen in that particular order and Spiny Vineclimbers are often responsible for the final, fatal limb of the hackneyed phrase. These reptilian beasts have the passing look of a porcupine about them, their scaled backs being covered in a dense thicket of needle-sharp quills. Unlike porcupines, Spiny Vineclimbers possess gangling limbs ending in dextrous feet, enabling it to traverse the dense foliage of their jungle homeland with little effort. Their spiny quills can be expelled a short distance and, depending on the health of the creature ejecting them, can deliver multifarious payloads, each more deadly than the next. Survivors of particularly precarious encounters have actually reported feeling incredibly drunk when struck by the quills of the Spiny Vineclimber. Beware angering these beasts, else you should find your entrails departed from your body by the forceful entry of a dozen or more quills.

Hit Points: 9d6

Movement: 12ft

Speed: 6

Strength: 13 (+1)

Dexterity: 19 (+4)

Constitution: 12 (+1)

Intelligence: 7

Wisdom: 5

Charisma: 7

Mana Points (3)

Equipment: Nimble Feet (d4, *one-handed*), Quill Quiver (2d6, *ranged*, 10ft), Scale Hide (+7 AC, *light armour*)

- **Quill Quiver Volley** (Ability / 1 mana point): The Spiny Vineclimber makes (x) ranged attacks using its "Quill Quiver" on any number of targets within 20ft, where x = the number of times its current hit points can be divided by 6 (rounded up and

with a minimum of 1). For example, if the Spiny Vineclimber had 36 hit points remaining, it could make (6) ranged attacks. The attacks must roll 'to hit' as normal, but in addition to normal damage, any target struck by the attack suffers **overpower** and **bleeding**. If the Spiny Vineclimber is reduced to 6 or less hit points (but not killed), the single attack it makes using this ability will also deal **poison damage** at **power level** (d6) and 50% **intoxication** (+5).

CHAMELEARCH

The Chamelearch is one of the most bizarre draconic beasts known to Dead World naturalists. It is able to manipulate the colours and pigmentation of its skin and organs to appear completely invisible or particularly textured. Its camouflage is not foolproof, however. If provoked or surprised, a Chamelearch is liable to flush bright colours, almost as if flustered to have been caught out. If angered, they become liable to flash alternating patterns in garish, strobing hues to unnerve their foes. If at peace, it will usually adopt the mottled colours of its jungle surroundings, its draconic scales becoming attuned with its home. They have sharp fangs, prehensile tongues, and whip tails to bring down their preferred prey: other Chamelearchs. It is not known how this cannibalistic species has managed to survive so long, as they seem to conduct reproductive business wearing their characteristic invisible veil. Chamelearchs have been known to attack adventurers and other creatures who venture too close to their homes, so tread carefully and keep your wits about you if you plan to find one.

Hit Points: 10d8

Movement: 14ft

Speed: 7

Strength: 21 (+5)

Dexterity: 28 (+9)

Constitution: 18 (+4)

Intelligence: 18 (+4)

Wisdom: 15 (+2)

Charisma: 12 (+1)

Mana Points (6)

Equipment: Grasping Dragon-Pads (3d8, *one-handed*, **overpower**), Chamelearch Tongue (2d6, *ranged*, 20ft, **wet**), Chromatophore Corpus (+14 AC, *heavy armour*)

- **Earnest Pigments:** This creature has an inkling of charisma about it. Its skin and internal organs will hint to its mood, its needs and its overall health. Its flesh will produce a more honest

image of its mood, needs and health than its outward behaviour might.

- **Vanish** (Spell / 2 mana points): This spell cannot be activated in **combat**. The Chamelearch turns fully **invisible**, meaning they cannot be **detected** regardless of whether they are in **line of sight**. **Invisibility** lasts for (6) **turns**. **Invisibility** ends when the Chamelearch attacks.
- **Dazzling Display**: If the creature is discovered or deliberately reveals itself while **invisible** or **hidden**, all foes with **line of sight** within a 10ft radius become **dazed** for (3) **turns**.
- **Lingua Retracta** (Ability / 1 mana point): The creature automatically hits (1) foe within range of its “Chamelearch Tongue” with that weapon. The Chamelearch may choose to “reel in” their target (regardless of target size or weight). If they do so, they must spend (1) additional **mana point**. The “reeled in” target is immediately moved to within 2ft (**combat** range) of the Chamelearch. This ability can be used on **flying** enemies, enemies **underwater**, and enemies in elevated positions. Note, if the act of “reeling” would cause an enemy to fall, they will also take **fall damage** as normal.
- **Decaying Breath** (Ability / 1 mana point): This creature is unexpectedly capable of venting a cloud of noxious breath, toxic to all those who inhale it. All foes within a 30ft radius suffer **poison damage** at **power level** (2) and become **envenomed**.

GHOST ITURI

The jungle natives of equatorial Dead World, varied and numerous though their different tribes may be, share a collective phrase in all their individual dialects: "The guardian ghost protects". More often than not, this strange invocation is uttered as a ward against fell magic or ill omen, protecting the speaker and their soul from harm. This prayer is meant for no other creature than the fabled Ghost Ituri, jungle guardian and spirit of the rainforest. Said to walk the liminal spaces between dimensions, the tales tell of a huge, regally cervine creature wreathed in twisting lianas whose very tracks produce fertile soil and the lushest, most diverse plant life. Whether the Ghost Ituri is a myth remains to be seen, for all reports of its appearance come from the mouths of superstitious esoterists or the hasty ramblings of those insane enough to delve into the jungle realm seeking fame and glory. Even if those explorers fail to attain their desired immortality, perhaps the tales of the Ghost Ituri will endure the test of time and, even, prove to hold some truth?

Hit Points: 10d20

Movement: 25ft

Speed: 3

Strength: 24 (+7)

Dexterity: 12 (+1)

Constitution: 20 (+5)

Intelligence: 24 (+7)

Wisdom: 22 (+6)

Charisma: 19 (+4)

Mana Points (6)

Equipment: Colossal Bulk (2d20, *two-handed*, **overpower**), Bone Protuberances (5d6, *one-handed*, *long*), Regal Hide (+14 AC, *light armour*)

- **Fertile Myth:** This giant creature's trail through the jungle causes dense plant growth to spring up in its immediate wake. It is large and powerful enough to uproot and force aside any vegetation in its path without rolling strength checks to do so.
- **Liminal Idol** (Ability / 2 mana point): This creature is thought to inhabit at least one other dimension than our own, being able

to navigate the slipways between realms. Upon using this ability, the creature rolls a (d8). On a 1, the Ghost Ituri acquires the power of **fire**; on a 2, the power of **water**; on a 3, the power of **earth**; on a 4, the power of **lightning**; on a 5, the power of **dark**; on a 6, the power of **holy**; on a 7, the power of **poison**; and on an 8, the power of **magic**. This “empowerment” lasts for (6) **turns**. Whilst imbued with this power, the Ghost Ituri becomes **resistant** (100%) to that form of damage. In addition, any attacks they make will deal additional damage of that type at **power level** (10). If the damage type does not have a **power level** (such as **dark** or **holy damage**) then it will instead add the damage type’s effect to the attack.

- **Regal Rally** (Ability / minimum 1 mana point): The creature targets (1) other living creature or humanoid within earshot. It produces a noble and beguiling call which triggers the target to make a **save throw** (Intelligence versus Charisma) which, if failed, forces the target to become **enslaved** to the creature for (d6) **turns**. If the creature **enslaves** a target this way, it may immediately spend an additional **mana point** to repeat this ability against another creature or humanoid within earshot. The creature may **enslave** a maximum of (6) different targets at any given time using this ability.

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DENIZENS OF THE CITY

SEWER RAT

It is commonly believed that one can never be more than 10ft away from these foul creatures in any city in Dead World. In fact, it's more like 5ft. Alone, they pose little threat, despised as little more than disease-bearing pests. In large numbers, however, the sheer weight in bodies may yet overwhelm even experienced adventurers.

Hit Points: d6

Movement: 6ft per action

Speed: 5

Strength: 1

Dexterity: 3

Constitution: 1

Intelligence: 3

Wisdom: 1

Charisma: 1

Mana Points (0)

Equipment: Diseased Teeth (d6, *one-handed*)

- **Unclean:** If a humanoid character suffers damage from a Sewer Rat, there is a 10% chance they will contract **disease: "Rabies"**.
- **Gutter Existence:** Rats can **resist poison** (3% per point of Constitution) and are **immune** to **dirty** and **wet** effects.

ROGUE RUFFIAN

Whilst the Thieves Guild is comprised of elite masters of their craft, capable of extracting money from even the most heavily guarded purses without leaving so much as a hair of evidence of their involvement, there are many rogues, ruffians, and unsavoury characters unaffiliated with such a reputable guild, who nonetheless ply the thieves' trade, often extorting via brute force rather than artistry. In the Era of Empires, these kinds of ne'er-do-wells often find themselves being purchased en masse to serve some newly arisen lord or lady, with the intent of forming a brutish militia.

Hit Points: 2d6

Movement: 10ft per action

Speed:6

Strength: 12 (+1)

Dexterity: 10

Constitution: 10

Intelligence: 8

Wisdom: 6

Charisma: 6

Mana Points (1)

Equipment: Mace (d4+3, *one-handed*), Leather Armour (+4 AC, *light armour*)

- **Throw Dirt** (Ability / 1 mana point): The rogue may make (1) melee attack that automatically hits. The attack causes (0) damage, inflicts the **dirty** effect, and **blinds** the target for (3) **turns**. Once "Throw Dirt" has been cast on a target, it may not be cast on them again even after its effects have worn off, as the target will now be wise to this dirty trick.

ACOLYTE

There are many who claim to be gods in Dead World. Some may well be true gods, others godlike due to the powers they wield, and others outright deceivers. But wherever there are such beings, there are those who follow them: secret cultists, clandestine worshippers, men and women who will do what needs to be done to further the aims of their deity, whatever the cost. Often acolytes will work in cohesion with other members of their order, meaning that the biggest threat they pose is in numbers.

Hit Points: d10

Movement: 10ft per action

Speed: 7

Strength: 8

Dexterity: 12 (+1)

Constitution: 8

Intelligence: 10

Wisdom: 8

Charisma: 8

Mana Points (0)

Equipment: Dagger (d4, *one-handed*), Robes (+0 AC, *clothing*)

- **Strike From The Shadows** (see Special Rules)
- **Sneak Attack** (see Special Rules)
- **Multifarious Disciplines:** Though the above profile reflects the majority of Acolytes, depending on which god, cult, or institution the Acolyte is dedicated to, they may have additional abilities, spells, or equipment. Examples of this can be found in the rules for Building Cities in which variations of the Acolyte, such as "Students of Illusion" and "Arcana Students" can be found.

GRAYBANE GUARDSMAN

The guards of the city Graybane are somewhat miserable and surly, and who can blame them? For a long time, their city was nothing more than a few wooden facades erected in a dismal swamp, and the only entertainment the city-dwellers could get was watching foolhardy warriors being torn apart in the arena by the Filth Beast. However, things have improved since the coming of The Halfling King. Now, they actually have a city worth defending. The markets are open and there is gold flowing through the streets once again. Cross a Graybane Guardsman at your peril; they only just found out they have something to live for.

Hit Points: 2d10

Movement: 10ft per action

Speed: 6

Strength: 12 (+1)

Dexterity: 10

Constitution: 12 (+1)

Intelligence: 8

Wisdom: 10

Charisma: 8

Mana Points (0)

Equipment: Scalemail (+6 AC, *light armour*), Graybane Spear (2d8, *one-handed, long*, **water** (1)), Pikeman's Shield (+3 AC, *shield*, **resist fire** (15%))

- **Gutter Existence:** Graybane Guardsmen can **resist poison** (3% per point of Constitution) and are **immune** to **dirty** and **wet** effects.

DISGUSTING DIPTERAN

These fat, horse-sized insects resemble flies swollen to revolting proportions. They are often found in sewers below cities with inordinate magical activity. Though dipterans are not, like hornetkin, members of a collective hive, one female can lay many eggs, which will quickly result in entire sewer-systems being completely overrun by these repulsive creatures. Like smaller flies, they regurgitate their stomach acid onto their food in order to digest it. Many noble adventurers have met unfortunate and horrifying ends at the hands of a cluster of dipterans, their armour reduced to slag, maggot-children birthed in their gaping wounds... There was a rumour of one sewer-city where the Dipterans could speak, and had culture, but surely such a far-fetched story cannot be true?

Hit Points: 6d10

Movement: 16ft per action, **flying**

Speed: 7

Strength: 8

Dexterity: 8

Constitution: 18 (+4)

Intelligence: 2

Wisdom: 2

Charisma: 1

Mana Points (2)

Equipment: Proboscis (d6, *two-handed*), Exoskeleton (+2 AC, *light armour*)

- **Born of Filth:** The creature is **immune** to **dirty**, **poison**, and **venom** effects. All attacks cause **overpower** and **dirty**.
- **Venom Spit** (Ability / 1 mana point): Target up to (3) enemies within 6ft. The enemies suffer (1) ranged attack that automatically hits and causes **venom**.
- **External Digestion:** If the Disgusting Dipteran is making an attack against a target that is afflicted with the **venom** status effect, then it may add (+5) on 'to hit' rolls and add an additional (+d6) to the damage of its attacks.
- **Maggotbirth** (Ability / 1 mana point): The Dipteran attempts to lay maggot-eggs in a living body, where they will have plenty of

sustenance to help them grow big and strong... This ability may only be used on a target within melee range that has taken damage (i.e. is not currently at **maximum hit points**). The target must make a **save throw** (Strength versus Dexterity) or suffer the **traumatised** condition and become “impregnated” with **Flesheating Maggots**. A character or creature “impregnated” with **Flesheating Maggots** must roll d6 at the start of every **turn** following the one in which they were impregnated. On the roll of a 6, nothing occurs and the “impregnated” status is removed (they do not need to roll on any further subsequent turns). On any other roll, the character or creature will suffer damage equivalent to the dice roll (so if a 5 was rolled, they would suffer (5) points of damage). In addition, a number of **Flesheating Maggots** equal to the damage dealt will spawn in melee combat range of the impregnated creature or character! The “impregnated” status may also be removed if the creature or character suffers **flaming** damage at any point during their **turn**, as the maggot-eggs are destroyed by the fire.

FLESHEATING MAGGOT

Every dipteran begins life as a flesheating maggot. These are laid inside a humanoid host, usually nestled in a wound, before they burst into life.

Hit Points: d3

Movement: 6ft per action

Speed: 2

Strength: 2

Dexterity: 2

Constitution: 2

Intelligence: 1

Wisdom: 1

Charisma: 1

Mana Points (2)

Equipment: Hookmouth (d3, *two-handed*, 10% chance to cause **bleeding**)



NEOPHYTE NECROMANCER

Such is the legend of Mortus, The Dread Necromancer, that all other necromancers live in his shadow. The Dread Necromancer's deeds have become dark legend, and his name is invoked like that of an evil god's: to frighten and terrify. It is said that whispering his name too loudly around a graveyard will cause the dead interred below to stir. As such, he is not without imitators and devotees. For many, their wish is simply to homage the great and legendary master of the necromantic arts, but for some the obsession is darker and more ambitious: they wish to become the next Dread Necromancer – lord and master of life and death.

Hit Points: 4d10

Movement: 12ft per action

Speed: 5

Strength: 8

Dexterity: 10

Constitution: 8

Intelligence: 22 (+6)

Wisdom: 12 (+1)

Charisma: 8

Mana Points (6)

Equipment: Poisoned Dagger (d4, **poison** (1), *one-handed*), Black Robes (+0 AC, *clothing*), Spell Scroll "Magical Shield" (4)

- **Summon Zombies** (Spell / 2 mana points): The Necromancer summons (x) Zombies where x = the Intelligence Bonus score of the Necromancer. A Necromancer can have a maximum of (10) Zombies summoned at any given time. Provided the Zombies remain within 4ft of the Necromancer, the Necromancer may use Zombies as "shields", allocating any ranged or melee damage suffered onto them (so, if the Necromancer would have suffered 20 damage from a ranged attack, they can instead allocate that damage to a Zombie within 4ft of them). The Necromancer cannot "shield" damage in this way in the instance of spells or abilities that hit all enemies within a certain radius, or spells or

attacks that do not require **line of sight**, such as the Druid's "Spear of the Hunter" ability or "Magical Blast".

- **Decay** (Offensive Spell / 1 mana point): The Necromancer may make (1) ranged attack with a range of 25ft that automatically hits. The attack causes **poison damage** with **power level** equal to the Intelligence Bonus score of the Necromancer.
- **Life Drain** (Offensive Spell / 2 mana points): The Necromancer may make (1) ranged attack 25ft that automatically hits. The attack is **magic** at **power level** (x) where x = *double* the Intelligence Bonus score of the Necromancer. For every point of damage dealt, the Necromancer restores 1 hit point.

ZOMBIE

One of the early arts a necromancer learns is how to reanimate a corpse. Decrepit and slow, but often surprisingly strong, these unthinking servants can do little except tear and bite with their rotten limbs and teeth. Most often, they are deployed as merely fleshly shields to defend the necromancer from harm.

