

TABLE OF CONTENTS

Preface	2
Introduction	2

ROLEPLAY

How to Roleplay	2
Conundrums	4

CREATING A CAMPAIGN

Creating a Campaign	4
Create a World	5
Create a Threat	6
Create a Soul Purpose	6
Create Encounters	6
Table 1EN: Encounters	7
Fill it all In	7

CHARACTER CREATION

NPC Generator	8
Pawn Creation	9
Pawn Combat Behavior	10
Monster Creation (<i>Adv. NPC</i>)	11
Base Monster Stats	11
Table 1 MLA: Monster Level Awards	11
NPC Character Sheet	13
"X" Value	14
Table 1X: "X" Value	14
DPD	14
Monster Abilities	15
Ability Creation	15
Table 1EA: Enemy Abilities	17
Monster Combat Behavior	19
Table 1ET: Enemy Traits	20
Boss Creation	23
Boss Combat Behavior	23

LOGISTICS

Running Combat	23
Scaling Combat	23
Monster Measurements	24
Travel	24
Critical Tips	24

SAMPLE CAMPAIGN

Introduction	25
Visuals	25
Setting Up	26
Chapter 1	27
Chapter 2	29
Chapter 3	30
Chapter 4 (<i>Town</i>)	31
Joker's Side Quests	33
Chapter 5	35
Chapter 6	36
Chapter 7	38

THE GAME MASTER (GM)

You are the *Master* of this game.

You are the supreme law of this game. Anything you say goes without question.

The GM is always right, even when you lie.

Your interpretation on the rules is final.

Anything you decide is final.

You are also the *Administrator of Fun*.

It is your responsibility to help everyone have a good time.

It is your duty to help Hero Players understand any rules they may have questions about.

Finally, it is your calling to create and control a vast world, limited only by your imagination.

Your monsters await your command.

You may show Hero players the above at any time. Taking the role of the Game Master requires a lot of responsibility, primarily a firm understanding of the game. It's your duty to guide, help, and challenge the Hero Players. On the other hand, the GM is the most satisfying role to play, and perfect for anyone who wants to create their own world.

PREFACE

"*Heroes of Estaria*" is meant to be whatever kind of game you want it to be. If you want to roleplay everything out, without using game pieces, you easily can. 1 Space equals a 5ft square (*more on this in the Advanced Rulebook.*) If you want to use your own house rules, miniatures, and game mats, you are of course allowed and encouraged to. The setting can take place in the post-apocalyptic environment of Estaria, or in whatever kind of fantasy universe you would like it to be in. Everything, is up to you.

INTRODUCTION

The Game Master's Guide offers you a few different things:

HOW TO ROLEPLAY

This guide will help you learn how to roleplay and give you tips on how to encourage others to roleplay.

HOW TO CREATE A CAMPAIGN & SOUL PURPOSE

Creating a campaign may sound daunting, but that really depends on how much you want to leave to the Heroes' interpretation. This section will help you determine what *is* and *isn't* important in creating a campaign.

HOW TO CREATE MONSTERS & ABILITIES

For confident users, this guide can offer you quick ways to creating monsters and abilities.

HOW TO PLAY (*With a mini sample campaign.*)

For newer users, this section will explain how to physically prepare for the game. It also includes a mini campaign to get you and your friends started.

HOW TO ROLEPLAY

WHAT IS ROLEPLAY?

Roleplay is acting out the role of a character you're controlling. A religious oriented Hero may talk about their god often to other people, while a Hero Player loyal to the Godless may have opposing opinions about this. Let's say a Hero player creates a Druid that absolutely loves nature. During social interactions, this character might let that fact be known, offer flowers to people, or simply frolic about in the trees during downtime. An **NPC (Non-Player Character, or character you control)** that has a strong dislike for nature, might not get along with this Hero player. In fact, if this NPC likes technology, they may become friendly with someone with the primary class of Tinker or Engineer. Overall, roleplaying is portraying the individual person in the situation, and voicing out what you believe they would do.



When it comes to roleplay, it can be both exciting and nerve-wracking for some people. Please be aware that while some people are excellent at roleplaying, others might not be. And this is OK. Factors such as language barriers and shyness can all be difficult hurdles for players to cross.

