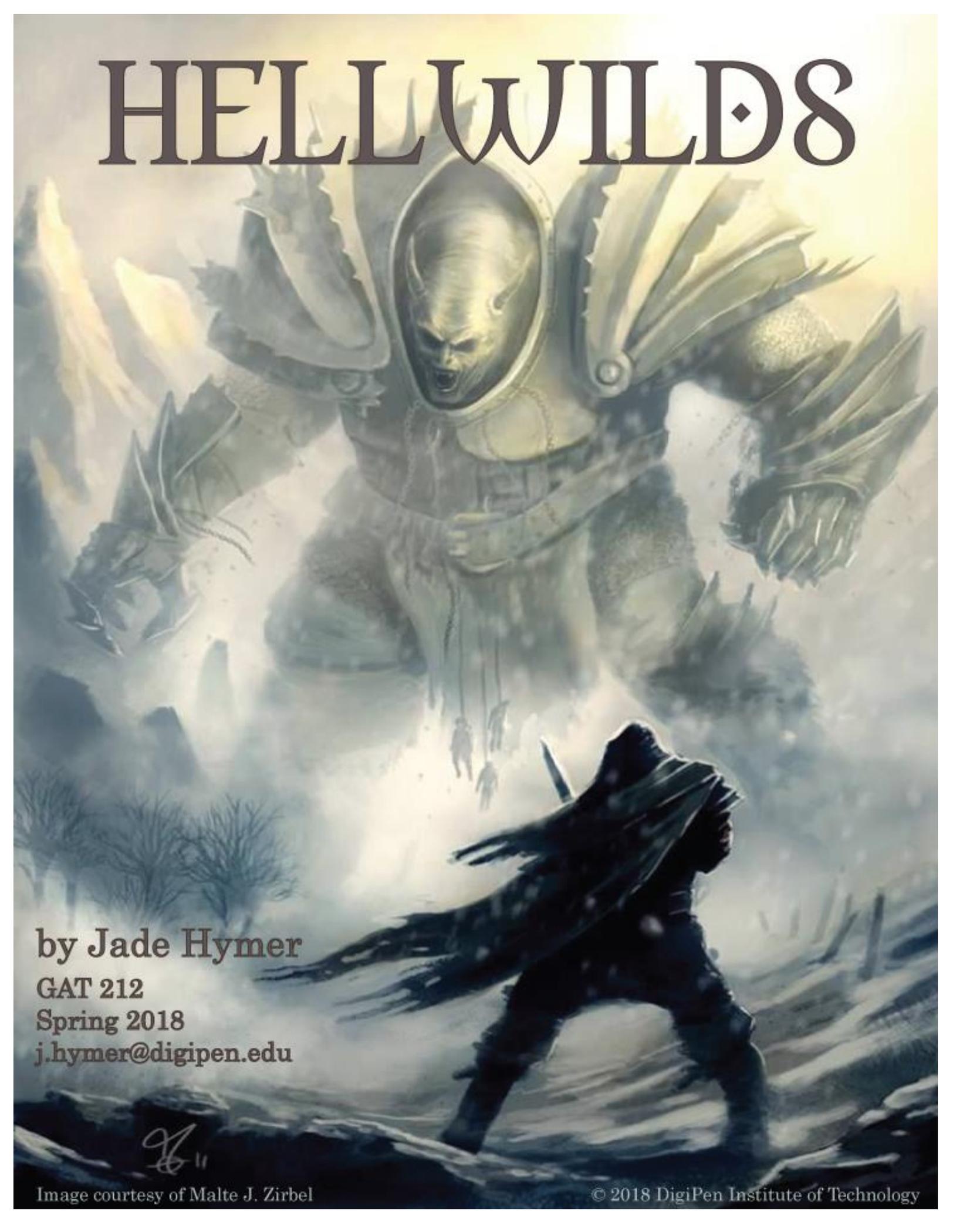


HELLWILDS



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WELCOME TO HELLWOLDS

Hellwolds is a role-playing game where you take on the role of an adventurer, fighting deadly monsters on the outskirts of the known world. Monster hunting is a dangerous profession, and you are sure to face fear, injury, and eventually, death. So band together with your allies, push forward, and remember that death comes to us all. Only then will your ultimate victory be assured.

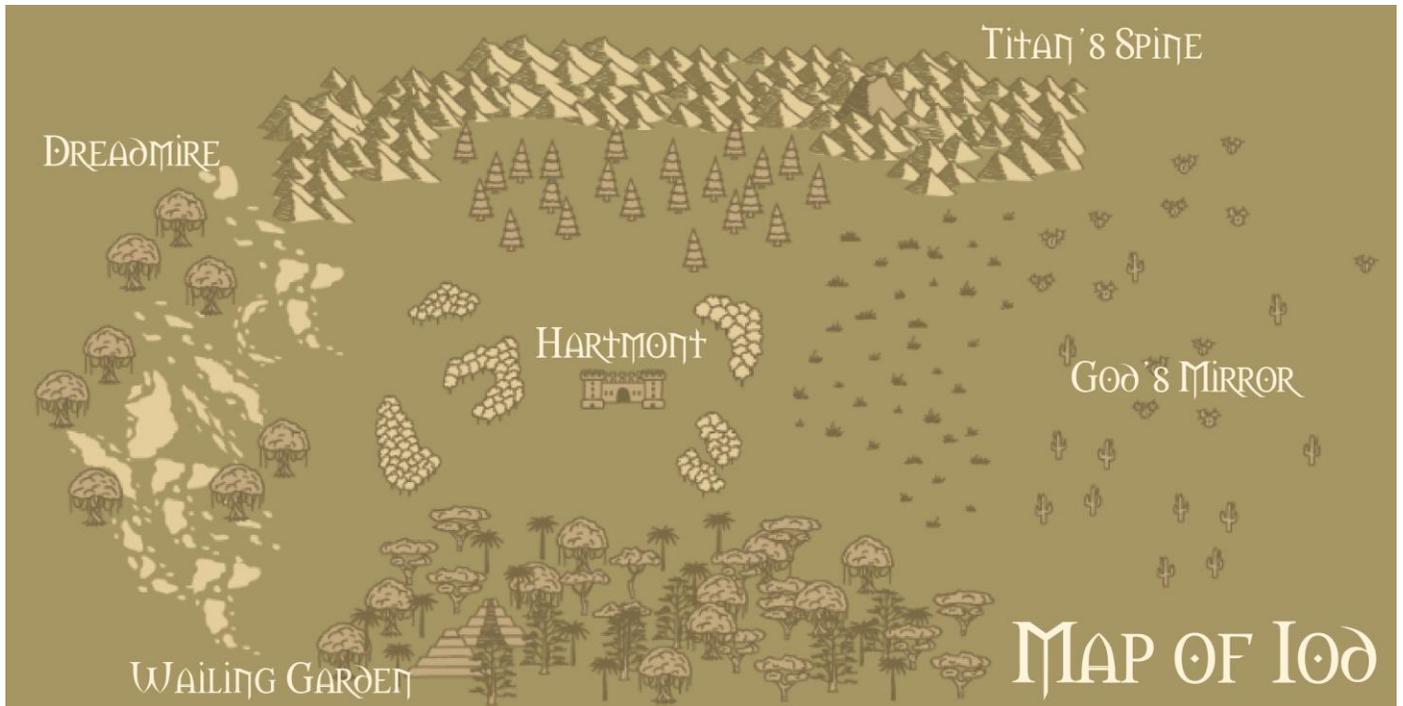
GAME TERMS

GM: Short for “Game Master.” The person who organizes the game and crafts the adventure.

Character: The fictional personas players create to play the game and interact with the game world.

NPC: Short for “Non-Player Character.” The people that inhabit the world of Hellwolds, and are controlled by the GM rather than the players.

Dice: This game uses six-sided dice exclusively. You only need one to play, but more is highly recommended.



IOD, THE HOLY LAND

The kingdom of Iod has gone by many nicknames: “The Province of God,” “The Center of the World,” “The Holy Land.” It is humanity’s one and only bastion against the unknown; an oasis of civilization amidst the unexplored Hellwolds.

Iod’s borders reach across forests, rivers, and mountains. Towns and villages dot the landscape, radiating outwards from the capital city, Hartmont. And beyond the most distant villages lie the Hellwolds; the vast jungles, swamps, and deserts where only the brave and foolish dare to tread.

Civilization has slowly expanded its reach throughout the years, but the growth of Iod’s borders has failed to match the

growth of its population. For every ten explorers the Crown sends in search of fertile land and resources past the borders, only one or two are likely to return. Settlers are mostly recruited from the ranks of criminals and the poor, for few other people are desperate enough to brave the frontier.

THE HELLWOLDS

Past Iod’s borders are the regions known collectively as the Hellwolds. Though these regions are geographically diverse, they all share one thing in common: they are highly inhospitable to humans.



THE WAILING GARDEN

(image courtesy of pcgamesn.com)

A dense jungle bordering Iod to the south. Calls of countless creatures echo throughout the jungle at all hours of the day and night, giving the region its name.

Geography

The Wailing Garden is warm, humid, and brimming with dense vegetation. Huge trees with broad leaves block out most of the sun's light, casting the jungle in shadow.

Explorers in the region have reported finding wide rivers cutting through the foliage, though none of these rivers have been thoroughly charted.

Inhabitants

Far more wildlife than just monsters dwell in the Wailing Garden. Colorful birds and insects sing from every tree, and small, curious critters of all sorts scuttle beneath the undergrowth and across the canopies. Yet for each beautiful creature that dwells in the Garden, there is another far more monstrous.

Ghiti: Large, blood-sucking insects that resemble a union of man and mosquito. They thrive in the Wailing Garden's warmth and humidity. Townsfolk bordering the Garden warn their children to always lock the doors and windows at night, lest the ghiti come steal them away.

Secrets

Occasionally, one of the villages bordering the Garden will see a madman stumble out of the jungle and into their midst. These poor souls, thin and ragged, rave about vast pyramid cities deep in the Garden, home to massive populations of ghiti. Often, these people bear uncanny resemblance to children vanished years before. But despite the best efforts of explorers, no city has ever been located anywhere in the Wailing Garden.

Unbeknownst to the humans outside, the Wailing Garden is home to a civilization rivaling their own. The ghiti are cruel and cunning, concealing their cities by killing or capturing any outsiders who stray too

close. They view any human who wanders into the jungle as prey to be hunted.

GOD'S MIRROR

(image courtesy of aljaidatravel.com)

A vast desert stretching east of Iod. White sand reflects the sun's rays, bathing the desert in blinding radiance. Here, the sun never moves from its apex; time remains still, and night never falls.

Geography

The desert stretches on beyond where the eye can see, meandering dunes providing the only variance in the landscape. Even the plants, tiny stragglers that they are, do little to break up the uniform white of the



sands; their leaves are all bleached pale by the sun's never-ending rays.

Inhabitants

Few creatures possess the fortitude to survive in the oppressive heat of God's Mirror. Those that do are resilient indeed, often unnaturally so.

One creature, spoken of in legends throughout Iod, draws ambitious hunters to the Mirror regularly: the phoenix, an enigmatic bird with plumage of pure light. They burn to ash when they die, and their ashes are highly valued by those seeking immortality. But scant few have even seen a phoenix, let alone acquired one's ashes.

Secrets

God's Mirror is frozen in time. As travelers cross into the desert, the sky lights up above them, regardless of what time it was outside. One could wander the desert for years, but emerge to find that outside, no time has truly passed at all.

DREAMIRE

(image courtesy of pxhere.com)

A swamp smothering Iod's western border, known for its quiet, stillness, and disturbing smells. During the day, Dreadmire is silent and peaceful. When night falls, though, the things in the swamp awaken, lurking unheard and unseen.