Hit Points: 6d6

Movement: 5ft per action

Speed: 2

Strength: 14 (+2)

Dexterity: 2

Constitution: 2

Intelligence: 2

Wisdom: 2

Charisma: 2

Mana Points (0)

Equipment: Claws & Teeth (d4, *one-handed*), Rags (+0 AC, *clothing*)

- **Brainless:** Zombies do not benefit from **bravery** or **determination** buffs. Likewise, they cannot be affected by insanity effects.

SKELETON

When a necromancer becomes more proficient at his art, he can create more powerful servants purely from the magically hardened bone of fallen warriors and beasts. These constructs, which loosely resemble the skeletons of humanoids but often are far more abnormally fashioned, are fast, agile, and lethally strong. Where zombies are predominantly used to shield the necromancer from harm, these are often sent to the front lines to surround and overwhelm enemies. During the Second Battle of Boscorian, Mortus, The Dread Necromancer, utilised a horde of skeletons to defeat Tydarr The Dragon King. Though the Dragon King fought bravely, he was overwhelmed by numbers and, suffering numerous bleeding wounds, was nearly slain. This was not the first time, nor would be the last, that Mortus and Tydarr clashed.

Hit Points: 4d6

Movement: 12ft per action

Speed: 8

Strength: 14 (+2)

Dexterity: 14 (+2)

Constitution: 10

Intelligence: 6

Wisdom: 6

Charisma: 2

Mana Points (0)

Equipment: Scimitar (d8, one-handed, 14% chance of **bleeding**), Chainmail (+7 AC, heavy armour)

- **Pure Bone:** Skeletons are **immune** to **bleeding** and **grievous bleeding**.

UNDEAD MONSTROSITY

The greatest necromancers are capable of creating undead monstrosities, seeming mockeries of the metal golems that follow industrious artificers of the land, instilled with knowledge of only one concept: violence unto others. These gigantic towers of flesh, bone, and ruination are the pinnacle of a necromancer's art-form and can slaughter droves of living warriors with merely a single sweep of their ancient, rusted blades.

Hit Points: 10d20

Movement: 10ft per action

Speed: 6

Strength: 24 (+7)

Dexterity: 14 (+2)

Constitution: 24 (+7)

Intelligence: 4

Wisdom: 4

Charisma: 2

Mana Points (2)

Equipment: Greatsword (3d6, *two-handed*), Platemail (+10 AC, *heavy armour*)

- **Determined** (see Special Rules)
- **Sweeping Strikes** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.
- **Trample** (Ability / 1 mana point): The monstrosity moves forward in a straight line up to their maximum move distance in one **action**, disregarding any intervening humanoid-sized characters (but not impassable terrain). Any humanoid creature touched by the monstrosity as it moved suffer (7d6) points of damage and are **knocked back** (2d6)ft.

GRAVEDIGGING GHOUL

Ghouls are malformed creatures that haunt the night, and have a capricious obsession with digging up the freshly buried dead. Unlike zombies and skeletons, who have been called to un-life by the activity of a necromancer, or wraiths, whose spirits are tethered to reality by their thirst for vengeance, ghouls are another form of undead creature. Those who are buried alive on sacred ground will not truly die, but instead slowly – and agonisingly – transform into the gangle creatures we know as ghouls. As hunger and thirst take hold, their limbs will elongate, their jaws distend, their eyes turn red, and their skin begin to pale into near translucence. They will dig their way to freedom, driven by a need and fear they do not fully understand, seeking to free others from the burial that haunts them.

Hit Points: d10

Movement: 12ft per action

Speed: 7

Strength: 10

Dexterity: 14 (+2)

Constitution: 10

Intelligence: 6

Wisdom: 2

Charisma: 2

Mana Points (1)

Equipment: Dagger (d4, *one-handed*), Bone Armour (+4 AC, *light armour*)

- **Cryptmongers:** If a humanoid character suffers damage from a Gravedigging Ghoul, there is a 10% chance they will contract disease: “**Leprosy**”.
- **Nimble** (see Special Rules)
- **Throw Dirt** (Ability / 1 mana point): The ghoul may make (1) melee attack that automatically hits. The attack causes (0) damage, inflicts the **dirty** effect, and **blinds** the target for (3) turns. Once “Throw Dirt” has been cast on a target, it may not be cast on them again even after its effects have worn off, as the target will now be wise to this dirty trick.

- **Scopulae:** Creatures with **scopulae** are capable of moving up walls and flat surfaces as though they were level ground, and without having to make *climb* **percentile rolls**. They are able to adhesively stick to any surface, no matter how flat, and even walk on ceilings upside down.

FILTHBORN

When Tydarr The Dragon King slew the Filth Beast in the arena of Sewertown, the people rejoiced, for it felt like a curse had been lifted. However, so vast was the Filth Beast, and so toxic its corruption, saturated as it was with the magic of a demonstone, that its destruction would not prove the end of its foul influence. The bloated corpse of the thing reeked for years afterward, its rolls of poisonous, fatty flesh impossible to shift or scourge. Alchemists, sorcerers, and surgeons, such as Doctor Pelagus, harvested pieces of the Beast and used these parts in order to augment test subjects and inoculate themselves against diseases. Even more disturbingly, it is thought that the Filth Beast, though of unidentifiable species, was female, and in dying birthed parasitic young which escaped into the depths beneath Sewertown. Though efforts were made to clean the city once it came under the rule of the Halfling King and changed its name to Graybane, many still whisper that Filthborn, offspring of the original beast, survive in the sewer's deepest runnels.

Hit Points: 7d6

Movement: 6ft per action

Speed: 1

Strength: 16 (+3)

Dexterity: 2

Constitution: 16 (+3)

Intelligence: 2

Wisdom: 2

Charisma: 2

Mana Points (1)

Equipment: Lamprey Mouth (d8, *two-handed*), Slughide (+6 AC, *heavy armour*)

- **Born of Filth:** The creature is **immune** to **dirty**, **poison**, and **venom** effects. All attacks cause **overpower** and **dirty**.
- **Abscessed Wounds:** If a humanoid character suffers damage from a Filthborn, there is a 10% chance they will contract **disease: "Lockjaw"**, and a 10% chance they will contract **disease: "Bacterial Infection"**.

- **Venom Spittle** (Ability / 1 mana point): Target up to (3) enemies within 6ft. The enemies suffer (1) ranged attack that automatically hits and causes **venom**.
- **Olfactory Senses**: If a character or creature within 40ft of a creature with "Olfactory Senses" is suffering from either the **bleeding** or **grievous bleeding** effects, then this creature may increase its **speed** by (+7) and **movement** by (+6ft) per **action**.

KNIGHT OF ORDER LEPROSIUM

These knights bear the curse of leprosy proudly. Viewing it as a gift from the Death God to empower them against the Ever-Dark, they charge recklessly into impossible battles, wielding ancient weapons dipped in their own corrupted blood. Many of them wear terrifying metal death-masks over their faces to hide the progress of their decay. The Order is comprised of men and women of all races and ages, unified only by the curse they endure and their utter fearlessness in battle.

Hit Points: 5d10

Movement: 8ft per action

Speed: 4

Strength: 18 (+4)

Dexterity: 5

Constitution: 20 (+5)

Intelligence: 10

Wisdom: 10

Charisma: 7

Mana Points (3)

Equipment: Greatsword (3d6, *two-handed*), Platemail (+10 AC, *heavy armour*)

- **Cryptmongers:** If a humanoid character suffers damage from a Knight of Order Leprosium, there is a 10% chance they will contract **disease: "Leprosy"**.
- **Leprous Toughness:** The Knights of Order Leprosium may add +4 to their Armour Class.
- **Fearless:** This creature is **immune** to all insanity effects.

EVERYMAN

The legend of Grammaticus Everyman will be forever remembered, in part due to the creation of his “Everymen”, a unique order of faceless monks who continued both his philosophical and martial traditions, and passed them on to subsequent generations. During the early years of the Era of Empires, the Everymen acted as Grammaticus’ spies and lieutenants in the war between New Numibia and the Men of the West. They commanded battalions of Numibian Blackshields and reported on the movements of Grammaticus’ enemies. Though unassuming, each Everyman was personally trained by Grammaticus himself, and therefore is not to be underestimated.

Hit Points: d10

Movement: 12ft per action

Speed: 8

Strength: 12 (+1)

Dexterity: 14 (+2)

Constitution: 10

Intelligence: 10

Wisdom: 14 (+2)

Charisma: 10

Mana Points (2)

Equipment: Staff (d3, *one-handed* OR d6, *two-handed*), Monk’s Robes (+1 AC, *clothing*)

- **Ambidextrous** (see Special Rules)
- **Open Palm:** Monks are adept at fighting bare-handed and therefore their main-hand unarmed attacks cause (d4) + Strength Bonus damage. Monks count as dual-wielding if they do not have any weapons or shields equipped and so may make an additional off-hand attack for (d4) damage. Monks use their evasive abilities to avoid attacks and hence can add their Dexterity Bonus to their Armour Class if they do not have any weapons equipped.
- **Qi Strike** (Ability / 1 mana points): The Monk makes (1) unarmed melee attack. The attack automatically hits and causes

normal damage + **magic** (x) where x = the Wisdom Bonus of the Monk. The target is also **knocked back** (d6)ft.

OLD BLACKSHIELD

During the Era of Empires, there arose a terrible power, the like of which Dead World had never seen. This was the empire of New Numibia, ostensibly ruled by the Emperor Julias, but secretly controlled by four powerful individuals: Mortus, The Dread Necromancer; Grammaticus Everyman, the legendary monk; Hawkeye Harrigan, the ranger responsible for slaying Aron The Avatar; and Alan Holesworth, the wielder and breaker of the Nameless Blade, whose purpose with the empire is largely unknown. These four worked to build an empire that spanned most of Paradis and brought numerous domains under its heel. This was achieved, in part, by enslaving and militarising the native lizardkin, forming them into a battalion known as "The Blackshields". These fearfully powerful lizardkin warriors were trained by Grammaticus Everyman and armed with the finest black steel. They conquered numerous cities and devastated far larger opposing armies, until they were finally destroyed by Arcturus, The Black Hand during the Siege of Quintus. It is thought that several hundred Blackshields were slaughtered with a single outburst of magical power from the dark warlock, though the true events of the siege remain uncertain. Those very few Blackshields that survived Arcturus' wrath abandoned New Numibia, revolting against their enslavers and joining the rebellion led by Tydarr The Dragon King. It is rumoured however that some Blackshields still live to this day, searching for a cause to fight for. By now they would be ancient: haunted and battle-worn war-masters in their own right.

Hit Points: 4d6

Movement: 10ft per action

Speed: 7

Strength: 18 (+4)

Dexterity: 10

Constitution: 14 (+2)

Intelligence: 8

Wisdom: 10

Charisma: 8

Mana Points (0)

Equipment: Great Axe (2d6+4, *two-handed*), Black Steel Plate (+11 AC,

heavy armour, resist magic (10%)), Black Steel Shield (+5 AC, *shield*, **resist magic (15%)**), Axe (d6, *one-handed*, (+2) damage when **thrown**)

- **Amphibious:** Lizardkin can **hold their breath indefinitely underwater**.
- **Scaly Skin:** Lizardkin can **resist fire** (4% per point of Constitution)

KNIGHT OF NORTHWIND

After The Halfling King came into power, he established Graybane as the capital of a new dominion known as Northwind, which stretched over the southwest of Sentinel, encompassing many outlying towns, including Boscorian. In order to defend his new kingdom, The Halfling King established an elite group of knights that would keep the peace throughout Northwind and defend it from any resurgence of dark power; after all, Sentinel was still a site of potent magic. The livelihoods of the people and cities of Northwind had been all but destroyed by the machinations of Mortus and Rubrick, but thanks to the Knights of Northwind, they were able to recover, over the next few decades, much of what was lost, turning Boscorian, Graybane, and many other cities into flowering towns again. It is rumoured that the first Knight of Northwind was none other than Hugo The Third himself, but that may be merely a legend to further their renown.

Hit Points: 4d6

Movement: 10ft per action

Speed: 6

Strength: 14 (+2)

Dexterity: 10

Constitution: 12 (+1)

Intelligence: 10

Wisdom: 10

Charisma: 12 (+1)

Mana Points (1)

Equipment: Lance (see Special Equipment), Platemail (+10 AC, *heavy armour*), Pikeman's Shield (+3 AC, *shield*, **resist fire** (15%))

- **Cavalry:** Knights of Northwind are **mounted** on Black Courier Horses (see Mounts).
- **Bravery** (see Special Rules)

DWARF WARRIOR

These sturdy and stoic defenders of the dwarf kingdoms are as unshakeable as the mountains they inhabit. Though they are predominantly used as guardians, in desperate circumstances where Dead World has been threatened, the dwarves have marshalled in great numbers out of their mountains, and used their fearsome warriors as some of the toughest and most durable infantry the world has ever seen. This was the case during the great incursion of the Ever-Dark at the close of the Aronian Era, in which all of the races, including even some demonkin, banded together to halt Old Night. The dwarf warriors, under the command of Aron The Avatar, formed the front rank, weathering black arrows, deadly magical attacks, and relentless charges from possessed warriors dedicated to Old Night. They were slaughtered to a man, but their bulwark is what bought Aron and the others enough time to overcome the besieging darkness.

Hit Points: 12d6

Movement: 8ft per action

Speed:5

Strength: 18 (+4)

Dexterity: 12 (+1)

Constitution: 24 (+7)

Intelligence: 10

Wisdom: 14 (+2)

Charisma: 10

Mana Points (2)

Equipment: Great Axe (2d6+4, *two-handed*), Dwarven Iron (+11 AC, *heavy armour*, (+1) to Constitution **save throws**), Tankard of Dwarven Ale (see Consumables)

- **Determined** (see Special Rules)
- **Metal-Clad:** Mountain Dwellers gain (+25%) to the Armour Class bonus of *heavy armour*.
- **Stunning Blow** (Ability / 1 mana point): The Warrior targets (1) enemy. The target suffers (1) melee attack from the Warrior

which automatically hits. The attack causes the **dazed** effect for (2) **turns**. In addition, the opponent must make a **save throw** (Constitution versus Strength). If they fail, then they are **paralysed** for (1) **turn**.

ELFLORD

Very few of the ancient high elf warrior-lords remain after the war against the demonlord Vicarion I, but those who do are fearsome fighters, battle-hardened via thousands of years of conflict. These warriors once stood alongside Valthorian in the great battle to overthrow the demonlord, and hence were gifted rings by him that imparted a portion of his godlike strength. However, these rings are now ironic, serving as something of a cruel reminder that the Elflords have little left to defend with all their power.

Hit Points: 6d6

Movement: 12ft per action

Speed: 10

Strength: 14 (+2)

Dexterity: 22 (+6)

Constitution: 10

Intelligence: 22 (+6)

Wisdom: 16 (+3)

Charisma: 12 (+1)

Mana Points (3)

Equipment: Elven Greatsword (2d6, *two-handed*), Valthorian Ring (see Special Equipment), Elven Plate (+8 AC, *light armour*), Elven Bow (2d6, *ranged* (40ft)), 30x Elven Arrows (+1 'to hit')

- **Keen Eyes** (see Special Rules)
- **Ancient Teachings:** High Elves can **resist magic** (2% per point of Wisdom)
- **Frostbolt** (Offensive Spell / 1 mana point): The Elflord makes (1) ranged attack on a target within 20ft. The attack hits automatically and causes **magic damage** at **power level** (x) where x = the Intelligence Bonus score of the Elflord. The attack also causes **frostbite** and **overpower**.

DEADLY ASSASSIN

In the Era of Empires, certain figureheads began to rally vast armies to their cause, while others stirred rebellion. Both sides sought to prematurely curtail these efforts using the services of nameless and silent assassins. As the Era of Empires has progressed, with empires depending more than ever on the charisma of individual leaders and personalities, these assassins have found themselves in gainful employment.

Hit Points: 8d6

Movement: 10ft per action

Speed: 9

Strength: 12 (+1)

Dexterity: 20 (+5)

Constitution: 10

Intelligence: 14 (+2)

Wisdom: 14 (+2)

Charisma: 12 (+1)

Mana Points (3)

Equipment: Poisoned Dagger (d4, **poison** (1), *one-handed*), Leather Armour (+4 AC, *light armour*), Thieves' Claws (see Special Equipment), Smoke Bomb (see Special Equipment), 3x Envenomed Throwing Knives (d3, *one-handed*, +2 damage when **thrown**, **venom**)

- **Strike From The Shadows** (see Special Rules)
- **Sneak Attack** (see Special Rules)
- **Piercing Strike** (Ability / 2 mana points): The Assassin makes (1) melee attack which automatically hits. The attack counts as a **critical hit** and causes an additional (+4) damage for each point of Dexterity Bonus the Assassin has (the additional damage is added *after* the initial damage is calculated and doubled, rather than *before*). In addition, the target's AC is reduced by (-1) for each point of Dexterity Bonus the Assassin has.