But here is the GOOD NEWS. You aren't roleplaying yourself! You and your friends are roleplaying somebody they aren't, or maybe someone they want to be. Roleplay is all about pretending and having fun. Because of this, there is no reason to overdo it or stress about it. If a player is having a hard time roleplaying, or is mainly there for the combat, that is fine too! Eventually, players like this tend to open after they've smashed a few skulls in.

WHAT TO ENCOURAGE

This game is all about positivity and encouragement. To promote this, both **Bonus Tokens** and **Loyalty Points** exist (pg. 6 and pg. 37 of the *Basic Rulebook*.) In essence, both are meant to reward good behavior.

Bonus Tokens: Bonus Tokens allow a Hero Player to reroll any 1D6. When a Hero Player encourages another player to roleplay, or actively engages other players during roleplay, you could award them a bonus token. Not every time, but often if they're making a conscious effort. Same goes for the quieter players. A Hero player that rarely talks could be awarded a bonus token once they do manage to speak up.

Loyalty Points: Loyalty Points allow a Hero Player a few quality of life options, like the ability to rebuild their Hero. When a Hero Player pushes the story forward or puts in effort to build comradery and trust among fellow party members, you could award them a Loyalty Point. Primarily, they're awarded for pushing the story forward.

WHAT TO DISCOURAGE

This game is not about negativity or discouragement. However, the **Descent into Madness** mechanic does exist for when this may be necessary (pg. 37 of the *Basic Rulebook*.) In most cases, you want to allow your Hero Players to do whatever they want. But in some cases, this freedom may ruin or disrupt the game for other players (*A Hero that attacks other Heroes, or a Hero that kills NPCs just to disrupt the game, etc.*) In these cases, forewarn, but do not inflict, the negative punishment "Madness." Let the troublesome player know, that if their behavior continues, their character may turn mad, and they may lose control of their character (*lore-wise, the Stars lose interest in this toxic Hero and either let them lose their mind or strip them of their Heroic powers.*) If you need concrete symbols to represent this, you may use the **5 Stages of Madness**. At the first sign of trouble, a Hero may be penalized with 1 stage of madness (*you may determine when they gain or lose these stages.*) At 5 stages, they will lose control of their Hero, and their Hero will become an insane NPC.

ENGAGING PLAYERS

Sometimes Hero players can get lost or stuck, inside dialogue or out. For this reason, it's always good to offer Heroes some options. If the players are in dialogue, and perhaps aren't saying much, **ask questions**. Don't ever wait for Heroes to ask questions, because sometimes they won't know what to ask. If they're talking to an important NPC with valuable information, feel free to ask them questions like "*Hey do you think you Heroes could help me with something?*" or "*Would you like to hear more about our current situation?*" Questions are important, because if you talk too long without asking them, Hero players may get lost or stop listening altogether.

EXAMPLE: Along the Heroes' travels, they witness a group of bandits trying to rob a group of armed citizens. First, ask the Heroes "*What would you like to do?*" If they grow silent or unsure about what to do, give them a few options; "*Would you like to help the citizens? Would you like to help the Bandits? Or would you like to watch or ignore the situation?*" This gives the Heroes options without deciding what they should do.

An important time to ask Hero players questions is when the game first begins. One at a time, simply ask the Hero players what their character's look like, and what style of clothes they're wearing (*if you give them any.*) After that, ask them about their character's personality. Are they friendly, lively, intuitive, or shy? Lastly, ask them about their glowing purple scar, its design and location. The type of scar they choose can really reflect their Heroes personality, and the Hero player's creativity. If they give a brief backstory or reason for the scar, feel free to give them a bonus token.



CONUNDRUMS

A *Conundrum* is a problem that you may run into that requires time and effort to solve. Conundrums can happen in any roleplaying game, and this game is no exception. Despite having well tested rules and mechanics, as a GM, you may still find yourself witnessing certain mechanics being abused, used incorrectly, or conflicting with others. You may also run into a situation where the story you created has loopholes, or at times, doesn't make complete sense to the Hero Players. This section exists to help you solve those problems, and remind you that you are the master.