Geography

Dreadmire's surface is almost more water than earth. Broad, shallow pools are broken up with small outcroppings of muddy ground. The cool air is usually choked with thick fog, thoroughly obscuring the horizon. Though there are many trees, most have no leaves throughout the year, and the grass is brown and withered despite frequent rain.

Inhabitants

The entire Dreadmire is eerily quiet, lacking any of the buzzing insects or bird calls heard in Iod's inland swamps. Even the waters are devoid of fish. Hunters give the entire region a wide berth, knowing that they will find no prey here.

But those who remain in Dreadmire once night falls will still see movement in the shadows, beneath the water, beyond the fog. Silent creatures that slumber during the day rise at night, stalking the intruders that dare invade their home.

Secrets

Dreadmire is the domain of the dead. Instinct drives animals away, and even the mightiest beasts quail with dread when brought here. Human interlopers suffer intense anxiety, but often aren't sure why.

Each night, countless corpses throughout Dreadmire rise from the mud and murk. Human corpses both old and new, and animal carcasses of all sorts, move through the fog in unnatural silence. None know their motives, but some observers claim that the corpses seem to follow leaders: mysterious knights riding giant, undead horses or ravens.

TITAN'S SPINE

A mountain range marking Iod's northern border. To date, no explorer has been able to learn just how far the Titan's Spine stretches. The tallest mountains are capped with snow, but treacherous terrain and territorial monsters have prevented any climbers from seeing what else lies at the highest peaks. Tallest of all is the Titan's Crown, a volcano that has only erupted once in human history.



*(image courtesy of
georgelovesyart.deviantart.com)*

Geography

The lower ranges of the mountains are sparsely forested with hardy evergreen trees and shrubs. As the mountains reach higher, the forests give way to bare, stony cliffs, then eventually to ice and snow.

Inhabitants

Most of the creatures living on the Spine are aggressively territorial, not used to interlopers in their lonely highlands. They are also strong and hardy, as they must be to traverse the steep cliffs and crags.

The most infamous of the Spine's inhabitants are the Titans themselves. These towering monstrosities see mankind

as mere pests to be crushed. Fortunately, they are few in number, and rarely seen; yet none dispute that they are the masters of the mountains.

Secrets

Observant explorers might spot ruined buildings nestled deep in the mountains. Few people have been able to explore these ruins up close, but those who have report finding grand, alien architecture and symbols throughout. These ruins are a mystery to historians; they have no idea who might have built these structures.

Some of these structures have long, dark tunnels leading deep into the earth. Few have dared explore these tunnels, as they've heard strange noises echoing from

deep within. None have delved deep into the tunnels and ever returned.

BEYOND

What lies beyond the four sides of the Hellwilds is not yet known to mankind. Many have tried to cross the Titan's Spine, or cut through the Wailing Garden. If any have succeeded, they have never returned home to share their discoveries.

HARTMONT, THE CAPITAL

Hartmont is the capital of Iod, and by far the largest and most prosperous city in the nation. The tall spires of its cathedrals and royal palace can be seen from many

leagues away. It is the geographic, economic, and governmental center of Iod, and its rulers try to make sure its beauty reflects its importance.

The Royal Palace

Located in the center of the city, the royal palace is home to the ruling Hart family. It is the tallest structure in the city, with four towering watch-spires looking in each cardinal direction. Surrounding the palace grounds are the residences of the wealthiest people in Iod.





Commerce

Hartmont is the center-point of Iod's trade, importing varied foods and materials from across the country and exporting the finest crafted goods. Skilled artisans congregate in the capital, where they have access to the greatest variety and quality of resources for their craft. Iod's official currency, the hart, dominates commerce.

Slums

The poorest parts of Hartmont are concentrated around the city's edges, away from the royal palace and the main gates. Poor residences are built upwards to make room for more people, turning into rickety, uneven towers.

The slums are the heart of the city's unrest. Law enforcement maintains only a

modest presence in the slums. Enemies of the Crown, the Church, and of humanity itself hide under the guards' noses. But amidst the chaos, a savvy investigator can find all manner of goods and information not considered "acceptable" for the wealthier areas of the city.

WARDIST FAITH

Wardism

Most of Iod's people follow a monotheistic religion called Wardism. God is seen as the protector of Iod and its people. He is the reason Iod is safe from the horrors that lurk outside its borders; Iod is the holy land, under God's direct protection.

Some Wardists follow God's example by striving to defend the weak and less fortunate. Many others see misfortune as a

sign of falling out of God's favor; those who suffer must have sinned, and thus no longer deserve God's protection.

Wardist views on excursions into the Hellwolds are primarily split into two camps. Some believe that the Hellwolds were not meant to be explored by humans, and that mankind should be satisfied with the country God has given them. Others believe that by forging into the Hellwolds, humans glorify God, using His strength to fight the unholy monsters that lurk beyond His Domain.



God is usually depicted in a knight's armor and full helmet, carrying a grand shield to defend His subjects. Holy knights train to fight with heavy armor and shields as well, following God's example.

Wardist Practices

The shield is a holy symbol of the Wardist faith. Most of the faithful keep a shield displayed in their home; nobles often have ornate shields bearing heraldic crests, while peasants may use a simple, painted wooden shield. These shields symbolize God's protection.

Most settlements contain at least one church, where the faithful gather each week to offer thanks for God's protection. These congregations are led by priests, known as Wards, who are trained in the faith at the High Cathedral in the capital.

Most holidays are based around natural events, like the end of winter, the first spring rains, and the beginning of the harvest. Celebrations are also held across Iod for the coronation of a new ruler, and for the appointment of a new Church leader, known as the Archward.

Wardist Heresies

The monolithic Wardist Church has little tolerance for those who deviate from its core doctrines. At best, heretics are shunned from mainstream society; at worst, they might be arrested as enemies of the Church and the peace.

One of the most common heretical beliefs is known as the Helmet Heresy. Its followers, known as Helmetists, oppose the mainstream idea that God is male. They hold that because all depictions of God since antiquity have obscured God's face, God's gender cannot be known. This belief

is popular among women, and those who do not consider themselves men or women.

Another heresy that has garnered attention in recent years is the Mirror Cult. Its followers claim that the desert of God's Mirror, not Iod, is the true holy land. Most Mirror Cultists come from poor or downtrodden backgrounds, and believe the Church does not protect them and thus does not represent God's will. Those who do not disappear into the desert are often arrested as dissidents.

PAGAN FAITHS

Other faiths exist in Iod. Pagan religions thrive in more remote regions of Iod, where the Church lacks influence. Paganists in mainstream society often keep their beliefs secret, fearing persecutions as heathens. The common thread among these religions is that they do not believe in the Wardist God as the one true God. The following are some common Iodan pagan religions:

Pentadism

The belief that the Wardist God is one of a group of five gods, the Pentad. Each god in the Pentad has dominion over one region of the land; the Warden presides over Iod, and each region of the Hellwilds is ruled by a god forgotten to mankind. Pentadists believe that the key to conquering the

Hellwilds is to rediscover the other four gods; then, faith will heal their domains.

Animism

Animists believe in the innate spiritual essence of all worldly things. Plants, animals, and the earth are respected as entities that possess souls just as humans do. Mainstream distinctions between "holy" and "occult" forces are seen as arbitrary to most animists; each draw from the same essence of the world.

Spiorad

(image courtesy of Pierre-Alain D.)

Where most people view incorporeal spirits as frightening and unnatural, Spiors revere them as the powerful precursors of all life. They believe that humans are the weak descendants of outsider spirits, but



that discipline and communion with the spirits will lead to spiritual power and enlightenment. Spiors often study occultism, but unlike most occult scholars, they do not view outsider spirits as “unnatural.” Instead, they are exemplars of what humans could do if they unlocked their spiritual potential.

THE CROWN

For its entire history, Iod has been ruled by a monarchy, the Hart family line. Whenever the ruler dies, their oldest child inherits the crown.

The monarch, mandated by God, holds absolute power over the land. While most tasks are delegated to the monarch’s appointed assistants, the final word on any decision belongs solely to the monarch.

The current reigning monarch is Queen Althana. Queen Althana is an avid expansionist. She has sponsored many new settlements established on the frontier, along with adventurers to fight the beasts that these settlements disturb.

THE QUEEN’S COMPANY

Queen Althana sponsors a large organization of explorers, fighters, and craftspeople called the Queen’s Company. The Company hires skilled people from all walks of life to work towards the Queen’s expansionistic goals, establishing and protecting Iod’s holdings past the borders.

The Queen pays her people well, and many people join the Company for that reason alone. Many other members of the Company genuinely want to explore the unknown or protect the innocent, and care less about payment. Occasionally, the Queen even conscripts skilled criminals to her Company, in exchange for pardons.

YOUR PLACE

You are a new recruit to the Queen’s Company, along with your fellow players. Perhaps you joined to sate your wanderlust, to serve God, to atone for past crimes, or simply to make money. Whatever your reasons, you are now employed to journey into the most feared places in the world and face creatures of nightmare. God speed you.

You are not required to start as a recruit to the Queen’s Company, if you would prefer a different means of bringing the party

together. Bear in mind, though, that your first character will probably die prematurely. Expect that you will need to figure out how to introduce a new character to the party at some point if your party plans on staying together for long.

CHARACTER CREATION STEPS

To create a new character, take an empty character sheet from page 59 and complete the following steps:

1. Distribute your attribute points.
2. Choose your training.
3. Choose your proficiencies.
4. Choose a starting trait.
5. Choose a flaw.
6. Calculate your max stamina.
7. Choose your starting gear.
8. Fill in the other fields to finish defining your character.

ATTRIBUTES

Attributes represent your innate physical and mental abilities. They can only be improved from their starting values through either intense training, or through more esoteric means.

Brawn

Measures your raw physical strength and endurance. Brawn increases your maximum Stamina and the bonus damage you deal with melee weapons. It's also important for any other action requiring physical toughness, such as breaking down a door, swimming a long distance, or resisting poison.

Grace

Measures your physical poise, manual dexterity, and reflexes. Improves accuracy with ranged weapons, balancing ability, and movement speed in combat.

Wits

Measures your mental acuity. Improves your perception, letting you spot hidden things or notice unusual changes around you. Also improves your memory and ability to think on your feet.

Will

Measures your mental fortitude and confidence. Improves your ability to influence others and resist fear and temptation. Also increases your maximum Stamina.

ATTRIBUTE DISTRIBUTION

New characters have 12 points to distribute among their 4 attributes. No attribute can start at lower than 1 or higher than 5. 5 is considered the reasonable human limit of any attribute, but there are ways to surpass human limitations using alchemy or rituals.

TRAINING

Your training determines where you can distribute your starting skill proficiencies. It reflects your background, experience, and education. The training choices are:

Martial

Start with 3 weapon proficiencies, and 2 proficiencies in either skills or academics, and 1 proficiency in the last category you haven't picked yet.

Self-taught

Start with 3 skill proficiencies, 2 proficiencies in either weapons or academics, and 1 proficiency in the last category you haven't picked yet.

Scholarly

Start with 3 academic proficiencies, 2 proficiencies in either weapons or skills,

and 1 proficiency in the last category you haven't picked yet.

PROFICIENCIES

Proficiencies are specialized skills and knowledges that you have learned through training or practice.

Proficiencies are divided into three categories:

Weapon proficiencies let you wield certain types of weapons more skillfully, gaining bonuses to damage and accuracy.

Skill proficiencies are varied practical abilities, usually learned more through practice than from formal instruction.

Academic proficiencies represent knowledge in scholarly fields, usually acquired through intensive study.

WEAPON PROFICIENCIES

Axes & Clubs (BRAWN)

Skillfully wield heavy chopping and bludgeoning weapons like axes, clubs, maces, and hammers.

Bows (GRACE)

Trained to shoot bows. This proficiency covers all kinds of traditional bows.