DERANGED ALCHEMIST

During the Era of Empires, another silent war was waged beneath the battlefields and carnage left behind by the clashing empires and rebel forces, that of the potionmakers on either side of the conflict. As certain assassination attempts were carried out on key leaders, often via the application of poison to blades or in favoured wines, strong countermeasures were developed in the form of antivenoms and magical immunisations. Therefore, the need for new and more exotic poisons rose, pushing resident alchemists and potionmakers further and further into the deadly arts. There were reports of many alchemists' fingers turning purple with the amount of Death Lily they handled. Others were cited as having developed psychological conditions: uncontrollably screaming mid-conversation, laughing hysterically during silence, or losing their sense of place and time. Not only were alchemists required to work with poisons, but warlords and emperors demanded more esoteric effects from their potions – drafts that increased strength and speed, that transformed humanoids into beasts, that granted demonic affinities. Alchemists dug deeper and deeper into the realms of magical, horticultural, biological, and occult knowledge in search of these effects; if they failed to produce them for their masters, it would mean their lives. It is no wonder that the aftermath of the Era of Empires has seen numerous of these lunatics wandering the land, cast out after the defeat (or even victory) of their masters.

Hit Points: 4d10

Movement: 10ft per action

Speed: 4

Strength: 8

Dexterity: 12 (+1)

Constitution: 12 (+1)

Intelligence: 24 (+7)

Wisdom: 10

Charisma: 9

Mana Points (6)

Equipment: Dagger (d4, one-handed), Robes (+0 AC, clothing)

- **Gutter Existence:** Deranged Alchemists can **resist poison** (3% per point of Constitution) and are **immune** to **dirty** and **wet** effects.
- **Poison Touch** (Ability / 1 mana point): This attack targets (1) enemy in melee range. Roll to hit as normal, if the hit is successful, then the target suffers **poison damage** at **power level** (4).
- **Fire Bomb** (Ability / 1 mana point): The Deranged Alchemist makes (1) ranged attack within **throwing** distance. The attack causes (2d6) damage and **flaming damage** at **power level** (6). In addition, if the target is humanoid, it causes the **dazed** effect.
- **Unstable Concoction** (Ability / 2 mana points): The Alchemist produces a vile and unpredictable brew they have contaminated with all manner of haphazard ingredients. This ability may only be used *once* by the Deranged Alchemist. The brew is a (Consumable: Potion) that the Deranged Alchemist immediately drinks; it has one of the following effects, determined by the roll of a d6:

(1) The Alchemist is instantly slain, as the potion is so toxic that virtually no living thing could survive it

(2) The Alchemist finds their **speed** increased by (+4) and their **movement** by (+6ft) as they obtain new vigour.

(3) The Alchemist's entire body begins to glow with rainbow light, granting them **resist magic** (100%), **resist fire** (100%), and **resist lightning** (100%). They may also restore (2) lost **mana points**.

(4) The Alchemist becomes disgustingly strong, their musculature ripping their flimsy robes, revealing a monstrous hulk beneath. The Alchemist restores all lost hit points and may increase their **maximum hit points** by 3d20. In addition, they increase their Strength characteristic by (2d6) points.

(5) The Alchemist increases their magical affinity to the point where their body enters another plain of existence. They become **spectral** (This enemy cannot be hurt by normal melee or ranged attack damage (any attack that hits them will cause (0) damage, regardless of modifiers or weapon stats). In addition, they are **immune** to all damage types, status and insanity effects except for the following: **magic**, **flaming**, **lightning**, and **holy**. This enemy may walk through solid objects such as walls or

doors. They may also walk across pits or drops if they can clear the distance of the pit within a single **turn**.)

(6) The Alchemist has created a potion of meteoric power. The Alchemist may make (1) ranged attack on an enemy within 30ft. The attack hits automatically and is **flaming** (10). In addition, any enemies within (d6)ft + (1) additional ft per point of Intelligence Bonus the Alchemist has suffer a **flaming** (5) attack. The Alchemist is then slain.

WRAITH

Dead World gained its name from the calamitous encroachment of darkness that is slowly killing the Earth Soul of the world. But it is also a reflection of how much of the world is now ruled by the living dead. When souls have unfinished business, they are said to return as spectres or ghosts. Wraiths are a specific manifestation of this anomaly, embodying wrath and revenge. All wraiths are born of dead souls unable to exact their revenge in life: they are victims of torture, bloodshed, and ruination, risen again to destroy those that afflicted them.

Hit Points: 3d6

Movement: 22ft per action, **flying**

Speed: 8

Strength: 10

Dexterity: 14 (+2)

Constitution: 10

Intelligence: 12 (+1)

Wisdom: 12 (+1)

Charisma: 2

Mana Points (3)

Equipment: Scythe of Repentance (d12, *two-handed, long*), Rags (+0, AC, *clothing*)

- **Strike From The Shadows:** (see Special Rules)
- **Spectral:** This enemy cannot be hurt by normal melee or ranged attack damage (any attack that hits them will cause (0) damage, regardless of modifiers or weapon stats). In addition, they are **immune** to all damage types, status and insanity effects except for the following: **magic**, **flaming**, **lightning**, and **holy**. This enemy may walk through solid objects such as walls or doors. They may also walk across pits or drops if they can clear the distance of the pit within a single **turn**.
- **Wailing Song** (Ability / 1 mana point): All enemies within a 12ft radius of the Wraith suffer the **hopeless** insanity effect. This lasts for (3) **turns**.

- **Soulsteal** (Offensive Spell / 1 mana point): The Wraith attempts to drain the soul out of the body of their opponent. This ability can only be used on an enemy within **line of sight**. The target must make a **save throw** (Constitution versus Wisdom) or suffer (d20) **dark damage** and reduce their current **mana points** total by (d3).

VAMPIRE KNIGHT

Vampire Knights are terrifying opponents, not just in terms of their obscene speed and martial prowess, perfected over an unnaturally long lifespan, but also due to their diplomatic and seductive abilities. Vampires are gifted with a supernatural charm that can overcome even the most hardy and stubborn minds.

Hit Points: 9d10

Movement: 16ft per action

Speed: 11

Strength: 22 (+6)

Dexterity: 24 (+7)

Constitution: 10

Intelligence: 18 (+4)

Wisdom: 14 (+2)

Charisma: 24 (+7)

Mana Points (6)

Equipment: Elegant Blade (2d6, *one-handed*), Black Steel Plate (+11 AC, *heavy armour*, **resist magic** (10%))

- **The Vampire's Curse:** If a humanoid character suffers damage from a Vampire, there is a 10% chance they will contract **disease: "Transmutative Haemophilia"**.
- **Kiss of Seduction** (Ability / 1 mana point): The Vampire makes (1) melee attack against a humanoid. The attack automatically hits and causes (0) damage. The target immediately falls in love with the Vampire and therefore cannot make any attacks against them or cast **offensive spells**. Only (1) enemy may be affected by this ability at one time. The effect lasts for (d4+2) **turns**.
- **Life Drain** (Offensive Spell / 2 mana points): The Vampire may make (1) ranged attack 25ft that automatically hits. The attack is **magic** at **power level** (x) where x = double the Intelligence Bonus score of the Vampire. For every point of damage dealt, the Vampire restores 1 hit point.

- **Rending Strike** (Ability / 1 mana point): The Vampire makes (1) attack which hits automatically. The attack causes **grievous bleeding** in addition to normal weapon damage.
- **Nimble** (see Special Rules)
- **Blood Drinker**: When a Vampire scores a **critical hit** in melee combat, they may regenerate (1) used **mana point**.
- **Loathe the sun**: Vampires can **see in the dark**. Double the damage of any **flaming** attacks made against a Vampire.

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DENIZENS OF THE DESERT

DEATH ANT (WARRIOR CASTE)

Though hornets and spiders attract much limelight, when it comes to insect life's most hated, ants are considered by the educated to be an overlooked monstrosity. Death Ants are, admittedly, not the largest insects to infest Dead World, but they are certainly some of the most insidious. Around the size of a goat when fully grown, these dull red ants obey the word of their queen, "the Myrmidaria", over any other urge or impulsion. The warriors have been known to fling themselves into the face of oncoming waves of death to protect their queens, uniformly sacrificing their lives for the greater good of their colonies. They can all spit a naturally brewed acidic substance from their clacking jaws which, after a matter of seconds, will self-ignite and burn its target to cinders (if of course the acid hasn't already achieved the same result). To assault one Death Ant will shortly bring another, then a wave, then a repeating tide. Beware engaging them unless absolutely necessary.

Hit Points: 6d6

Movement: 10ft

Speed: 5

Strength: 17 (+3)

Dexterity: 10

Constitution: 11

Intelligence: 15 (+2)

Wisdom: 14 (+2)

Charisma: 3

Mana Points (3)

Equipment: Ant Jaws (3d6, one-handed), Swarmer Chitin (+10 AC, light armour)

- **Myrmidon Carapace:** This creature can **resist flaming** and **poison** (100%) and is **immune** to **venom**.
- **Rising Swarm** (Ability / 1 mana point): This creature shares a telepathic link with all other members of its colony, especially the Myrmidaria. If it survives (1) full **turn** in **combat**, then roll a (d6). This number of Death Ants from the surrounding area will

attempt to aid by approaching the area and entering **combat**. This ability can only be used by each Death Ant once per **combat**.

- **Dissolving Deluge** (Ability / 1 mana point): This creature, unusually for the natural world, can produce a highly acidic liquid which quickly self-immolates. The creature makes (1) ranged attack that automatically hits a single target within 20ft. On impact, the foe suffers **poison damage** at **power level** (3). If they survive, and at the beginning of the target's next **turn**, they immediately suffer **flaming damage** at **power level** (5).

VOYAGER CAMEL

By far the most iconic creature of the sandy desert and parched wastelands marking Dead World are the Voyager Camels. These creatures, despite their outwardly grumpy temperaments and their frankly offensive stench, are one of the enduring reasons why Sandwalker culture has proved so resilient. Though wild populations still persist in few remote spots, virtually every desert settlement will host a fleet of tame Voyager Camels for use in transport, trade, and, when necessary, combat. Capable of feats of endurance beyond most other mounts, heavy loads and blistering treks through the searing desert heat will not diminish the spirit of this creature. Just make sure to keep them away from any horses; equines tend to dislike the Voyager Camels' presence to a degree somewhere between plain discomfort and outright fear.

Hit Points: 6d6

Movement: 25ft per action

Speed: 7

Strength: 16 (+3)

Dexterity: 12 (+1)

Constitution: 16 (+3)

Intelligence: 5

Wisdom: 7

Charisma: 5

Mana Points (3)

Equipment: Spreading Footpads (d6, *one-handed*), Camel Hide (+8 AC, *light armour*, **resist fire** (50%), **immune** to **frostbite**)

- **Provisioned Steed:** This creature is **tameable**. When tamed it gains (25) additional inventory slots when equipped with any kind of saddle. It cannot be stabled in the same building or be located within a 10ft radius of any kind of terrestrial horse otherwise the horse(s) will suffer the **terrorised** effect. This is due to the potent smell and sounds of the Voyager Camel, not the sight of it.

- **Dual Humps:** This creature has two fatty humps adorning its back. These allow a healthy individual to travel for several days through desert environments without sustenance. Additionally, the creature may deplete the energy stored in one of its humps to gain **restoration** (d4) for (10) **turns**. This may be done a maximum of (2) times during any single journey. If used twice in a single journey, the user must consume sustenance like any other creature or else risk perishing from the rigours of the journey.
- **Foul Spit** (Ability / 1 mana point): This creature is an accurate spitter. It may hock a single gob of foul spit at any foe within a radius of 10ft. It hits automatically, inflicting no damage but conferring the **dirty** and **wet** status effects on the target. It has a 50% chance of inflicting **blinded** for (1) **turn** on the same foe.

ILLUMINANT FOX

The Illuminant Fox is beloved of all desert-dwelling peoples; a bold claim for a creature as small as a house cat and many times more shy. The fur at the tips of Illuminant Foxes' ears and tails is distinctive, flowing like gossamer under the desert stars' gaze, giving them a particularly wise, almost ethereal look. Sadly, they are becoming a rare and diminutive sight these days, although hopeful adventurers still try to seek them out. The dwindling of Illuminant Fox numbers has been a source of great concern for the desert population of Dead World. They have long been known as a symbol of good fortune if seen at the outset of any journey. Now their general absence from the outskirts of desert towns seems to be, at best, some sort of ill omen or, at worst, a warning to relocate. To slay an Illuminant Fox, accidentally or otherwise, is to invite a curse into one's life. These creatures are therefore to be treasured and conserved, although there are many who believe it is too late to save these sage little beasts.

Hit Points: 3d6

Movement: 18ft per action

Speed: 8

Strength: 6

Dexterity: 8

Constitution: 6

Intelligence: 12 (+1)

Wisdom: 18 (+4)

Charisma: 13 (+1)

Mana Points (0)

Equipment: Fox Claws (d4, one-handed), Gossamer Pelt (+7 AC, light armour)

- **Blessings of the Desert Fox:** Illuminant Foxes can **resist dark, holy, and earth** damage (50%). If any humanoid sees an Illuminant Fox within (3) **turns** of having set out on a journey, that humanoid (and their entire party) gains **immunity to terrorised, immunity to hopeless**, (+2) on all rolls 'to hit', and (+2) **speed** until next making camp (taking a **rest period**), or when 24 hours have passed. After leaving that first camp or **rest**

period, the affected humanoids add (+3d6) to all looted money, as well as (+1) on all rolls 'to hit' and (+1) **speed** until next **rest period**, or when 24 hours have passed. Finally, after leaving that second camp or **rest period**, the affected humanoids gain **refreshed** until next **rest period**, or when 24 hours have passed.

- **Malediction of the Desert Fox:** Whenever this creature is killed, whoever kills it will suffer one **curse**, chosen by the GM.

SLIDEWINDER

There are four 'S' words to bear in mind when traversing the deserts and scrublands of Dead World: *stealth, speed, Slidewinder* and, of course, *the expletive invariably screamed when the latter is sighted*. That is to say, you would scream if you could but manage to survive long enough after the giant, limbless dragon erupts from the ground. Their scales are slick and patterned like colourful gravel, enabling them to move through dunes and below the surface of loose soil at startling speed. Adults have been known to reach 20ft in length, akin to fanged sewer pipes hewn from sand and stone. Slidewinders possess a level of fury and territoriality when it comes to ambushes rarely seen in anything other than the most cunning humanoid foes. Avoid this beast at all costs.

Hit Points: 8d20

Movement: 28ft per action

Speed: 13

Strength: 20 (+5)

Dexterity: 20 (+5)

Constitution: 15 (+2)

Intelligence: 10

Wisdom: 15 (+2)

Charisma: 10

Mana Points (6)

Equipment: Giant Fangs (4d6, *one-handed, long, **envenomed***), Substrate Scales (+13 AC, *light armour*)

- **Burrowing Movement:** Sliderwinders may freely burrow through loose ground and sand as part of their movement. This means they can move "through" obstacles that would otherwise be impassable, such as walls or boulders, provided that they have enough movement to emerge on the other side of said obstacle.
- **Stone Flesh:** This creature can **resist lightning** (100%).
- **Erupting Earth:** If resting above ground, this creature will camouflage itself to look like a naturally occurring rock formation, gaining (+4) on all rolls to **avoid detection** in this

state. It may also rest *under* the surface of the ground, becoming completely **invisible** in that state unless it begins to move.

- **Sneak Attack** (see Special Rules)
- **Enrage** (see Special Rules)
- **Fearsome Hiss** (Ability / 2 mana point): This creature does much within its power to intimidate its prey. Any foe within earshot must succeed a **save throw** (Wisdom versus Strength) or suffer the **terrorised** effect and, if they are already suffering from **envenomed**, they also suffer **crippled** and **traumatised** until **combat** resolves.
- **Livid Cyclone** (Ability / 2 mana points): This creature can move in a circular motion like a grounded cyclone, whipping around in place and taking advantage of its bulk to carve its mark on the battlefield. All foes within a 30ft radius automatically take **earth damage** at **power level** (4) and suffer the **dirty** status. In addition, targets struck by this ability have a 50% chance of becoming **blinded** for (1) **turn**.
- **Shed Skin** (Ability / 1 mana point): This creature can periodically shed its skin to quickly heal itself or freshen its body. This ability can only be used once per **combat**. The Slidewinder immediately heals 2d20 hit points and removes any negative status effects.

POISON MONITOR

When one thinks of desert creatures, one conjures up images of lizards, insects, and the occasional well-adapted mammal. Poison Monitors are a staple of the desert lizards, reasonably common, and disliked by those who travel the burning sands of Dead World. Where it is believed their ancestors were quadrupeds, Poison Monitors have grown into bipeds as tall as most human men, their front claws diminishing into slashing tools rather than load-bearing limbs. They rove in packs, seeking out unwary prey, always looking to make a single deadly bite rather than to engage in protracted combat. Their jaws are coated in a virulent strain of bacteria known to shock their victims so badly from the trauma of a bite that death may seem a mercy. However, rarely is the poison fatal, despite its agonising effects. Due to their weedy forms, Poison Monitors often attempt to distract and alarm their prey by means of creating illusory copies of themselves, burning bright with arcane flame. At heart they are cowards, easily contained and beaten back by those strong enough of arm and heart.