You are the Game Master, and that means whatever you say goes. Should a Hero Player find a loophole in game mechanics, you may simply outlaw it. An example of this would be a trait, item, or ability breaking the game in tandem with another. Another example might be a specific item, ability, or trait that makes your campaign too easily achievable (*for example, your campaign revolves around finding a certain person, and the Heroes invest in a trait that detects the exact location of that person.*) In this case, you would either want to plan and prepare a reason why this trait might not work against this specific person, or in extreme cases, ban the trait altogether. Again, you're the GM.

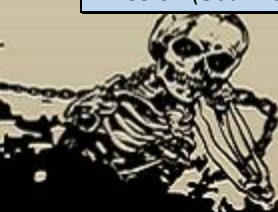
But you won't always have time to prepare, and conundrums can happen at the worst times. Therefore, it's best to just roll with it at first, and then once you've had time to think it over, talk to your Hero Players about how to resolve it. You may even use this as an opportunity to create your own lore (*this trait only works on people that are from this planet, or this trait won't work on those with a special blood type.*) Whatever way you decide to handle a conundrum, just be slow and careful with it. The easiest way to avoid conundrums is a firm understanding of the game rules.

CREATING A CAMPAIGN

Creating a campaign can be a lot of work, but it doesn't have to be. You can follow these 5 basic steps:

- 1. Create a World** – What world or setting will your game take place in? Will this game take place on some foreign planet, where apes, or even machines rule the world? Or will it take place in the world of Estaria? What kinds of major cities will there be, and what will the smaller towns be like? This is the largest section of campaign creation, and includes the creation of a world, a setting, major cities, and major NPCs.
- 2. Create a Threat** – What threatens your world? Is there a large army of ravenous beasts or aliens invading your world? Is there a plague, sickness, or otherwise chemical problem that requires Heroes to find the scientific or magical remedy? Or is it just an evil necromancer harassing one city in particular? This section includes creation of a main threat, and potentially major NPCs.
- 3. Create a Soul Purpose** – Now that you have a world and a threat, what role will the Heroes take in this? Is their Soul Purpose to find a cure for the disease, or to simply stop the person responsible for spreading it? Should their Soul Purpose be to convince the evil Necromancer to stop his harassment, or is it to simply slay the Necromancer? Creating a Soul Purpose means creating a simple, obtainable mission for the Heroes to pursue. Keep in mind, you may change their Soul Purpose at any given time.
- 4. Create Encounters** – How will the Heroes encounter the threat? Will they witness sick citizens being quarantined in the first major city? Or will the Heroes encounter a stray group of skeletons early on, only to find out they were the Necromancer's minions? Encounters typically involve combat, but not always. Creating encounters involves creating opportunities for combat, dialogue with major NPCs, or an experience with the threat first hand.
- 5. Fill it all in** – Fill in the blanks and populate your world with NPCs and Monsters. Some advice would be to create a *Toolbox*. A *Toolbox* is a supplemental group of monsters, NPCs, and encounter ideas, so that you have something to work with on the fly. If you do this, you won't have to fill every nook and cranny of your world (*that Heroes may or may not explore anyways.*) Simply fill in the minor parts of your world on the fly.

You could make a campaign revolving around Estaria's gods and lore (*read about "Races" in the Character Creation book and "Gods & Guilds" in the Advanced Rulebook.*) Once familiar with some of the lore, you could create a story that revolves around stopping Neon from taking over the civilized world. Hordes of mutated creatures threaten the realm, and the Heroes must negotiate a treaty with Neon. Plot twist would be that Neon never ordered these mutated creatures to attack in the first place, and it was simply Xiu stirring up the pot. At this point, the Heroes' mission (*Soul Purpose*) would change, and they must now work with Neon to find a cure for Xiu's greenfire taint.