Firearms & Crossbows (GRACE)

Trained to operate and shoot firearms and crossbows. These weapons are slow and expensive, but very powerful.

Polearms (BRAWN)

Skillfully wield long-shafted melee weapons like spears, halberds, and glaives.

Swords (BRAWN)

Skillfully wield all kinds of swords. Swords can be one- or two-handed, single- or double-edged, straight or curved.

SKILL PROFICIENCIES

Deceit (WITS)

The ability to lie convincingly and fast-talk your way out of bad situations.

Dodging (GRACE)

Move fast on your feet in combat, and avoid incoming attacks.

Persuasion (WILL)

Influence others with your words. Convince them to share your point of view, or coerce them into cooperation.

Skullduggery (GRACE)

Trade skill of thieves and other underhanded individuals. Includes picking locks and setting or disarming traps.

Survivalism (WITS)

Knowledge of how to survive in the wild, away from civilization. Includes tracking game, foraging for food, and finding shelter from harsh weather.

ACADEMIC PROFICIENCIES

Alchemy (WITS)

The art of extracting essences from physical materials and combining them to unlock greater power. See the Alchemy section on page 30.

Biology (WITS)

Specialized knowledge of flora and fauna. Identify whether plants are edible or poisonous, and whether they have other special properties. Also gain knowledge about animals and monsters with natural origins: their abilities, weaknesses, and special properties.

Faith (WITS)

In-depth knowledge of your faith's teachings and rituals. See the Rituals

section on page 32. For most characters, this proficiency applies to the Wardist faith, but it can also apply to others. Required to cast holy rituals.

Medicine (WITS)

Knowledge of how to treat injury and illness. Includes both first aid in urgent situations, and long-term care.

Occultism (WITS)

Forbidden knowledge of esoteric rituals, unnatural beings, and outsider spirits. Required to cast occult rituals. See the Rituals section on page 32. Also includes knowledge about monsters with unnatural origins: their abilities, weaknesses, and special properties.

TRAITS

Traits are beneficial abilities acquired through your life experiences. All characters start with one trait. As you adventure and gain experience, you can gain more traits.

The following list contains examples of traits. You can create traits that aren't on this list. Consult with the GM if you want to have a custom trait, using these traits as a guide for how impactful your custom trait should be.

Anatomic Expert

You've learned to precisely aim your attacks at your target's biggest vulnerabilities. Whenever you roll to inflict an injury, if your total roll is lower than 10, it becomes 10.

Deadeye

Your aim is uncanny. Receive +2 to attack rolls and +1 to damage inflicted with ranged weapons.

Hardened

You've seen so many terrible things that terrible things don't seem so terrible anymore. You are immune to the effects of Horror, and receive +2 on rolls to resist developing a Disturbance.

Inspiring Leader

Your followers see you as nigh infallible, a person to give their lives for. Persuasion and Deceit checks always succeed on non-player characters who see you as their leader.

Otherworldly Patron

Intentionally or not, you have earned the favor of a powerful being from beyond the mortal plane. Your occult rituals always succeed.

Survival Instinct

You have a knack for always protecting your vitals without even thinking about it. Whenever you roll to receive an injury, the total cannot exceed 18.

Threatening

Your looks, presence, and reputation let people know you're dangerous before you even say a word. Attempts to use Persuasion to intimidate people always succeed.

Unshakeable Faith

Your faith is absolute, and bends the world around you. Your holy rituals always succeed.

Will to Live

You have something worth living for, something you can't forget, even in the face of death. If you would die of Lethal Damage, roll a die. If you roll a 6, you survive, and recover from 1 point of Lethal Damage.

FLAWS

Flaws are innate physical or mental detriments. All characters start with a flaw. They are what make us human, though that surely is little comfort when you face inhuman beasts.

The following list contains examples of flaws. You can create flaws that aren't on this list. Consult with the GM if you want to have a custom flaw, using these flaws as a guide for how impactful your custom flaw should be.

Doomed

You walk a doomed path. The GM secretly decides when and how you will die. Their decision is fate, and cannot be changed or avoided.

Old Dog

You are set in your ways, and it's hard to get new learning to stick. You pay double the mentor point cost to learn proficiencies or improve attributes.

Peaceful

You have a kind soul, not suited to violence. -1 to attack rolls and damage.

Reckless

In combat, you focus solely on defeating the enemy, forgetting to mind your own safety. -1 to dodge rolls. Whenever you roll to receive an injury, if your roll would total less than 10, it becomes 10.

HEROIC TRAITS

Very few people who seek out danger live to become known as heroes. Heroes are the pinnacle of humanity, the best of what mortal man can accomplish.

When you reach the highest experience rank, Hero, you gain a heroic trait. This heroic trait reflects your experience and strength, and makes you stand out from lesser people. Attribute bonuses from heroic traits can raise your attributes above the normal limit of 5.

The following list contains examples of heroic traits. You can create traits that aren't on this list. Consult with the GM if you want to have a custom trait, using these traits as a guide for how impactful your custom trait should be.

Erudite

By seeing things your peers can only read about, you've learned far more than they ever could. Gain +2 Wits. If you have the required proficiencies, you can make Obscure alchemic formulae, and cast Obscure rituals.

Living Legend

Everyone knows your reputation, and everyone trusts it. Your word is tantamount to the word of God. Gain +2

Will. Persuasion and Deceit checks against non-player characters always succeed.

Wind Walker

Your every movement is quick, effortless, and beautiful to watch. Gain +2 Grace. You can make one extra action on each of your turns in combat.

Unbridled

You strike without fear, remorse, or restraint. You strike to kill. Gain +2 Brawn. Your attacks always reduce their victim's Stamina to 0.

EXPERIENCE & LEARNING

Every near-death encounter is a learning experience. Hopefully, you will be able to survive at least one.

Experience Points (XP)

Each time you survive a dangerous adventure, you gain one experience point, or XP. What constitutes a "dangerous adventure" is ultimately left to the GM, but here are some examples:

- ❖ Exterminating a den of beasts
- ❖ Escaping a town under attack
- ❖ Surviving an expedition into God's Mirror

To be worth XP, an adventure should present the characters with threats beyond

what they've experienced before. It should force them to adapt, and in doing so, learn from their experience.

Experience Ranks

Earn enough XP, and you advance to a new experience rank, bringing you new benefits.

Experience Ranks		
0 XP	Fodder	N/A
1 XP	Amateur	1 mentor point
3 XP	Journeyman	1 mentor point, 1 trait
6 XP	Adept	1 mentor point
10 XP	Veteran	1 mentor point, 1 trait
15 XP	Hero	1 heroic trait

Mentor Points

Mentor points reflect your ability to learn new things and apply them based on your worldly experience. You can spend them to learn new proficiencies or improve your attributes by learning from a willing mentor. A mentor could be another player character, or a non-player character.

Learning Proficiencies

Learning a new proficiency costs 1 mentor point. Your mentor must know the proficiency you want to learn, and have a higher experience rank than you. Learning a new proficiency takes a long time; how much time depends on the proficiency's category:

Weapon: about 6 months

Skill: about 3 months

Academic: about 9 months

You're not limited to only focusing on your learning during this time. As long as you are regularly spending time practicing or studying with your mentor, you will make good progress.

Improving Attributes

Improving an attribute by 1 point costs 2 mentor points. You can improve any attribute, but you can't increase an attribute above 5 through training. Your mentor must have a higher score than you in the attribute you want to train, and they must have a higher experience rank than you.

Increasing an attribute takes about 1 year of regular training or study. Brawn and Grace are increased through intense physical training. Wits is improved

through either book learning, or reflex exercises. Will is increased through meditation or confidence exercises.

STARTING GEAR

You start the game with several harts, the standard currency of Iod. A typical character starts with 300 harts. Depending on your background, the GM may decide you should start with more or less.

Spend these harts to buy whatever gear you would like to start with. Buying at least one weapon and some armor would be wise. See the Items section on page 36 for information about what you can buy.

CHARACTER EXAMPLE

Jane names her character Gertrude, and records the name on the character sheet.

Attributes

Jane gives Gertrude 4 points each in Brawn and Wits, and 2 points each in Grace and Will. She records the numbers.

Training

Jane wants Gertrude to have some roguish skills, so she picks self-taught as her training and records it.

Proficiencies

Gertrude starts with 3 skill proficiencies from her training. Jane chooses Deceit, Dodging, and Skullduggery. The she chooses to get 2 proficiencies in weapons. She picks Swords and Bows. The last category is Academics, so Gertrude only gets one proficiency there. Jane picks Medicine. She records the proficiencies.

Trait & Flaw

Jane chooses Survival Instinct as her trait, and Reckless as her flaw, and records both.

Max Stamina

Jane adds Gertrude's Brawn and Will. They add to 6, so Jane records that as her Max Stamina.

Starting Gear

Gertrude starts with 300 harts. She uses them to buy an arming sword, a longbow, brigandine armor, a round shield, and 20 arrows. She records all of her gear and her 40 leftover harts on the character sheet.

Finishing Touches

Jane finishes off Gertrude's character sheet with some information about what kind of person she is.

Go to page 61 to see what Gertrude's finished character sheet looks like.

DIFFICULTY CHECKS

Whenever you need to perform a difficult task where success isn't guaranteed, you make a difficulty check to see whether you succeed.

Making Difficulty Checks

To make a difficulty check, roll one die. The GM gives your task a difficulty value. The harder the task, the higher the difficulty. You succeed if you roll greater than or equal to the difficulty.

Usually, you also add to your roll based on your character's attributes or proficiencies. The GM decides which of these is relevant to the task at hand.

Attribute and Proficiency Checks

These rules short-hand difficulty checks where you add an attribute to the roll as “*attribute name*” checks; for example, Brawn checks or Will checks. The same goes for proficiencies; for example, Deceit checks or Faith checks.

When you make a proficiency check, you only add to your roll if you have that proficiency. If you do, you add the proficiency's related attribute to your roll. The related attribute is listed next to the proficiency on your character sheet. For example, Deceit's related attribute is Wits.

If you are proficient in Deceit, you add your Wits to the roll when you make a Deceit check.

Other Factors

At the GM's discretion, other contextual factors might affect your roll. For example, you might take a penalty to a Brawn check to climb a building if the walls are slick with rain. You might get a bonus to a Persuade check to intimidate someone who just saw you kill a monster.

Check Difficulty Ranges

1-3: A simple task, even for an unskilled person.

4-6: Challenging for an unskilled person, but not difficult for someone with experience.

7-9: This task is beyond most people, and tricky even for a skilled person.

10+: A serious challenge.

Example

Odric is trekking through the cold, damp swamp of the Dreadmire region. He wants to find dry firewood to build a campfire for the night.

The GM decides to have Odric make a Survivalism check, with a difficulty of 6. Odric rolls a die, and gets a 2. He is proficient in Survivalism, so he adds his Wits to the roll. Odric has 4 Wits, so the

total is 6. He just barely succeeds, and manages to find enough firewood to last the night.

Opposed Difficulty Checks

When making a difficulty check, if you are trying to affect another person or being, you make an opposed check.

During an opposed check, you roll as normal, but the other party also rolls a die. The other party adds an applicable attribute to their roll, as if they were making a normal difficulty check. Their total roll is the difficulty you need to beat in order to succeed.

Here are some examples of situations where you would make an opposed check, and what attributes or proficiencies each party would use:

- ❖ Hagging with a merchant (Persuasion vs. Will)
- ❖ Deceiving a peasant into thinking you're a lord (Deceit vs. Wits)
- ❖ Spotting a monster hiding in ambush (Wits vs. Grace)

Example

Gertrude is trying to pass off a vial of rat's blood as valuable troll's blood to a peddler, so that she can get a better price from selling it.

Gertrude makes a Deceit check, and gets a 3 on the roll. She is proficient in Deceit, so she adds her Wits to her roll. She has 4 Wits, so her total is 7.

