



# Into the Midnight Throne

Welcome to *Ker Nethalas: Into the Midnight Throne*, a single player dungeon crawler set in an endless necropolis. With the help of this book you'll tell the story of your character, who after miraculously surviving an execution, wakes up to realize that their problems have just begun, and that there are fates worse than death.

## THE BASICS OF THE GAME

When you sit down to play *Ker Nethalas: Into the Midnight Throne*, you, the player, take on the role of a single character. Characters played by players are referred to as **Player Characters**

(**PCs**) or survivors. Your PC is your avatar in the dark tunnels of the necropolis, and your decisions (and luck!) will determine their fate.

During your PC's journey through the Midnight Throne, you will encounter all sorts of creatures, sometimes referred as **Non-Player Characters (NPCs)**. NPCs share many similarities with your character, but the different NPC tools in the book determine their actions, personalities, and motivations.

All creatures and characters have Attribute and Skill scores, as well as

a set of powers or abilities that determine how strong, smart, and otherwise talented they are. These come into play when it's necessary to determine whether a character succeeds at something they're attempting, like climbing a wall or sneaking past a guard, for example.

### DICE

***Ker Nethalas: Into the Midnight Throne*** primarily uses six different kinds of dice to determine the results of actions and situations, but these same dice might be used to generate numbers of varying ranges. These different dice and the terms employed to use and describe them are detailed below.

The D10 is a ten-sided die that generates numbers from 1 to 10. It is numbered 0 to 9, although a roll of 0 counts as ten. A pair of D10s is also used to create numbers from 1 to 100, with a 00 being considered as 100. The two dice should be of different colors, and before rolling them, the player must indicate which die represents the tens digit and which die represents the ones digit! A percentile roll, or D100, is achieved by rolling two D10s in this manner, and it's the main die roll used in *Ker Nethalas: Into the Midnight Throne*. The other dice normally used have 4, 6, 8, 12, and even 20 sides, and are called D4, D6, D8, D12 and D20.

When multiple dice are to be rolled and added together, it is noted in the text like this: 2D10 (roll two D10 dice and add them together), or 6D4 (roll six D4 dice and add them together). A modifier may be noted as a "plus" or "minus" value, such as 2D12+4 (roll two D12 dice and add them together, then add four to the total).

### SIMPLE RULES

***Ker Nethalas: Into the Midnight Throne*** uses a simple D100 ruleset to resolve all tasks. Whenever a PC tries to do something and the result isn't evident, or there is something at stake, you will need to perform a check. This is done by rolling D100, and comparing the result to the corresponding skill on the character's sheet. If the result is equal or lower than the skill's score, the check is a success. This process is described in detail in chapter 3.

### ENGAGING COMBAT

Combat is a big part of what makes ***Ker Nethalas: Into the Midnight Throne*** unique: characters need to manage their resources while being smart about their choice of powers used. The opposed combat check makes combat unpredictable and will require your constant attention, as you evaluate the different options that will open to you depending on your luck and actions.



### BUILD THE CHARACTER YOU WANT TO PLAY

At the core of *Ker Nethalas: Into the Midnight Throne* lies its deep character development system. By choosing which Masteries you learn and which Abilities within each Mastery you pick, you have a lot of control over your character's powerset. Combined with the many pieces of unique and randomly generated gear, you can truly make the character of your dreams.

### A DANGEROUS PLACE TO EXPLORE

You are a survivor, executed (or so they thought when they threw you down here) and trapped in an endless nightmare. As you explore what's left of the once-glorious Vaelorian Ascendancy, you will uncover details about their buried history and customs, while trying to survive the many undead horrors that now roam the vast catacombs, temples and chambers of the necropolis.

### THE WORLD ABOVE

The City of Veldonia stands as the heart of the Alderworth Kingdom, a sprawling metropolis situated on the kingdom's eastern shore. Once a beacon of prosperity and grandeur, now it epitomizes a fallen glory, haunted by its history and the sinister forces that lurk beneath its streets. Gothic architecture dominates the landscape, with gargoyles and grotesque figures adorning every edifice. The streets are narrow and winding, perpetually cloaked in a shroud of fog and shadows. Dark alleyways and hidden passages crisscross the city, providing both refuge for the desperate and haunts

for the city's less reputable citizens.

Long ago, Veldonia was a thriving center of knowledge and arts. Scholars, alchemists, and artists gathered within its walls, creating a hub of culture and learning. But ambition and greed, fueled by arcane secrets, soon corrupted the city's elite. The once proud nobility, led by the royal Silvercrest family, has slowly but surely drifted into the most abject decadence, rarely exiting their palaces.

The masses, oppressed both by the nobility and the suffocating myriad of religious cults that demand both worship and taxes, can do little else but endure lives of misery and hard work. Their resilience and determination offer a stark contrast to the moral corruption of the ruling class, and occasionally a promising individual rises above its peers and sets up to make a better future for themself.

Outside of the powerful but still insignificant on a global scale Alderworth Kingdom, a vast world of different cultures and empires stretches in all directions. From the Azari archipelago to the west, with its fierce warriors and strange customs, to the progressive Helvonia, a tiny country known for its artificers and engineers, there is an endless array of cultures and individuals from all walks of life. Many of them end up in Veldonia, attracted by the city's ancient status as one of the seats of power in the world.

### THE WORLD BELOW

Beneath the twisted spires and darkened streets of Veldonia lies a vast and chilling underworld

known as Ker Nethalas, the Midnight Throne. This sprawling necropolis is all that remains of the once-mighty Vaelorian Ascendancy, a long-forgotten empire of necromancers whose legacy still haunts the present. Although there are many entries into this vast underground complex, most of them are fiercely guarded by the Obsidian Wardens, a knightly order sworn to the protection of humanity against the horrors from below. Still, the Wardens cannot be everywhere at all times, and many entries are used for garbage disposal or similar activities.

Ker Nethalas stretches deep into the bowels of the earth, an intricate maze of crypts, catacombs, and forgotten chambers. The walls are adorned with haunting reliefs, depicting the empire's ancient necromantic arts, as well as the grandeur and hubris of the Vaelorian rulers. Within it, echoes of the Vaelorian Ascendancy's dark magic linger. The restless spirits of the necromancers and their undead creations roam its passages, guarding secrets long buried. Their whispers fill the air, tempting those who venture too close with promises of forbidden knowledge and untold power.

It is rumored that at the heart of Ker Nethalas stands the Midnight Throne itself, a colossal and ominous black stone dais. Legend has it that the ancient Vaelorian rulers once sat upon this throne, channeling the very essence of death and commanding legions of undead. The necropolis holds countless artifacts and relics of necromantic power, each carrying a

dark history and dangerous potential, luring ambitious necromancers and arcanists yearning for the lost and forbidden knowledge of this ancient civilization.

#### GAME TERMINOLOGY

▶ **J:** This symbol represents your character's level. Certain Abilities will ask you to add your level (or half of it) to attacks, or can have a duration equal to your current level. When this is the case, you must always take into consideration your current level, not the level you had when you first gained the Ability. Your level is also used to correctly scale opponents so they become a reasonable threat, as explained on page 117.

▶ **Ability:** a unique power, special attack or similar talent that allows your character to accomplish different things, from casting a fireball, to striking several enemies with a single attack, healing yourself, and more.

▶ **Attribute:** The core aspects that define your character's physical and mental capabilities.

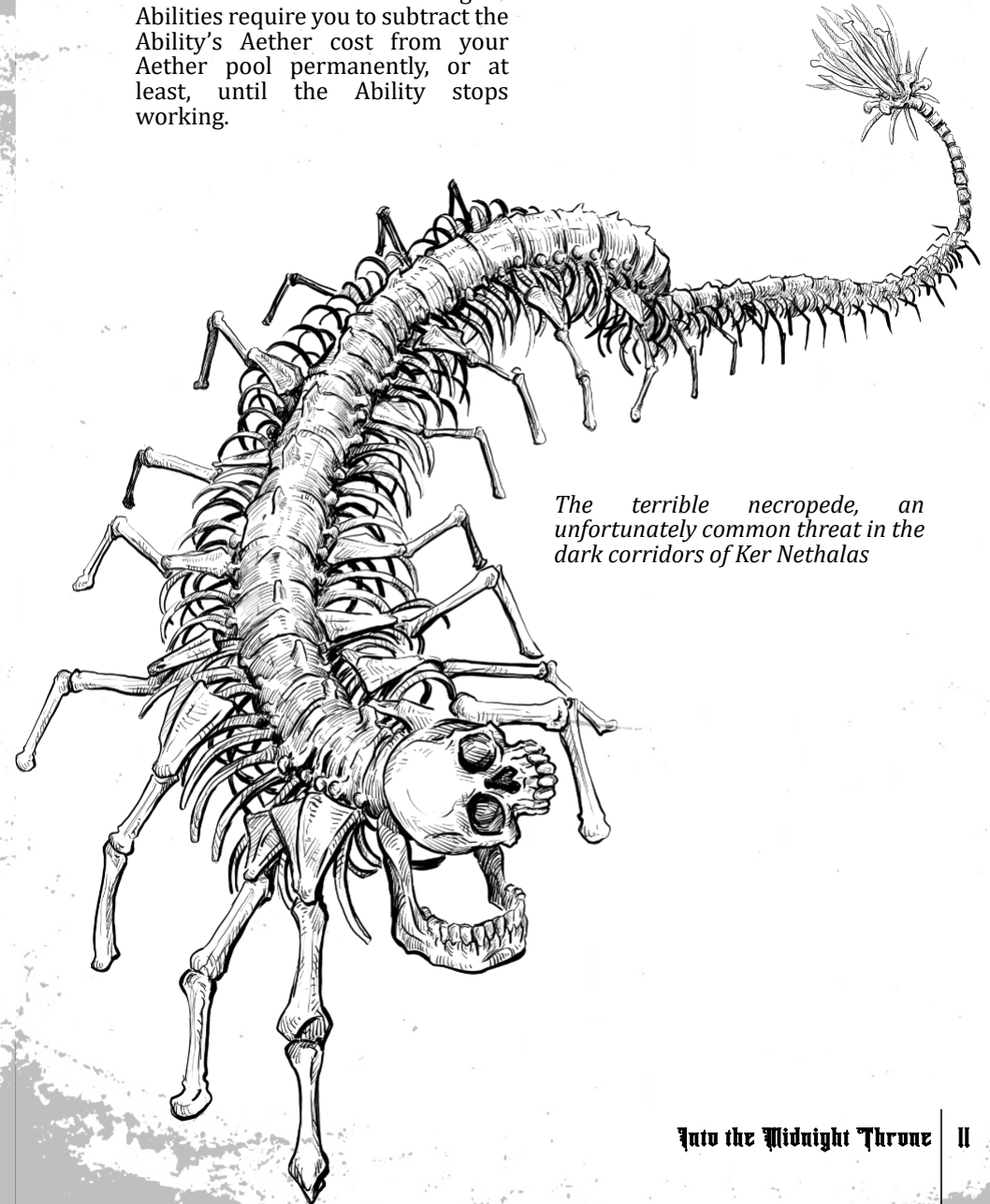
▶ **Mastery:** One of the specializations available to your character that defines your capabilities and the Abilities they have access to.

▶ **Section:** Ker Nethalas is a vast, sprawling collection of tunnels, buildings, caves and halls. Sometimes they seem to head upwards, towards the surface, and others they go deep within the earth. Each distinct part of the necropolis is known as a Section.

▶ **Skill:** Each skill has a score of 01 to 80 (or more) and represents your character's knowledge and capability in one particular area.

▶ **Sustained:** Certain magical Abilities require you to subtract the Ability's Aether cost from your Aether pool permanently, or at least, until the Ability stops working.

▶ **Wounds:** Damage that affects either your Toughness while you still have any points left, or your Health, when your Toughness has already been worn down.



*The terrible necropede, an unfortunately common threat in the dark corridors of Ker Nethalas*





# Creating Your Survivor

**B**efore you even open your eyes, a wave of nauseating stench hits you, immediately causing you to heave, the bitter taste of bile in your mouth. Your whole body hurts, and you can feel an intense burning around your neck. With some hesitation, you manage to sit up from the pile of soft refuse you appear to be lying on top of. To your horror, you quickly discover that this is not garbage, but a pile of decaying human corpses: bloated faces and sunken eyes stare blankly at you, illuminated by a single ray of sunlight coming from very high above your head. A flood of memories comes rushing back: you were executed.

You quickly stand up, your head swimming, while you check your throat. You immediately wince in pain, the flesh tender to the touch: there's no doubt about it, you were hung. You try to speak but the words come out as a grunt, your throat too damaged and dry to produce any other sound.