Hit Points: 6d10

Movement: 18ft per action

Speed: 9

Strength: 17 (+3)

Dexterity: 16 (+3)

Constitution: 12 (+1)

Intelligence: 9

Wisdom: 8

Charisma: 5

Mana Points (4)

Equipment: Lizard Foreclaws (d8, *one-handed*), Bacterial Maw (2d6, *one-handed*, **poison** (6)), Monitor Scales (+10 AC, *light armour*, **resist fire** (50%))

- **Shocking Poison:** This creature is **immune** to **envenomed** effects and can **resist poison** (100%). This creature commonly harnesses a terrible poison in its arsenal, however, any **poison damage** inflicted by this creature is prevented from inflicting fatal damage. If an **adventurer** would be reduced to 0 hit points from this creature's "Bacterial Maw", they automatically pass

their first **death save**, and therefore remain standing on 1 hit point.

- **Escape Artist:** This creature does not suffer **fleeing strikes** when it leaves **combat**.
- **Flame Copies** (Spell / 2 mana points): This creature is capable of producing an illusory copy of itself. The illusory copy has (1) hit point, but otherwise its stats are identical to the user of this ability. It lacks the **poison damage** normally inflicted by the "Bacterial Maw" of the user, instead dealing **flaming damage** at **power level** (1) on any successful melee attack. When slain, the illusory copy detonates in a fiery whirlwind, inflicting **flaming damage** (1) and **magic damage** (1) on all foes within a 15ft radius of the illusory copy.

CACTOPHANT

Oases are rare pools of vibrant life in otherwise vast seas of sand. Any source of water in a desert will become a veritable hub of activity, attracting creatures, adventurers, and plants more than an empty tract of desert ever could. So what should an adventurer make of an oasis devoid of anything other than cacti? Perhaps their luck has finally paid dividends after a fraught voyage through the desert? Or, more likely, perhaps at least one of the cacti surrounding the clear waters might be a Cactophant. Supposedly these are cacti inhabited by the souls of the tortured dead, making it taboo to damage or displace them. They exude such an unpleasant psychic aura that few can bear to spend any meaningful time around them and animals known to dwell in the surrounding areas tend to be more aggressive, having been slowly driven mad by the psychic pressure of drinking at the Cactophant oasis over their lifetimes. Do not expect to be able to rest happily in their vicinity; a sleepless night of crushing paranoia will be all you shall receive. Best to get what water you require and to continue your journey as quickly as possible.

Hit Points: 2d8

Movement: 0ft

Speed: 1

Strength: 5

Dexterity: 5

Constitution: 25 (+7)

Intelligence: 15 (+2)

Wisdom: 15 (+2)

Charisma: 5

Mana Points (3)

Equipment: Cactus Corpus (+5 AC, *light* armour)

- **Stationary Sentinel:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist magic** (75%).
- **Spirit Within:** This creature is a spirit afflicting an area of unusually abundant plant life in the desert and scrubland of Dead World. It can be precisely located by use of a **detection** roll by any character possessing the **Arcana** skill. Any attempt to

rest in a 100ft radius of this creature will not replenish **mana points** and instead leave anyone who attempted resting with the **paranoid** status until their next **rest period**.

- **Thorns of Retaliation:** When this creature is struck by a melee attack, the attacker automatically suffers the **grievous bleeding** effect.
- **Psychic Pressure:** The other creatures who live in the local area will be more hostile and aggressive than usual, having been driven to varying degrees of madness by this creature's presence. The likelihood of **ambushes** is doubled for any **adventurer** or party taking a **rest period**.
- **Aura of Malaise** (Ability / 1 mana point): Provided this creature is within a 10ft radius of any source of water, it may magically consume (1) potion's flask worth of that water to replenish (2d8) hit points. If there is no body of water present, it may use a twisted root to automatically steal one liquid (potion, beverage, vial, flask or other) from a nearby **adventurer** or character's inventory. The stolen item is destroyed, and the Cactophant heals as normal.

DUNE SCORPION

These foul invertebrates are loathed by all but the most warped desert-dwelling folk. Dune Scorpions have been immortalised in the tale of *Lorza and the Jewelled Palm*, in which the titular Sandwalker Bard retrieved the priceless artefact from the belly of a Dune Scorpion so titanic and ancient that it had petrified to become a navigable environment in its own right. The overwhelming majority of Dune Scorpions are, at most, five feet in length from the tips of their claws to the base of their stinging tails. They have been known to come in a variety of colours reflective of their native sands, for their chitin seems to absorb the mineral pigmentations when they burrow down into the substrate to nest and ambush their prey. Recent observations have indicated that these creatures have developed an ability to attune to the sand and sparse vegetation of their arid surroundings so that they can detect stray living creatures above ground to form their next meal. A truly unsettling case of evolution if the accounts can be believed.

Hit Points: 4d10

Movement: 8ft per action

Speed: 5

Strength: 12 (+1)

Dexterity: 13 (+1)

Constitution: 10

Intelligence: 12 (+1)

Wisdom: 6

Charisma: 4

Mana Points (3)

Equipment: Scorpion Claws (2d6, *one-handed*), Stinging Tail (2d6, *one-handed*, **envenomed**), Arid Chitin (+9 AC, *light armour*)

- **Born of Earth:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist earth** (50%) and **resist water** (50%).
- **Burrowing Ambusher:** This creature lives under the sands or in warrens of compacted earth, and thus can burrow a distance of 8ft per **action** through those materials. It cannot dig deeper than 8ft vertically downwards, preferring to stay near the surface.

When underground, provided it has used no movement in its previous **turn**, it gains **line of sight** through any uninterrupted sand above it or through the network of roots and plants which reach its burrows through the soil above it. It does this by sensing the movement of the sand or, for instance, adventurers harvesting plants or brushing through them.

- **Hairpin Trigger** (Ability / 1 Mana Point): This ability may only be activated if this creature's "Burrowing Ambusher" ability has located a foe directly above the creature, and may even be triggered on an opponent's **turn**, regardless of whether the target has finished using all their **actions** in their **turn**. The creature launches itself through the substrate between itself and the foe, bringing it into melee distance, making (1) attack with its "Stinging Tail" which hits automatically and inflicts **earth damage** at **power level** (3). The attack counts as an **ambush** attack unless the creature was already **detected** by the foe *before* using this ability. For instance, if the foe was setting up their own ambush. This ability will likely create a new **turn sequence**.

PITWIELDING WOLFLIONS

A disgusting hybrid of two already fearsome mammals, these chimera dwell in the valleys between dunes and at the bottoms of their arena-shaped pits that give them their name. Pitwielding Wolflions are quadrupeds with feline bodies and canine heads, both sexes possessing grand manes in an alluring mixture of crimson and ebony. They manipulate the ground to create conical pits walled with loose sand to fatally drag interlopers down and into evisceration range. The sheer fear being irrevocably pulled into a beast's nest can inflict on a sane person is enough to make even the mightiest quake with terror. Their canine howls and feline mewling can be heard echoing across the deserts on still nights, the sure sign that somewhere, not too far away, a Pitwielding Wolflion is readying to feast on its newest victim. It is best to tread carefully and avoid navigating known territories of these creatures at night, else you too fall victim to their snares.

Hit Points: 7d10

Movement: 8ft per action

Speed: 6

Strength: 16 (+3)

Dexterity: 14 (+2)

Constitution: 16 (+3)

Intelligence: 18 (+4)

Wisdom: 12 (+1)

Charisma: 11

Mana Points (4)

Equipment: Chimera Fangs (3d6, one-handed, **bleeding**), Hybrid Pelt (+12 AC, light armour)

- **Death Arena:** This creature dwells at the bottom of a conical pit lined with sand or shale and difficult to escape. The pit will be at least 30ft wide and 30ft deep. For as long as a foe is on the ground within the pit, they are treated as though they are **crippled**. Any attempt to move up the walls of the pit to safety requires a successful *climb* **percentile roll**. If the attempt to move up the walls of the pit fails, the foe descends an additional 10ft

downwards into the pit. A creature trapped in the pit may only attempt to *climb* once per **turn**.

- **Inexorable Howl** (Ability / 1 mana point): All foes within the confines of the pit, even those airborne, gliding, or **flying**, must make a **saving throw** (Intelligence versus Wisdom). If they succeed, they may choose to freely move 5ft upwards away from the base of the pit. If they fail, they become **terrorised** until they succeed the requisite **percentile roll** to overcome their terror, or until they escape the confines of the pit, whichever is the sooner.
- **Magical Blast** (Offensive Spell / 1 mana point): The creature summons (1) missile +(d3) additional missiles for each point of Intelligence Bonus the creature has. Each missile can target a separate opponent or the same one. Each missile is a ranged attack with a range of 25ft that deals **magic damage** at **power level** (1). The missiles automatically hit and do not require **line of sight**.
- **Death Is Upon You** (Ability / 2 mana points): This ability may only be used on a **crippled** enemy within melee range and also stranded at the very bottom of the pit. The Pitwielding Wolfion makes (1) attack against the target, rolling to hit as normal. If the attack hits, the foe must make a **death save** or suffer (d100) points of damage. In addition, if the attack hits successfully, the Pitwielding Wolfion may restore (1) lost **mana point**.



HARMADILLO

Where deserts stretch across the land, coming into contact with rocky hills and barren mountains, the Harmadillo commonly makes its home. These creatures stand out from their surroundings, having developed an alarming pattern of black and yellow armoured scales in lieu of any meaningful camouflage. When confronted, Harmadillos roll up into a tight ball and hurl themselves forward like a cart wheel, spinning through sand, dirt and foe alike. There are even reports of heavily built Harmadillos carving channels in solid rock through the sheer force of their rolling attacks, forever marking their local environment with deep grooves of stone. As most adult Harmadillos can grow to the size of a wagon, it best to leave these generally gentle herbivores to their own business. Not much can withstand the crushing power of a Harmadillo's spinning bulk bearing down upon a target.

Hit Points: 8d8

Movement: 15ft per action

Speed: 5

Strength: 14 (+2)

Dexterity: 15

Constitution: 30 (+10)

Intelligence: 10

Wisdom: 11

Charisma: 7

Mana Points (5)

Equipment: Traction Claws (2d6, *one-handed*), Alarming Armour (+15 AC, *light armour*)

- **Dynamo Roll** (Ability / 1 mana point): The creature gains the “rolling” status until its next **turn**. While “rolling”, the creature’s **speed** stat is doubled. Draw a line emanating from this creature’s location. The line must be straight and cover 30ft. The creature immediately moves along the line and all foes within melee distance receive (1) attack that hits automatically, causes **earth damage** at **power level** (10), and inflicts the **dazed** effect. Any obstacles, such as stone boulders or cacti, in the way of the

Harmadillo, are automatically crushed by its rolling. This ability may be used more than once in a **turn**. Each time this ability is consecutively used, it costs (+1) additional **mana point** to activate. For example, on the second consecutive use, it costs (2) **mana points**, on the third consecutive use, it costs (3) **mana points**, and so on and so forth.

- **Relentless Momentum:** While “rolling”, this creature gains **immunity** to **envenomed**, **bleeding**, and **dirty** effects, and **resist water** (100%). In addition, enemies rolling to hit in melee combat suffer (-d6) to their rolls.
- **Energy Release:** This ability may only be used if the creature is under the effect of the “rolling” status. The creature may spend (1) **action** to lose its “rolling” status. All foes within a radius of 15ft are struck by (1) attack that automatically hits and causes **earth damage at power level** (2) and are **blinded** for (1) turn by a cloud of billowing dust, sand, or stone particulates.

MYSTIC SCOURGE

Strange humanoid figures have been seen wandering the dunes of late. Wrapped in tattered cloths and muslin, their bodies completely concealed save for two lamplight eyes, their species has been named Mystic Scourge by those who have been able to watch them and escape unharmed to tell their tales. They seem only able to move when they are being looked at, quickly staggering at their observers with a gait and movements somewhere between that of a tangled marionette and a victim of a frenzied seizure. The longer they are at rest, the greater in size the strange frost that emanates from their bodies becomes, no matter the intensity of the desert's heat. Mystic Scourges will attempt to freeze and shatter magical items in the possession of their victims, taking glee as valuable artefacts break and litter the ground. Their motivations are as unknowable as their true identities, but steer clear of them if you are a user of rare items or a collector of magical trinkets.

Hit Points: 10d6

Movement: 7ft per action

Speed: 8

Strength: 13 (+1)

Dexterity: 24 (+7)

Constitution: 16 (+3)

Intelligence: 21 (+5)

Wisdom: 18 (+4)

Charisma: 11

Mana Points (5)

Equipment: Shrouded Limbs (d6, *one-handed*)

- **Spectral:** This enemy cannot be hurt by normal melee or ranged attack damage (any attack that hits them will cause (0) damage, regardless of modifiers or weapon stats). In addition, they are **immune** to all damage types, status and insanity effects except for the following: **magic, flaming, lightning, and holy**. This enemy may walk through solid objects such as walls or doors. They may also walk across pits or drops if they can clear the distance of the pit within a single **turn**.

- **Counter-Perception:** This creature possesses a deep and unsettling form of **Arcana**. It can automatically sense the location of any foe with **line of sight** on it, even if the foe is under the effect of **invisibility**. It may only **move** when within another humanoid or creature's **line of sight**.
- **Frigid Blast** (Ability / 1 mana point): This creature exudes an arcane cold uncommon to its natural environment. It may concentrate this energy into a wall of magical ice 20ft wide and 20ft high. Any foe who crosses the wall suffers **frostbite**, becomes **paralysed** for (2) **turns**, and suffers **dark, water damage** at **power level** (2). The creature may spend an additional **mana point** to move and rotate the wall 10ft in any direction once per **turn**. The icy wall manifests for (3) **turns** before evaporating.
- **Bewildering Thief** (Ability / 1 mana point): This creature can attempt to steal and pickpocket magical and enchanted items from (1) target in melee range. The target must make a **save throw** (Dexterity versus Dexterity) or else have one item in their Inventory with an enchantment or magical property taken and added to the Mystic Scourge's inventory. If the Mystic Scourge successfully steals such an item from a foe, it may spend (1) additional **mana point** to shatter the object, first coating it in darkly glittering ice which it will seem to admire. An item shattered this way yields no components for crafting where normally it might.

DUSTWHIP DEVIL

There are strange forces at work in the desolate areas of Dead World. Here faint echoes of the Ever-Dark have been known to manifest in the form of demonic winds, cackling maniacally as they whip across the barren sands. The dust and detritus gathered by the fell winds coalesce around an otherwise invisible humanoid at the winds' source, revealing their controller and providing opportunity to grapple with the true demonic foe at the core. When struck or cut, gouts of bloody, purple dust will vent from the Dustwhip Devil and stain the ground around its attacker. Then the real fight begins, almost always leading to the arising of a monstrous sandstorm lashing the local area for a day and a night hence, whether or not the Dustwhip Devil lies slain by the end. Dead World naturalists still have much to learn about these irascible creatures, for they are not the most common desert creature to encounter, and the study of any invisible charge will always present a unique challenge.

Hit Points: 5d10

Movement: 12ft per action

Speed: 8

Strength: 10

Dexterity: 15 (+2)

Constitution: 10

Intelligence: 22 (+6)

Wisdom: 15 (+2)

Charisma: 17 (+3)

Mana Points (4)

Equipment: Blade of Wind (2d8, *two-handed*, **magic** (1), **overpower**),
Detritus Plate (+10 AC, *light armour*)

- **Windborn:** This creature can **resist magic** (50%), **resist lightning** and **dark** (100%), and is **immune** to **dirty** effects.
- **Demonic Guile:** This creature, along with its weapon and equipment, are counted as **invisible** unless the presence of heavy winds reveals a tracery of the creature's shape in the air. At this point, any character may roll to **detect** this creature, but they suffer (-d4) on all rolls. If the creature is successfully been

detected, the **detection** only lasts until the creature next uses an **action** of **movement**, after which **detection** must be re-rolled.

- **Reactive Attacker:** When this creature receives damage for the first time in **combat**, it gains **bravery** on its next **turn**. It also immediately summons the **Extreme Weather Effect: sandstorm** to affect the local area for the next 24 hours.
- **Tempest** (Spell / 2 mana points): The Dustwhip Devil summons a mighty tempest, which engulfs all enemies around them in the fury of the wind. “Tempest” remains in play for (d4 + 1) **turns** and has (2) effects while active. Firstly, at the start of each of the Dustwhip Devil’s **turns**, all enemies within 2ft (**combat** range) of the Dustwhip Devil are immediately **knocked back** (2d6)ft. This can effectively end **combat**. Secondly, while “Tempest” is active, all targeted ranged attacks made against the Dustwhip Devil (including spells and special abilities) will automatically miss, as the raging winds deflect them.

HUMMING SUMMONER

A largely unwelcome presence, these alien creatures hide themselves at the very edge of existence, seeking out solitary lives in the remotest, least hospitable deserts Dead World has to offer. Odd beasts, they have been seen to take several shapes, appearing most often as small anthropoids hewn from living mud. They can usually be heard before they are seen, for they naturally emit their namesake humming sound at all times. It has been compared to the distant, baritone buzz of a locust swarm on the horizon. Most people would prefer a locust swarm to a Humming Summoner. These creatures are able to manipulate dimensional magic and can carve paths between our realm and others to bring forth more terrible foes from locations unknown. They are cowards, fleeing the field of battle while their summoned charges distract their original attackers.