The peddler makes a Wits check to catch Gertrude's lie. He rolls a 4, and adds his Wits, also 4. His total is 8.

Gertrude fails to deceive the peddler, and he is upset that she's tried to cheat him!

COMBAT

It is almost inevitable that your party will encounter some vile beast that wants them dead. When this happens, you enter combat.

You may find it helpful to use a grid to keep track of everyone's positions during combat. Each square on the grid is equivalent to 5 feet. One human character takes up one square on the grid. Using a grid is optional, however. If you're not using a grid, then take the distances described in the rules as estimations of what is reasonable rather than hard-and-fast rules.

Turn Order

At the start of combat, before anyone acts, determine the order everyone will take their turns in.

For each participant in combat, roll two dice, and add the participant's Grace score to the roll. Note down everyone's totals. The participants act in descending order of their scores, from highest to lowest. The highest scorer acts first.

If a monster and a human are tied for score, the monster always acts first. Otherwise, ties go to the individual with the higher Grace score. If their Grace scores are also tied, the GM decides who wins the tie.

Once you reach the end of the turn order, the turn order starts back at the beginning, with the highest scorer.

Turns & Actions

Each turn, a character can perform two quick actions. One turn lasts for about 5-8 seconds, so actions that would take much longer than that will take multiple turns. You can attack once each turn.

Movement

With one action, a human character can move about 30 feet.

A high Grace stat lets you move faster. With 5 Grace, you can move 35 feet with one action. Each point of Grace over 5 lets you move an additional 5 feet: 40 feet at 6 Grace, 45 feet at 7 Grace, and so on.

Attacking

To attack with your current weapon, roll a die. If you are proficient with the weapon, add your proficiency bonus to the roll. The total is your Attack Roll.

Attack Roll Calculation:

Die Roll + Weapon Proficiency Bonus

Then, the target of your attack rolls a die. They subtract their Armor Weight from the roll. If they're wielding a ranged weapon in melee range, they take a -2 penalty to their roll. If they are proficient in Dodging, add their proficiency bonus to the roll. If they are carrying a shield, add the shield's Shield Bonus to the roll. The total is their Dodge Roll.

Dodge Roll Calculation:

Die Roll + Dodge Proficiency Bonus + Shield Bonus – Armor Weight – 2 if using a ranged weapon in melee range

If the Attack Roll is greater than or equal to the Dodge Roll, the attack connects. Otherwise, the defender avoids the attack.

Contextual factors can affect the Attack Roll and the Dodge Roll. For example, if the defender is lying prone on the ground, they would take a penalty to their Dodge Roll. If the attacker is blinded, they would take a penalty to their Attack Roll.

Damage

When an attack connects, the defender takes damage to Stamina. Base damage is equal to the weapon's Damage score minus the defender's Armor Protection.

If the attacker is using a melee weapon that they are proficient with, they add their proficiency bonus to the damage total.

Damage Calculation:

$$\text{Weapon damage} + \text{Weapon proficiency bonus} - \text{Armor Protection}$$

Many monsters are weak or resistant to certain types of weapons, modifying the damage they take from those weapons. For example, werewolves take extra damage from weapons coated with wolfsbane.

Lethal Damage

When an attack does damage, and the defender has no Stamina remaining, the defender takes one point of Lethal Damage. When a character has taken 3 points of Lethal Damage, they die.

Taking Lethal Damage causes adrenaline to kick in. Whenever you take Lethal Damage, you regain half of your Max Stamina, rounded down.

Anytime you take Lethal Damage, you also receive an injury.

Injuries

When you receive an injury, roll three dice. Add the damage total of the attack that inflicted the injury to your roll. Subtract the higher of your Brawn or Grace. Then, refer to the table matching the kind of attack you were injured by to see what kind of injury you've received.

Refer to the Injury Reference on page 51 for details about each injury.

(image courtesy of darksouls.wikia.com)

Injury Roll Calculation:

$$3 \text{ Dice Roll} + \text{Attack Damage Value} - \text{Higher of your Brawn or Grace}$$


The tables here apply to both humans and flesh-and-blood monsters. Monsters that lack flesh are immune to slashing & piercing injuries. Monsters that lack bones are immune to bludgeoning injuries.

Slashing & Piercing Injuries	
3-4	The attack causes heavy bleeding, but no long-term injuries.
5-7	The attack rips through your shoulder. You suffer a torn deltoid .
8-10	The attack slashes the back of your leg. You suffer a torn Achilles tendon .
11-13	With a flash of pain, your leg suddenly fails you. You are hamstrung .
14-16	As the attack passes, you realize the world has gone darker. You are blinded in one eye.
17-18	Roll another die: 1-3: Dismembered leg . 4-6: Dismembered arm . You press forward despite your brutal flesh wound.
19-20	The attack pierces your windpipe, killing you instantly .
21+	You are gruesomely disemboweled, and die quickly . Humans who see you die suffer Horror.

Bludgeoning Injuries	
3-4	The attack causes intense pain, but no long-term injuries.
5-7	There's a crack and a sharp pain in your torso. You suffer a broken rib .
8-10	The world whirls around you from a strike to the head. You suffer a concussion .
11-13	Roll another die: 1-3: Broken leg . 4-6: Broken arm . A sharp crack rattles your limb.
14-16	You suffer a ruptured spleen from a blow to the chest.
17-18	You suffer an intracranial hemorrhage from a blow to the head.
19-20	A blow to the chest drives a bone fragment through your heart, killing you instantly .
21+	Your skull is brutally shattered, erupting in a rush of blood and killing you instantly . Humans who see you die suffer Horror.

(image courtesy of warosu.org)



Wielding Weapons

You can only have one weapon in hand at a time. Switching to a different weapon during combat takes one action. Drawing a weapon at the start of combat is free.

Some weapons require two hands to wield. You can only use a two-handed weapon while you're not carrying anything in your off-hand, including a shield.

Ranged weapons are powerful, but unwieldy to handle in melee range. If you are attacked with a melee attack while wielding a ranged weapon, you suffer a -2 penalty to your dodge roll.

Other Actions

You are not limited to just moving and attacking during combat. Here are some examples of other things you can do during combat:

- ❖ Set a trap using Skullduggery.
- ❖ Tend to an injured ally using Medicine.
- ❖ Cast a ritual.
- ❖ Reload a crossbow or firearm.
- ❖ Use an alchemic concoction.
- ❖ Encourage a bystander to join the fight using Persuasion.

These are just examples; you're not limited to the actions on this list.

Combat Examples

Turn Order

Odric and Gertrude are ambushed by a vicious werewolf as they make camp for the night. Everyone rolls to determine turn order:

Odric: rolled 3 + 4 Grace = 7

Gertrude: rolled 6 + 2 Grace = 8

Werewolf: rolled 2 + 5 Grace = 7

Gertrude has the highest total, so she goes first. Odric and the werewolf are tied. The werewolf wins the tie, because monsters always win ties with humans. The werewolf goes second, and Odric goes last.

Attacking

Gertrude uses her first action to move, approaching the werewolf. Then she uses her second action to attack using her longsword.

Gertrude makes an attack roll, and rolls a 5. She is proficient with Swords, so she adds her Brawn. She has 4 Brawn, so the attack roll totals to 9.

The werewolf makes a dodge roll. It rolls a 2. It has a Dodge bonus of 5, so its dodge roll totals to 7. Gertrude's attack connects!

Damage

Gertrude's sword has a damage value of 2. Since she's proficient with swords, she adds her Brawn to the damage. She has 4 Brawn, so the total is now 6. The werewolf's tough hide gives it 2 Armor Protection. The total damage dealt to the werewolf's stamina is 4.

Lethal Damage & Injuries

During the fight, Odric is worn down by the werewolf's attacks, and his Stamina is reduced to 0. Then, the werewolf bites him again. Since Odric is out of Stamina, the bite does a point of Lethal Damage.

Adrenaline kicks in, and Odric recovers some Stamina. His Max Stamina is 5. Half of 5, rounded down, is 2, so Odric regains 2 Stamina.

Then, Odric receives an injury. The werewolf's bite is a piercing attack, so he rolls on the Slashing & Piercing Injuries table. He rolls 3 dice, and gets a 15. The werewolf bite did 4 damage, so he adds 4 to the roll. Then he subtracts 4, for his Grace attribute. The total is 15.

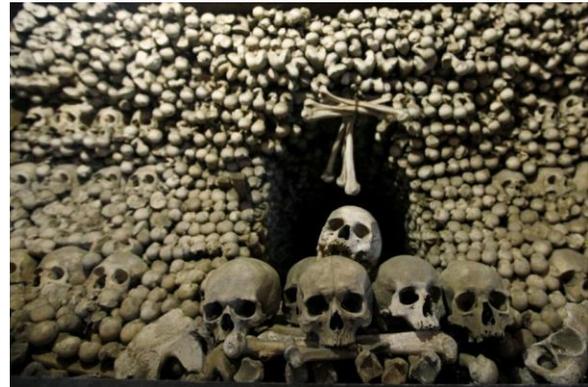
A 15 on the Slashing & Piercing Injuries table inflicts blinding. The werewolf lunges for Odric's face, and its huge fangs pierce Odric's eye!

DEATH & HEALING

If you take 3 points of Lethal Damage, you die. Whether by bleeding out, or by pure physical shock, your life ends.

Dealing with Death

The harsh truth is that most adventurers die very early deaths. Death is something the party should prepare themselves to deal with. Even if you die, your material goods are not lost. If you passed on your knowledge to a less experienced ally before you died, you've helped them avoid meeting such a tragic end themselves.



(image courtesy of newsweek.com)

Your adventure does not have to end when your character dies. You can always create a new character, rejoining your old allies with a new perspective. Learn from those who came before you, and seek a better fate.

Healing

After any combat, you recover all of your Stamina, as long as you have at least a brief chance to rest.

Recovering from Lethal Damage is not so easy. You'll need medical aid and a longer period of rest to heal from Lethal Damage.

Medical aid is required to recover from Lethal Damage. Anyone proficient in Medicine can use a field medicine kit to aid themselves or others in recovery. After you've received medical aid, you need to rest 12 hours for each point of Lethal Damage before you are fully recovered.

CONDITIONS

Conditions are temporary afflictions that can affect you during combat. They fade away once combat ends. Some can be removed in other ways during combat.

Deafened

An incredibly loud noise leaves your ears ringing. You suffer -2 to dodge rolls. Also, you must succeed at a Difficulty 4 Wits check to hear spoken communication.

Horror

Your heart is stricken with fear, weakening your resolve. You suffer -2 to attack rolls.

A person proficient in Persuasion can try to rally your courage, removing Horror. They roll a die, and succeed if they roll below your Will attribute.

Petrified

An evil gaze fills your body with numbing terror. You cannot move or act for as long as you can see the being that petrified you.

DISTURBANCES

Disturbances are scars of the psyche. Harrowing experiences leave permanent marks on a person's mental and emotional state, manifesting as Disturbances.

When you face an especially traumatic experience, you may need to succeed at a Will check, or else suffer a Disturbance. The check's difficulty depends on how upsetting the experience is for you.

Unlike most difficulty checks, the player doesn't roll to resist a Disturbance; instead, the GM rolls for the player, and keeps the result secret. You will not know if you failed the check until later, when the GM reveals your new Disturbance.

Here are some examples of situations that could instigate a Disturbance:

- ❖ Prolonged pain or torture (*difficulty 6 check*)
- ❖ Learning a secret that rattles your beliefs (*difficulty 7 check*)
- ❖ Seeing a loved one die horribly (*difficulty 9 check*)
- ❖ Seeing all your comrades die horribly (*difficulty 12 check*)

The GM may determine what Disturbance you develop by either rolling randomly, or selecting one that they deem appropriate. For example, if you develop a Disturbance from watching someone burn alive, the GM may decide that you will develop a phobia of fire, or that you will start hearing agonized screaming from no known source.