You turn away from the rotting pile of flesh, and look around you. You find yourself within a large empty chamber, the only light coming from a hole some thirty meters up above. There's no way you'll be able to climb back up there... Rats the size of cats edge around you, nibbling on the dead, too fat and well fed to even bother hiding or fighting each other for the best bits. Ahead of you, you



see what appears to be a crack in the wall, wide enough for you to go through. There's no doubt in your mind of where you are: Ker Nethalas, the Midnight Throne. Everyone in Veldonia has heard the stories about this vast, underground necropolis that was once the capital of the Vaelorian Ascendancy, before their demise. You also know that nobody has ever come back alive from such a place... Considering you're in rags, injured and exhausted, your chances are not good.

Somehow, though, you've cheated death, and there must be a way out of here. Hesitantly, you head towards the breach in the wall, hoping to find something you can use to increase your chances at survival.

You are alive. Barely, but alive. You've been punished for a crime that you may or may not have committed, but Anera smiles upon you, and against all odds you're still among the living. To begin with,

choose a name, gender, age and overall appearance. Write on the character sheet that you are level 1. You are now ready to start making your character.

D20	WHICH CRIME WERE YOU ACCUSED OF?
1	<b>Highway Robbery:</b> Armed individuals ambush travelers on highways, robbing them of their belongings and sometimes resorting to violence.
2	<b>Witchcraft:</b> Accusations of practicing witchcraft are common in Veldonia, and those accused often face trials and punishment, such as imprisonment or execution.
3	<b>Poaching:</b> People illegally hunt game on private land, often to supplement their diet or sell the animals for profit, disregarding the landowner's rights.
4	<b>Smuggling:</b> Illicit trade involving the import or export of goods without paying customs duties, usually through hidden routes to avoid detection.
5	<b>Piracy:</b> Seafaring individuals that attack ships, plundering their cargo and often resorting to violence against the crew. Pirates are a significant concern for Veldonia due to the importance of its maritime trade.
6	<b>Murder:</b> The intentional killing of another person, which could be motivated by various factors such as revenge, personal disputes, or criminal activities.
7	<b>Sedition:</b> Engaging in activities that undermine or seek to overthrow the established authority, such as inciting rebellion or spreading dissent.
8	<b>Treason:</b> Engaging in activities that betray or threaten the monarchy, such as plotting against the king.

D20	WHICH CRIME WERE YOU ACCUSED OF? (CONT.)
9	<b>Counterfeiting:</b> Producing fake currency or counterfeit goods, which undermine the economy and defraud individuals.
10	<b>Housebreaking:</b> Breaking into homes to steal valuable items or money, often resulting in damage to property and sometimes violence against occupants.
11	<b>Vagrancy:</b> Being homeless and unemployed, wandering from place to place without a clear means of support.
12	<b>Dueling:</b> Engaging in private combat with deadly weapons to resolve personal disputes.
13	<b>Rioting:</b> Participating in violent public disturbances or protests, often with groups of people causing damage to property or attacking others.
14	<b>Blasphemy:</b> Uttering or promoting sacrilegious or disrespectful statements or actions against any of the sanctioned churches.
15	<b>Grave Robbery:</b> The profanation of sepulchers to rob the dead of their valuables is seen with utmost disgust by Veldonian society, especially by the followers of Sothos, God of Death.
16	<b>Fraud:</b> Pretending to be something you are not to gain sympathy, regard or money. This might include pretending to be a veteran of the Eskalian wars, selling phony cures or masquerading as a priest, noble, or similar person of station.
17	<b>Trespassing:</b> Entering or remaining on someone else's property without permission, often resulting in disputes or damage.
18	<b>Clandestine Marriage:</b> Secretly marrying without the consent or approval of family members or authorities.
19	<b>Child Theft:</b> Kidnapping or abducting children for various reasons, including ransom, forced labor, or adoption without consent.
20	<b>Sodomy:</b> committing any "unnatural" sexual act, including those among members of the same sex, but not limited to it.



## CHARACTER ATTRIBUTES

Your character's Attributes determine the most elemental aspects of their body and soul, and define how much horror and punishment they'll be able to sustain while exploring the necropolis.

♦**HEALTH:** Health is a measure of how much damage your body can take before dying. Losing Health represents the sort of damage that takes a real toll, and it's both slow and difficult to recover. Health is only recovered under very specific circumstances, and when your character's Health reaches 0, they are permanently dead. Or at least, as dead as anything else in the necropolis... Your character's starting Health is calculated by rolling D6+8.

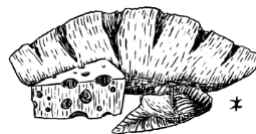
♦**TOUGHNESS:** Toughness represents your character's resilience and ability to sustain non-critical damage. Small cuts, bruises, and similar minor accidents that pose non life-threatening damage and are easy and fast to recover from are all reflected by the loss of Toughness. Your character's initial Toughness score is 2D6+10. Characters recover D4 Toughness immediately after a fight is over.

♦**AETHER:** Aether is a representation of a character's spiritual and psychic power, and is used to cast spells, as described on page 64. Your character's starting Aether points are D6+8, and all Aether is replenished upon entering a new room.

♦**SANITY:** Sanity represents your character's ability to remain fully lucid and sane despite the many horrors they witness. A character's initial Sanity score is calculated by rolling D6+8.

♦**MAGIC RESISTANCE:** This represents your character's ability to resist the effects of magic directed towards them. It is a crucial element of any character's survival, so stacking up with items that grant Magic Resistance is a recommended survival strategy. Magic Resistance works as a skill, meaning that its score goes from 01 to 80, and it's tested using a D100. New characters start with 20 points in Magic Resistance.

♦**EXHAUSTION/EXHAUSTION RESISTANCE:** Exhaustion represents fatigue, exposure, hunger, injuries, and other physical factors which gradually wear a character down. If a character goes for too long without sleep or food, or undergoes strenuous physical activity without resting, they're going to start accruing Exhaustion. A character's Exhaustion Resistance score is subtracted from their current Exhaustion total; the final result is then compared to the table on page 78 to determine the effects of Exhaustion. New characters start with 0 Exhaustion Resistance.



## CHARACTER SKILLS

Now that we know your character's innate capabilities, it's time we see how their experiences have shaped them and what they learned in their past. Skills represent a character's prowess in a variety of fields. This value can go from 0 (complete incompetence) to 80 or beyond (total mastery). These are percentual values, so if a character has a score of 40 in the Dodge skill, it means that they have a 40% chance of being successful when attempting to dodge something. Whenever you are asked to perform a skill check, roll a D100. If the result is below your skill's value, the check is successful.

Skills can never go over 80 under natural circumstances. Magic items that increase skills or circumstantial bonuses (such as the combat initiative modifier, as described on page 67) are the exception to this rule, though. The number among brackets are the starting scores all characters have on that particular skill. After applying the starting scores, add the following skill allotments to your skills:

- ♦+60 to one weapon skill.
- ♦+40 to one weapon skill.
- ♦+30 to three skills.
- ♦+20 to three skills.
- ♦+10 to Four skills.

You cannot assign two different skill allotments to the same skill.

- **ACROBATICS (10):** A character can roll beneath a closing gate, swing across a chasm on a rope, or

hold their balance on a precarious ledge by passing an Acrobatics check.

- **ATHLETICS (10):** To undertake difficult feats of lifting heavy weights, sprinting, climbing, or jumping, a character must make an Athletics check.

- **BLADED WEAPONS:** The ability to wield weapons within this category, such as the longsword or axe.

- **BLUDGEONING WEAPONS:** The ability to wield weapons within this category, such as the morningstar or hammer.

- **DODGE (10):** A character's ability to get out of the way, either during combat or out of it. This skill is also used when a character attempts to disengage from a melee fight.

- **ENDURANCE:** Through the use of this skill, your character can attempt to resist the outcome of substances and effects that imply a direct attack to their constitution. Avoiding being damaged by poisons and diseases is the most common use for this skill.

- **MEDICINE:** your character will require knowledge of this skill whenever they attempt to tend to their wounds. **Combined with 1 Bandage, a Medicine check recovers D4 Toughness.** You can also spend 1 Bandage and make a Medicine check to remove the *Bleeding* condition. Medicine can only be used out of combat.

### No Ranged Weapons Skill?

The tight corridors and spiraling tunnels of the Midnight Throne make ranged weapons all but useless. Perhaps one of those modern pistols the artificers from Helvonica seem to love so much would be useful down here, but none seems to have reached the depths of the necropolis –yet. Down in the tunnels only a vicious melee fighter has any real chance at survival.

- **PERCEPTION (20):** Perception refers to a character's ability to see, hear, or sense things.

- **RESOLVE (10):** Withstand the psychological impact of exposure to the horrors of the necropolis. With this skill, your character will be able to avoid the loss of Sanity, as well as the effects of other more subtle mental attacks and effects.

- **REASON:** This skill determines your ability to understand things and uncover mysteries, as well as decipher signs and symbols that you might find in the necropolis.

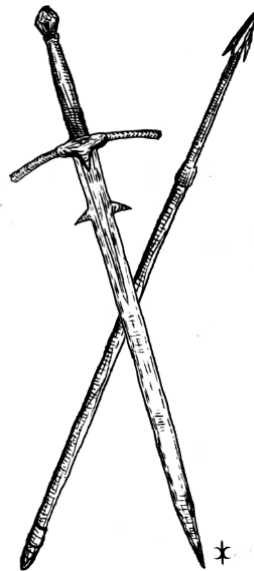
- **SCAVENGE:** This skill allows your character to find any useful bits and pieces that might be lying around in any room.

- **SHAFTED WEAPONS:** "Shafted weapons" or "hafted weapons" generally encompass a variety of weapons that have a handle or shaft and a blade or point at the end. This includes weapons like spears, polearms (such as halberds and glaives), and staves of all sorts and sizes.

- **STEALTH:** Stealth is used to hide or avoid notice. A character's Stealth check is usually opposed by a potential observer's Perception check.

- **THIEVERY:** This skill is mostly used to disarm traps, or attempt to open a lock. Disarming a trap requires a Thieves' Toolkit, whereas lockpicking only requires using a lockpick.

- **UNARMED COMBAT & FIST WEAPONS (20):** Unarmed Combat includes improvised, dirty fighting, elegant martial arts mastery, and anything in between. This skill comes in handy in all those situations when you don't have a weapon at hand. An unarmed character deals D4 Bludgeoning damage.



## MASTERIES



Masteries define your personal path, becoming the foundation of the type of character you want to play with. Each Mastery represents a specific style of play, a toolbox that will grant you access to specific powers and moves.

Each Mastery has a Mastery Tree that you'll unlock as you level up, acquiring new Abilities that will surely help you in your journey through the Midnight Throne. Abilities usually require either spending Aether, or making an attack roll with your weapon, as described on each of their descriptions.

Some Abilities not only have an Aether cost, but one that must be sustained in order for the Ability's

effect to continue without interruption. What this means is that you must subtract the Ability's Aether cost from your Aether pool permanently, or at least, until the Ability stops working.

**Example:** Galea has the Dark Vision Ability, which allows her to see in the dark without needing a source of light. Her Aether pool is 25, and this Ability has a cost of 5 Aether (sustained), which means that as long as she maintains the Ability activated, her Aether pool's max size is now 20.

**New characters start the game with 2 Ability Points.** You must spend each one of them on a different Mastery.



# Abyssal Reaver

*You are a fearsome warrior who taps into the dark powers of the abyss, channeling demonic energy into your melee attacks to strike fear into the hearts of your foes.*

You gain 1 Temporary Toughness for each encounter you defeat. This Temporary Toughness remains until spent or until you take a rest, and can go above your usual maximum.

## TIER 1 - INFERNAL FLAME

*1 Standard Action. Cost: 4 Aether*  
Your fist bursts into green-red flames, as you send a burst of fire to your target, dealing D6+D4 Infernal damage.

## TIER 2 - HELLISH WEAPON

*1 Standard Action. Cost: 5 Aether (sustained)*  
Flames from the pits of hell cover your weapon, increasing its damage by D6 Infernal damage.

## TIER 3 - DEMONIC PACT

*Passive*  
You've made a pact with a demon, reducing your maximum Sanity by 3 but becoming immune to Fear and Poison.

## TIER 4 - DEMON SHROUD

*1 Standard Action. Cost: 5 Aether*  
You are covered in flames, making it impossible for your opponents to attack you without suffering dire consequences. When an opponent damages you after attacking, they suffer D4 Infernal damage.

## TIER 5 - SOUL HARVEST

*1 Standard Action. Cost: 10 Aether*  
You consume the souls of your enemies, dealing 2D6 Infernal damage to all opponents in the room and recovering 1 Sanity for each opponent damaged in this way.