Hit Points: 8d6

Movement: 18ft per action

Speed: 4

Strength: 8

Dexterity: 12 (+1)

Constitution: 21 (+5)

Intelligence: 21 (+5)

Wisdom: 20 (+5)

Charisma: 19 (+4)

Mana Points (5)

Equipment: Mudbrick Fists (d6, *one-handed*), Earthen Corpus (+12 AC, *light armour*)

- **Born of Earth:** This creature is **immune** to **dirty** and **wet** status effects, and can **resist earth** (50%) and **resist water** (50%).
- **Malleable Form:** This creature is a melding of earth and water. It may freely change its shape at any point without changing its overall size. It may not do this if it suffered **water**, **earth**, or **fire damage** in the last **turn**, for those elements will alter its physical composition and it will need time to recover itself before changing its shape again.

- **Dimensional Rift** (Ability / 2 mana points): This creature can centre its arcane energy to rend the divides between dimensions in twain. It tears a hole in reality at any point within a 15ft radius of itself. The hole stays open for (1) **turn** during which a randomly determined creature will appear through the aperture. The summoned creature will be hostile to everyone it perceives, including the user of this ability.
- **Dominate** (Spell / 2 mana points): The Humming Summoner targets (1) humanoid within **line of sight**. The humanoid must make a **save throw** (Intelligence versus Charisma) or become **enslaved** to the Humming Summoner for (d6) **turns**. The Humming Summoner may only ever "Dominate" (1) enemy at any given time.
- **Escape Artist**: This creature does not suffer **fleeing strikes** when it leaves **combat**.

TITANWORM

These monolithic creatures inhabit the frozen north of Dead World. It is said that entire cities have been built within the hollowed body of a dead titanworm. Some revere them still as gods. These mighty colossi, stretching sometimes for miles, make their home beneath the frozen ice and snow of the cold north. Their adamantite-hard teeth and frighteningly proficient digestive tracts and excretory systems mean that they may chew through seemingly solid ice with the ease of smaller worms in wet soil. It is said titanworms may remain buried for years before ever coming up to feed. Though titanworms have been recently seen in the Desert of Gold, and other climes, it is thought that this is only due to them migrating south in order to escape the Ever-Dark, and not their natural habitat.

Hit Points: 100d20

Movement: 40ft per action

Speed: 1

Strength: 50 (+20)

Dexterity: 10

Constitution: 40 (+15)

Intelligence: 18 (+4)

Wisdom: 18 (+4)

Charisma: 2

Mana Points (6)

Equipment: Ringed Maw (6d6, *two-handed*), Wormhide (+20 AC, *heavy armour*)

- **Icy Climes:** Titanworms can **resist water damage** and **frostbite** effects (4% per point of Constitution).
- **Colossal Mass:** The creature is of such colossal size that any blow suffered from it is devastating. All attacks from a creature with “Colossal Mass” **knock back** (2d6)ft. If the creature with “Colossal Mass” scores a **critical hit**, its damage is *tripled* rather than doubled.
- **Yawning Devastation** (Ability / 2 mana points): Attacking from below, the creature opens an impossibly wide mouth and

attempts to swallow all its threats whole. The creature picks one point within 18ft of them. All enemies within 6ft of that point must immediately make a **save throw** (Dexterity versus Dexterity) or be “swallowed” by the creature (see “Swallowed” ability).

- **Swallowed:** Enemies that are “swallowed” are relocated to the creature’s stomach, where they begin to digest in stomach acid, suffering (6d6) points of damage at the start of each of their **turns**. If they are reduced to 0 hit points via this damage, then they do not enter a **coma**, but are **permanently slain** as they are dissolved into nothingness. The “swallowed” enemy counts as being **paralysed** until they can be “Disgorged”.
- **Disgorge:** If the titanworm suffers more than (100) points of damage during a **full turn cycle**, it will “disgorge” all enemies that it holds in its stomach. Disgorged enemies are relocated within 4ft of the creature and count as **dazed** for (2) **turns**.

THRALLMAKER

Thrallmakers are now exceedingly rare, as very few of their number remain. Pre the Aronian Era, Ronnoc The Redeemer began a holy quest to exterminate all of what he perceived to be “dark beasts of the land”. He particularly hated Thrallmakers for their ability to be able to control mortals, dominating their minds and turning them into slaves. Ronnoc was killed by Aron The Avatar before he could complete his mission, meaning that some Thrallmakers yet survive, often hiding in the remote corners of Dead World. Their legendary intelligence means that they often favour working in the shadows, scheming and manipulating, rather than engaging in conflicts directly.

Hit Points: 11d10

Movement: 10ft per action

Speed: 8

Strength: 10

Dexterity: 14 (+2)

Constitution: 10

Intelligence: 40 (+15)

Wisdom: 24 (+7)

Charisma: 24 (+7)

Mana Points (8)

Equipment: Robes (+0 AC, *clothing*)

- **Magical Shield** (Spell / 1 mana point): The Thrallmaker summons a “Magical Shield” to defend themselves, adding +1 to their AC for each point of Intelligence Bonus they have. While “Magical Shield” is active, they can also **resist magic** (10%) for each point of Intelligence Bonus they have. “Magical Shield” lasts for (6) **turns**, then dissipates.
- **Lightning Bolt** (Offensive Spell / 2 mana points): Make (1) ranged attack 40ft that automatically **hits**. The attack causes **lightning damage**, at **power level** (x) where x = the Intelligence Bonus score of the Thrallmaker.
- **Dominate** (Spell / 2 mana points): The Thrallmaker targets (1) humanoid within **line of sight**. The humanoid must make a **save**

throw (Intelligence versus Charisma) or become **enslaved** to the Thrallmaker for (d6) turns. The Thrallmaker may only ever “Dominate” (1) enemy at any given time.

- **Telekinesis:** The Thrallmaker can manipulate objects with their mind, including themselves. The Thrallmaker can move any object of equal or lesser weight than themselves that is within 12ft. They can move the object up to 12ft. If the object is explosive (such as a Gunpowder Satchel) they can detonate it. Alternatively, the Thrallmaker can levitate up to 12ft high in the air.

DENIZENS OF THE DARK

WARRIOR OF OLD NIGHT

After the heroes of the Aronian Era held Fort Vanguard against the Dolmeni incursion, they were soon faced with another even greater threat from the darkness of the north. The armies that marched on the worlds of men, elf, and dwarf alike were formed of terrifying human warriors that had given their souls to dark gods. Alongside these wretched but powerful warriors were demonkin, eldritch terrors, and corrupted titans that had abandoned their loyalty to the Earth Soul. Though the three heroes Aron The Avatar, Valthorian, and Signus Telemonian were able to turn back the tide, it is thought that this desperate struggle greatly contributed to their moral deterioration, and began the end of the Aronian Era.

Hit Points: 10d10

Movement: 10ft per action

Speed: 6

Strength: 18 (+4)

Dexterity: 14 (+2)

Constitution: 14 (+2)

Intelligence: 10

Wisdom: 10

Charisma: 6

Mana Points (2)

Equipment: Longsword (d8, *one-handed*), Black Steel Plate (+11 AC, *heavy armour*, **resist magic** (10%)), Black Steel Shield (+5 AC, *shield*, **resist magic** (15%))

- **Icy Climes:** Warriors of Old Night can **resist water damage** and **frostbite** effects (4% per point of Constitution).
- **Rending Strike** (Ability / 1 mana point) The warrior makes (1) attack which hits automatically. The attack causes **grievous bleeding** in addition to normal weapon damage.

SOULHUNTER

Soulhunters are descendants of the ancient cyclopes, corrupted by the encroaching Ever-Dark. They take the form of diabolical humanoid creatures with a single, mighty eye adorning the centre of their foreheads. Their eye is said to be able to pierce the veils of flesh, bone, and steel, to see the potent souls beneath. They require constant nourishment, and so seek out souls with a hunger that matches even that of the thirsting vampire.

Hit Points: 4d10

Movement: 12ft per action

Speed: 6

Strength: 14 (+2)

Dexterity: 12 (+1)

Constitution: 10

Intelligence: 10

Wisdom: 16 (+3)

Charisma: 10

Mana Points (1)

Equipment: Dimshard (2d6, **dark**, *one-handed*), Corrupted Platemail (+9 AC, *heavy armour*, **resist earth** (25%), **resist water** (25%)), Shadowbow (d8, **dark**, *ranged*, 35ft), arrows (30)

- **Strike From The Shadows** (see Special Rules)
- **Sneak Attack** (see Special Rules)
- **Soulsteal** (Offensive Spell / 1 mana point): The Soulhunter attempts to drain the soul out of the body of their opponent. This ability can only be used on an enemy within **line of sight**. The target must make a **save throw** (Constitution versus Wisdom) or suffer (d20) **dark damage** and reduce their current **mana points** total by (d3).

PUTRID SLUGBEAST

The corruption of the Ever-Dark can lead to even innocuous creatures becoming bloated monstrosities, infected with demonic magic. The Slugbeasts that have arisen in some of the more marshy and fetid areas of Dead World are one such abomination. Sometimes reaching lengths of twenty feet, their bilious trail can melt even the staunchest platemail armour, while their thousands of tiny teeth can eat through flesh like warm butter.

Hit Points: 50d6

Movement: 6ft per action

Speed: 1

Strength: 18 (+4)

Dexterity: 2

Constitution: 24 (+7)

Intelligence: 2

Wisdom: 2

Charisma: 2

Mana Points (3)

Equipment: Flexile Jaw (4d6, *two-handed*), Slughide (+6 AC, *heavy armour*)

- **Born of Filth:** The creature is **immune** to **dirty**, **poison**, and **venom** effects. All attacks cause **overpower** and **dirty**.
- **Blood Corruption:** If a humanoid character suffers damage from a Slugbeast, there is a 10% chance they will contract **disease**: "**Blood Poisoning**".
- **Wailing Song** (Ability / 1 mana point): All enemies within a 12ft radius of the Slugbeast suffer the **hopeless** insanity effect. This lasts for (3) **turns**.
- **Spore Detonation** (Ability / 1 mana point): If the Slugbeast takes damage during melee combat, they can choose to emit a cloud of soporific spores that **knocks back** their aggressor (d8)ft and causes **overpower**.
- **Bilious Excretion:** (Ability / 1 mana point): **Poisons** one melee weapon or ammunition stockpile (arrows/bolts). The **poison** is **power level** (3) and lasts for (4) **turns**.

- **Venom Spittle** (Ability / 1 mana point): Target up to (3) enemies within 6ft. The enemies suffer (1) ranged attack that automatically hits and causes **venom**.

BLOODLUST FOOTSOLDIER

Demons greatly vary, for each one is said to be born of a different sin and emotion in the womb of Old Night. However, demons informed by the same emotional sins will often share commonalities and likenesses. Large numbers of these lesser demons are often organised into armies led by Greater Demons. Demons of Bloodlust are, as their name suggests, particularly bloodthirsty servants of Old Night that prefer to slay with physical might alone.

Hit Points: 3d10

Movement: 12ft per action

Speed: 6

Strength: 14 (+2)

Dexterity: 10

Constitution: 10

Intelligence: 9

Wisdom: 9

Charisma: 2

Mana Points (2)

Equipment: Greatsword (3d6, *two-handed*), Demonic Scalemail (+8 AC, *heavy armour*)

- **Enflame:** (Ability / 1 **mana point**): Enchant one melee weapon or ammunition stockpile (arrows/bolts) to become **flaming**. The **flame** is **power level** (2) and lasts for (6) **turns**.
- **Flesh of Ether:** Demons can **resist magic** attacks (2% per point of Wisdom).

BEGUILEMENT FOOTSOLDIER

Not all demons are terrible to behold. In fact, given that demons are born of desire and sin, often they can come in forms that are greatly pleasing to the eye. Throughout the history of Dead World, there have been reports of tempters and seducers of supernatural beauty that have deceived and ensnared even the most true-hearted, drawing them down darker paths, and toward darker destinies. These demons are loosely categorised as Beguilements, distinguished by their impossibly perfect forms. As with the rose, however, beneath the perfection, there often lie thorns sharp enough to draw blood. Though Beguilements prefer to work behind the scenes, corrupting men and women of power, they have been known to flock to the battlefield when a great cause, or Greater Demon, demands it. The sight of these disgustingly beautiful warriors streaming naked across the bloody field has been enough to make warriors gouge out their eyes; they would rather not see the perfection their blades must destroy.

Hit Points: 2d10

Movement: 12ft per action

Speed: 10

Strength: 10

Dexterity: 14 (+2)

Constitution: 9

Intelligence: 12 (+1)

Wisdom: 10

Charisma: 18 (+4)

Mana Points (2)

Equipment: Scimitar (d8, one-handed, 14% chance to cause **bleeding**)

- **Dazzling Radiance:** The Beguilement emits an aura of radiance and beauty which few can but find inspiring. The Beguilement adds +1 to their AC for each point of Charisma Bonus they have.
- **Kiss of Seduction** (Ability / 1 mana point): The Beguilement makes (1) melee attack against a humanoid. The attack automatically hits and causes (0) damage. The target immediately falls in love with the Beguilement and therefore

cannot make any attacks against them or cast **offensive spells**. Only (1) enemy may be affected by this ability at one time. The effect lasts for (d4+2) **turns**.

- **Flesh of Ether:** Demons can **resist magic** attacks (2% per point of Wisdom).

CONFUSION FOOTSOLDIER

By some considered the most terrifying of all demonkin, Demons of Confusion are known for their profound magical affinity and ability to harness energies. Such as the spongelike power of Demons of Confusion to absorb magical energies and convert them into devastating attacks, that their bodies are warped artefacts, twisted and malformed like metal beneath a furnace's heat. Many Demons of Confusion have appearances that are "spliced", as though they are in the process of pupation and transforming into something else, though what that something could be defies logic or understanding. Rarely do Demons of Confusion flock to the battlefield. They prefer to prey on foolish mages tampering with magics they do not understand. However, it has been known for Demons of Confusion to arise in great numbers when some demonic imperative calls upon them, and when they do, the sky darkens with storms and eldritch shapes wriggling in a constant flux of madness and transformation.

Hit Points: 2d10

Movement: 12ft per action

Speed:8

Strength: 10

Dexterity: 9

Constitution: 9

Intelligence: 16 (+3)

Wisdom: 18 (+4)

Charisma: 6

Mana Points (6)

Equipment: Seething Talon (d4, **magic** (1), *one-handed*), Burning Tentacle (d3, **flaming** (1), *one-handed*)

- **Lightning Bolt** (Offensive Spell / 2 mana points): Make (1) ranged attack 40ft that automatically hits. The attack causes **lightning damage**, at **power level** (x) where x = the Intelligence Bonus score of the Confusion Demon.
- **Spectre** (Offensive Spell / 1 mana point): The demon targets (1) enemy within 30ft. The target must make a **save throw** (Intelligence versus Charisma) or suffers the **terrorised** effect.

- **Magic Feeder:** Whenever a Demon of Confusion successfully resists a **magical** attack, they may restore (1) lost **mana point** and heal d6 lost hit points.
- **Continual Transformation** (Ability / 1 mana point): Riven with insane and chaotic energies, Demons of Confusion are constantly expanding, gaining new mouths, and sprouting new deadly limbs. Roll a d6, where each number on the die correlates to each of the demon's six stats: (1) Strength, (2) Dexterity, (3) Constitution, (4) Intelligence, (5) Wisdom, and (6) Charisma. Increase the randomly determined stat by 2 points.
- **Flesh of Ether:** Demons can **resist magic** attacks (2% per point of Wisdom).

LESSER INCARNUM (FOOTSOLDIER)

The Incarnums are outcasts even among the demon race. They are masters of war, silent servants of utter destruction, desolation, and oblivion. Unlike other demons, who have clear goals: such as the acquisition of power or a foothold in the physical plane, or perhaps the enslavement of particularly choice servants that might fulfil their needs, Incarnums are not so easily read. They often appear as servants of some higher power, though equally exhibit no true allegiance to it. Some scholars have theorised that their only loyalty is to ruin itself. During the quest to reform the Nameless Blade, a fellowship of Incarnum manifested in Paradis, and hunted the shards of the blade, and its seekers. Entire cities, such as Flesh Market, were toppled by the presence of merely a few Lesser Incarnums. Should one become a target of their relentless pursuit, one should abandon all hope of ever knowing freedom or relief.

Hit Points: 5d10

Movement: 16ft

Speed: 4

Strength: 24 (+7)

Dexterity: 18 (+4)

Constitution: 24 (+7)

Intelligence: 12 (+1)

Wisdom: 12 (+1)

Charisma: 10

Mana Points (3)

Equipment: Bitter Blade (3d6, *one-handed*), Demonic Scalemail (+8 AC, *heavy armour*)

- **Spellsword Counter** (Ability / 2 mana points): The Incarnum may also use their weapon or shield to *deflect* enemy magic, Combat Abilities, or ranged attacks for the cost of (2) **mana points**. The Incarnum may activate Spellsword Counter during an opponent's **turn**, after their opponent has declared that they are going to cast an **offensive spell**, or use a Combat Ability or ranged attack on the Incarnum. If the Incarnum *deflects* a ranged attack, then the damage is reflected onto the attacker. If they

deflect an **offensive spell**, they may choose to reverse the effects of the spell upon the caster. If the spell cast against them created multiple projectiles, then only the projectiles which hit the Incarnum are reflected onto the caster. If the spell would confer a status effect or other effect, that effect is also reflected onto the foe, in addition to any damage. This ability may only be activated once per **full turn cycle**.