When you develop a Disturbance, the GM records it secretly. You will not know exactly what sort of Disturbance you've developed until an appropriate time comes for the GM to reveal it. Once it is revealed, record the Disturbance on your character sheet.

The list of possible Disturbances can be found in the Disturbance Reference on page 53.



(image courtesy of Igor Kieryluk)

Revealing Disturbances

The right time to reveal a Disturbance will vary widely depending on the character and the situation, and so is left up to the GM's discretion. Some Disturbances can affect the character even before they are revealed. Each Disturbance in the Disturbance Reference includes suggestions on when it should be revealed to the player.

Rolling for Disturbances

To roll for a random Disturbance, roll two dice and consult the Disturbance Table below:

Disturbance Table	
2	Infestation
3	Voices
4	Amnesia
5	Phobia
6	Detachment
7	Vigilance
8	Melancholia
9	Compulsion
10	Paranoia
11	Apparitions
12	Undeath

Grievous Disturbances

If you already have a Disturbance, and you fail a check to resist developing another, the GM may decide to change one of your current Disturbances into a more severe version instead of adding a new one. A more intense Disturbance is known as a Grievous Disturbance.

Grievous Disturbances have additional effects that are more distracting and impairing than their mundane variants. The GM may take direct control of the afflicted character to enforce the effects of Grievous Disturbances.

ALCHEMY

Alchemy is the art of extracting essences from physical materials and combining them to unlock greater power. It is an esoteric craft, requiring specialized equipment and dedicated study before one can even scratch its surface. For a determined student, though, the powerful secrets of alchemy are well worth the effort.

To perform alchemy, you need Alchemy proficiency. You also need alchemic tools. A **field alchemy kit** is enough for basic formulae, and can be carried around with you. More advanced formulae require more advanced tools, which are usually too heavy or unwieldy to travel with. These can be kept in your home or laboratory, if you have one.

Then, to make something, you need appropriate components. Any alchemic formula will tell you what components you need to create it.

Creating something with alchemy also takes time. Basic formulae typically take 10 minutes to complete. More advanced formulae may need a few hours, or even days.

Before you can use an alchemic formula, you first need to learn it. Basic formulae

are easy to find in any common alchemic text, and are considered automatically “learned” by anyone proficient in Alchemy. Advanced formulae can only be discovered either by experimenting, or by finding them recorded somewhere in the world. You can also learn formulae from other player characters who already know them.

The rarest and most difficult formulae of all are classified as Obscure formulae. Even if you find a record of one, you must have the Erudite heroic trait to understand the formula well enough to attempt it.

The following section contains examples of alchemic formulae. It is not exhaustive; use the examples as templates to create your own!

ALCHEMIC FORMULAE

Alchemic Formula Template

Formula Name

Complexity: *Basic/Advanced/Obscure*

Components: *Components needed*

Time: *Time to create*

Tools: *Any special tools needed*

Sale value: *Product’s market value*

Effect: *Product’s practical effects*

Describe what this formula creates, and the process to make it.

Elixir of Strength

Complexity: Advanced

Components: trolls’ blood, basilisk venom, iron dust, water

Time: 3 hours

Tools: Alchemic oven

Sale value: 1,000h

Effect: Permanent +1 Brawn, reduce natural life expectancy by 10 years

Mix the blood, venom, and iron dust, then heat them in an oven to create the core of the solution. After you’ve heated it, dissolve in water to make it drinkable. The concoction is incredibly bitter, and leaves the mouth burning for weeks, but it’s worth the palpable surge in power.

Panacea

Complexity: Obscure

Components: phoenix ashes, gold dust, crushed citrine, ginseng, trolls' blood, holy water

Time: 1 week

Tools: Silver basin

Sale value: at least 10,000h

Effect: Cure all diseases and permanent injuries over the course of 1 month

One of the most sought-after solutions in the alchemist's trade. The components are brought to a slow boil in the basin over the course of 3 days. Then, still boiling, the solution is left in full sunlight during the day, and the light of the full moon at night. Once the panacea is consumed, the imbiber miraculously recovers from all injuries and ailments, even growing back lost limbs.

Regenerative Salve

Complexity: Basic

Components: trolls' blood, calendula, alcohol, water

Time: 10 minutes

Tools: Field alchemy kit

Sale value: 250h

Effect: Recover 1 point of Lethal Damage within 20 minutes

Applied to a flesh wound, this solution speeds healing at an inhuman rate. Painful, but effective.

Wolfsbane Coating

Complexity: Basic

Components: wolfsbane, milk, honey

Time: 10 minutes

Tools: Field alchemy kit

Sale value: 150h

Effect: Weapon deals bonus damage to werewolves for 1 combat

This simple but potent concoction is considered an essential for werewolf hunting. Coat a bladed weapon with this sticky goop, and it will penetrate the foul beasts' flesh like butter.

RITUALS

Rituals are a means of contacting and harnessing powerful forces beyond mortal ken. Conducting a ritual requires not only esoteric knowledge, but also the force of mind to bend the world to your will.

Rituals come in two varieties: **holy** and **occult**. Holy rituals are associated with benevolent spiritual forces. Occult rituals are associated with otherworldly beings of inscrutable intent. Mainstream Iodan society generally considers holy rituals to be "good," and occult rituals "evil," but their morality is largely a matter of individual perspective.

To conduct a ritual, you must be proficient in its associated field. Holy rituals require

proficiency in Faith. Occult rituals require proficiency in Occultism.

Each ritual has its own process and requirements to conduct it. Many require material components, vocal incantations, or the presence of special symbols. Some must be conducted in certain locations, or at a certain time.

To successfully cast a ritual, you need to make a Will check. The check's difficulty is equal to the ritual's difficulty.

Example

Siegward wants to conduct a Prayer of Protection, beseeching God to lend his holy shield for a coming battle.

Prayer of Protection is a holy ritual Siegward is proficient in Faith, so he is able to cast it.

Prayer of Protection's difficulty score is 8. Siegward rolls a die, and rolls a 5. He has 5 Will, so he adds that to the roll, for a total of 10. The ritual is successful, and God grants Siegward His blessing.

Ritual procedures are not common knowledge. Before you can conduct a ritual, you first need to learn about it. Basic rituals are usually well-known among scholars, and can be learned from any educated priest or occultist willing to

teach you. Advanced rituals are harder to find. Holy rituals likely need to come from high-ranking religious officials who trust you, and occult rituals likely need to come from secret societies or the abandoned notes of former occultists. You can also learn rituals from other player characters who already know them.

The most powerful and mysterious rituals of all are classified as Obscure rituals. Even if you find a record of how to cast one, you must have the Erudite heroic trait before you can even hope to understand it.

Performing the same ritual too often risks annoying the otherworldly forces you were hoping to call upon. At the GM's discretion, your ritual may be ignored, or you may even be temporarily cursed. You can avoid this by waiting a few days or so between ritual castings.

The following sections contain examples of rituals. They are not exhaustive; use the examples as templates to create your own!

HOLY RITUALS

Holy Ritual Template

Ritual Name

Complexity: *Basic/Advanced/Obscure*

Difficulty: *Difficulty of success*

Components: *Components needed*

Time: *Time to complete*

Effect: *Ritual's practical effects*

Describe how the ritual is cast, and its effects when successful.

Bless Water

Complexity: Advanced

Difficulty: 7

Components: holy symbol, water

Time: 1 hour

Effect: Convert water into holy water

The caster submerges their holy symbol in the water, then recites a prayer. The caster must enter a state of deep meditation while still reciting the prayer. If successful, the caster will simply know when the water has been fully blessed, becoming holy water.

(image courtesy of Josh Calloway)

Bless the Worthy

Complexity: Basic

Difficulty: 6

Components: holy water

Time: 5 minutes

Effect: Subject receives +1 to attack and dodge rolls for one day

The caster pours holy water into the cupped hands of another person. The caster calls out, formally requesting that the subject be blessed, and then the subject submerges their nose and lips in the water for one minute.

Lay on Hands

Complexity: Basic

Difficulty: 10

Components: none

Time: 10 seconds

Effect: Subject fully recovers Stamina
The caster lays both hands upon a subject, and chants a holy word seven times.



Prayer of Protection

Complexity: Advanced

Difficulty: 8

Components: holy symbol

Time: 30 minutes

Effect: The next time you would roll to receive an injury, automatically get a 3 on the roll

The caster recites a long incantation, and gestures with their holy symbol in hand to trace a symbolic representation of a shield.

Resurrection

Complexity: Obscure

Difficulty: 10

Components: holy water, silver scalpel

Time: 30 minutes

Effect: A corpse that died violently in the last 6 hours is revived, recovering 1 point of Lethal Damage.

The caster submerges the blade of the scalpel in holy water, then uses it to pierce the heart of a person who has died violently in the last 6 hours. The caster chants an invocation, beseeching that the dead be granted mercy. Finally, the corpse draws breath and awakens.

OCCULT RITUALS*Occult Ritual Template***Ritual Name**Complexity: *Basic/Advanced/Obscure*Difficulty: *Difficulty of success*Components: *Components needed*Time: *Time to complete*Effect: *Ritual's practical effects*

Describe how the ritual is cast, and its effects when successful.

Blood Offering

Complexity: Basic

Difficulty: 6

Components: ritual incense, knife

Time: 30 minutes

Effect: +2 to your attack rolls and -1 to your dodge rolls for 1 day

The caster burns ritual incense to draw spirits to them. Then, the caster dribbles a drop of their blood into the incense as an offering. Solemnly, the caster promises more blood to come, exciting the spirits.

Dread Aroma

Complexity: Obscure

Difficulty: 10

Components: ritual incense, black lotus

Time: 30 minutes

Effect: For 3 hours, all people and creatures in the caster's presence must beat a Will check at difficulty 10, or flee in overwhelming terror

Black lotus is burnt as ritual essence, and the caster perfumes themselves in its scent. The scent of the black lotus attracts a powerful demonic presence from another plane to the caster.

Final Visions

Complexity: Advanced

Difficulty: 7

Components: ritual incense, lilies

Time: 1 hour

Effect: See important moments from a corpse's last day of life

The caster encircles a corpse in lilies, then burns the essence and enters deep meditation. The lilies and essence are meant to draw out the body's last vestiges of life, granting visions of the deceased's final day.

MONEY & ITEMS

Iod's currency is the hart: a silver coin emblazoned with a regal stag, the symbol of the royal Hart family. Remote parts of the country often conduct their business through bartering, but in the heart of Iod, merchants deal only in harts.

You can find or buy a variety of other items during your travels. You can carry up to 3 weapons at once, plus a shield, armor, and any number of portable items. Large items can't be easily carried with you on your travels, but you can keep them in your home or an inn room.

The following sections list examples of typical items you can find in your travels or buy from a merchant.