D6	WHERE DID YOU TRAIN?
1	<b>The Infernal Bloodline:</b> Those born with the Infernal Bloodline possess a natural affinity for demonic energies. They learn to harness the power of the infernal realms, channeling demonic energy to empower their own attacks and abilities. Through intense training and self-discipline, individuals with this bloodline can tap into the raw, chaotic power of demons, infusing their attacks with dark flames, shadowy tendrils, and other demonic manifestations.
2	<b>The Order of the Abyssal Pact:</b> The Order of the Abyssal Pact is a secretive organization that seeks to harness and control demonic energies. Members of the order study ancient grimoires, learning to make pacts with demonic entities. They willingly embrace the dark powers bestowed upon them, using demonic energies to enhance their own combat skills and magical abilities.
3	<b>The Hellforge:</b> The Hellforge is a renowned training ground for those who seek to tap into demonic energies. Simply reaching this cursed location is a feat unto itself, and survival is never guaranteed. Undergoing this perilous journey causes the individual to forge a connection with the infernal realm. Once there, they learn to draw upon demonic energies, channeling them into their attacks and abilities, transforming themselves into vessels of dark power.
4	<b>The Soulbrand:</b> The Soulbrand are practitioners who delve into the forbidden arts of summoning and binding demons. Through their rigorous training, they learn to forge a connection with demonic entities, channeling their energies into their own attacks and abilities. These conjurers can manifest ethereal blades, imbue their strikes with demonic flames, and call upon infernal forces to augment their powers.
5	<b>The Black Gate:</b> The Black Gate is the only known point of access from the physical world into one of the demonic realms. Since most mortals would immediately die if attempting to cross it, aspiring Abyssal Reavers train outside, letting the demonic energies permeate their whole beings while they train and develop new demon-infused techniques and spells.
6	<b>The Demonsong Cult:</b> The Demonsong Cult is a clandestine cult that worships and embraces the powers of the demonic realms. Its members undergo dark rituals and intense training, willingly becoming vessels for demonic energies. Through their connection with demons, they gain heightened strength, speed, and arcane abilities. The Demonsong Cultists blend their own martial skills with the unholy might of demons, using their dark empowerment to unleash devastating attacks and terrifying displays of demonic power.

# Arcanist

*You have studied everything there is to know about the aetheric realm and how it manifests in the physical world, granting you superb knowledge and control over the arcane.*

Each time a creature receives Arcane damage as a result of your Abilities, increase your Arcane damage by +1 against that same creature.

## TIER 1 - ARCANE MISSILES

*1 Standard Action. Cost: 4 Aether*  
A shower of magic darts shoot from your fingertips, homing into your targets. Up to 1/2 enemies receive D4 Arcane damage.

## TIER 2 - ARCANE SHIELD

*1 Standard Action. Cost: 4 Aether*  
You create a shell of pure solid Aether around a chosen body part, granting you 1 Armor on that body location.

## TIER 3 - CREATE LIGHT

*1 Standard Action. Cost: 5 Aether (sustained)*  
A ball of pure light floats around you. You no longer need a lightsource.

## TIER 4 - SUMMON ARCANE COMPANION

*2 Standard Actions. Cost: 10 Aether*  
You create a being of pure Aether to serve you. The Arcane Companion will last until destroyed.

### Arcane Companion

Health: 30  
Magic Resistance: 40  
Combat Skill 60  
Damage: D10 Arcane damage  
*Restored* by Arcane damage,  
*Immune* to all non-magical damage.

## TIER 5 - ARCANE BOLT

*1 Standard Action. Cost: 6 Aether*  
You cast a ray of aetheric energy at your target, dealing 2D10 Arcane damage.

D6	WHERE DID YOU TRAIN?
1	<b>Archmage Alaris:</b> Archmage Alaris is a renowned sorcerer who has spent a lifetime delving into the mysteries of arcane magic. As a master of the arcane arts, he accepts only the most dedicated and talented students into his tutelage. Under his guidance, aspiring mages study ancient tomes, learn intricate spells, and unravel the secrets of arcane power. Through rigorous training, disciples develop their understanding and command of the arcane, unlocking the hidden depths of magic.
2	<b>The Arcane Enclave:</b> The Arcane Enclave is a gathering place for those who seek to unravel the secrets of arcane magic. Within its hallowed halls, mages from various backgrounds converge to share knowledge and refine their craft. Here, students delve into the study of magical theory, practice complex rituals, and experiment with new spellcasting techniques. The Enclave serves as a hub for arcane research, fostering an environment of discovery and innovation.
3	<b>The College of Arcane Lore:</b> Situated in Veldonia's High district, the College of Arcane Lore is a prestigious institution dedicated to the study and mastery of arcane magic. Students in this esteemed college immerse themselves in the study of ancient texts, honing their spellcasting abilities, and unraveling the mysteries of arcane arts. Under the guidance of experienced professors, mages-in-training explore various schools of magic, from elemental manipulation to divination, seeking to harness the arcane forces that shape the world.
4	<b>The Coven of Secrets:</b> A secretive society of arcane practitioners, the Coven of Secrets operates from hidden sanctuaries scattered throughout the Alderworth Kingdom. Its members, skilled in the arcane arts, study forbidden knowledge and tap into arcane energies beyond the grasp of ordinary mages. Initiates undergo rigorous tests and trials, delving into esoteric texts, mastering complex rituals, and unlocking the hidden potential of their own magical abilities.
5	<b>The Tower of Astral Veils:</b> The Tower of Astral Veils is a revered sanctuary where arcane scholars and practitioners immerse themselves in the study of ancient arcane secrets. Students traverse aetheric realms, harness astral energies, and explore the depths of cosmic knowledge. The tower's library houses a vast collection of arcane texts, grimoires, and artifacts, providing a rich resource for mages seeking to push the boundaries of their magical prowess.
6	<b>The Order of Aether:</b> A mystical order dedicated to the pursuit of arcane enlightenment, the Order of Aether trains mages who seek to tap into the deepest wells of arcane power. Members of this revered order study ancient rituals, master complex spellcasting techniques, and strive to forge a connection with the primordial forces that shape reality. Under the guidance of seasoned masters, they delve into forgotten arcane knowledge, unraveling the secrets of the universe and harnessing the raw power of magic.

# Brawler

*You revel in face to face combat, just your fists and your bravado against everyone. Countless hours training have turned your body into the ultimate weapon, and not even the horrors of Ker Nethalas can withstand your might.*

Increase the damage dealt while unarmed to D6, and by +D4 when using fist weapons.

## TIER 1 - FEINT

*1 Reaction. Requires a Dodge check*  
After being attacked you feint a block, leveraging your position. If your Dodge check is successful. Your next attack receives +20, instead of the standard +10.

## TIER 2 - UPPERCUT

*1 Standard Action. Requires a melee attack check*  
You launch a brutal uppercut against your opponent, dealing 2D10 Bludgeoning damage. Your next defensive check receives -20.

## TIER 3 - OVERWHELM

*1 Standard Action. Requires a melee attack check*  
You launch a savage strike at your opponent, overwhelming their defenses. Your opponent cannot

defend from this attack in any way. This Ability can only be used once per combat.

## TIER 4 - KIDNEY SHOT

*1 Standard Action. Requires a melee attack check*  
You launch a calculated punch against one of the target's vital areas. The target is *Stunned* for 2 rounds.

## TIER 5 - PERFECT BLOCKING STANCE

*Passive*  
Your Reaction penalty is reduced to -15 per each consecutive one after the first one, instead of the usual -30.

D6	WHERE DID YOU TRAIN?
1	<b>Master Remos, the Steel Fist:</b> Master Remos is a legendary martial arts instructor known for his mastery of unarmed combat. Students who seek to excel in hand-to-hand combat train under his expert guidance. Through intense training regimens and disciplined techniques, Master Remos instills in his disciples the power and precision of the Steel Fist style, enabling them to deliver devastating strikes and grapple with exceptional skill.
2	<b>The Whispering Pines Academy:</b> The Whispering Pines Academy is a sanctuary where martial artists dedicate themselves to the mastery of unarmed combat. Within the tranquil setting, students train under the guidance of experienced masters from diverse backgrounds. They learn a wide range of martial arts techniques and principles, developing agility, balance, and the ability to adapt their fighting style to any situation.
3	<b>Mara, the Resolute Guardian:</b> Mara is a renowned martial arts master who has dedicated her life to the pursuit of excellence in unarmed combat. Students flock to her training center to learn the Resolute Guardian style, which focuses on precise strikes and efficient defensive maneuvers. Mara's teachings emphasize discipline, mental fortitude, and the integration of mind, body, and spirit in combat.
4	<b>The Temple of Serene Harmony:</b> Nestled in a tranquil valley in the Havencrest Peninsula, the Temple of Serene Harmony is a revered institution where warriors train in the art of unarmed combat. Students undergo rigorous physical conditioning, practicing a variety of martial arts techniques and forms. The temple's experienced masters guide disciples in cultivating inner peace, mastering self-control, and harnessing their energy to deliver powerful strikes and flawless defensive maneuvers.
5	<b>The Order of the Silent Wind:</b> The Order of the Silent Wind is a secret society of martial artists dedicated to the pursuit of unarmed combat mastery. Students who join the order undergo intense physical training and mental discipline, honing their skills in striking, grappling, and evasion techniques. Guided by skilled mentors, members of the order develop the ability to move silently, strike swiftly, and neutralize opponents with efficient and precise techniques.
6	<b>The Zenatu Clan:</b> The Zenatu Clan is a close-knit community of warriors who specialize in unarmed combat. Training within the clan emphasizes physical strength, agility, and mastering a unique style that combines powerful strikes with evasive footwork and fluid movements. Each member of the clan is assigned a personal mentor, an experienced warrior who imparts their knowledge and expertise, ensuring the traditions and techniques of the Mountain Peak style are passed down through generations.



# Bulwark

*You march into combat as a walking fortress, impervious to your enemies' futile attempts at bringing you down.*

Ignore all penalties from wearing any sort of armor.

## TIER 1 - BRACE

*1 Reaction. Cost: 1 Aether*  
You see the enemy strike coming, and you're ready for it. Reduce any incoming damage by D6.

## TIER 2 - SHIELD BASH

*1 Standard Action. Requires a melee attack check and an equipped shield*  
You slam your opponent with your shield, Dazing them for D4 rounds.

## TIER 3 - SWORD & BOARD

*1 Standard Action. Requires a melee attack check*  
You overwhelm your opponent, first with your weapon and then your shield. If your weapon strike hits, you can immediately make a free attack that deals D4 damage.

## TIER 4 - BATTLE FORM

*Passive*  
Increase your Toughness by 1 permanently. Each time your level is increased you must increase your Toughness accordingly.

## TIER 5 - BASTION

*Passive*  
You are *Immune* to Bludgeoning damage.

D6	WHERE DID YOU TRAIN?
1	<b>The Ironheart Guild:</b> Located in the heart of Veldonia, the Ironheart Guild is a renowned organization of master armorers and warriors. They offer comprehensive training in heavy armor and defensive abilities, focusing on techniques such as shield-bashing, parrying, and advanced weapon techniques suited for heavily armored fighters.
2	<b>The Eshakon Bastion:</b> A massive fortress perched atop a craggy mountain, the Eshakon Bastion serves as a training ground for knights and defenders. Its ancient walls echo with the clashing of steel as seasoned warriors teach aspiring fighters the art of heavy armor combat. Trainees learn to maneuver in cumbersome armor, endure punishing blows, and develop impeccable defensive skills.
3	<b>The Temple of the Shielded Path:</b> Hidden deep within the dense forest of Honopeia, the Temple of the Shielded Path is a secluded sanctuary dedicated to the preservation of ancient martial traditions. Here, monks and sages instruct students in the use of heavy armor, emphasizing a harmonious blend of physical and spiritual strength. Techniques include meditation, balance training, and the development of impeccable reflexes.
4	<b>The Blacksteel Citadel:</b> Located in the volcanic regions of northern Breccia, the Blacksteel Citadel is a stronghold carved out of obsidian rock. This ancient order of warriors focuses on the art of forging and enchanting heavy armor, as well as imparting the skills necessary to wield it effectively. Trainees undergo grueling physical conditioning, learn the secrets of metallurgy, and study defensive tactics tailored for heavy armor users.
5	<b>The Valley of the Stalwart:</b> A remote valley nestled between towering mountain ranges, this hidden locale serves as a refuge for warriors seeking to master the art of heavy armor. Inhabitants of the valley train in an environment rich with natural obstacles, perfect for honing defensive skills. Trainees learn to withstand harsh weather conditions, navigate treacherous terrains, and engage in combat against formidable adversaries.
6	<b>The Order of the Bronze Shields:</b> Founded centuries ago by Thelia the Wall, this knightly order is renowned for its unwavering dedication to protecting the realm. Housed within a grand fortress, the Order of the Bronze Shields specializes in teaching defensive strategies and techniques tailored specifically for heavy armor users. Trainees undergo rigorous physical training, engage in mock battles, and learn to coordinate with fellow knights for effective defensive formations.