1. CREATE A WORLD

- 1. World** – The biggest yet easiest part. Earth, Estaria, or a custom planet could work. Alternatively, the entire campaign could take place on boat, sailing to different islands, or in a spaceship, travelling to different planets. For now, just come up with a basic concept for your world.
- 2. Setting** – Information on settings can be found on pg. 36 of the *Advanced Rulebook*. In general, the setting is your environment. You want to decide if your game will take place in a normal fantasy world, a medieval world, a sci-fi world, etc. In addition, you want to decide what level of technology will be present. For balance reasons, technology should always be present, even if it's primal. The easiest way to determine the level of technology in your world is to think about how a gun would work. Is it a laser rifle, clockwork rifle, modern gun, or even a primal gun made from rock, wood, and string? Lastly, think about the average NPC in your world. Are they going to be happy and satisfied with their life and government? Or are they going to be poor and rebellious? You will want to come up with an environment, technology level, and type of government.
- 3. Major Cities** – Major cities should be where your Heroes spend most of their time. Encounters and combat should even be common in these cities. First, you will want to decide how many main cities you will have. Then, what makes each main city so special? Is the city popular for dwarven smithing, magical prowess, technological wonders, or even naturistic influences? Going one step further, is it specifically popular for their church's divine magic, their energy providing wind turbines, or even their magnificent architecture? You will want to come up with 1-5 major cities, and then 1 general and 1 specific defining theme for each one.
- 4. Major NPCs** – Who are the important characters that you'll want your Heroes to meet? You will want to spend a little bit of time creating any amount of important NPCs that you will want or plan for your Heroes to encounter. Who is the major NPC that handles government affairs, or the one who guides and helps the Heroes attain their Soul Purpose? What reason do each of these people have to be in their positions? Why is this NPC important? For this section, you will want to focus on creating any amount of major NPC's, with an ambition, reason for significance, and if necessary, alignment.

As for determining *Major NPC* attributes and stats, you may go about this a variety of ways: Roll 2D6 six times, and plug those values into each attribute. Or, give each major NPC 40 attribute points to spend. Or, create them just like you would a monster character (pg 11.) Major NPCs may fight as though they are a monster to the Heroes, using monster type attacks and abilities. (*Hostile NPCs may be pawns, monsters, or bosses.*)

Alternatively, the below chart can help you determine what attribute scores a random or important NPC may have. (*A weak, malnourished NPC won't have as good of attribute scores as a healthy, trained adventurer or guard.*) Attribute of Uniqueness only applies if the NPC has an area of expertise or a drawback, such as a Minor NPC, that's an academic scholar, may have a +1 bonus to their INT attribute. On the other hand, a Major NPC that has a wooden leg may have a -2 penalty to their AGI attribute. This table below allows you to quickly define attributes for NPCs.

NPC type	Average Attribute Score	Attribute of Uniqueness
Minor NPC (Weak)	2	(+/-) 1
Minor NPC (Average)	3	(+/-) 1
Minor NPC (Well Off/Trained)	4	(+/-) 1
Major NPC (Unimpressive)	5	(+/-) 2
Major NPC (Average)	8	(+/-) 2
Major NPC (Impressive)	10	(+/-) 2
Major NPC (Legendary)	12	(+/-) 2

A town beggar (A weak *Minor NPC*) would have a 2 in all Attributes.

If the town beggar had a wooden leg (Attribute of Uniqueness), he would suffer -1 Agility.

A captain of the guard could be fit and impressive (An Impressive *Major NPC*), and have 10 in all Attributes.

OR the captain could be sloppy and unfit (An Unimpressive *Major NPC*), and have 5 in all Attributes.



2. CREATE A THREAT

If there's no threat, there's no motivation for your campaign. It doesn't always have to be an almighty being attempting to take over the world. It could be something as simple as improving the quality of life in Estaria (*or your own world*), such as finding a new area to civilize, or solving a mystery involving vampires that have been capturing countless travelers. During the campaign, you'll also want to bring up situations where the threat affects the Heroes themselves. An example of this would be perhaps the vampires tried to capture the Heroes during one of their own travels. Doing this helps make the threat feel real and alive.