WEAPONS

Weapon Template**Weapon Name**

Type, Melee/Ranged, One-/Two-handed

Damage: Base damage amount

Damage type: Slashing, Piercing, or Bludgeoning

Range: Attack range

Value: Market price

Reload time: Actions to reload a shot in combat, for firearms and crossbows

Special: Any unique properties

Description of the weapon

Arming sword*Sword, Melee, One-handed*

Damage: 5

Damage Type: Slashing

Range: 5 ft

Value: 50h

*A reliable and popular sword.***Arquebus***Firearm, Ranged, Two-handed*

Damage: 7

Damage Type: Piercing

Range: 360 ft

Value: 400h

Reload time: 2 actions

*A long gun fired using a lever.***Aspergillum***Club, Melee, One-handed*

Damage: 3

Damage Type: Bludgeoning

Range: 5 ft

Value: 100h

Special: +4 damage vs monsters weak to holy water

*A large mace with a holy water-soaked sponge inside the head.***Battle axe, large***Axe, Melee, Two-handed*

Damage: 7

Damage Type: Slashing

Range: 5 ft

Value: 80h

*A big, heavy combat axe.***Battle axe, small***Axe, Melee, Two-handed*

Damage: 5

Damage Type: Slashing

Range: 5 ft

Value: 70h

*A standard combat axe.***Crossbow***Crossbow, Ranged, Two-handed*

Damage: 6

Damage Type: Piercing

Range: 300 ft

Value: 150h

Reload time: 4 actions

*Makes up for slow loading with power and ease of use.***Longbow***Bow, Ranged, Two-handed*

Damage: 4

Damage Type: Piercing

Range: 500 ft

Value: 100h

*Standing tall as its wielder, this bow is designed for very long range firing.***Longsword***Sword, Melee, Two-handed*

Damage: 6

Damage Type: Slashing

Range: 10 ft

Value: 90h

*A long, straight sword combining power and precision.***Lucerne hammer***Polearm, Melee, Two-handed*

Damage: 4

Damage Type: Bludgeoning

Range: 15 ft

Value: 80h

*The small hammer head is mounted on a long stick, with spikes extending from the top and back.***Pike***Polearm, Melee, Two-handed*

Damage: 4

Damage Type: Piercing

Range: 20 ft

Value: 60h

An especially long and heavy spear.

Recurve Bow*Bow, Ranged, Two-handed*

Damage: 5

Damage Type: Piercing

Range: 300 ft

Value: 120h

This bow's elegant curves allow it to launch arrows with great force.

AMMO

Arrows

Value: 1h each

*Fired from traditional bows.***Bolts**

Value: 1h each

*Fired from crossbows.***Bullets**

Value: 3h each

Fired from guns.

ARMOR

Armor Template**Armor Name**Armor Protection: *Damage reduction*Armor Weight: *Penalty to dodging*Value: *Market price*Special: *Any unique properties**Description of the armor***Brigandine Armor**

Armor Protection: 2

Armor Weight: 1

Value: 80h

*Heavy garments reinforced with small steel plates inside.***Mail Armor**

Armor Protection: 3

Armor Weight: 2

Value: 120h

*Armor composed of thick, interlocking metal rings.***Plate Armor**

Armor Protection: 4

Armor Weight: 4

Value: 200h

Special: -1 Slashing damage

Armor covered in heavy metal plates shaped to not only absorb strikes, but deflect them away from the wearer.

SHIELDS

Kite Shield

Shield Bonus: 2

Value: 80h

*A tall, sturdy shield.***Round Shield**

Shield Bonus: 1

Value: 30h

This shield is small and simply made, but still serves its purpose.

OTHER GEAR

Field Alchemy Kit

Value: 40h

*Portable implements for mixing, separating, and heating alchemic substances. Allows an alchemist to create Basic formulae.***Field Medicine Kit**

Value: 25h

*Contains bandages, alcohol, and other essential supplies for treating Lethal Damage. Lasts for 5 uses.***Holy symbol**

Value: 10h

A small pendant or charm in the shape of an important religious symbol. Used in holy rituals.

Horse

Value: 300h

A reliable steed for crossing long distances.

Ritual Incense

Value: 15h

When burned, this substance's scent is attractive to otherworldly beings, allowing them to influence this plane. Used in occult rituals.

Mechanical Tools

Value: 30h

Individuals skilled in Skullduggery can use these to open locks and sabotage traps.

(image courtesy of gameofthrones.wikia.com)



MONSTERS

All manner of foul monsters roam the Hellwilds. If you hope to kill them, you first should learn about them.

Identifying Monsters

Most people in Iod don't know much about the creatures outside their borders. If you are proficient in Biology or Occultism, though, you know more about monsters than the average person. You can try to identify any monster you encounter, and learn more about it.

All monsters are classified as either *natural* or *unnatural* in origin. To identify a natural monster, you need proficiency in Biology. To identify an unnatural monster, you need proficiency in Occultism.

Identifying a monster requires a Biology or Occultism check. The difficulty is determined by the monster's *obscurity*.

If you succeed, you learn the monster's weaknesses, resistances, and attacks. You never need to identify that particular monster again; you know everything you need to know now.

Monster Template

Monster Name

Identification

Class: *Natural or Unnatural*

Obscurity: *Ranges from 1 to 10. Low for common monsters, high for rare or esoteric monsters.*

Stats

Brawn: *X*

Grace: *X*

Wits: *X*

Will: *X*

Max Stamina: *Typically calculated as (Brawn + Will) x 1.5*

Natural Armor Protection: *X*

Natural Armor Weight: *X*

Dodge Bonus: *Bonus added to dodge rolls*

Movement Speed: *X ft*

Size: *How many grid squares it occupies*

Weaknesses

+X damage from a particular damage type or source

Resistances

-X damage from a particular damage type or source

Products

Items obtained from the dead monster, and their monetary value

Attacks

Damage: *X*

Damage Type: *Bludgeoning, Piercing, or Slashing*

Range: *X ft*

Special: *Any special effects or properties of this attack.*

Description of the monster's appearance and where it is found.

MONSTER LIST

(image courtesy of Marcelo A. Orsi Blanco)



Aberration

Identification

Class: Unnatural

Obscurity: 10

Stats

Brawn: 8

Grace: 1

Wits: 2

Will: 8

Max Stamina: 24

Natural Armor Protection: 0

Natural Armor Weight: 0

Dodge Bonus: 0

Movement Speed: 5 ft

Size: 4

Weaknesses

+3 Holy damage

+10 damage each turn in direct sunlight

Resistances

-3 Piercing damage

-5 Bludgeoning damage

Products

None

Devour

Damage: 20

Damage Type: Piercing

Range: 5 ft

Special: If this attack's victim suffers lethal damage, they add 5 to their injury roll.

Incite Fear

Damage: N/A

Range: 30 ft

Special: This attack's victim must beat a Will check at 5 difficulty or else suffer the Petrified and Horror conditions.

Bizarre entities that lurk deep within the ruins on the Titan's Spine. Their origins are unknown. Even their appearance is uncertain, for they shun the light and only dwell in deep subterranean darkness.

Basilisk

Identification

Class: Natural

Obscurity: 5

Stats

Brawn: 6

Grace: 3

Wits: 1

Will: 6

Max Stamina: 18

Natural Armor Protection: 3

Natural Armor Weight: 2

Dodge Bonus: 0

Movement Speed: 20 ft

Size: 1

Weaknesses

+3 Bludgeoning damage

Resistances

-3 Slashing damage

Products

Basilisk venom (300h)

Basilisk scales (400h)

Basilisk eyes (300h)

Venomous Bite

Damage: 6

Damage Type: Piercing

Range: 5 ft

Special: If the attack connects, victim beats a Brawn check at 6 difficulty or else suffers the Petrified condition.

Terrible Gaze

Damage: N/A

Range: 30 ft

Special: This attack always connects if the target can see the basilisk's eyes. The victim must beat a Will check at 6 difficulty or else suffer the Petrified condition.

A great, eight-legged lizard feared for its evil gaze and venom. Its metallic scales shimmer strangely in the light, like countless eyes blinking rapidly against its glare. Native to God's Mirror and the Wailing Garden.

Dreadlord

Identification

Class: Unnatural

Obscurity: 9

Stats

Brawn: 7

Grace: 4

Wits: 5

Will: 10

Max Stamina: 26

Armor Protection: 6

Armor Weight: 4

Dodge Bonus: 0

Movement Speed: 70 ft

Size: 1



(image courtesy of Kentarou Miura)

Weaknesses

+5 Holy damage

Resistances

-3 Slashing damage

Products

Dreadlord Armor (2,000h)

Blade of the Dead (2,000h)

Slash

Damage: 7

Damage Type: Slashing

Range: 5 ft

Dread Call

Damage: N/A

Range: 200 ft

Special: The Dreadlord raises his blade skyward, and a deep, unnatural tone rings forth. Other undead beings recover 3 Stamina. Living beings must beat a difficulty 5 Will check or else suffer the Horror and Deafened conditions.

Shroud of Fog

Damage: N/A

Range: 100ft

Special: Thick fog materializes around the Dreadlord, obscuring vision. Living beings that rely on their vision suffer -2 to attack rolls while in the fog's area.

An undead knight of unknown identity. These imposing figures lead their undead followers from atop armored steeds. They are seen riding in the Dreadmire at night.



*(image courtesy of
prophetharm.deviantart.com)*

Ghiti Hunter

Identification

Class: Natural

Obscurity: 6

Stats

Brawn: 3

Grace: 6

Wits: 5

Will: 6

Max Stamina: 14

Natural Armor Protection: 1

Natural Armor Weight: 0

Dodge Bonus: 4

Movement Speed: 40 ft

Size: 1

Weaknesses

+4 damage from garlic coating

Resistances

None

Products

Tarnished blood crystals (200h)

Claw

Damage: 3

Damage Type: Slashing

Range: 5 ft

Parasitize

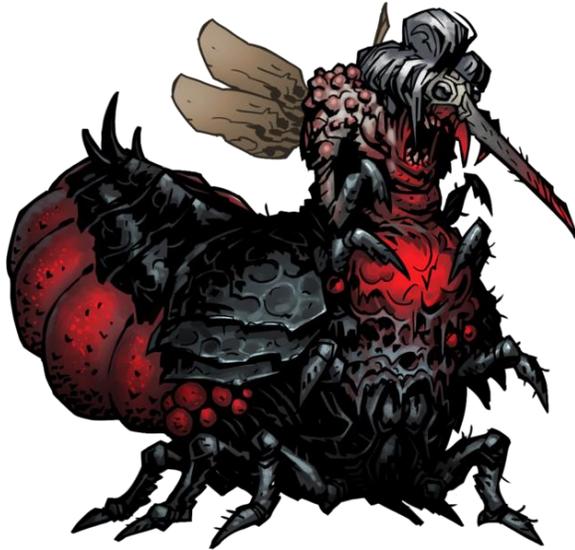
Damage: 4

Damage Type: Piercing

Range: 5 ft

Special: If this attack connects, the ghiti bites deep into the target and drinks some of its blood, recovering 4 Stamina.

A cruel, cunning hunting drone. They prowl through the Wailing Garden in packs, hunting prey to bring back to their queens. Some wield spears or bows, but others prefer feeling blood on their claws.



(image courtesy of Darkest Dungeon)

Ghiti Matriarch

Identification

Class: Natural

Obscurity: 8

Stats

Brawn: 4

Grace: 1

Wits: 7

Will: 7

Max Stamina: 17

Natural Armor Protection: 3

Natural Armor Weight: 3

Dodge Bonus: 0

Movement Speed: 10 ft

Size: 4

Weaknesses

+4 damage from garlic coating

Resistances

-2 Slashing damage

Products

Pure blood crystals (500h)

Ghiti eggs (300h)

Mother's Call

Damage: N/A

Range: 200 ft

Special: All ghiti that hear the call move to assist the Matriarch in battle.

Claw

Damage: 3

Damage Type: Piercing

Range: 5 ft

Exsanguinate

Damage: N/A

Range: 5 ft

Special: The matriarch drains the blood of a willing ghiti or a thrall, killing the sacrifice but fully recovering her stamina.

One of the ghiti's ruling class, and a revered mother to her brood. Her children live for her. Found in the Wailing Garden.

Phoenix

Identification

Class: Unnatural

Obscurity: 9

Stats

Brawn: 3

Grace: 8

Wits: 5

Will: 10

Max Stamina: 20

Natural Armor Protection: 0

Natural Armor Weight: 0

Dodge Bonus: 6

Movement Speed: 50 ft

Size: 1

Weaknesses

+3 damage from firearms

Resistances

- 3 Slashing damage
- 3 Piercing damage
- 3 Bludgeoning damage

Products

Phoenix ashes (5,000h)

Touch of Age

Damage: 8

Damage Type: Piercing

Range: 5 ft

Special: The phoenix's touch sends part of your body through the millennia and back in an instant. Increase your age by 3 years.