# Duskblade

*You are a master of the art of assassination, coming swiftly and unexpectedly and executing your opponents with superb finesse and terrifying precision.*

+2D4 Psychic damage to targets unaware of you.

## TIER 1 - POISONED BLADE

*1 Standard Action. Cost: 3 Aether*  
You summon a blade of pure venom and throw it at your opponent. Target becomes *Poisoned (1)*.

## TIER 2 - WEAKEN

*1 Standard Action. Cost: 5 Aether*  
You push your will into the target's mind, enfeebling them. Reduce the target's combat skill by -20 when defending for D4+1 rounds.

## TIER 3 - SAP

*1 Standard Action. Requires a melee attack check*  
You strike your target with the blunt side of your weapon, *Stunning* them for D4 rounds.

## TIER 4 - RUTHLESS STRIKE

*1 Standard Action. Requires a melee attack check*  
You strike your opponent with cold precision, decided to end the fight. Multiply by 2 all damage dealt by your attack. This Ability may only be used once per room.

## TIER 5 - INVISIBILITY

*1 Standard Action. Cost: 6 Aether*  
You disappear from sight completely, blending with the shadows. Enemies cannot target you directly. The effect disappears after you exit the current room, or you make an attack. Enemies receive -40 to their Combat Skill when attempting to defend from you while invisible.

D6	WHERE DID YOU TRAIN?
1	<b>The Shadowsong Guild:</b> Operating from Veldonia's slums district, the Shadowsong Guild is a renowned organization that trains individuals in the arts of stealth, subterfuge, and assassination. Aspiring rogues, stalkers, and assassins undergo rigorous training in infiltration, lock-picking, trap detection, and silent takedowns. They learn to blend seamlessly with their surroundings, strike with precision, and vanish without a trace.
2	<b>The Whispering Blades Academy:</b> Located in a secluded mountain retreat at Ashbright Peaks, the Whispering Blades Academy is a prestigious institution dedicated to training elite assassins and stealthy rogues. Students receive comprehensive instruction in a variety of skills, including silent movement, disguise, poison crafting, and the art of surprise attacks. Under the guidance of seasoned mentors, they learn to become shadows, lurking in darkness and striking their targets swiftly and efficiently.
3	<b>The Brotherhood of the Night's Veil:</b> A clandestine order that operates in the depths of the Ravenscroft wilderness, the Brotherhood of the Night's Veil specializes in training rogue operatives skilled in espionage, sabotage, and assassination. Initiates undergo intense training in infiltration, disguise, information gathering, and combat techniques tailored for covert operations. The brotherhood's secretive network and extensive resources make them a formidable force in the realm of espionage and subterfuge.
4	<b>The School of Silent Shadows:</b> The School of Silent Shadows is a secret training ground for rogues and stalkers who specialize in silent takedowns and swift, deadly strikes. Students learn the art of stealthy movement, camouflage, evasion, and the use of a wide range of specialized tools and gadgets. The school's serene environment and natural surroundings provide the perfect backdrop for honing their skills in patience, observation, and precision.
5	<b>The Black Fist:</b> Operating from the dark underbelly of a Wyverngate, the Black Fist is an underground organization renowned for training expert rogues and assassins. Members undergo extensive training in acrobatics, agility, and unconventional combat techniques. They learn to exploit their surroundings, employing poisons, magic and any tool available to dispatch targets swiftly and silently, leaving behind only whispers of their presence.
6	<b>The Temple of the Shrouded Serpent:</b> Hidden within a remote desert canyon in the western Shimmerlands, the Temple of the Shrouded Serpent is a secretive sanctuary where rogue disciples learn the art of deception, subterfuge, and lethal strikes. Under the guidance of enigmatic masters, students acquire skills in disguise, misdirection, lock manipulation, and the use of concealed weapons. The temple's trials and tests push rogues to their limits, fostering the development of their innate cunning and stealth.

# Emissary

*You are the voice of your deity on the mortal plane, and as such you have the authority to deliver punishment against their enemies and blessings to their children.*

You gain a new Camp activity: **Pray**. Heal D4 Sanity. You gain 1 Exhaustion.

## TIER 1 - HEAL WOUNDS

*1 Standard Action. Cost: 4 Aether, +1 Exhaustion.*

You channel your deity's power through your body, restoring it and healing D4 Wounds.

## TIER 2 - UNBREAKABLE FAITH

*Free Action. Cost: 4 Aether*

Your certainty on your path allows you to perform combat feats that a normal mortal wouldn't be able to. Increase your next attack roll by 40.

## TIER 3 - REMOVE CONDITION

*1 Standard Action. Cost: 4 Aether*

Your deity's authority restores your body to its original form, removing 1 condition of your choosing.

## TIER 4 - DIVINE JUSTICE

*Free Action. Cost: 3 Aether*

Your deity has deemed your opponent unworthy, negating their armor for 1 round.

## TIER 5 - HOLY FLAMES

*1 Standard Action. Cost: 10 Aether*

A bolt of divine flames strikes your target, dealing 3D10 Holy damage.

D6	WHERE DID YOU TRAIN?
1	<b>The Sanctum of Justicar's Grace:</b> The Sanctum of Justicar's Grace is a revered place of training for those aspiring to become priests of Ekoineme, the god of Justice. Here, students immerse themselves in the study of Ekoineme's teachings, honing their understanding of moral principles and the pursuit of fairness. Under the guidance of wise mentors, they learn the art of conflict resolution, advocate for justice, and uphold the divine tenets of Ekoineme.
2	<b>The Flameforge Temple:</b> Located amidst volcanic mountains, the Flameforge Temple serves as a sacred training ground for those seeking to become priests of Sonlios, the God of Fire. Within the temple's fiery chambers, students study the sacred texts of Sonlios, learning to channel the transformative power of fire. They undergo rituals of purification, mastering the art of fire-based ceremonies, and cultivating a deep connection with the divine essence of Sonlios.
3	<b>The Halls of Resolve:</b> Nestled within a sprawling fortress, the Halls of Resolve is a revered institution where individuals train to become priests of Auna, the Goddess of Duty. Here, students dedicate themselves to the study of duty, responsibility, and unwavering commitment. Under the watchful guidance of experienced mentors, they learn to fulfill their obligations with honor, develop a strong sense of discipline, and embrace their divine duty as emissaries of Auna.
4	<b>Temple of Victory:</b> Situated on the grounds once belonging to an ancient battlefield, the Temple of Victory is a renowned training ground for those seeking to become priests of Vuntune, the Goddess of Victory. Within the temple's storied halls, students immerse themselves in the art of strategic planning, leadership, and the pursuit of triumph. They study Vuntune's teachings on tactics, analyze historic battles, and learn to inspire others towards glorious victories in the name of the goddess.
5	<b>The Shrine of Retribution:</b> Hidden within a solemn temple, the Shrine of Retribution is a sacred place where individuals train to become priests of Hythos, the God of Vengeance. Here, students delve into the mysteries of divine retribution, studying the intricacies of justice and the balance between vengeance and mercy. Under the tutelage of experienced avengers, they learn the art of tracking down wrongdoers, interpreting omens, and invoking the power of Hythos to mete out righteous punishment.
6	<b>The Shadow's Embrace Cloister:</b> Located in a secluded forest shrouded in perpetual darkness, the Shadow's Embrace Cloister is a mystical sanctuary where individuals train to become priests of Kevona, the Goddess of the Night. Within the cloister's hallowed halls, students delve into the depths of the night, embracing its mysteries and studying the balance between light and darkness. They learn to navigate the shadows, commune with nocturnal creatures, and unlock the secrets of Kevona's divine realm.



# Flamecaster

*You are a master of incendiary arts, harnessing the blazing forces of flame to scorch enemies, leaving a trail of smoldering destruction in your wake.*

You are *Immune* to Fire damage.

## TIER 1 - FIRE BOLT

*1 Standard Action. Cost: 4 Aether*  
You fire a burst of flames from your hand at your opponent, dealing D8 Fire damage.

## TIER 2 - FLAME SPRAY

*1 Standard Action. Cost: 4 Aether*  
A cone of flames shoots from the palm of your hand, spraying all enemies in front of you. Up to 1/2 enemies receive D6 Fire damage.

## TIER 3 - FIRE CAGE

*1 Standard Action. Cost: 6 Aether*  
Flames rise from the ground, surrounding and trapping one of your opponents. The target becomes *Entangled*, but can attempt a Magic Resistance check every round to break free. Every failed attempt causes them to suffer 1 Fire damage (no roll on the Damage Dealt table) that cannot be avoided in any way.

## TIER 4 - SUMMON FIRE ELEMENTAL

*2 Standard Actions. Cost: 10 Aether*  
You summon an elemental from the plane of fire to serve you. The Fire Elemental will last until destroyed.

### Fire Elemental

Health: 20  
Magic Resistance: 40  
Endurance: 40  
Combat Skill: 60  
Damage: 2D6 Fire damage  
*Restored* by Fire damage,  
*Vulnerable* to Water damage.

## TIER 5 - FIREBALL

*1 Standard Action. Cost: 10 Aether*  
A ball of flames appears above your head, crashing into your enemies. All opponents in the room receive 2D6 Fire damage and are now *Burning*.

D6	WHERE DID YOU TRAIN?
1	<b>Flamecaster Juute:</b> Pyromancer Juute is a renowned master of fire magic, revered for their ability to command and control the destructive power of flames. Students who aspire to become fire mages seek apprenticeship under Juute, learning to manipulate and shape fire with precision. Under their tutelage, disciples study the intricacies of fire spells, practice fire manipulation techniques, and understand the elemental nature of flames.
2	<b>The Ember Sanctum:</b> Tucked away in a secluded volcanic region too inhospitable for life, the Ember Sanctum is a sacred place where fire mages gather to refine their skills in flamecasting. Within the sanctum's scorching halls, students are exposed to intense fire rituals, honing their control over flames and mastering the art of fire-based spellcasting.
3	<b>The Flamebrand Guild:</b> The Flamebrand Guild is an esteemed organization that trains individuals in the art of fire magic. From adept spellcasters to ambitious flamecasters, members of the guild receive comprehensive training in controlling and wielding flames. They learn to conjure fireballs, create walls of fire, and unleash devastating infernos. The guild provides a platform for collaboration and knowledge-sharing among fire mages, fostering growth and innovation in fire-based spellcasting.
4	<b>The Seventh Circle:</b> Situated amidst the desolate Azari desert, the Seventh Circle is a renowned institution dedicated to the study and mastery of fire magic. Students learn to conjure and manipulate fire through focused concentration and visualization. Through practical exercises, they develop proficiency in fire-based spells, uncover ancient fire rituals, and understand the essence of heat and combustion.
5	<b>The Order of the Blazing Phoenix:</b> The Order of the Blazing Phoenix is a sacred order that embraces the power of fire as a force of transformation and purification; as such, they work closely with the cult of Sonlios, God of Fire. Initiated fire mages undergo rigorous training, attuning themselves to the elemental energies of fire and harnessing its might. They study ancient fire magic techniques, learning to summon firestorms, breathe streams of fire, and manipulate flames to their will. The order emphasizes discipline, control, and the responsible use of fire magic.
6	<b>The Burning Citadel:</b> The Burning Citadel serves as a training ground for fire mages seeking to master the art of flamecasting. Students endure the intense heat and volatile environment of the citadel as they immerse themselves in the study of fire magic. Guided by experienced fire mages, they learn to conjure flames, shape them into devastating projectiles, and forge a deep connection with the element of fire. The Burning Citadel stands as a testament to the relentless pursuit of fire magic's raw power.

# Frostweaver

*Your mastery over ice, cold, and all that is frozen grants you a power that few can hope to match. You are a living blizzard, an ice storm that falls upon your enemies with the chill of death.*

You are *Immune* to Cold damage.

## TIER 1 - FROST BOLT

*1 Standard Action. Cost:* 4 Aether  
A shard of ice emerges from your hands and strikes your opponent in a cascade of ice, dealing D8+1 Cold damage.

## TIER 2 - ICE SHIELD

*Reaction. Cost:* 5 Aether  
You summon a block of ice that covers your arm, shielding you from the incoming attack. +30 Parry against an incoming attack.