There are 3 things to consider when creating a threat:

- 1. Person, Place, or Thing** – What is the major threat to this world; An evil necromancer (*person*), a hive of mutated creatures that are spreading a disease (*place*), or a portal that allows dangerous demons or aliens to invade your world (*thing*.) In most cases, you will want to create major NPCs to carry out your threats, and help it come to life.
- 2. Motivation** – Of course, there must be some ambition behind your threat, otherwise you'll get stumped when someone asks you "why?". Chaos, vengeance, power, wealth, and jealousy are all common motivations. Here are some examples: The Necromancer could be assaulting the city because somehow, the city is responsible for the lives of her children (*Vengeance*.) Mutated creatures may be jealous of what the civilized races have, and through chemical warfare, plan to claim it for their own (*Jealousy and Wealth*.) Lastly, aliens invade your world, and many other planets at the same time, for either universal domination or because it's their carnal instinct for survival (*Power and Chaos*.)
- 3. Solution** – Lastly, you want a way for your threat to be taken care of. A weakness or simple answer can be enough for this. It may take a special artifact to shut down the alien portals, or 3 specific ingredients to cure a fatal disease. In the case of the previously mentioned necromancer, words or violence may be the solution.

3. CREATE A SOUL PURPOSE (*Main Mission*)

Creating a Soul Purpose is easy and straight forward. What is the purpose for your campaign? A simple, 3-6-word mission statement is all you need for this. It can still mean a whole lot more than a few words, but should be short and condensed. (*Feel free to read the pg. 2 of Character Creation to better understand this mechanic.*)

Game-wise, a Soul Purpose is meant to provide background lore for how the Heroes ended up where they are now. They could be resurrected from purgatory, chosen during their lifetime, or simply born as a Hero. Heroes are chosen by the Stars, the divine, yet ambiguous gods of this world. When chosen, the gods give the Heroes a glowing purple scar, tagging them as a Hero (*giving them the superhuman properties of a Hero, pg. 18 of Character Creation.*)

GM-wise, this mechanic exists to help you. During gameplay, players can occasionally forget their main objective. A Soul Purpose both reminds and guides them for you. Examples of a good Soul Purpose are as follows: "Stop the Evil Necromancer", "Cure the Black Death", or "Shut down the Alien's Portal." A Soul Purpose can have a good, ambiguous, or even evil intention. A Hero knows their Soul Purpose and has a supernatural sense for other Heroes with similar or identical Soul Purposes.

4. CREATE ENCOUNTERS

An *Encounter* is a scenario that requires the Heroes to solve an issue. This can include fighting enemies, talking to NPCs, or solving a puzzle. You'll want to create plenty of encounters for your Heroes to enjoy, otherwise they might get lost. In order of importance, here are the primary types of encounters you will want to create:

- 1. Combat** – This is your most important type of encounter, as this game revolves around combat. Every play session you have should include at least one combat encounter. To create a combat encounter, you will want to use the *Table 1EN* on pg. 7, and read through pages 7-24. This type of encounter should challenge the Heroes' aptitude in combat.
- 2. Social** – This type of encounter is both important yet unpredictable. In the beginning, you will likely want to plan many of these types of encounters, so that the Heroes can get introduced to important NPCs. However, the direction your Hero players may want to take these encounters may not be what you have in mind.



Therefore, you will want to be open ended with these types of encounters, or have a backup plan. Social encounters may be as simple as major NPC introductions, or as complicated as a press conference for the Heroes. An example of a social encounter would be the town guard introducing the Heroes to the mayor, whom they need to ask for help. Another example may be a scuzzy looking criminal, who is willing to trade information on the evil necromancer's location, if the Heroes do a couple of dirty jobs for him. One last example may be a local thug, looking to extort the Heroes for money (*this type of encounter could lead into combat if they don't appease the thug.*) This type of encounter should challenge the Heroes' CHA and INT.

- 3. Puzzles** – These types of encounters should be rare, and only exist to break up any monotony you may run into. Examples of these types of encounters could be figuring out how to open a tomb, or disarming a trap. This type of encounter should challenge the Heroes' creativity with their items, feats, and attributes.

The following table exists to help you plan how many enemies you should include in each encounter. The **red** numbers below are how many monsters should be used. You should then include **1-2 pawns per monster**.

Each row is organized into **Hero Levels (HL): 1, 2, 3, 4, and 5**. The columns are organized by how many Heroes are in the party. In the top left of the Table, you have 1 Monster being spawned for 1, Hero Level (HL) 1, Hero. At the bottom right of the table, you have 6 Monsters being spawned, for a party of 5, Hero Level 5, Heroes.