Prophecy

Damage: N/A

Damage Type: N/A

Range: 30 ft

Special: In a whisper only the target can hear, the phoenix reveals a dark secret from elsewhere in time. The victim must beat a Will check at 10 difficulty or else suffer the Horror condition.

Reversal

Special: The phoenix instantly returns to the location where it started combat, and recovers all of its Stamina.

Light distorts around the phoenix, creating the shape of a bird with incandescent wings. The creature has been lost in time, and does not belong on this plane. Upon its death, one may see briefly its true form before it dissolves to ashes: almost human, yet disturbingly not. Sighted rarely in God's Mirror.

Skeleton Spearman

Identification

Class: Unnatural

Obscurity: 2

Stats

Brawn: 2

Grace: 1

Wits: 1

Will: 1

Max Stamina: 5

Armor Protection: 2

Armor Weight: 4

Dodge Bonus: 0

Movement Speed: 20 ft

Size: 1

(image courtesy of Seb McKinnon)



Weaknesses

+3 Bludgeoning damage
+5 Holy damage

Resistances

-3 Slashing damage
-3 Piercing damage

Products

Decayed armor (50h)
Decayed spear (30h)

Stab

Damage: 3
Damage Type: Piercing
Range: 15 ft

Risen remains of ancient soldiers or peasants. They do not know tactics or technique, but neither do they know mercy or restraint. They appear in great numbers when night falls on the Dreadmire.

Titan

Identification

Class: Natural
Obscurity: 7

Stats

Brawn: 30
Grace: 3
Wits: 2
Will: 20
Max Stamina: 75
Natural Armor Protection: 5
Natural Armor Weight: 5
Dodge Bonus: 0
Movement Speed: 60 ft
Size: 16

Weaknesses

+2 Piercing damage
+10 damage from basilisk venom

Resistances

-10 Bludgeoning damage

Products

Titan's blood (3,000h)
Titan's teeth (400h)
Titan's hide (4,000h)

Crush

Damage: 20
Damage Type: Bludgeoning
Range: 10 ft

Bellow

Range: 200 ft
Special: The titan's war-cry is deafening to human ears. All non-titan combatants in range suffer the Deafened condition.

The towering kings of the Titan's Spine. These solitary creatures view humans as pests, mere insects marring their beautiful mountain domain.

Troll

Identification

Class: Natural
Obscurity: 6

Stats

Brawn: 8
Grace: 1
Wits: 1
Will: 8
Max Stamina: 24
Natural Armor Protection: 2
Natural Armor Weight: 2
Dodge Bonus: 0
Movement Speed: 20 ft
Size: 4

Weaknesses

+2 Slashing damage

Resistances

-4 Bludgeoning damage

Products

Troll's blood (200h)

Troll hide (100h)

Punch

Damage: 7

Damage Type: Bludgeoning

Range: 5 ft

Regeneration

Special: The troll makes a Brawn check at 12 difficulty. If it succeeds, it recovers from one point of Lethal Damage.

This beast takes the earth around it into itself, infusing its body with nature's resilience. Hostile to all intelligent creatures. Can be found all throughout the Hellwilds.

Werewolf

Identification

Class: Natural

Obscurity: 4

Stats

Brawn: 5

Grace: 6

Wits: 2

Will: 3

Max Stamina: 12

Natural Armor Protection: 2

Natural Armor Weight: 0

Dodge Bonus: 5

Movement Speed: 60 ft

Size: 2

Weaknesses

+5 damage from wolfsbane coating

+2 Piercing damage

Resistances

-2 Bludgeoning damage

Products

Werewolf pelt (200h)

Bite

Damage: 5

Damage Type: Piercing

Range: 5 ft

Claw

Damage: 4

Damage Type: Slashing

Range: 5 ft

Howl

Damage: N/A

Range: 100 ft

Special: Everyone who hears the terrible howl must beat a Will check at 6 difficulty or suffer the Horror condition.

Giant wolves with human eyes. Folk legends tell that werewolves seek to devour humans so that they can become human themselves. Native to the Titan's Spine.

(image courtesy of heyyalldoin.org)



HUMAN ENEMIES

Monsters are not the only things that might threaten your party. Evil lurks within the hearts of mankind, as well.

Human enemies do not have special weaknesses or resistances like monsters do. They also don't have an Obscurity level. They don't have special attacks; they instead use weapons, and attack using the same rules as player characters.

Here are some examples of typical human enemies:

(image courtesy of Zsolt Varga)



Bandit

Stats

Brawn: 4

Grace: 3

Wits: 2

Will: 2

Max Stamina: 6

Movement Speed: 30 ft

Weapons

Pike

Polearm, Melee, Two-handed

Damage: 4

Damage Type: Piercing

Range: 20 ft

Armor

Brigandine Armor

Armor Protection: 2

Armor Weight: 1

Proficiencies

Axes & Clubs, Polearms, Deceit, Dodging



Royal Guard

(image courtesy of Krist Miha)

Stats

Brawn: 4

Grace: 3

Wits: 3

Will: 4

Max Stamina: 8

Movement Speed: 30 ft

Weapons

Lucerne hammer

Polearm, Melee, Two-handed

Damage: 4

Damage Type: Bludgeoning

Range: 15 ft

Armor

Plate Armor

Armor Protection: 4

Armor Weight: 4

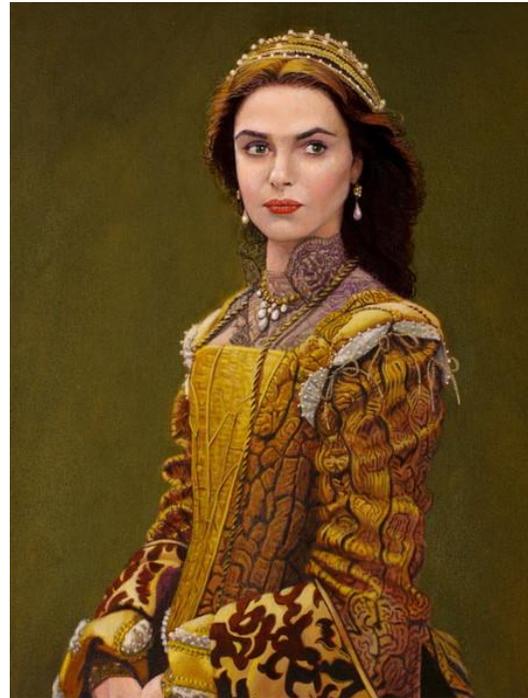
Special: -1 Slashing damage

Proficiencies

Axes & Clubs, Polearms, Swords, Medicine

IMPORTANT PEOPLE

This section contains information about important people you may encounter during your journeys.



(image courtesy of Hedward Brooks)

Queen Althana Hart

Stats

Brawn: 2

Grace: 4

Wits: 4

Will: 5

Max Stamina: 7

Movement Speed: 30 ft

Experience Rank: Veteran

Proficiencies

Bows, Deceit, Persuasion, Biology, Faith, Medicine

Traits

Deadeye
Inspiring Leader

The Queen of Iod. In her 28-year reign, she has established herself as a loved and respected ruler. Ambitious and optimistic, she is known as a risk-taker whose gambles usually pay off. Her biggest accomplishment has been the systematic settlement of Iod's outer reaches, spreading the Crown's influence into the Hellwilds.

Archward Carileph

Stats

Brawn: 3
Grace: 2
Wits: 4
Will: 5
Max Stamina: 8
Movement Speed: 30 ft
Experience Rank: Veteran

Proficiencies

Axes & Clubs, Deceit, Persuasion, Faith, Medicine, Occultism

Traits

Inspiring Leader
Unshakeable Faith

The highest-ranked priest in the Wardist church. Carileph is known throughout Iod for traveling to embattled frontier villages, offering hope and God's blessings. Despite his reputation as a wise and benevolent leader, malicious rumors persist about his rise to power.

Officer Inga

Stats

Brawn: 3
Grace: 2
Wits: 4
Will: 3
Max Stamina: 6
Movement Speed: 30 ft
Experience Rank: Amateur

Proficiencies

Axes & Clubs, Polearms, Deceit, Persuasion, Survivalism, Medicine

Traits

Survival Instinct
Old Dog

Quartermaster for the Queen's Company. Her official job is to procure legitimate goods for the Company, but she maintains secret contacts in the underworld, as well. Inga comes from a criminal background, and might tell you about it if you can get past her gruff attitude.

*(image courtesy of
allnamesinuse.deviantart.com)*



INJURY REFERENCE

Blinded

You've lost vision in one eye, or lost an eye entirely. -1 penalty to attack rolls and dodge rolls. If you are blind in both eyes, you take a -4 penalty to attack rolls, dodge rolls, and rolls to use any skill you are not proficient with. ***Permanent.***

Broken Arm

A broken bone makes your arm weak and painful to move. -2 penalty to attack rolls, and -1 damage dealt with melee weapons. Before a broken bone can heal properly, it must be held in place with a splint. ***Heals in 3 months, with rest.***

Broken Leg

A broken bone makes your leg weak and painful to move. Reduce movement speed by 10 feet. -2 penalty to dodge rolls. Before a broken bone can heal properly, it must be held in place with a splint. ***Heals in 3 months, with rest.***

Broken Rib

One of your ribs is broken, causing persistent pain in your torso. -1 penalty to attack rolls and dodge rolls. ***Heals in 3 months, with rest.***

Concussion

A blow to the head has left you reeling. You suffer -1 Grace, -1 Wits, and -1 Will. ***Heals in 3 weeks, with rest.***

Dismembered Arm

Your arm was completely severed from your body. You can no longer use weapons or items that require two hands. If you've lost both arms, you can no longer use weapons or items that require hands at all. ***Permanent.***

Dismembered Leg

Your leg was completely severed from your body. Walking or running without support from a crutch is extremely difficult. While using a crutch, movement speed is reduced by 15 feet, you take a -2 penalty to dodge rolls, and you can't use weapons or items that require two hands. Without a crutch, movement speed is reduced by 25 feet, and you take a -4 penalty to dodge rolls. If you've lost both legs, you can no longer benefit from a crutch. ***Permanent.***

Hamstrung

The tendons in your thigh are severed. Moving the injured leg is both difficult and agonizingly painful. Reduce movement speed by 15 feet. -2 penalty to dodge rolls. You can use a crutch to walk more easily, suffering only a 10 feet penalty to movement speed.

However, you can't use weapons or items that require two hands while using a crutch.

Permanent.

Intracranial Hemorrhage

A blow to the head caused bleeding within your skull, and you've suffered permanent brain damage because of it. You suffer -2 Grace, -2 Wits, and -2 Will. ***Permanent.***

Ruptured Spleen

A blow to the chest has punctured your spleen. Your heart races, and it's difficult to breathe. Your Max Stamina is reduced to 1. ***Heals in 2 days, with rest.***

Torn Achilles Tendon

A muscle in the back of your heel is torn. Moving the injured leg is intensely painful. Reduce movement speed by 10 feet. -2 penalty to dodge rolls. ***Heals in 2 months, with rest.***

Torn Deltoid

A muscle in your shoulder is torn. Moving your arm is intensely painful. -2 penalty to attack rolls and skullduggery rolls. ***Heals in 2 months, with rest.***

DISTURBANCE REFERENCE

Amnesia

There is a hole in your memory. Things have happened to you that you are incapable of remembering, no matter how much others try to remind you. Perhaps you've repressed the memory of some specific horror, or perhaps trauma has caused a long period of time to become completely lost to you.

You can still remember how to use proficiencies developed during the period of amnesia. However, everything else – events, people you've met, rituals or other specialized knowledge learned – is forgotten.