## TIER 3 - ICE NOVA

*1 Standard Action. Cost:* 6 Aether  
A burst of ice emerges from you as the epicenter, blasting away all surrounding enemies. Up to 1/2 enemies receive D6+1 Cold damage.

## TIER 4 - SUMMON FROST ELEMENTAL

*2 Standard Actions. Cost:* 10 Aether  
You summon a creature of pure

elemental ice to serve you. The Frost Elemental will last until destroyed.

### *Frost Elemental*

Health: 15  
Magic Resistance: 40  
Endurance: 60  
Combat Skill: 60  
Damage: 2D6 Cold damage  
*Restored* by Cold damage,  
*Vulnerable* to Fire damage.

## TIER 5 - FROST WEAPON

*1 Standard Action. Cost:* 5 Aether (sustained)  
You weave a weapon made of pure ice threads that reforms even after breaking, as long as you pay the sustained cost. The weapon can take any shape you want, and deals D6+1 Cold damage.

D6	WHERE DID YOU TRAIN?
1	<b>Frostweaver Elara:</b> Frostweaver Elara is a renowned master of frost magic, known for her ability to conjure and control the chilling powers of ice and frost. Students aspiring to become frost mages seek Elara's tutelage, learning to manipulate and shape frost with precision. Under her guidance, disciples study the intricacies of frost spells, practice ice manipulation techniques, and understand the elemental nature of cold.
2	<b>The Frostborne Citadel:</b> Located in the frozen tundra north of the Alderworth Kingdom, the Frostborne Citadel serves as a bastion for those who seek to master the art of frost magic. Within its icy walls, students train under experienced frost mages, honing their control over cold and frost. They study the principles of frost-based spellcasting, delve into the secrets of manipulating ice, and learn to summon blizzards and create icy barriers.
3	<b>The Iceheart Sect:</b> The Iceheart Sect is a prestigious organization dedicated to the study and mastery of frost magic. Students immerse themselves in the study of frost spells, learning to harness the power of freezing temperatures. Under the guidance of experienced mentors, they practice ice manipulation, create frozen projectiles, and understand the art of frost-based enchantments.
4	<b>The Frostfall Coven:</b> The members of this secretive society of frost mages study ancient texts and delve into the mysteries of manipulating cold and ice. Initiates undergo rigorous training, developing their command over frost spells, learning to create frost shields, and summoning icy allies.
5	<b>The Nexus:</b> The Nexus is a revered training ground for frostweavers who seek to channel the raw power of ice and cold. Within its frigid domain, students endure the biting chill as they study frost-based spellcasting, ice manipulation, and the creation of frozen constructs. Guided by seasoned mentors, they learn to command blizzards, freeze opponents in their tracks, and protect themselves with icy barriers.
6	<b>The Ictrap Monastery:</b> Hidden amidst icy caverns, the Ictrap Monastery is a sanctuary where frost mages study and refine their skills in manipulating cold and frost. Students practice intricate frost spells, learning to shape and control ice with precision. They immerse themselves in meditation, seeking harmony with the frozen elements. The Ictrap Monastery offers a serene environment for frost mages to deepen their connection to the essence of frost and embrace the power of icy magic.

# Gravecaller

*Everything dies eventually, and your dominion over death means that, with time, everything will serve you.*

Spend a Standard Action to sacrifice one of your undead minions, recovering D4 Wounds or 1 Sanity.

## TIER 1 - RAISE SKELETON

2 Standard Actions. Requires a corpse. **Cost:** 5 Aether

You animate the bones of a recently defeated humanoid or beast, raising a skeleton that will fight for you. The skeleton lasts until destroyed.

### Raised Skeleton

Health: 10

Magic Resistance: 20

Endurance: 30

Combat Skill: 40

Damage: D6 Slashing damage.

Restored by Necrotic damage,

Resistant to Piercing damage,

Vulnerable to Holy damage,

Vulnerable to Bludgeoning damage.

## TIER 2 - CORPSE EXPLOSION

1 Standard Action. **Cost:** 3 Aether

Causes a nearby corpse to explode, dealing 2D6 Necrotic damage to all opponents in the room.

## TIER 3 - BLOOD SHIELD

1 Standard Action. **Cost:** 1 Health, 2 Aether

Blood pours from your eyes and

ears, forming a thin membrane. +1 Armor in the chosen body part until end of combat. Can only be used once per combat.

## TIER 4 - RAISE WIGHT

2 Standard Actions. Requires a corpse. **Cost:** 10 Aether

You trap a nearby soul, binding it to your service. The wight will last until destroyed.

### Raised Wight

Health: 20

Magic Resistance: 60

Endurance: 30

Combat Skill: 60

Damage: D10 Psychic damage

Restored by Necrotic damage,

Vulnerable to Holy damage,

Immune to all non-magical damage.

## TIER 5 - NECROLORD

Passive

Each time you receive Necrotic damage from an enemy attack you heal 1 Health. Your undead minions deal +1 damage and increase their Health by 5.

D6	WHERE DID YOU TRAIN?
1	<b>The Crypt of the Ekhan Thuul:</b> Hidden beneath a decrepit cemetery, the Crypt of Ekhan Thuul is a forbidden enclave where dark magic and necromancy are practiced. Necromancers-in-training study the intricacies of raising and controlling the dead, delving into forbidden tomes and ancient rituals.
2	<b>The Tower of Shadowed Knowledge:</b> Rising tall amidst the desolate wasteland of Jara, the Tower of Shadowed Knowledge is a renowned institution dedicated to the study of dark magic. Within its ominous halls, aspiring necromancers immerse themselves in extensive studies of necromancy and the manipulation of life force. Under the guidance of experienced mentors, students explore the forbidden arts of raising the dead, conducting experiments, and refining their ability to command and control undead creatures.
3	<b>The Coven of the Whispering Graves:</b> The Coven of the Whispering Graves is a secretive society of necromancers where practitioners of the dark arts convene to share knowledge and delve into the secrets of raising the dead. Apprentices learn to commune with spirits, harness dark energies, and master the art of necromantic spells and rituals.
4	<b>The Silent:</b> The Silent are a strange group of wandering necromancers that travel the land, searching for something they call the Kerazi. For a price, aspiring necromancers can receive comprehensive training in the manipulation of life and death, including the art of raising and controlling the undead, before the group moves on to new lands.
5	<b>The Necropolis of the Fallen:</b> Built upon an ancient battlefield, the Necropolis of the Fallen is a haunting necromantic site where practitioners of dark arts gather to perfect their craft. Amongst the forgotten mass graves and bleached, ancient bones, necromancers refine their abilities to commune with the dead, raise skeletal warriors, and bend death itself to their will.
6	<b>Bahatu Island:</b> Shrouded in perpetual mist, Bahatu Island is a desolate place where necromancers seeking mastery over the undead converge. With its cursed atmosphere and haunted ruins, the isle offers an ideal training ground for the study of necromancy. Students delve into forbidden texts, learn the secrets of soul manipulation, and practice raising and controlling various types of undead creatures under the guidance of the enigmatic mentors who call the place their home.



# Hexmancer

*You harness the dark arts to afflict your enemies with debilitating curses and manipulate their life force, sowing despair and weakening your adversaries with every insidious touch.*

At the beginning of combat, all opponents must make a Magic Resistance check. If they fail, every time they suffer damage from one of your Hexmancer abilities, they receive +1 damage. You can suppress this ability at will.

## TIER 1 - SAP VITALITY

*1 Standard Action. Cost: 5 Aether*  
You curse your opponent, who loses 5 Combat Skill every round, up to a maximum of 20.

## TIER 2 - ENFEEBLE

*1 Standard Action. Cost: 5 Aether*  
You curse your opponent with devastating weakness. The target receives +1 damage from all sources until the end of battle.

## TIER 3 - CURSE MIND

*1 Standard Action. Cost: 5 Aether*  
Your curses take a hold of your target's mind, *Stunning* them for 1 round if they fail the Magic Resistance check, or *Dazing* them for 1 round if they pass it.

## TIER 4 - DRAIN LIFEFORCE

*1 Standard Action. Cost: 8 Aether*  
Your target's vitality becomes your own, as you steal their lifeforce. Target suffers 3D4 Necrotic damage, and you gain the same amount of Toughness.

## TIER 5 - PUTREFY

*1 Standard Action. Cost: 15 Aether*  
You unleash your most devastating hex upon your target. Choose a body part from your opponent. That body part loses 1 armor every round, until it reaches 0. Once it reaches 0, the target must make a new Magic Resistance check, or Putrefy will jump to a different body part of your choosing.

D6	WHERE DID YOU TRAIN?
1	<b>The Coven of Shadows:</b> The Coven of Shadows is a secretive group of skilled practitioners who specialize in hexes, curses, and dark magic. Members of the coven study ancient texts and rituals, delving into the darker aspects of magic, and learn to weave potent hexes and curses, inflicting misfortune, debilitating effects, and psychological torment upon their targets.
2	<b>The Hexbane:</b> The Hexbane is an organization dedicated to countering and understanding hexes and curses. Members of the society train in the arts of hex detection, curse removal, and the study of dark magic. They develop an intimate knowledge of various hexes and curses, learning to dismantle their effects and protect others from their malevolent influence.
3	<b>The Root &amp; Petal:</b> The Root & Petal is a renowned institution where individuals train in the dark arts of hexes and curses. Initially created by Queen Alesia 300 years ago after the death of her husband as the result of being cursed, students within the school delve into forbidden knowledge, learning to manipulate and unleash hexes with devastating effects. Under the tutelage of experienced sorcerers, they study the intricacies of dark enchantments, understanding the balance between cause and effect, and the consequences of their actions.
4	<b>The Order of the Bitter Hand:</b> The Order of the Bitter Hand is a secret sect of individuals who specialize in hexes, curses, and dark magic. Members learn to weave intricate curses that afflict their targets with pain, misfortune, or even supernatural afflictions. The Order of the Bitter Hand is known for their relentless pursuit of vengeance and their ability to unleash devastating hexes upon their enemies.
5	<b>The Evening Star:</b> The Evening Star is a clandestine gathering of practitioners who specialize in hexes and curses. Within their hidden sanctuaries, members of the enclaves study the dark arts, learning to tap into the dark energies that fuel hexes and curses. They understand the intricate mechanics of affliction, channeling their dark magic to sow chaos and misery.
6	<b>The Withering Circle:</b> The Withering Circle is a revered order of hexmasters who have dedicated their lives to studying and perfecting the art of hexes and curses. Through years of rigorous training, they learn to tap into the darker realms of magic, manipulating the threads of fate to bring suffering and decay to their targets. They are often hired by unscrupulous noblemen searching to swiftly eliminate their opposition, while at the same time making a point.

# Icon Caller

*As an Icon Caller, you channel the potent power of the Icons to unleash a myriad of effects and weave formidable spells.*

As a Standard Action, you can place one of your Icons. Only 2 Icons can be placed at once; if you already have 2 placed you must destroy one of the existing ones. Icons cannot be targeted directly by enemies, but any enemy Ability that has an area effect will destroy them. Only 1 Icon of each type can be placed at once.

## TIER 1 - RESTORING ICON

*1 Standard Action. Cost: 10 Aether*  
Place a powerful Icon that heals all friendly characters 2 Toughness/round.

## TIER 2 - VINE ICON

*1 Standard Action. Cost: 2 Aether*  
Place an Icon that bursts into vines, *Entangling* a target. Once the target frees themselves the Icon is destroyed.

## TIER 3 - FIREBOMB ICON

*1 Standard Action. Cost: 10 Aether*  
Place a powerful Icon that explodes at the start of the next round, dealing 2D10 Fire damage to all enemies in the room.

## TIER 4 - RAZORWIND ICON

*1 Standard Action. Cost: 10 Aether*  
Place an Icon that lashes violently with sharp winds against your enemies, dealing D4-1 Slashing damage every round to all opponents in the room.

## TIER 5 - ARMOR ICON

*1 Standard Action. Cost: 10 Aether*  
Place a powerful Icon that grants all friendly character 1 Armor in a body part of your choosing.