- **Flesh of Ether:** Demons can **resist magic** attacks (2% per point of Wisdom).

LORD OF OLD NIGHT

The Lords of Old Night were said to be as powerful as Greater Demons. They commanded legions that numbered in the tens of thousands, and nearly conquered all of Dead World near the close of the Aronian Era. However, they were ultimately defeated by Valthorian, Aron The Avatar, and Signus Telemonian. Much lesser known are the deeds of one Hugo The Third during this epic battle, who slew the Dread Lord, one of the highest chieftains of the Lords of Old Night, using the Mirrorblade.

Hit Points: 15d10

Movement: 10ft per action

Speed: 7

Strength: 24 (+7)

Dexterity: 16 (+3)

Constitution: 20 (+5)

Intelligence: 10

Wisdom: 12 (+1)

Charisma: 10

Mana Points (4)

Equipment: Chaos Blade (2d6, **flaming** (1), *one-handed*), Black Steel Plate (+11 AC, *heavy armour*, **resist magic** (10%)), Black Steel Shield (+5 AC, *shield*, **resist magic** (15%))

- **Icy Climes:** Lords of Old Night can **resist water damage** and **frostbite** effects (4% per point of Constitution).
- **Rending Strike** (Ability / 1 mana point) The Lord of Old Night makes (1) attack which hits automatically. The attack causes **grievous bleeding** in addition to normal weapon damage.
- **Mortal Strike** (Ability / 2 mana points): The Lord of Old Night makes (1) melee attack which hits automatically. The attack counts as a **critical hit** and causes an additional (+6) damage for each point of Strength Bonus the Lord of Old Night has (the additional damage is added *after* the initial damage is calculated and doubled, rather than *before*).

BLACK DRAGON

Black Dragons are exceedingly rare, even more so than other dragon kind. Though all drakes prefer a solitary existence, the hearts of black dragons are particularly bitter and callous, and unlike red dragons they seem incapable of speech (though they remain intelligent); some have theorised their muteness is due to the fact that their mouths are filled with poisonous spittle. The most famous Black Dragon was perhaps the one that resided at the Demonkeep, Undrigoal The Unfettered. His black flame was said to melt stone walls. His armour was thicker than steel platemail. His claws were sharp and long as greatswords. However, for all his might, Undrigoal was slain by a single enchanted arrow, shot from the bow of Hawkeye Harrigan.

Hit Points: 30d20

Movement: 30ft per action in the air, **flying**

Speed: 7

Strength: 40 (+15)

Dexterity: 14 (+2)

Constitution: 40 (+15)

Intelligence: 14 (+2)

Wisdom: 14 (+2)

Charisma: 10

Mana Points (6)

Equipment: Draconic Maw & Claws (6d6, *two-handed*), Dragon Scales (+14 AC, *heavy armour*)

- **Enrage** (see Special Rules)
- **Perception** (see Special Rules)
- **Keen Eyes** (see Special Rules)
- **Born of Flame:** Dragons can **resist fire damage** (100%)
- **Dragonflame** (Ability / 1 mana point): Make (1) ranged attack against a target within 25ft, adding (+d6) on 'to hit' rolls. If the attack hits, the target suffers (4d20) **flaming damage**. In addition, all other targets within a 6ft radius of the initial target must make a **save throw** (Dexterity versus Dexterity) or suffer (2d20) **flaming damage**.

- **Venom Spittle** (Ability / 1 mana point): Target up to (3) enemies within 6ft. The enemies suffer (1) ranged attack that automatically hits and causes **venom**.
- **Tailsweep** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within melee **combat**. The attack automatically hits, **knocks back** (d8)ft, and causes (3d6) points of damage.

GREATER DEMON OF BLOODLUST

Greater Demons are some of the most terrifying opponents that any hero can face, and the Demons of Bloodlust are some of the most powerful and psychotic among their race, having been born out of the purest desire to kill. It is rare to find more than one of these dark entities, though armies of them have been summoned at certain critical moments in history. A battalion of Greater Demons was said to defend the Bloodstone, at the Demonkeep in Sentinel, but they were slain by Grammaticus Everyman during the quest for the Nameless Blade.

Hit Points: 20d20

Movement: 25ft per action, **flying**

Speed: 9

Strength: 32 (+11)

Dexterity: 18 (+4)

Constitution: 24 (+7)

Intelligence: 18 (+4)

Wisdom: 10

Charisma: 2

Mana Points (3)

Equipment: Greatsword (3d6, *two-handed*), Greatsword (3d6, *two-handed*), Demonic Platemail (+14 AC, *heavy armour*)

- **Ambidextrous** (see Special Rules)
- **Enrage** (see Special Rules)
- **Demonic Might:** The Greater Demon is so strong they may treat *two-handed* weapons as *one-handed*.
- **Fireball** (Offensive Spell / 1 mana point): The Greater Demon makes (1) ranged attack on a target within 25ft. The attack automatically hits and is **magic** (x), **flaming** (x) where x = the Intelligence Bonus score of the Demon.
- **Sweeping Strikes** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within reach of their

equipped melee main-hand weapon. The attack automatically hits and causes normal damage.

- **Flesh of Ether:** Demons can **resist magic** attacks (2% per point of Wisdom).

GREATER DEMON OF BEGUILEMENT

Beguilement demons are feared for their insidious power and influence, and the temptation of what they offer. Greater Demons of Beguilement take such powers to a new level. They have been known to bring entire townships and cities under their sway by merely manifesting in their true forms. They are not only physically so beautiful that they can imprint an eternal ache in the hearts and minds of those that behold them, but their speechcraft is unparalleled. When forced to engage in conflict, they are dancers on the battlefield, weaving in and out of foes, slicing them to ribbons with delicate strokes. It is said that some have willingly offered themselves to the whims of a Greater Demon of Beguilement, so enraptured by their aura that they would give anything to die by their swordstroke.

Hit Points: 16d20

Movement: 18ft per action

Speed: 13

Strength: 16 (+3)

Dexterity: 22 (+6)

Constitution: 10

Intelligence: 18 (+4)

Wisdom: 14 (+2)

Charisma: 30 (+10)

Mana Points (3)

Equipment: Scimitar (d8, *one-handed*, 14% chance to cause **bleeding**), Scimitar (d8, *one-handed*, 14% chance to cause **bleeding**)

- **Ambidextrous** (see Special Rules)
- **Nimble** (see Special Rules)
- **Dazzling Radiance:** The Beguilement emits an aura of radiance and beauty which few can but find inspiring. The Beguilement adds +1 to their AC for each point of Charisma Bonus they have.
- **Piercing Strike** (Ability / 2 mana points) The Beguilement makes (1) melee attack which automatically hits. The attack counts as a **critical hit** and causes an additional (+4) damage for each point of Dexterity Bonus the Beguilement has (the

additional damage is added *after* the initial damage is calculated and doubled, rather than *before*). In addition, the target's AC is reduced by (1) for each point of Dexterity Bonus the Beguilement has.

- **Kiss of Seduction** (Ability / 1 mana point): The Beguilement makes (1) melee attack against a humanoid. The attack automatically hits and causes (0) damage. The target immediately falls in love with the Beguilement and therefore cannot make any attacks against them or cast **offensive spells**. Only (1) enemy may be affected by this ability at one time. The effect lasts for (d4+2) **turns**.
- **Flesh of Ether**: Demons can **resist magic** attacks (2% per point of Wisdom).

GREATER DEMON OF CONFUSION

To summon a Greater Demon of Confusion is truly an insane act, for unlike Greater Demons of Beguilement or Bloodlust, their aims are far harder to determine and know; to bring something into the world of far greater intelligence and understanding than oneself is a great folly, yet, there are some who attempt such a bold feat. Greater Demons of Confusion are thought to be the ultimate commanders of demonic legions. They are generals that supersede the power and might of the Bloodlust demon, and the guile and grace of a Beguilement demon, with an order of godlike intelligence frightening to even comprehend. Though they are far more diverse in form than their Beguilement and Bloodlust brethren, Greater Demons of Confusion generally take the form of great brain-like entities laden with thousands of tentacles, mouths, and other appendages for which we have no name, save in ancient long-dead languages. They float high above the battle, reigning down destruction from above, continually summoning more of their footsoldiers to the battlefield.

Hit Points: 14d10

Movement: 18ft per action, **flying**

Speed: 8

Strength: 12 (+1)

Dexterity: 12 (+1)

Constitution: 10

Intelligence: 30 (+10)

Wisdom: 36 (+13)

Charisma: 10

Mana Points (8)

Equipment: Enchanted Tentacles (4d6, **magic** (2), *ranged*, 30ft), Forcefield (+2 AC, *light armour*)

- **Lightning Bolt** (Offensive Spell / 2 mana points): Make (1) ranged attack 40ft that automatically hits. The attack causes **lightning damage**, at **power level** (x) where x = the Intelligence Bonus score of the Confusion Demon.

- **A Thousand Mouths of Confusion** (Ability / 2 mana points): The demon makes (1) attack on a target within melee range, rolling 'to hit' as normal. If they hit, the target suffers (2d6) "bites" from the mouths of the demon. Each bite causes (d20) damage and has a 20% chance of causing **grievous bleeding**.
- **Chaos Beam** (Offensive Spell / 2 mana points): The demon makes (1) ranged attack 30ft. The attack does not require **line of sight**. The attack automatically hits and does (4d20) **dark, fire damage**. In addition, draw a line between the demon and the target. Any enemies along that line will also suffer an automatic hit from this spell.
- **Spectre** (Offensive Spell / 1 mana point): The demon targets (1) enemy within 30ft. The target must make a **save throw** (Intelligence versus Charisma) or suffer the **terrorised** effect.
- **Magic Feeder**: Whenever a Demon of Confusion successfully resists a **magical** attack, they may restore (1) lost **mana point** and heal (d6) lost hit points.
- **Rift in Reality** (Spell / 3 mana points): Summon 2d6 "Confusion Footsoldiers" to the battlefield.
- **Flesh of Ether**: Demons can **resist magic** attacks (2% per point of Wisdom).

TITANDEMON

When the Warriors of Old Night began their incursion into Dead World, marching in numberless legions down on the few remaining cities and freeholds that'd survived the Dolmeni invasion mere years before, they were accompanied by Titandemons. These colossal quadrupeds, taller than the tallest towers of the City of a Thousand Eyes, are said to have blocked out the sun as they advanced into Dead World, each footstep shaking the earth. Their nigh-on impenetrable flesh, greenish in colour, is thought to be a mockery of the Earth Soul itself. They carried battalions of demons upon their backs, as well as four massive tendrils that acted as their eyes and also deadly lashing weapons, capable of toppling walls and battlements with ease. Only Aron The Avatar is known to have slain a Titandemon, and there are none currently living thought to be a match for them, though thankfully, their kind has not been seen in hundreds of years.

Hit Points: 90d20

Movement: 40ft per action

Speed: 2

Strength: 44 (+17)

Dexterity: 18 (+4)

Constitution: 40 (+15)

Intelligence: 12 (+1)

Wisdom: 12 (+1)

Charisma: 2

Mana Points (6)

Equipment: Crushing Limb, (6d6, *one-handed*), Lashing Tentacles (5d6, *ranged*, 30ft), Invincible Flesh (+20 AC, *heavy armour*)

- **Colossal Mass:** The creature is of such colossal size that any blow suffered from it is devastating. All attacks from a creature with "Colossal Mass" **knock back** (2d6)ft. If the creature with "Colossal Mass" scores a **critical hit**, its damage is *tripled* rather than doubled.
- **Tentacle Frenzy** (Ability / 2 mana points): The monster makes (d6) attacks with their "Lashing Tentacles" weapon within the

space of (1) **action**. The attacks may target different targets or the same target.

- **Chaos Beam** (Offensive Spell / 2 mana points): The demon makes (1) ranged attack 30ft. The attack does not require **line of sight**. The attack automatically hits and does (4d20) **dark, fire damage**. In addition, draw a line between the demon and the target. Any enemies along that line will also suffer an automatic hit from this spell.

LORD INCARNUM

The Incarnums are the most dreaded of all Demons and Demonkin, and actively feared by the other three castes. They are ruthless warriors that thrive on decimation and destruction, each one a wargod in their own right. However, at the pinnacle of the Incarnum hierarchy stands the Lord Incarnum. There can only ever be one Lord Incarnum at any given time, and they are known as the most powerful and destructive beings in all of Dead World. It is said that even the First King would not face a Lord Incarnum in single combat, and Ingeltheld, the One Who Waits, dealt with a Lord Incarnum only tentatively. To face a Lord Incarnum is to face the void, for their impassive countenances reveal nothing to their foes; though when they strike, it is with a fury that makes Dead World tremble. A legend persists that Arcturus the Black Hand, Pravus Lex, and Hugo The Third were able to defeat a Lord Incarnum in combat, but such stories are surely pure exaggeration, and it was only a Lesser Incarnum that they faced.

Hit Points: 30d10

Movement: 16ft

Speed: 7

Strength: 36 (+13)

Dexterity: 24 (+7)

Constitution: 24 (+7)

Intelligence: 20 (+5)

Wisdom: 20 (+5)

Charisma: 10

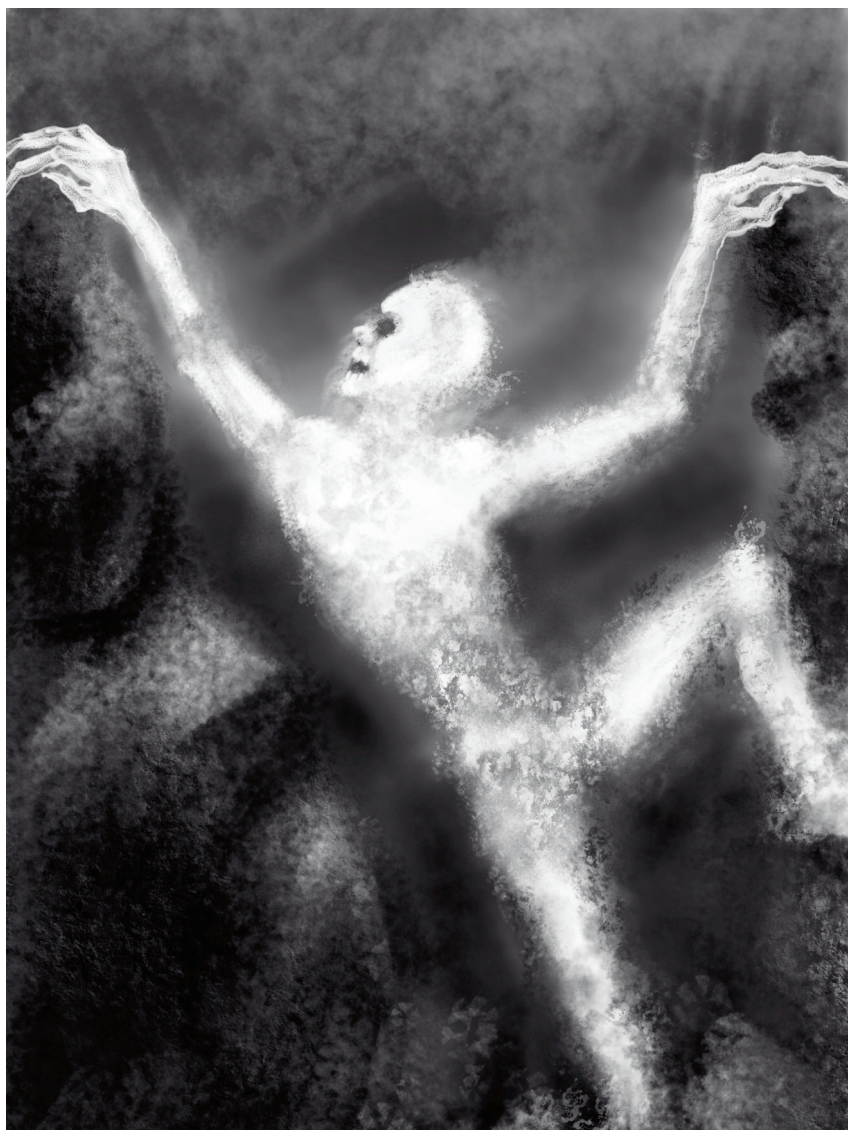
Mana Points (6)

Equipment: Executioner's Blade (6d6, *two-handed, long, dark, bleeding*),
Demonic Platemail (+14 AC, *heavy armour*)

- **God of War:** This creature may add +7 to its **critical hit rank**.
- **Spellword Counter** (Ability / 2 mana points): The Lord Incarnum may also use their weapon or shield to *deflect* enemy magic, Combat Abilities, or ranged attacks for the cost of (2) **mana points**. The Lord Incarnum may activate "Spellword Counter" during an opponent's **turn**, after their opponent has

declared that they are going to cast an **offensive spell**, or use a Combat Ability or ranged attack on the Lord Incarnum. If the Lord Incarnum *deflects* a ranged attack, then the damage is reflected onto the attacker. If they *deflect* an **offensive spell**, they may choose to reverse the effects of the spell upon the caster. If the spell cast against them created multiple projectiles, then only the projectiles which hit the Lord Incarnum are reflected onto the caster. If the spell would confer a status effect or other effect, that effect is also reflected onto the foe, in addition to any damage. This ability may only be activated once per **full turn cycle**.