Grievous: Aspects of your lost memories come back to haunt you. Persistent nightmares related to things forgotten prevent restful sleep, inflicting -1 Wits. You are compelled to avoid any reminders of your lost memories, even if you don't realize it.

GM Notes: This Disturbance is most impactful if the character forgets things that were very important to them, such as relationships, vital knowledge, or deaths.

Revelation: Reveal this Disturbance as soon as the character receives it; that way they won't accidentally remember something they shouldn't.

Apparitions

You see things that others cannot. These visions may be detailed, or they may appear only as vague lights and shapes. Either way, they still look as real as anything else to you. Many people with this Disturbance attribute the apparitions to spirits, or to messages from God.

The GM may describe things that you see, but that others never can. The apparitions do not have physical form, so you cannot touch them.

Grievous: The apparitions are so vivid and prevalent that you can no longer distinguish them from physical reality. You react to things in the apparitions as though they exist in the physical world; you can feel them, and they can harm you.

GM Notes: To give the apparitions a stronger impact on the character, try relating them to the character's background and personal relationships.

Revelation: Have apparitions appear to the character before revealing this Disturbance. Once the character realizes that they see things no one else can see or touch, reveal the Disturbance.

Compulsion

You suffer stress that only a very particular activity can relieve. You feel intense anxiety if you cannot engage in this activity regularly. The GM decides what this activity is. When you record this Disturbance, also record the activity that you are compelled to do: for example, “Compulsion: Drinking” or “Compulsion: Theft.”

Whenever you are presented with an opportunity to engage in the compulsion, you must do so or else suffer -2 Will until you do.

Grievous: The compulsion is irresistible. Whenever you are presented with an opportunity to engage in the compulsion, you absolutely must, no matter the consequences.

GM Notes: A compulsion may take the form of an addiction, such as to alcohol or gambling. Or it may be a smaller tic, such as pulling one’s hair. Even a small compulsion can cause the character to lose an action in combat.

Revelation: Reveal this Disturbance the first time the character begins to feel anxious from not performing the compulsion, suffering the Will penalty.

Detachment

The world around you has lost its importance. Your emotions are dulled to the point of near-nonexistence, and you have difficulty empathizing with the people around you.

Others find you cold and distant, causing you to suffer a -3 penalty to all difficulty checks involving social interaction.

Grievous: You feel increasingly removed from reality. Caring about anything that happens to yourself or others is difficult. You suffer -3 Will.

GM Notes: Remember to have NPCs react to the character’s detachment. The detached character seems not to care about things others find important, and many people will take offense to that apathy.

Revelation: Reveal this Disturbance the first time something happens that would otherwise have a significant emotional impact on the character.

Infestation

You suffer a persistent sensation of things crawling beneath your skin. Though you cannot see these things, they feel like worms or insects. This sensation is a constant distraction, one you cannot seem to shake away.

You suffer -1 Wits and -1 to all difficulty checks due to the distracting sensation.

Grievous: You become more and more convinced that the crawling sensation comes from actual parasites beneath your skin. You develop the Compulsion Disturbance; your compulsion is to scratch at your skin, attempting to reveal the infestation beneath.

GM Notes: This Disturbance is most commonly developed by explorers of the Wailing Garden, a region filled with bizarre insects. Proving that its sufferers are not truly infested with parasites is difficult, since so many insects in the Garden are entirely undocumented.

Revelation: This Disturbance should be revealed very soon after it is developed.

Melancholia

Self-hatred and hopelessness pervade your thoughts. Once-pleasurable activities now feel empty. You cannot help but question your own worth, no matter how much others might try to raise your spirits.

You suffer -2 Will.

Grievous: As your melancholia intensifies, it begins to affect you physically. Persistent aches and fatigue hound you, causing you to suffer -1 Wits and -1 Grace.

GM Notes: Low self-esteem is a hallmark of melancholia. To reinforce this for the player, try describing things they do as being more difficult than they actually are.

Revelation: This Disturbance is best revealed once the sufferer has had some time to recover from and think about the event that caused them to develop it.

Paranoia

All people seem hostile towards you. You question everyone's sincerity, even people who appear kind or honest. You can never bring yourself to fully trust others.

Beneficial rituals cast on you have no effect because you can never trust the caster. Whenever someone's honesty is in question, you assume they are being dishonest and cannot roll to determine whether they are telling the truth.

Grievous: It is clear to you that there exists some conspiracy bent on seeing you fail. You attribute every misfortune that befalls you, as well as every personal failing, to this conspiracy. Learning proficiencies and improving attributes costs you twice as many mentor points.

GM Notes: When a paranoid character is talking to an NPC, try describing the NPC's body language in a way that makes them seem more suspicious; perhaps they avoid eye contact, or fidget a little too much.

Revelation: Reveal this Disturbance the next time the suffer enters an important social situation.

Phobia

A certain thing instills you with debilitating fear, beyond what others might consider "normal." The GM decides what that thing is. When you record this Disturbance, also record the thing you are afraid of: for example, "Phobia: Darkness" or "Phobia: Birds."

Whenever the subject of your phobia is present, you suffer a -2 penalty to all difficulty check rolls. If the check involves you directly interacting with the subject of your phobia, the penalty increases to -4. If you are in combat, you also suffer from Horror. This Horror cannot be removed as long as the subject of your phobia is still present.

Grievous: You cannot bear to remain near the subject of your phobia, and will attempt to escape whenever you are exposed to it.

GM Notes: The phobia's subject should relate somehow to the event that caused it. For example, a character who saw someone eaten by a werewolf might develop a phobia of blood, dogs, or bones; but a phobia of fire would make little sense in this context.

Revelation: This Disturbance should be revealed as soon as the character encounters the subject of their phobia.

Undeath

You have a nagging feeling that you are not actually alive. Perhaps this feeling came over you after a near-death experience, or after a major upset to your world-views. Though you draw breath like the living, you may believe that you are rotting inside, or that you have gone to the afterlife.

You suffer -1 Will and a -2 penalty on rolls to cast rituals, due to your disturbed spirit. Highly religious or superstitious individuals are likely to shun you if you tell them you feel like you are dead.

Grievous: Once your undeath was known only to yourself, but now others can sense that there is something wrong with you. Humans feel uneasy around you, causing you to suffer -3 to Persuasion checks. Animals flee from you, or attack if they feel cornered. Undead monsters are not hostile to you unless you attack them.

GM Notes: Most people in Iod don't know the difference between a true undead and a living person who only claims to be undead. The Wardist Church's traditional stance on the undead is to destroy them without question; however, some individuals might take pity on a character suffering this Disturbance, and want to help cure them.

Revelation: Reveal this Disturbance the next time the character takes a night's rest. The character may then feel that they never truly woke up.

Vigilance

You are always on alert for danger. There is nowhere you feel truly safe. Keeping your guard up all the time is exhausting, and prevents you from ever fully relaxing.

Your constantly-heightened awareness grants +1 Wits. However, you also suffer -1 Will.

Grievous: Constant anxiety and lack of sleep have taken a steep physical toll on you. You lose the +1 Wits bonus mentioned above. You suffer -1 to all difficulty check rolls.

GM Notes: A character with Vigilance will see and hear details that others fail to notice. Whether or not these details are actually important is up to you.

Revelation: Reveal this Disturbance the next time the character tries to sleep or relax.

Voices

Disembodied voices speak to you, but no one else can hear them. Many people with this Disturbance believe the voices to come from spirits, demons, invisible monsters, or God. Others come to realize that the voices are only in their head, and try to cope accordingly.

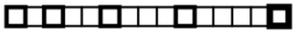
The GM may have your voices speak to you at any point. They might be friendly, or malevolent; they may speak rationally or nonsensically.

Grievous: The voices become more distressing, and impossible to ignore. They may issue commands that the listener feels compelled to follow.

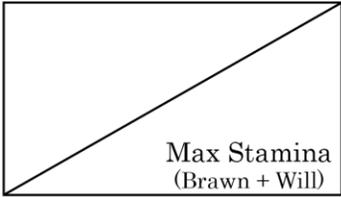
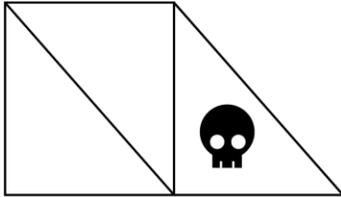
GM Notes: It's up to you what a character's voices say, but you are encouraged to give each voice a consistent personality. Perhaps one voice is kind and encouraging, while another constantly undermines the character's confidence. By letting the player get to know the voices, they can get a better handle on how their character reacts to them. There's no limit to the number of voices one might hear, but a maximum of 3 is suggested to let the player know each one better.

Revelation: Have the voices speak to the character before revealing this Disturbance. Once the character realizes that no one else can hear these voices, reveal the Disturbance. Where the character thinks the voices come from is up to the player.

HELLWOLDS CHARACTER SHEET

Name _____ Age ____ XP 

Training _____ Experience Rank _____ Mentor Points ____

Attributes	Stamina	Lethal Damage	Movement
BRAWN			

GRACE

Armor	Protection	Weight

WITS

Proficiencies

WILL

Weapons <input type="checkbox"/> Axes & Clubs (BR) <input type="checkbox"/> Bows (GR) <input type="checkbox"/> Firearms & Crossbows (GR) <input type="checkbox"/> Polearms (BR) <input type="checkbox"/> Swords (BR)	Skills <input type="checkbox"/> Deceit (WT) <input type="checkbox"/> Dodging (GR) <input type="checkbox"/> Persuasion (WL) <input type="checkbox"/> Skullduggery (GR) <input type="checkbox"/> Survivalism (WT)	Academics <input type="checkbox"/> Alchemy (WT) <input type="checkbox"/> Biology (WT) <input type="checkbox"/> Faith (WL) <input type="checkbox"/> Medicine (WT) <input type="checkbox"/> Occultism (WL)
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Traits & Flaws

Injuries, Conditions, & Disturbances

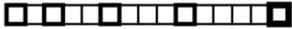
Weapon 1	Type	Damage	Notes

Weapon 2	Type	Damage	Notes

Weapon 3	Type	Damage	Notes

Shield	Shield Bonus	Notes

HELLWOLDS CHARACTER SHEET EXAMPLE

Name Gertrude Age 30 XP 
 Training Self-trained Experience Rank Fodder Mentor Points

Attributes

BRAWN

4

Stamina

6

6

Max Stamina
(Brawn + Will)

Lethal Damage

6



Movement

30 ft

GRACE

2

Armor	Protection	Weight
Brigandine armor	2	1

WITS

4

Proficiencies

WILL

2

Weapons	Skills	Academics
<input type="checkbox"/> Axes & Clubs (BR) <input checked="" type="checkbox"/> Bows (GR) <input type="checkbox"/> Firearms & Crossbows (GR) <input type="checkbox"/> Polearms (BR) <input checked="" type="checkbox"/> Swords (BR)	<input checked="" type="checkbox"/> Deceit (WT) <input checked="" type="checkbox"/> Dodging (GR) <input type="checkbox"/> Persuasion (WL) <input checked="" type="checkbox"/> Skullduggery (GR) <input type="checkbox"/> Survivalism (WT)	<input type="checkbox"/> Alchemy (WT) <input type="checkbox"/> Biology (WT) <input type="checkbox"/> Faith (WL) <input checked="" type="checkbox"/> Medicine (WT) <input type="checkbox"/> Occultism (WL)

Traits & Flaws

Survival Instinct

Old Dog

Injuries, Conditions, & Disturbances

Weapon 1	Type	Damage	Notes
Arming sword	sword	5 slash	

Weapon 2	Type	Damage	Notes
Longbow	bow	4 pierce	20 arrows

Weapon 3	Type	Damage	Notes

Shield	Shield Bonus	Notes
Round shield	1	