D6	WHERE DID YOU TRAIN?
1	<b>The Wardens:</b> The Wardens are a secretive order of skilled individuals trained in the use of powerful Icons. Wardens study the ancient art of iconography, learning to imbue symbols with magical properties. Through their training, they master the art of Icon placement, harnessing the energy of the symbols to create protective barriers, summon elemental forces, or unleash devastating spells upon their foes.
2	<b>The Sanctum of Sacred Glyphs:</b> The Sanctum of Sacred Glyphs is a revered institution where individuals train in the use of potent Icons. Students within the sanctum study the intricate art of glyph creation and activation, and learn to channel their magical energies into carefully crafted symbols, unleashing various effects when the Icons are placed and activated. Under the guidance of skilled instructors, they delve into the depths of ancient knowledge, discovering new and powerful Icon combinations.
3	<b>The Order of Elemental Sigils:</b> The Order of Elemental Sigils is a distinguished organization that focuses on the use of Icons to harness the power of the elements. Members of the order study the art of elemental magic, learning to infuse Icons with the essence of fire, water, earth, or air. These Icons, when placed and activated, evoke elemental forces, unleashing destructive spells, creating protective barriers, or manipulating the environment to their advantage.
4	<b>The Glyphbound:</b> The Glyphbound is a clandestine group of skilled practitioners who utilize powerful Icons to manipulate reality. Members of the society undergo rigorous training in the creation, placement, and activation of glyphs. They study the art of channeling magical energies into these Icons, unleashing a myriad of effects when triggered, from healing and restoration to offensive spells and illusions.
5	<b>The Ghena:</b> The Ghena are a tribe that inhabits the many islands of the Azari Archipelago, and are famous for their ability to infuse the powers of their ancestors into their Icons. This allows them to create all sorts of effects, from creating barriers of protection, to disrupting magical forces. The Ghena rarely teach outsiders their secrets, but a blood debt will usually allow a non-native to study among them.
6	<b>The Celestial Scribes:</b> The Celestial Scribes are revered scholars and practitioners who delve into the mysteries of ancient texts and symbols. They study the intricate art of iconography, unlocking the secrets of celestial magic. Through their training, they learn to create powerful Icons inscribed with celestial symbols. Placing these Icons invokes the power of the stars and celestial bodies, enabling them to manipulate time, summon celestial allies, or tap into the cosmic forces.

# Mindbinder

You have learned to worm your magic into your target's mind, subtly influencing their actions to your favor, or directly taking complete control over them.

Enemies attacking you always suffer -10 to their Combat Skill.

## TIER 1 - SUPPRESS MIND

*Free Action. Cost:* 5 Aether  
The target cannot cast any spells until the next round.

## TIER 2 - HEAL MIND

*1 Standard Action. Cost:* 10 Aether  
Your mind is forever malleable, and there's no harm that cannot be undone. Recover D4 Sanity. This spell can only be used once per camp rest.

## TIER 3 - CALM

*1 Standard Action. Cost:* 10 Aether  
All enemy targets in the room stop attacking you, allowing you to move on. You must immediately leave the room and cannot scavenge or loot it. Calm does not work on Overseers.

## TIER 4 - DOMINATE

*Free Action. Cost:* 10 Aether  
You force your mind upon your target, forever destroying their will. The target becomes your minion. This spell doesn't work on Overseers.

## TIER 5 - MIND TO STONE

*Free Action. Cost:* 5 Aether  
Your will is overbearing, crushing your target's mind. Your target becomes *Paralyzed* for D4 rounds.

D6	WHERE DID YOU TRAIN?
1	<b>The Unchained:</b> Located within the remains of an ancient citadel, the Unchained is a group of mindbinders dedicated to the study and refinement of mind control magic. Members delve into the depths of psychic arts, honing their abilities to manipulate thoughts, emotions, and perceptions. Under the guidance of skilled mentors, they learn to exert influence over others' minds, practicing techniques of telepathy, illusion, and subtle manipulation.
2	<b>The Guild of Minds:</b> The Guild of Minds is an elusive organization that specializes in training individuals in the arts of mind control and psychic manipulation. Members of the guild study a range of disciplines, including telekinesis, telepathy, and mesmerism, and learn to probe the depths of consciousness, exert control over thoughts and actions, and unleash the power of their minds with precision.
3	<b>The Sanctum of Psionic Insight:</b> The Sanctum of Psionic Insight serves as a sanctuary for those who seek to master mind control magic. Its members usually arrive at the institution after having suffered persecution due to their inability to control their power. The lucky ones arrive under the Sanctum's safe grounds, with the vast majority being burned at the stake as heretics or witches. Once safe, students within the sanctum immerse themselves in the study of psionics, developing their mental prowess and sharpening their abilities to manipulate minds.
4	<b>The Order of Serenity:</b> The Order of Serenity is a revered order that trains individuals in the art of mind control and hypnotic suggestion. Members of the order undergo rigorous mental conditioning, studying the techniques of inducing trance, implanting suggestions, and exerting control over the thoughts and actions of others.
5	<b>The Closed Fist:</b> Housed within an imposing fortress in the Duchy of Tyrros, the Closed Fist is a controversial organization that delves into the darkest aspects of mind control magic. Students within the institute explore forbidden arts, studying techniques such as mental compulsion, thought alteration, and psychic domination, pursuing the absolute submission of their victims' minds.
6	<b>The Sovereign:</b> The Temple Sovereign is a revered sanctuary where individuals train in the art of mind control magic while emphasizing the importance of ethical conduct and personal responsibility. Students within the temple delve into psychic disciplines such as telepathy, empathy, and mental shielding, learning to channel their abilities with restraint, respecting the boundaries of free will while honing their skills in mental influence and persuasion.

# Ritualist

*You've studied the ancient words and symbols of power, granting you control over the turning of the spheres and their dominion over the material world.*

When you start a ritual you are *Immune* to all damage for 1 round.

## TIER 1 - ASTRAL PUNISHMENT

*1 Standard Action. Cost:* 5 Aether, 1xRitual Ingredients  
You bring the spheres' punishment upon your target, dealing D4 Arcane damage per 1xRitual Ingredients spent.

## TIER 2 - AETHERIC BLESSING

*1 Standard Action. Cost:* 10 Aether, 1xRitual Ingredients  
A gust of astral winds blows around you, healing you and all allies. Recover D6 Wounds per 1xRitual Ingredients spent.

## TIER 3 - CLEANSE MIND

*1 Standard Action. Cost:* 10 Aether, 1xRitual Ingredients  
A torrent of universal truth pours into your mind, washing all corruption away. Recover 1 Sanity per 1xRitual Ingredients spent.

## TIER 4 - ENTHRALL

*1 Standard Action. Cost:* 5 Aether, 2xRitual Ingredients  
You link your target's soul to yours, making them forever yours. The target becomes your minion. This spell doesn't work on Overseers.

## TIER 5 - ARCANE TORRENT

*1 Standard Action. Cost:* 5 Aether, 1xRitual Ingredients  
You open a tear in the fabric of reality, pouring raw arcane energies over your targets. Deal 2D10 Arcane damage to a single target, but you can spend 1xRitual Ingredients per extra target.

D6	WHERE DID YOU TRAIN?
1	<b>The Arcane Circle:</b> The Arcane Circle is a renowned institution where individuals train in the intricate art of ritual magic. There, students study the ancient texts and esoteric knowledge surrounding rituals, symbols, and incantations. Under the guidance of experienced ritualists, they learn to harness the latent power of sacred rites, conducting intricate ceremonies that tap into the aetheric energies of the world.
2	<b>The Silent Enigma:</b> Hidden within a remote mountain range, the Silent Enigma is a prestigious school that specializes in the study and practice of ritual magic. Students delve deep into the complexities of arcane rituals, exploring the connections between symbols, gestures, and the manipulation of magical energies. They learn to decipher ancient scripts, perform sacred rites, and unlock the secrets of conducting powerful rituals.
3	<b>The Temple of Mystical Convergence:</b> Located in a serene valley not far from Veldonia, the Temple of Mystical Convergence is a revered sanctuary dedicated to the mastery of ritual magic and the worship of Jherenos, God of Magic. Within the temple's tranquil halls, students immerse themselves in the study of ancient rites, invocations, and the manipulation of arcane forces through complex ceremonies. Under the guidance of knowledgeable priests, they learn to harmonize elements, commune with spirits, and manifest the desired effects through the art of ritual magic.
4	<b>The Coven of Sacred Mysteries:</b> A clandestine gathering of ritualists, the Coven of Sacred Mysteries is a secretive society that delves into the depths of ancient rituals and forbidden knowledge. Aspiring practitioners of ritual magic seek initiation into the coven, where they explore the intricate connections between symbols, chants, and gestures. Under the tutelage of enigmatic mentors, they learn to channel magical energies, invoke entities, and tap into the profound power of ritualistic practices.
5	<b>The Shrine of Sacred Rites:</b> Housed within a remote sanctuary in the depths of Harw Canyon, the Shrine of Sacred Rites is a revered place of training for those seeking to master the art of ritual magic. Students undertake intensive studies in ceremonial magic, mastering the precise timing, gestures, and invocations necessary to invoke the desired effects. Guided by experienced ritualists, they explore the interplay of symbolism, mysticism, and the manipulation of magical energies to enact powerful rituals.
6	<b>The Order of the Spheres:</b> The Order of Spheres is a revered organization dedicated to the preservation and mastery of ritual magic. Within the order's sanctuaries, individuals train to become adept ritualists, delving into the intricacies of ancient rites and sacred ceremonies. They study the interweaving of symbols, elemental correspondences, and the harmonization of energies through precise rituals.



# Stormbrand

*Wielding two weapons and harnessing the power of storms, you fall upon your enemies as a hurricane, your technique and mastery of magic combined into a single force of destruction.*

You don't suffer the negative consequences of wielding two one-handed weapons.

## TIER 1 - INFUSE WEAPON

*1 Standard Action. Cost: 4 Aether (Sustained)*

You imbue your weapon with the power of the storm. Your attacks deal +D4 Air damage.

## TIER 2 - COUNTERSHOCK

*Reaction. Cost: 6 Aether*

If you successfully parry an attack, you send a shockwave through your weapon, dealing D6 Air damage to your opponent.

## TIER 3 - TEMPEST

*1 Standard Action. Requires a melee attack check. Cost: 8 Aether*

You rain an unending storm of blows upon all enemies in the room, dealing 3D4 Air damage to all of them.

## TIER 4 - THUNDEROUS SLICE

*1 Standard Action. Requires a melee attack check. Cost: 6 Aether*

You unleash a charged attack with one of your weapons, obliterating your opponent's defenses. Your target's loses all armor in the location of your choice.

## TIER 5 - WHIRLWIND

*1 Standard Action. Requires a melee attack check*

You spin with infernal speed, striking and confusing your opponents. All enemies in the room become *Dazed* for D4 rounds.

D6	WHERE DID YOU TRAIN?
1	<b>Stormblade Sentinel:</b> The Stormblade Sentinels are an ancient order of warriors who specialize in dual wielding one-handed weapons and harnessing storm-related magic. Masters of lightning and tempest, they strike fear into the hearts of their enemies. Initiated warriors undergo rigorous training in lightning manipulation, learning to channel the raw power of storms into their weapons.
2	<b>The Thunderstrike Brotherhood:</b> This secretive organization trains individuals in the art of dual wielding and storm magic. Members of the brotherhood study the intricate connection between storm energy and combat techniques. Through intense training regimens, they learn to manipulate thunder, conjure gusts of wind, and imbue their dual weapons with electrifying power. They become formidable adversaries, striking with lightning speed and unleashing the fury of the storm upon their foes.
3	<b>The Tempest Enclave:</b> Situated within The Eye, a tempest-torn region in the Katarian Sea, the Tempest Enclave is a revered sanctuary where warriors and spellcasters alike come to specialize in dual wielding and storm-related magic. Students within the enclave undergo immersive training in the art of storm manipulation, mastering the elemental forces of wind, lightning, and rain. They hone their dual wielding skills, seamlessly blending weapon strikes with powerful storm-infused spells to create a devastating combination on the battlefield.
4	<b>The Order of the Cyclone:</b> The Order of the Cyclone is a legendary sect of dual-wielding warriors and storm mages who have dedicated their lives to mastering the fusion of martial combat and storm magic. Through their training, members learn to weave storm energy into their weapon strikes, creating whirlwinds of destruction and wielding the power of thunder and lightning with lethal precision.
5	<b>The Galeblade Guild:</b> This is a renowned organization that specializes in training individuals in the art of dual wielding and storm-related magic. Guild members study the intricacies of wind manipulation, storm summoning, and lightning-based spells. They become adept at seamlessly combining their lightning-fast dual weapon strikes with elemental bursts of wind and lightning, unleashing devastating whirlwinds of destruction upon their foes.
6	<b>The Thunderstorm Citadel:</b> Situated atop a mountaintop shrouded in perpetual storm clouds, the Thunderstorm Citadel is a legendary training ground for those seeking mastery in dual wielding and storm magic. Graduates of the citadel become formidable dual-wielding warriors, capable of harnessing the fury of storms to decimate their adversaries.

# Tracker

*As a Tracker you are a master of stealth, survival, and trap detection, using your keen senses and knowledge of the wilderness to navigate treacherous terrains of the necropolis and hunt down elusive targets.*

You have Advantage on all Scavenge and Perception checks.