- **Destroy Limb:** Incarnums are known as the most savage and despicable fighters among all Demonkin, hence why their caste is actively loathed and exiled by the other three. Their strikes are always aimed at the most vulnerable parts and made with devastating efficacy and force. If the Incarnum successfully hits with a standard melee attack, they may roll a d6. On the roll of a 1 or 2, the target loses a leg, and suffers the **crippled** effect permanently. On the roll of a 3 or 4, they lose an arm (or equivalent appendage) and must halve their Dexterity and Strength characteristics permanently. On the roll of a 5, the blow strikes to the heart and inflicts **grievous bleeding** effect plus an additional (10d20) points of damage. On the roll of a 6, the blow decapitates the target and they suffer instant **permanent death**, with no **death save** or **coma state**.
- **Flesh of Ether:** Demons can **resist magic** attacks (2% per point of Wisdom).



DWELLER

Dwellers are monstrous and ancient demonic entities that predominantly reside in the depths of the Ever Dark, though occasionally one may take up resident in a mortal plane, normally by acquiring some kind of foothold. Dwellers begin their physical existence very weak, sometimes even immobile; they hang or slither in dark and secluded reaches, away from cities and the hubbub of active life: at the bottom of crevasses, within a nest of cave systems deep below ground, perhaps even in long forgotten temple structures. They are deceivers and manipulators who access and influence the world by means of their “champions”, lucky and unlucky souls chosen by the Dwellers to be elevated from their previous mundane lives – always for the purpose of fulfilling some awful and dire aim. As their champion works more toward the Dweller’s aim, the Dweller’s power is increased, until they become unstoppable gods, fleshed and incarnated, and ready to fulfil to their objectives personally.

Hit Points: d20 + d20 additional points per sacrifice*

Movement: 10ft + 5ft per sacrifice

Speed: 2 base + 4 per sacrifice

Strength: 2 base + 6 per sacrifice

Dexterity: 24 (+7)

Constitution: 2 base + 6 per sacrifice

Intelligence: 2 base + 6 per sacrifice

Wisdom: 2 base + 6 per sacrifice

Charisma: 30 (+15)

Mana Points (1 +1 additional mana point per sacrifice)

Equipment: Dark Talons (d6, one-handed), Demonic Hide (+10 AC, heavy armour)

- **Gifts of Power:** Dwellers loved to entice mortal souls by offering “gifts”. The GM will have ultimate discretion about the nature of the gift, but it is likely to be a ring, necklace, Armour Component, or weapon. This “gift” will almost certainly have a magical effect. If an **adventurer** chooses to accept a Dweller’s gift, they become the “chosen” of the Dweller. If the gift or weapon is enchanted, the **power level** of the enchantment will

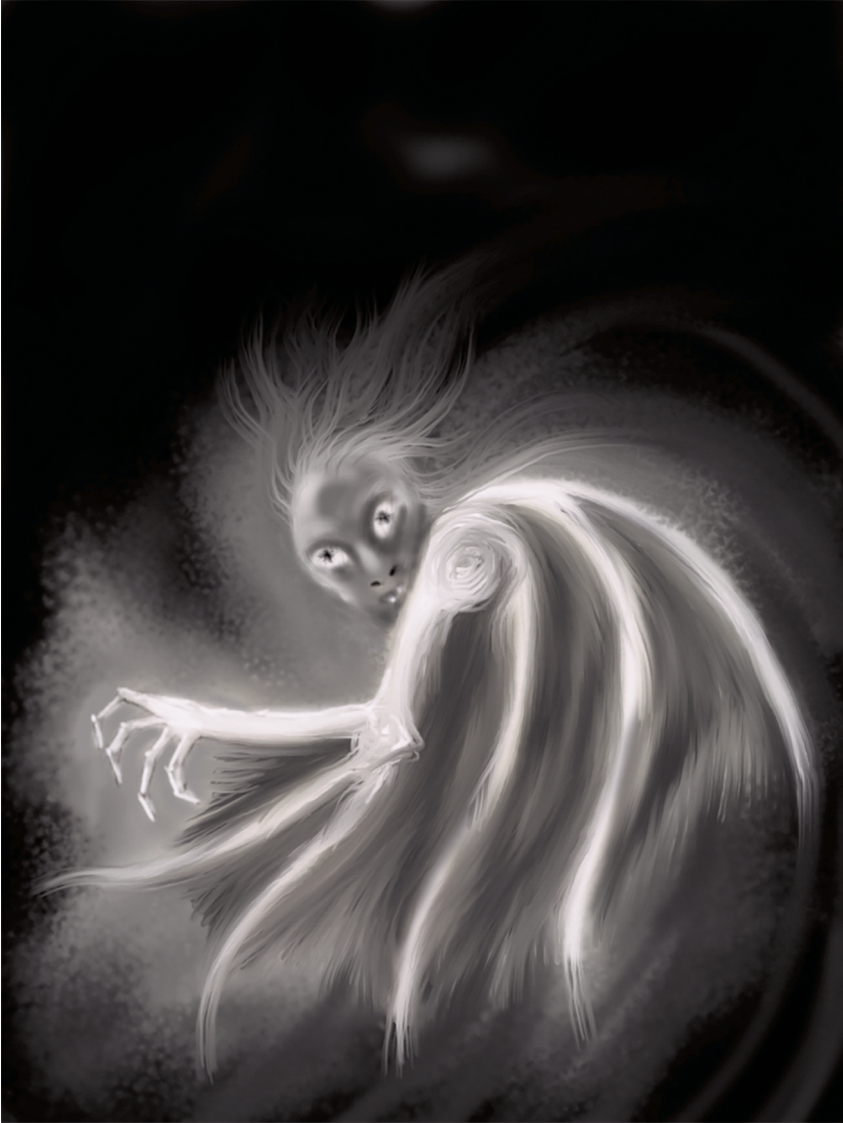
begin at (1) or a suitable equivalent (such as a **resistance** of 10%). However, each time the “chosen” makes a sacrificial offering to the Dweller (see **Sacrificial Strength**), the **power level** will increase by (+1). If the gift is enchanted with a **resistance**, then the efficacy of the **resistance** will increase by (+10%). If the gift confers another kind of bonus, such as a bonus ‘to hit’, then this will also increase by (+1) with each sacrifice made. The Dweller will thereby incentivise the “chosen” to make offerings, increasing the might of their gift.

- **Fatal Breath** (Offensive Spell / 2 mana points): The Dweller may make one ranged attack on a single target within 4ft. The attack hits automatically and causes (xd20) **dark damage** where x = the Strength Bonus of the Dweller.
- **Demonic Origin**: The Dweller may belong to one of four demonic origins: **Beguilement**, **Bloodlust**, **Confusion**, or **Incarnum**. Each of these origins will confer a different additional power upon the Dweller.
- ***Sacrificial Strength**: The “chosen” of the Dweller may choose to bring sacrifices to the Dweller in order to increase the power of their “gift”. The sacrifices must be living humanoids, brought in captivity to the Dweller. For every sacrifice the “chosen” offers to the Dweller, increase the damage of the Dweller’s “Dark Talons” weapon by (+d6), and their AC value by +4. If the Dweller receives 5 or more sacrifices, it gains the **Colossal Mass** special ability.
- (only if fed with 5 or more sacrifices) **Colossal Mass**: The creature is of such colossal size that any blow suffered from it is devastating. All attacks from a creature with “Colossal Mass” **knock back** (2d6)ft. If the creature with “Colossal Mass” scores a **critical hit**, its damage is *tripled* rather than doubled.
- (only if **Beguilement**) **Kiss of Seduction** (Ability / 1 mana point): The Beguilement makes (1) melee attack against a humanoid. The attack automatically hits and causes (0) damage. The target immediately falls in love with the Beguilement and therefore cannot make any attacks against them or cast **offensive spells**. Only (1) enemy may be affected by this ability at one time. The effect lasts for (d4+2) **turns**.
- (only if **Bloodlust**) **Sweeping Strikes** (Ability / 1 mana point): The monstrosity makes (1) attack against all enemies within

reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.

- (only if **Confusion**) **Magic Feeder**: Whenever a Demon of Confusion successfully resists a **magical** attack, they may restore (1) lost **mana point** and heal (d6) lost hit points.
- (only if **Incarnum**): **Destroy Limb**: Incarnums are known as the most savage and despicable fighters among all Demonkin, hence why their caste is actively loathed and exiled by the other three. Their strikes are always aimed at the most vulnerable parts and made with devastating efficacy and force. If the Incarnum successfully hits with a standard melee attack, they may roll a d6. On the roll of a 1 or 2, the target loses a leg, and suffers the **crippled** effect permanently. On the roll of a 3 or 4, they lose an arm (or equivalent appendage) and must halve their Dexterity and Strength characteristics permanently. On the roll of a 5, the blow strikes to the heart and inflicts **grievous bleeding** effect plus an additional (10d20) points of damage. On the roll of a 6, the blow decapitates the target and they suffer instant **permanent death**, with no **death save** or **coma state**.
- **Flesh of Ether**: Demons can **resist magic** attacks (2% per point of Wisdom).

❧ VI ❧
DISEASES & CURSES



DISEASES

Dead World is full of mortifying and disgusting diseases of every variety: mental, physical, magical, and otherworldly.

ADDICTION

There are many addictive substances in Dead World. Some are artificially created by those wishing to create new and esoteric experiences, such as the Occultists who practice vision quests into spiritual and dream realms. Others might accidentally imbibe a substance that begins to take root in the brain. Whatever the cause, a creature, character, or **adventurer** suffering from **addiction** becomes dependent on the “substance” that infected them. Going forward, replace the word “substance” with the name of the addictive substance in question (for example, “Red Moss”).

At first, the effects of **addiction** are relatively minor. This is classified as **stage 1 addiction**. If it has been longer than (10) **turns** since the **addicted adventurer** consumed “substance”, then they must subtract (-3d6%) from the success chance of all **percentile rolls**, as even easy tasks become more difficult to concentrate on.

If **stage 1 addiction** remains untreated for a period exceeding (1) week, then it increases to **stage 2 addiction**. When suffering from **stage 2 addiction**, the **addicted** character suffers all the drawbacks of **stage 1 addiction**, but in addition also must reduce their Strength, Dexterity, Constitution,

Wisdom, Intelligence, and Charisma by (d3) if it has been longer than (10) **turns** since they consumed “substance”. This can stack in instances of them missing multiple doses of “substance”. For example, if they were without “substance” for (21) turns, they would reduce their stats by (2d3), and so on.

If **stage 2 addiction** remains untreated for a period exceeding (5) weeks, then it increases to **stage 3 addiction**. When suffering from **stage 3 addiction**, the **addicted** character suffers all the drawbacks of **stages 1 & 2 addiction**, but in addition, they will suffer (4d6) damage at the start of every **turn** (regardless of whether they have consumed “substance” or not). If it has been longer than (10) **turns** since they consumed “substance”, they will suffer (10d6) damage at the start of every **turn** instead.

TRANSMUTATIVE HAEMOPHILIA

Otherwise known as “vampire’s disease”, **transmutative haemophilia** is a slow-acting disease with devastating consequences. Though predominantly found in humans, other races can also be affected, though as the name of the disease suggests, often in mutated form. Whenever dealing with vampires, there is a chance of contracting **transmutative haemophilia**. Some have even rumoured that no bite is necessary, and merely occupying the same clothes as a vampire is enough to pass on the curse.

An **adventurer** infected with **transmutative haemophilia** has a period of (5) weeks before they will suffer any ill effects. However, after this time has elapsed, and if the disease still has not been cured, then it will begin to take effect. The infected host must roll a d20 and add their Constitution Bonus to the result. If the result is greater than (20), then they have resisted the disease temporarily and may go another (1) week without ill effect. At the end of that week, they must make another roll. And so on and so forth until either they are cured or they fail a roll.

When they fail, the disease takes full effect, and their character will undergo significant changes. At this point, standard “potions of cure disease” or the Paladin’s “Holy Being” miracle will have no effect.

The infected **adventurer** must permanently remove all but (1) racial **trait** (for example, a Human Day-Walker could lose either the **shield bearer** or **bravery** traits, and keep the other). They will be classified as “Undead” for the purposes of determining damage and affinities. They must reduce their **maximum hit point** score by (10%) and their Constitu-

tion by (d4). In exchange for the lost **traits**, they acquire the following new ones:

- Vampires may increase their **speed** by (d3) points.
- **Flesheater:** Undead may not consume food, beverages or smokes during rest periods. Instead, they can elect to consume uncooked meat or corpse flesh. Doing so restores +d8 hit points.
- **Blood Drinker:** When a Vampire scores a **critical hit** in melee combat, they may regenerate (1) used **mana point**.
- **Loathe the sun:** Vampires can **see in the dark**. Double the damage of any **flaming** attacks made against a Vampire.

There are rumours that a cure to **transmutative haemophilia** exists, but certainly the price would be extraordinarily high for such a reversal of dark fortune.

RABIES

Almost equally as dangerous as the encroaching darkness is the accumulating filth of Dead World. In the gutter-cities, sewers, swamps, and marshlands, horrid infestations are far more likely to claim the lives of an **adventurer** than any demon. Rabies, though a fairly common ailment, is no less dangerous for being widespread. Causing an inflammation of the brain, rabies leads to convulsions, madness, and eventually (almost certainly) death.

An **adventurer** infected with **rabies** has a period of (5) weeks before they will suffer any ill effects, after which they will become ensnared by the disease. An **adventurer** infected with **rabies** will suffer (4d6) points of damage at the start of every **turn**. In addition, when an **adventurer** infected with **rabies** wishes to make a melee or ranged attack on an enemy, they must roll a d6. On a 2 to 6, they may attack as normal, but on the roll of a 1, they must turn their attack on their nearest ally. If they are not in range of an ally, they must move to within striking distance (in the instance of melee attacks) or shooting distance (in the instance of ranged attacks). Note that this can cause the infected **adventurer** to leave **combat** range, resulting in **fleeing strikes**. If there are no allies within a 60ft radius, then the **adventurer** will turn their attacks upon themselves on the roll of a 1. This effect lasts until **rabies** is cured, or the infected host dies.

ERESIAN FEVER

The fertile yet fetid Marshes of Eres are ostensibly where life in Dead World began, where the immortal Scaled Ones first began to mix the alchemy of life itself. It is home not just to animal, insect, plant, and fungal life, but also to innumerable diseases and bacterias, many of them as ancient as the stone and soil of Dead World itself. Eresian Fever is perhaps the most notorious malady to emerge from the marshes, and being stricken with such a condition can be fatally debilitating.

An **adventurer** infected with **Eresian Fever** immediately suffers ill effects:

- An **adventurer** suffering from **Eresian Fever** must reduce their Strength by 2d6 points, to a minimum of 2.
- If an **adventurer** suffering from **Eresian Fever** is afflicted with the **wet** condition, they will suffer an additional effect on top of the normal rules for **wet**: “**Adventurers** with **Eresian Fever** that are **wet** suffer (d4) damage at the start of each **turn**. The status effect lasts indefinitely as long as the target remains **wet**.”
- An **adventurer** with **Eresian Fever** must half their **movement** and **speed** characteristics.
- This affliction may be cured by a Cure Disease potion.

SWAMP ROT

The marshlands of Dead World are some of the most virulent and toxic places imaginable, harbouring untold corruptions, diseases, and putrefactions. Many of the ailments are classified under the general name of “Swamp Rot”. Swamp Rot essentially causes a slow blackening and decay of the skin, which leads to a disgusting putrefying stink.

An **adventurer**, character, or creature infected with **Swamp Rot** immediately suffers ill effects:

- An **adventurer** suffering from **Swamp Rot** must reduce their Constitution by 2d6 points, to a minimum of 2.
- An **adventurer** with **Swamp Rot** will begin to stink, meaning that they no longer receive any bonuses from Charisma, and will be generally shunned by all humanoid company.

- If an **adventurer** suffering from **Swamp Rot** is afflicted with the **wet** condition, they will suffer an additional effect on top of the normal rules for **wet**: “**Adventurers with Swamp Rot** that are **wet** suffer (d4) damage at the start of each **turn**. The status effect lasts indefinitely as long as the target remains **wet**.”
- This affliction may be cured by a Cure Disease potion.

LEPROSY

Those who suffer from leprosy are often mistaken for zombies or necrotic undead because their bodies fall into a similar state of disrepair. Leprosy is a nigh-on-incurable disease that takes hold of living bodies and reduces them to crumbling ruins. However, due to some of the more unusual properties of leprosy, such as the way it destroys the nerves and thereby removes the sensation of pain, there are some who view it as a strange blessing from older and forgotten plague-gods, or even Death itself. The “Order Leprosium”, a faction of knights who bare the leper’s curse, are fearsome warriors respected throughout Dead World for their insane courage, throwing themselves into conflicts against almighty demons and terrors. Their condition has removed the fear of death and experience of pain, making them reckless battle-gods with nothing to lose, and only glory to gain.