## TIER 1 - EDIBLE FUNGI

*Passive*

Each time you make a successful Scavenging check you find 1xCooking Ingredients.

## TIER 2 - SET TRAP

*1 Standard Action*

If you win the Surprise check before combat starts, you can set up a trap as your first combat action. The trap triggers as soon as one of your opponents makes an attack unless they pass an Awareness check. The trap deals 3D4 Piercing damage.

## TIER 3 - CONCEAL CAMP

*Passive*

You know how to set up your camp in a way that it becomes difficult to spot. Increase your Camp Check roll by +2.

## TIER 4 - WILL TO SURVIVE

*Passive*

Your determination and tenacity allow you to endure even the most gruesome wounds. If an attack would drop your Health to 0 or less, it drops to 1 instead. This effect can only happen once per camp rest.

## TIER 5 - AVOID DANGER

*Passive*

You are absolutely aware of the danger around you, and can avoid it or delay it for a while. The Tension Die starts at D10, instead of D8.

D6	WHERE DID YOU TRAIN?
1	<b>The Shadowstalkers:</b> The Shadowstalkers are a clandestine group of skilled trackers and trap setters who specialize in avoiding enemies and navigating dangerous terrain. They are experts in stealth, camouflage, and wilderness survival. Thanks to their training, Shadowstalkers excel at evading detection, gaining the upper hand in engagements, and remaining unseen as they navigate through hostile territories.
2	<b>The Tracker's Guild:</b> The Tracker's Guild is a renowned organization dedicated to training individuals in the art of tracking, trap setting, and evasion. Members of the guild undergo rigorous training in wilderness survival, developing keen senses and an acute understanding of animal behavior. They master the art of tracking, deciphering footprints, signs, and clues left behind by both human and creature alike.
3	<b>The Forest Sentinels:</b> The Forest Sentinels are a group of skilled scouts and hunters trained in the arts of tracking, trap setting, and stealthy evasion. Operating primarily in dense woodlands, they possess an intimate understanding of the natural environment and the creatures that inhabit it. Through their training, they learn to move silently, set intricate snares and pitfalls, and read the subtle signs of their surroundings.
4	<b>The Trailblazers:</b> The Trailblazers are a renowned group of explorers and survivalists known for their expertise in tracking, setting traps, and evading enemies. They possess keen observational skills, enabling them to decipher subtle clues, identify potential dangers, and set effective traps to safeguard their expeditions into uncharted territories. The Trailblazers are adept at staying one step ahead, using their knowledge of the environment and resourcefulness to avoid or outwit adversaries.
5	<b>The Royal Hunters:</b> The Royal Hunters are a specialized order of skilled hunters and trappers who employ their knowledge of tracking and evasion at the service of the King. They undergo rigorous training in stealth techniques, learning to move silently, conceal their presence, and read the signs left by their targets, using their understanding of animal behavior and tactical expertise to outmaneuver both human adversaries and dangerous creatures.
6	<b>The Pathfinders:</b> The Pathfinders are an elite group of scouts and adventurers trained in the arts of tracking, trap setting, and avoiding enemies. These skilled individuals possess a deep connection with nature and possess an uncanny ability to navigate treacherous terrains without leaving a trace. They employ a combination of stealth, camouflage, and intricate trap systems to remain unseen and secure their surroundings.

# Umbr Phantom

*You are one with the shadows, and darkness is your domain. The necropolis might be daunting and full of terrors for others, but you feel at home, the perennial darkness wrapped as a mantle around your shoulders.*

+10 Magic Resistance, +5 Sanity.

## TIER 1 - DARKSIGHT

*1 Standard Action. Cost:* 5 Aether (sustained)

You can see in the most absolute darkness as if it were broad daylight. You no longer need a lightsource.

## TIER 2 - SHADOW MADNESS

*1 Standard Action. Cost:* Special  
You plunge your soul into the realm of shadows, your mind breaking as you pull the dark energy and wield it against your target. Deal D4 Psychic damage for each point of Sanity spent.

## TIER 3 - VANISH

*1 Standard Action. Cost:* 4 Aether  
Your shadow appears to envelop you, leaving nothing behind. You immediately disengage from combat and can exit the room you're in without any

consequences. This Ability may only be used once per rest.

## TIER 4 - REAPER

*1 Standard Action. Requires a melee attack check*

You consume your target's soul to strengthen yours. If your attack kills your opponent, recover D4 Sanity.

## TIER 5 - SHADOW CLONE

*1 Standard Action. Cost:* 10 Aether  
Your shadow steps away from you, gaining tridimensionality and joining you in your fight. An exact copy of you, with your same capabilities and powers is now under your control. The Shadow Clone lasts for D4+1 rounds, and all its effects and summoned Abilities dispel with it once the duration runs out. A Shadow Clone cannot create another Shadow Clone.

D6

WHERE DID YOU TRAIN?

1	<b>The Twilight Brotherhood:</b> An ancient and enigmatic order, the Twilight Brotherhood specializes in training shadow masters, stealthy rogues, and assassins who harness the power of darkness and shadows. Initiates undertake rigorous training in shadow manipulation, illusion, and the art of concealment. They learn to blend seamlessly with the darkness, becoming one with the shadows and striking their targets from the veil of obscurity.
2	<b>The Veil:</b> Operating from the labyrinthine alleys and hidden hideouts of Westhumbria, the Veil is a clandestine organization that trains individuals in the art of shadow-based combat and infiltration. Members study shadow magic, enhancing their abilities to move undetected, manipulate shadows, and strike with precision. The guild's intricate network of informants and covert operatives provides a wealth of resources for those seeking to embrace the path of shadows.
3	<b>The Great Temple of Kevona:</b> The Great Temple of Kevona, Goddess of the Night, is a renowned training ground for shadow masters, rogue operatives, and assassins. Here, students immerse themselves in the study of shadow arts, learning to manipulate darkness, create illusions, and move with unmatched stealth. They train in the arts of silent takedowns, trap detection, and the utilization of shadow-infused weaponry.
4	<b>The Hall of Whispers:</b> Located in a hidden mountain retreat, the Hall of Whispers is a sanctuary for those seeking mastery over darkness and the shadows. Within its ancient halls, shadow masters, rogues, and assassins hone their skills in subterfuge, silent movement, and shadowy combat techniques. They learn to call upon the powers of shadow, obscuring their presence, and manipulating the darkness to their advantage.
5	<b>The Order of Nightfall:</b> Embracing the mystique of the night, the Order of Nightfall trains individuals in the arts of shadow manipulation and assassination. Aspiring shadow masters receive comprehensive instruction in stealth, illusion, and the art of disappearing into the shadows. They learn to tap into the dark energies, melding with the night, and employing shadowy techniques to strike swiftly and decisively.
6	<b>The Temple of Eternal Shadows:</b> Shrouded in perpetual darkness, the Temple of Eternal Shadows is a revered shrine dedicated to the Unnamed, God of Shadows. Students undergo rigorous training in shadow magic, stealthy movement, and the use of shadow-infused weapons. Guided by the temple's mysterious masters, they learn to harness the secrets of darkness, becoming ethereal predators that strike fear into the hearts of their enemies.

# Weapon Master

*A lifetime of dedication to your weapon of choice has granted you a level of technique and mastery unrivaled by lesser warriors.*

Choose a weapon: your weapon skill is increased by 20 and the damage you deal by D4 when wielding it.

## TIER 1 - EVASIVE STRIKE

*1 Standard Action. Requires a melee attack check*

You strike at your opponent, while at the same time sidestepping their attack. If you score a hit, your next defensive check receives +20.

## TIER 2 - SURE BLOW

*1 Standard Action. Requires a melee attack check. Cost: 4 Aether*

You see through your enemy's weaknesses and exploit them with ease. As long as you pass your weapon skill check, your opponent cannot defend from this attack in any way.

## TIER 3 - OVERWHELMING TECHNIQUE

*Free Action. Cost: 6 Aether*

Your mastery over your weapon leaves your opponent confused and overwhelmed. Reduce the target's Combat Skill by 20 until the end of combat. This Ability can only be

used once against the same opponent.

## TIER 4 - THOUSAND STRIKES

*1 Standard Action. Requires a melee attack check. Cost: 4 Aether*

Your weapon becomes a blur, as you strike all opponents near you. Perform an attack against all opponents you're currently engaged with. If struck, you deal the normal damage and they become *Dazed* for 1 round.

## TIER 5 - ONE WITH YOUR WEAPON

*Passive*

Your weapon can never break, and all damage you make with it is considered Psychic damage, in addition to its normal physical damage. Additionally, You can reduce your weapon skill by 20 to increase your Toughness by 10 until the end of combat.

D6	WHERE DID YOU TRAIN?
1	<b>The Grand Colosseum:</b> A magnificent arena located in the heart of Karonia, the Grand Colosseum attracts warriors from all corners of the realm seeking to master the art of melee combat. Here, renowned masters and seasoned fighters gather to train aspiring warriors in a variety of melee weapons. Students learn techniques, tactics, and the nuances of different weapon styles, fostering a well-rounded mastery of melee combat.
2	<b>The Isle of the Enlightened Blades:</b> A secluded island shrouded in mystery, the Isle of the Enlightened Blades is home to Oko, the legendary master of melee combat. Students from far and wide seek the guidance of this revered master, who imparts timeless wisdom and trains them in the way of the sword, axe, spear, or any other weapon of their choosing. The serene environment and rigorous training allow individuals to delve deep into the essence of melee combat.
3	<b>The Great Library of Martial Arts:</b> Housed within the grand library of Akropoia, this prestigious institution serves as a repository of knowledge on various martial arts and melee weapons. Students have access to an extensive collection of ancient texts, scrolls, and treatises on the subject. Under the guidance of experienced mentors, they study the history, techniques, and philosophies associated with a wide array of melee weapons, enabling them to develop a comprehensive understanding of the art.
4	<b>The Valley of the Master Smiths:</b> Nestled amidst picturesque landscapes, the Valley of the Master Smiths is renowned for its guild of revered weapon artisans. Apprentices journey here to learn the art of crafting and wielding melee weapons from the master smiths. They gain insight into the design, construction, and maintenance of diverse weapons, while also receiving hands-on training in their usage. This immersive experience enhances their understanding of melee combat.
5	<b>Peak Galha:</b> Peak Galha is a revered training ground for warriors seeking to master the art of melee combat. The school is led by a master who possesses unparalleled skill in a wide range of weapons. Students undergo rigorous physical training, spar with fellow practitioners, and receive personalized instruction on weapon techniques. The serene atmosphere and breathtaking vistas inspire a deep connection between the warriors and their chosen weapons.
6	<b>The Wandering Sage:</b> Legend speaks of a wandering sage, a nomadic warrior who travels the land, imparting wisdom and training in the art of melee combat. Those fortunate enough to encounter this enigmatic figure are blessed with the opportunity to learn from their vast experience and expertise. The sage teaches the foundations of melee combat, encouraging students to explore the intricacies of different weapons and develop their own unique fighting style through observation, practice, and guidance.



# Wraith

*You twist, slip and turn, your complete control over your body allowing you to perform superhuman feats and to seemingly be everywhere at once.*

You can use your Acrobatics skill to avoid attacks or dodge traps.

## TIER 1 - COMBAT AWARENESS

*1 Standard Action. Cost: 5 Aether*  
You expand your awareness beyond what's usually possible, increasing your defensive checks by 20 for the rest of combat.

## TIER 2 - SPATIAL AWARENESS

*Passive*  
You are always paying attention to your surroundings. Increase any Acrobatics check to avoid traps by 20.

## TIER 3 - CREATE OPENING

*1 Standard Action*  
You feint and twist around your target, creating an opening for your allies to strike. All allies receive +30 to their next attack roll.

## TIER 4 - CREATE WEAKNESS

*1 Standard Action. Requires a melee attack check*  
You strike at your opponent, revealing a weakness in their defenses. If the attack hits, all your future attacks against this same target receive +10 and deal +1 damage. This only works once per opponent.

## TIER 5 - FAST STRIKE

*1 Standard Action. Requires a melee attack check*  
Your speed and accuracy are without equal. Perform a second free attack if the first one strikes.