An **adventurer**, character, or creature infected with **Leprosy** immediately suffers ill effects:

- An **adventurer** suffering from **Leprosy** cannot feel pain, and therefore must lower their Dexterity by (2d6) points (to a minimum of 2), which reflects their diminished reaction speeds.
- However, on the plus side, they may increase their **base AC score** by +4 so long as they are afflicted by the disease, as it is very difficult to harm a leper.
- **Leprosy** horribly scars the visage; most people will avoid speaking or coming into proximity with lepers, hence they will no longer receive bonuses from Charisma, and will be generally shunned by all humanoid company.
- **Leprosy** makes one extremely vulnerable to light and heat, hence an **adventurer** with **Leprosy** will acquire the following trait:

- **Loathe the sun:** Lepers can **see in the dark**. Double the damage of any **flaming** attacks made against a leper.

PARASITES

Some of the worst creatures in Dead World are those that dwell unseen within the body, slowly sucking the life force and energy from their hosts, feeding their own necrophilic growth. There are of course many parasites to be found in the marshlands and jungles, but also in Dead World's waters and forgotten ruins. There are even rumours of an ancient "parasite civilisation" that ruled over Dead World before the coming of the current "civilised races", as ancient murals depict humanoids willingly accepting large, grotesque parasites orally. Stories and legends abound of parasites that are more than simply mindless feeders, but gifted with unnaturally long life and supreme intelligence, passed from host to host, down through generations, as both blessing and curse.

Adventurers infested with more ordinary varieties of parasite will find that they lack the strength and conviction they once had; their limbs are weak, their minds muddy, and they seem to carry a dreadful weight in their bellies that was not there before.

An **adventurer**, character, or creature infected with **Parasites** immediately suffers ill effects:

- Remove **determined** and/or **bravery traits** until **Parasites** is cured
- *Food* no longer restores hit points while a character or creature is infested with **Parasites**
- A character or creature infested with **Parasites** loses (1) **mana point** at the start of every **turn** before they can take any **actions**
- This affliction may be cured by a Cure Disease potion.

VENEREAL DISEASE

This stultifying disease is conferred by... well... we all know how it's conferred. Life in Dead World can be taxing, dangerous, and difficult in the extreme, so it is little wonder that even in areas of the world where the religion of The First King – who advocates celibacy – holds sway, pillow-houses and other such lodgings can be found, offering additional nightly services to ease travellers' pains.

An **adventurer**, character, or creature infected with **Venereal Disease** immediately suffers ill effects:

- Reduce Intelligence by (-d8) and Wisdom by (-d8) until cured.
- This affliction may be cured by a Cure Disease potion.

LOCKJAW

Lockjaw causes the joints to seize up, so that movement and speech become incredibly difficult. It is most commonly conferred by animal bites, but it can also be acquired from infected battle wounds. Given the high propensity of warfare and conflict during the Era of Empires, this ailment has resurfaced, and debilitated many doughty fighters, reducing lithe and agile warriors to those who move like aged husks.

An **adventurer**, character, or creature infected with **Lockjaw** immediately suffers ill effects:

- An **adventurer** with **Lockjaw** must half their **speed** characteristic.
- In addition, an **adventurer** with **Lockjaw** is unlikely to get much benefit out of resting, as their limbs are so stiff and sore that they cannot fully relax. Therefore, they cannot take the **sleep action** during **rest periods**.
- An **adventurer** with **Lockjaw** must reduce the success chance of **percentile rolls** to *persuade* by (-4d6%), as they find it difficult to articulate themselves.
- This affliction may be cured by a Cure Disease potion.

FOOD POISONING

In a world where the dead walk, where demons constantly threaten at the edge of reality, and where untold species mingle, struggling to survive, there is great risk of food becoming contaminated, not only through ordinary means, such as being left too long without being properly stored, but also through esoteric or magical means. Should an unwary adventurer consume this contaminated food, they are very likely to suffer from food poisoning.

An **adventurer**, character, or creature infected with **Food Poisoning** first must roll a d6 to determine the severity level of the poisoning; this

provides a range from 1 to 6. They will then immediately suffer the ill effects of the **disease**:

- An **adventurer** with **Food Poisoning** may not consume *food* or *beverages* or even drink potions of any kind.
- In addition, at the start of each turn, they suffer (d8) points of damage. This goes on for a number of turns equal to the severity level of the **Food Poisoning** (so the maximum length of time it can go on for is (6) **turns**).
- This affliction can only be cured by either “waiting it out” or alternatively by the miraculous touch of a Paladin with the “Holy Being” ability.

BACTERIAL INFECTION

Though the experts of medicine in Dead World possess truly miraculous healing gifts, and their magical counterparts, the Paladins, can perform miracles that would convert even the most doubting soul to divine providence, Dead World is not a sanitary place, and infections are commonplace. The vast majority of the populace are unable to clean or ablate their wounds, either spiritually or physically, which leads to rife infection spreading through the streets of the larger cities, especially such gloaming metropolises as the City of a Thousand Eyes.

An **adventurer**, character, or creature infected with **Bacterial Infection** immediately suffers ill effects:

- An **adventurer** with **Bacterial Infection** suffers (d6) points of damage each time they make a ranged or melee attack.
- This affliction may be cured by a Cure Disease potion.
- If **Bacterial Infection** is not treated within (1) day, it worsens, and becomes **Blood Poisoning**.

BLOOD POISONING

Blood poisoning can develop from an untreated bacterial infection, or be inflicted outright by suffering a wound from a corrupted, disease-bearing source (such as the teeth of a Slugbeast). Those infected with blood poisoning begin to feel their circulation slow and clot, so that their body increasingly becomes weakened, unable to self-regulate or heal.

An **adventurer**, character, or creature infected with **Blood Poisoning** immediately suffers ill effects:

- An **adventurer** with **Blood Poisoning** suffers (d6) points of damage each time they make a ranged or melee attack.
- An **adventurer** with **Blood Poisoning** may not heal by any mundane means, whether potion or consumable.
- This affliction can only be cured by magical means, such as the Paladin's "Restore" spell, or alternatively by the miraculous touch of a Paladin with the "Holy Being" ability.

MORTUS' PLAGUE

It is said that Mortus' magics are so potent and foul that even where he is not present, the dead may rise and walk the earth again. Others have speculated that the poor souls Mortus raises into undeath bear a vile peculiarity, a unique trait not present in other necromancer's efforts: they are able to infect others with their curse. There are reports that in some remote and barren areas of Dead World, legions of zombies march, tens of thousands strong, tides of dead and diseased flesh. With each new town the tide sweeps over, it increases its mass.

An **adventurer**, character, or creature infected with **Mortus' Plague** has a period of (1) week before they will suffer any ill effects. However, after this time has elapsed, and if the disease still has not been cured, then it will begin to take effect. The infected host must roll a d20 and add their Constitution Bonus to the result. If the result is greater than (20), then they have resisted the disease temporarily and may go another (1) week without ill effect. At the end of that week they must make another roll. And so on and so forth until either they are cured or they fail a roll.

When they fail, the disease takes full effect, and the infected creature or character will undergo significant changes. At this point, standard "potions of cure disease" or the Paladin's "Holy Being" miracle will have no effect.

The infected character or creature must permanently remove all racial **traits** (for example, a Human Day-Walker would lose the **shield bearer** or **bravery** traits). They will be classified as "Undead" for the purposes of determining damage and affinities. They may *increase* their **maximum hit point** score by (10%) and their Constitution by (d4), but must reduce their Intelligence, Wisdom, and Charisma by (2d6) points, to a minimum of 2.

They permanently count as being **dazed** and this status effect may not be cured by standard means, only by the curing of **Mortus' Plague** itself. In addition, they gain the following two traits:

- **Mindless:** A host of **Mortus' Plague** no longer has their own will, but instead follows the dead-herd, or perhaps even the will of their dark master, though he be far off.
- **Plaguespreader:** If a character or creature suffers damage from something infected with **Mortus' Plague**, there is a 20% chance they will contract **disease: "Mortus' Plague"**.

Unlike with **transmutative haemophilia**, it is entirely possible for non-humanoids to become infected with **Mortus' Plague**, meaning that large and even "colossal" animals might come under the sway of the plague, and be added to the ranks of the mindless horde.

There are rumours that the most astounding magi and paladin healers can reverse the effects of zombification inherent in Mortus' dread plague. Though it is likely wishful thinking, one can only hope these rumours are true, for it may be the only hope for Dead World in rebalancing the scales of living versus walking dead.

CURSES

A subset, or perhaps a relation, of **diseases** are **curses**. These are far more potent than diseases because they cannot be removed by earthly medical means. **Curses** can only be reversed by powerful magical incantations, the performance of certain very specific rituals, or even the killing of the one who cast the **curse** in the first place. **Curses** can be acquired in a number of ways: the desecration of potent talismans or sacred ground, the reading of profane books written in eldritch tongues, or by offending the wrong sorcerer.

Ultimately, it is up to the GM's discretion how curses might be placed upon **adventurers** or removed. We encourage GMs to get creative, especially with the process of "curing" the curse. After all, if lifting a curse is as easy as simply drinking a healing potion, that doesn't make for much narrative scope! Curses should send **adventurers** on awful, taxing, and grim adventures into new and dark territory, where one might even question whether it were better to remain cursed than pay the price of reversing it.

THE CURSE OF THE OUTCAST

The Curse of the Outcast is a particularly unpleasant curse which causes the cursed individual to suffer agonising pain whenever they draw near to their friends and companions. Though the pain is excruciating and can

even lead to fatal spasms if left unchecked, far worse is the psychological component, whereby the cursed individual begins to hate and spurn association with others, because the only things friendship brings them are difficult decisions and misery.

An **adventurer**, character, or creature with **The Curse of the Outcast** immediately suffers ill effects:

- The **adventurer** must stay more than 40ft away from other **adventurers** or **allies**, or suffer (d20) points of damage at the start of their **turn**.

THE CURSE OF THE BEAST

The Curse of the Beast causes the afflicted individual to forget civilised existence. Though their bodies remain perfectly able and intact, they lose the capacity to recognise or handle objects, even clothes or weapons. All remnants of their former life, and constructed things, slips away like a faded dream. The cursed individual becomes perfectly sentient, still able to converse and talk, but no sooner does a gold coin or a wrought leather tunic cross their palm than they lose all sense of how to use it. This especially malicious curse has been used by to determine whether a hero in question is elevated by their equipment, or by their learning and prowess.

An **adventurer**, character, or creature with **The Curse of the Beast** immediately suffers ill effects:

- The **adventurer** will immediately drop (discard) all items in their **inventory**, and may not pick up any items until the curse is lifted. This includes weapons, armour, armour components, tools, consumables – *any* item.

THE CURSE OF SILENCE

The Curse of Silence causes the afflicted individual to lose the currents of magic flowing through their veins. It is like an artistic loss of inspiration, but far deeper and more sinister. The magical apparatus and threads of the world no longer responds to the cursed individual's touch and call. They become mutes, their sixth magical sense drowned, screaming soundlessly as they try to call forth the powers they once had.

An **adventurer**, character, or creature with **The Curse of Silence** immediately suffers ill effects:

- The **adventurer** cannot use **spells** or **offensive spells**

THE CURSE OF THIRST

The Curse of Thirst causes the cursed individual to crave something to the point of total self-destructive annihilation. But worse, the addiction also becomes transferable to others. The Curse of Thirst has been known to sweep through entire cities, reducing civil populations to swarms of crazed lunatics, spilling blood in the name of an ineffable addiction they can never satisfy or quell. All this started by one foolish, and perhaps careless individual, bringing the curse's wrath with them.

An **adventurer**, character, or creature with **The Curse of Thirst** must randomly roll a d6 to determine which addiction they acquire:

- 1) "Red Moss"
- 2) "Gold Dust"
- 3) "Lying"
- 4) **Intoxication**
- 5) "Suffering an attack"
- 6) "Killing a humanoid"

Alternatively, the GM may wish to choose a particular addiction appropriate to the **adventurer**, their story, and decisions they have made in the past. Once the **addiction** has been determined, they immediately suffer the below ill effects:

- The **adventurer** becomes "infectious" so that any other **adventurer**, GM-controlled character, or other individual they come into contact with (within 4ft range) has a chance of catching the **addiction** (as well as the infectious properties). To determine whether an individual is infected, once they come into contact with the **cursed adventurer**, they must make a **save throw** (Constitution versus Constitution). If they fail, they immediately also suffer **The Curse of Thirst**, with identical properties.

THE CURSE OF STONE

The Curse of Stone is unique in that some strange adventurers have actively sought it out. The Curse of Stone, as the name suggests, slowly, inexorably, turns the cursed individual to stone. As their other faculties, such as speed and dexterity, weaken, their hardened flesh becomes incredibly potent and resistant. It is said that, in order to defeat a fearsome dragon, Jezemain The Thief asked for The Curse of Stone to be bestowed on him, hardening his skin against the dragon's fire. He believed that after he had slain the dragon the curse might easily be removed, and him restored to normality. Sadly, he was mistaken. Not even the one who cursed him knew how to reverse its effects, and before long, Jezemain The Thief became a statue, haunting a mountain peak.

An **adventurer**, character, or creature with **The Curse of Stone** immediately suffers ill effects:

- The **adventurer** slowly begins to turn to stone. This process is gradual, but over time becomes totally fatal. Each week / gaming session, the **adventurer** reduces their Strength, Dexterity, Intelligence, Wisdom, and Charisma by (1) point. However, they may increase their Constitution by (+1) as their flesh hardens into stone. Once they reach a Constitution of 24, they are completely immobilised and turned into a statue. At this point, the "cure" for the curse must be brought to the **adventurer**, if indeed it can be reversed at all.

THE CURSE OF YOUTH

The Curse of Youth is more humiliating and inconvenient than particularly malevolent. The cursed individual is turned into a small childlike version of themselves, losing the physical benefits of any training, as well as some of the knowledge and experience, they may have acquired over the years, and presenting a far less charismatic presence. It is thought that once The Dread Necromancer, Mortus, was given the Curse of Youth by a courageous Gold Witch. No one knows what Mortus did to reverse the effects, or what punishment he may have enacted on the Gold Witch, but it is thought the indignity of being reduced into a childish form was so unbearable it nearly broke his psyche.

An **adventurer**, character, or creature with **The Curse of Youth** immediately suffers ill effects:

- The **adventurer** is, for narrative purposes, considered a child roughly aged ten
- The **adventurer** no longer benefits from stat bonuses and must reduce their **maximum hit points** by (-50%) while cursed.

THE CURSE OF FEATHER

The Curse of Feather is, like the Curse of Youth, oddly charming, although there is a sinister aspect in that no one really knows what happens once those cursed lose their tethering and float up into the sky. The Curse of Feather causes the cursed individual to become weightless.

An **adventurer**, character, or creature with **The Curse of Feather** immediately suffers ill effects:

- The **adventurer** has no weight and will float unless tethered to the ground by a heavy object. This does not count as **flying**, as they are unable to direct their ascent, but will merely move directly up, like a helium balloon, until something stops them. If they encounter no obstacles on their way, then they might float off into nothingness, although it is said that a secret lies in the clouds of Dead World: perhaps there is narrative opportunity to explore here.

It is said that once the hero Aron was given the Curse of Feather by a woman who accused him of inconstant love. He is said to have floated up above the clouds and discovered the secret that lies beyond them; the true shape of the world, a city of glimmering starlight, or perhaps the gods... Aron was able to return to the earth, in time, riding down upon an empiric eagle. He never wrote, or even spoke, about what he saw, but it is said that whenever asked what lay beyond the clouds, he would turn pale, and bid never to be asked again.

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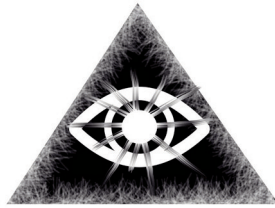
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Bringer of Justice; Hugo Haub spent part of his childhood in New Zealand and credits a measure of his inspiration to being able to ride the wave of fantasy enthusiasm started by the film adaptation of Tolkien's trilogy. Hugo has always enjoyed gaming in all forms from miniature based strategy games, to the computer/console games that became so meta during

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DEAD WORLD RPGS



The Dead World team is a small outfit based in the seaside town of Bournemouth, UK, where the gate to Hell is located.

For more information about Dead World, including additional materials to help you craft your campaigns, merchandise, and exclusive content set in the universe of Dead World, you can head on over to www.dead-worldrpg.co.uk.

NOTES

THE BASICS: GAME MASTERS & ADVENTURERS

1. Dice are often abbreviated for ease. The method of abbreviation is xdy . X = the number of dice being rolled. Y = the number of sides on the dice. For example, $2d20$ means two twenty-sided dice. Where there is no x value, that means only one dice is rolled.

HUMAN

1. Aptitudes represent what the most common strengths of your Race are. Most Races only have one Aptitude, though some have two! Of course, no Race is uniform, and there is infinite variation between one individual and another. However, Aptitudes represent the fact that certain stats are likely to be higher for certain Races. Try to think about how you'd like to play the game. Does the idea of being really strong appeal to you? Or perhaps you'd prefer playing intelligently?