D6	WHERE DID YOU TRAIN?
1	<b>The Whirling Shadows:</b> The Whirling Shadows are a legendary group of acrobatic warriors known for their mastery of acrobatic combat and deceptive tactics. Through years of intense training, they have honed their agility, balance, and reflexes to perfection. Their combat style focuses on intricate feints, swift dodges, and disorienting maneuvers that leave opponents bewildered and vulnerable.
2	<b>The Tumbling Blades:</b> The Tumbling Blades is an esteemed organization that specializes in training individuals in acrobatic combat and the art of deceptive maneuvers. Members of the guild undergo rigorous physical training, mastering acrobatic flips, spins, and intricate footwork. They learn to deceive their opponents through clever feints, misdirection, and sudden changes in attack angles.
3	<b>The Serpent's Grace:</b> The Serpent's Grace is a secretive group of acrobatic warriors who blend graceful movements with deceptive combat techniques. Their training focuses on developing unparalleled flexibility, cat-like reflexes, and swift aerial maneuvers. Through intricate feints, they confuse their opponents, luring them into vulnerable positions and striking with precision. The Serpent's Grace combines acrobatics with a variety of weapons, executing daring leaps and spins that leave their foes disoriented and open to devastating attacks.
4	<b>The Dance of Shadows:</b> The Dance of Shadows is a renowned acrobat troop that travels the kingdom, performing for the most prestigious merchants and nobles. Their ability to combine acrobatic feats with combat has made them famous all across the land, and even though their acts are purely just that, acts, there are plenty of warriors that spend months or even years training with them to learn their secrets.
5	<b>The Aerial Vanguard:</b> The Aerial Vanguard is a specialized group of warriors trained in acrobatic combat and aerial maneuvers that are part of the king's personal guard. Their training focuses on combining acrobatics with swift, airborne assaults. Members of the Aerial Vanguard utilize their aerial agility to confuse opponents, executing mid-air flips, spins, and evasive maneuvers, distracting their opponents until heavier troops can intervene.
6	<b>The Edge of the World:</b> The Edge of the World is a school specialized in the training of acrobats and infiltration experts. Their methods are considered brutal and extreme by most, and the rate of death for each promotion rarely goes below two thirds of the original number of students, but the results speak for themselves, and those who survive their rigorous training methods are among the best acrobats in the world.

# Wrath-Spawm

*Like the Azari from the islands to the west, you let your fury and anger fuel your combat style, launching head first into every fight.*

Once per rest, you can spend Aether to enhance the damage of any of your attacks at a rate of 1 Aether for +1 damage.

## TIER 1 - BASH

*1 Standard Action. Requires a melee attack check*

You strike suddenly and violently at your opponent, increasing the damage dealt by D4.

## TIER 2 - SWEEPING BLOW

*1 Standard Action. Requires a melee attack check*

You strike all enemies in melee range with a single swipe of your weapon.

## TIER 3 - PRECISION STRIKE

*1 Standard Action. Requires a melee attack check*

You aim carefully at your opponent, increasing your attack skill by 30.

## TIER 4 - CHARGE

*1 Standard Action. Cost: 2 Aether*  
You immediately disengage from combat (if already engaged) and rush towards the chosen target, dealing 2D6 Bludgeoning damage. You can also initiate combat this way.

## TIER 5 - VICIOUS WARRIOR

*Passive*  
You are *Resistant* to Slashing damage. Heal 1 Toughness each time you deal damage with your Bash Ability.

D6	WHERE DID YOU TRAIN?
1	<b>The Bloodthorn Clan:</b> Hailing from the rugged highlands, the Bloodthorn Clan is a fearsome warrior society that embraces the power of rage in combat. Their members undergo intense physical training, honing their strength, endurance, and battle prowess. They channel their fury into devastating attacks, unleashing relentless assaults on their opponents. The clan's rugged stronghold serves as a training ground, where warriors learn to harness their inner rage and tap into their primal instincts.
2	<b>The Rageforge Arena:</b> The Rageforge Arena is a renowned fighting pit where berserker fighters gather to showcase their unbridled fury. Instructors at the arena provide specialized training in the art of combat, teaching students how to channel their anger to heighten their physical abilities and tap into a state of unstoppable aggression. The arena's brutal battles and fierce competitions serve as a proving ground for aspiring berserkers.
3	<b>The Azari Tribes:</b> Nestled in harsh desert islands, the Azari Tribes are known for their savage fighting style that channels raw fury. Warriors of the tribes embrace their inner rage, embracing a reckless mentality in battle. Training takes place amidst the scorching sands, where seasoned warriors pass down their knowledge of primal combat techniques. The tribes' rich heritage and connection to their ancestral spirits further amplify their ferocity in combat.
4	<b>The Temple of Wrathful Fury:</b> Hidden deep within treacherous mountains, the Temple of Wrathful Fury is a secluded sanctuary where warriors seek enlightenment in their martial pursuits. Here, masters teach disciples to embrace their anger as a source of strength, guiding them to harness their rage while maintaining control and focus. Students endure grueling physical conditioning, engage in intense combat training, and delve into meditative practices to achieve a harmonious balance between fury and discipline.
5	<b>The Warhalls of Rend:</b> Located within the war-torn region of Southern Elkshire, the Warhalls of Rend are renowned for producing some of the fiercest fighters in the land. Within these ancient halls, aspiring warriors learn to channel their inner turmoil into a devastating force on the battlefield. They undergo brutal training regimens, learning techniques that amplify their aggression and empower their strikes. The warhalls resonate with the echoes of battle cries and the thundering footsteps of those who embrace their fury.
6	<b>The Caverns of Wildfire:</b> Deep beneath an active volcanic region lie the treacherous Caverns of Wildfire, a crucible where fighters endure harsh trials to refine their combat style. Fueled by the intense heat and volatile environment, the caverns push warriors to the brink, forcing them to channel their anger into explosive power. Trainees learn to embrace the chaos, unleashing their fury with relentless assaults, weaponizing their inner fire to overcome any adversary.

# Zealot

*Only faith can give true meaning to your life, and you have long decided to dedicate it to your deity's cause. The heretic will burn, and everyone will eventually accept the glory of your cause.*

Your faith guides you, always. 3 times per Section you can re-roll any check.

## TIER 1 - HOLY WEAPON

*1 Standard Action. Cost: 5 Aether (sustained)*

You channel your faith into your weapon, marking it as a divine instrument. Increase your weapon's damage by D4 (Holy).

## TIER 2 - PURIFYING FLAMES

*1 Standard Action. Cost: 5 Aether*  
A bolt of pure fire falls upon your target, dealing 2D10 Fire damage.

## TIER 3 - ABSOLUTION

You forgive yourself for the sins you've committed, for all earthly creatures are impure. Recover 2 Health, 2 Sanity. This Ability can only be used at camp, once per stay.

## TIER 4 - GOD'S WILL

*1 Standard Action. Cost: 6 Aether*  
Your conviction is so pure that those standing against you cannot withstand its strength. Deal D4+1 Psychic damage, recover as much Sanity.

## TIER 5 - SANCTUARY

*1 Standard Action. Cost: 5 Aether (sustained)*  
Your aura gains a holy component, protecting those around you. You and your allies receive +20 Magic Resistance.

D6	WHERE DID YOU TRAIN?
1	<b>The Order of the Sacred Flame:</b> A devout and zealous order, the Order of the Sacred Flame trains individuals in the ways of religious warfare and spiritual fervor towards Sonlios, God of Fire. Zealots, inquisitors, and priests undergo rigorous training in combat, theological studies, and the art of exorcism. They wield divine magic, harnessing their faith to smite enemies of their religion and protect the faithful.
2	<b>The Sanctuary of Divine Justice:</b> Situated within the grand cathedral of Veldonia, the Sanctuary of Divine Justice is a revered institution that educates and trains followers of Ekoimene, God of Justice. Here, students study holy texts, receive teachings on religious doctrine, and learn the art of interrogation and investigation. The sanctuary's halls echo with prayers and the sound of weapons clashing as students hone their combat skills in preparation for their divine duties.
3	<b>The Holy Citadel:</b> The Holy Citadel serves as a bastion for devout warriors, inquisitors, and priests who devote their lives to protecting their faith in honor of Auna, Goddess of Duty. The citadel provides comprehensive training in martial combat, scripture, and divine magic. Zealots and inquisitors learn to wield their faith as a weapon, purging heresy, and defending the tenets of their religion.
4	<b>The Monastery of Devoted Vigilance:</b> The Monastery of Devoted Vigilance is a religious order that trains priests and inquisitors in the service of Vuntune, Goddess of Victory. Within the monastery's tranquil walls, disciples learn to cultivate their connection to the divine, administer sacred rites, and invoke miracles. Inquisitors receive training in investigation, discerning truth from deception, and purging darkness from within their religious community.
5	<b>The Covenant of Righteous Fury:</b> A secretive sect, the Covenant of Righteous Fury trains religious zealots and inquisitors to be relentless champions of Aos, God of Truth. Worship of Aos is forbidden across the Alderworth Kingdom, due to its priesthood's tendency to cause public insurrections. Members undergo arduous physical and spiritual training, mastering various weapons and divine spells. They are taught to unleash their zeal with righteous fury, hunting down heretics, and defending the sanctity of their religious beliefs.
6	<b>The Temple of Sacred Retribution:</b> Situated at the heart of a Karonia, the Temple of Sacred Retribution is a revered institution that trains priests, inquisitors, and religious zealots in matters of faith and revenge, all according to the tenets of their god Hythos, God of Vengeance. Students receive extensive teachings on religious doctrine, moral principles, and the application of divine justice. They learn to wield divine magic, dispense judgment upon transgressors, and guide the faithful in times of spiritual crisis.

# CHARACTER PROGRESSION

## SKILL IMPROVEMENT

Each time you roll doubles when making a skill check you can mark that skill for improvement, regardless of whether the check itself was a success or not. An improvement check can then be done while resting at your camp. In order to make a Skill Improvement check, you must roll D100 above the skill's score. A success increases the skill by D4, rolling below increases it by 1, up to a maximum of 80.

Skill scores can also be increased (or decreased) as a consequence of certain events and items that you might find during your journey.

## LEVELING UP

In order to level up, you must accrue a total of 1,000 Experience Points (XP). You gain Experience Points each time you do one of the following things:

- ♦Open a locked door or container, regardless of the method: +10 XP
- ♦Successfully dismantle a trap: +10 XP
- ♦Each time you enter into a new Section of Ker Nethalas: +50 XP
- ♦Each time you defeat a combat encounter: +50 XP
- ♦Each time you defeat an Overseer: +200 XP

Each time you accrue enough Experience Points to level up, you can choose one of the following benefits:

♦Somehow all the tribulations you are going through are a blessing in disguise. **Increase your Health by D4.**

♦The more they try to break you, the more impervious you become to their attacks. **Increase your Toughness by D6.**

♦The shadows grow darker, but nothing hiding in them can scare you any longer. **Increase your Sanity by D4.**

♦Your connection to the aetheric realm grows stronger. **Increase your Aether by D6.**

♦The constant punishment is improving your capacity to withstand it. **Increase your Exhaustion Resistance by 1.**

♦You learn how to impose your aura upon your enemies, weaponizing it. **Increase damage dealt by +D4 (Psychic).**

♦There is a lesson in everything, if you know where to look. **Increase a skill of your choosing by 5.**

♦The constant exposure to chaotic magical energies has made you more resistant to their influence. **Increase your Magic Resistance by 10.**

**Each time you level up you also earn 1 Ability Point**, which you can spend on any of the Abilities that are available from your Mastery Trees. You must start at the top of each Mastery Tree, and work your way down.

## SWAPPING AN AMULET MASTERY TREE

If you have an amulet equipped that grants you access to a third Mastery and you have acquired Abilities from its Mastery Tree, when swapping to a different amulet that grants you access to a different Mastery, the number of Abilities you have remains the same.

Swapping an amulet that grants a different Mastery can only be done at camp.

*Example: Jana has been wearing an amulet that grants her access to the Stormbrand Mastery Tree. She has unlocked 3 Abilities there, but she has just found an amulet that grants her access to a different Mastery, Frostweaver, which matches better with her playstyle. She makes the change, unlocking the first three Frostweaver Abilities.*

## PERKS

Perks are unique advantages obtained almost exclusively via

Personal Goals, as described on page 112. Each Perk offers a passive effect that benefits your character in a number of ways.

♦**Living Shadow:** You always surprise your opponents, and cannot be surprised.

♦**Lucky Find:** Each time you open a container of any sort you obtain D20¢.

♦**Precision Striker:** When you deal a critical hit, you can re-roll the damage dealt.

♦**Scavenger:** Whenever you roll on the Scavenging table, you can roll an additional D4. You can modify the Scavenging roll by the result of the D4 roll, either by adding or subtracting to it.

♦**Scholar:** You have Advantage on all Reason checks.

♦**Trap Buster:** You have Advantage on all Thievery checks when dismantling traps.

*The cannibalistic flesheaters are one of the biggest threats found in the higher levels of Ker Nethalas.*