Table 1EN: ENCOUNTERS

(HL)	# OF MONSTERS				
	1 Hero	2 Heroes	3 Heroes	4 Heroes	5 Heroes
1	1	1	2	2	3
2	1	2	3	3	4
3	1	2	3	4	5
4	1	2	3	4	5
5	2	3	4	5	6

EXAMPLE: For a party of 4 Heroes, that are all Hero Level 3, you would want to spawn **4** Monsters and 4-8 pawns.

The general rule is that you should challenge your Hero Players with monsters and pawns of the same level. (In most cases this is the norm.) For example, HL 3 Heroes fighting HL 3 monsters and pawns.

Depending on how well equipped, coordinated, and skilled your party is, you may want to adjust the numbers above, or use higher level monsters. Conversely, you might want to adjust this if you create difficult monsters (*like a monster with high Armor or SP-Armor.*) If you're unsure of what your party can handle, try spawning 1 less Monster and a couple more pawns than recommended. Pawns are the easiest way to scale your encounters. (*If the party is having an easy time, spawn more pawns. If not, stop spawning pawns.*)

5. FILL IT ALL IN

Once you've created your world, given it a threat, assigned your Heroes a Soul Purpose, and prepared some encounters, you're all set to fill it in! The first thing you will want to do is create a **Toolbox**. A toolbox is a collection of spontaneous NPCs or encounters that can happen anywhere. For example, what happens when a Hero takes your side quest too far, and turns it into a much bigger quest? What happens when the Heroes investigate further into an area of the dungeon, that you had not planned for them? Well, that's where the toolbox comes in.

Fill your toolbox with some random NPCs pre-rolled from the NPC generator on the following page. Then, fill it with some Monsters you've created, and some random encounters that can work anywhere. Example encounters would be a gang of human slavers looking for slaves, violent goblin bandits looking for treasure, or ravenous beasts looking for fresh food. If you do this, the next time Hero Players push a side quest too far, they may uncover that it's tied to a slaving operation, or the next time they explore an unplanned area, they may encounter a terrible beast.



Your game doesn't always have to be so dire and serious. Planning silly encounters with wild or crazy NPCs can turn into an hour-long side quest, and this should be encouraged. Heroes like to feel that the world they're in is a real, living and breathing place, so make it that way. If a Hero Player is in town and wants to go to the nearest restaurant, just think of the last thing you ate, and make something generic up (*Ted's Noodle Shop, or Sam's Steak Sandwiches.*) Create a random NPC, and just roll with it! Feel free to be crazy, the game's all about fun.

NPC GENERATOR

The following tables exist to help you create random NPCs. They may be used to plan NPCs for your game world, your toolbox, or create NPCs at a moment's notice. The first few tables are the primary tables, and you will roll 2D6 to determine the RNG # for each one (*If you roll a 2/3 or a 12 for race, you may choose which one.*) The following tables on pg. 9, highlighted in green, are optional tables, should you want a little more detail. Just remember average NPC attribute scores, listed on pg. 5.

RACE

RNG	RACE	RNG	RACE
2-3	Dryad or Felion	8	Abyssian
4	Elf	9	Astral
5	Dwarf	10	Amuken
6	Goblin	11	Baleful
7	Human	12	Titan or J-10

APPEARANCE

RNG		RNG	
2-3	This NPC is naked, or almost naked.	8	This NPC is wearing normal clothes.
4	This NPC is wearing rags and looks sick.	9	This NPC looks savage, tribal, or feral.
5	This NPC is wearing broken or bloody armor.	10	This NPC looks clean cut and professional.
6	This NPC is wearing normal armor.	11	This NPC is adorned in foreign attire.
7	This NPC is wearing dirty old clothes.	12	This NPC is wearing noble's clothes.

PERSONALITY

RNG		RNG	
2-3	This NPC physically has a hard time talking.	8	This NPC is lively and friendly.
4	This NPC is shy and barely talks.	9	This NPC needy and typically asks for help.
5	This NPC is rude, stubborn, and unfriendly.	10	This NPC is a hopeless romantic.
6	This NPC doesn't trust or care for Heroes.	11	This NPC is overfriendly and aggressive.
7	This NPC is simple, kind, yet cautious.	12	This NPC loves Heroes and offers them aid.

PROFESSION

RNG		RNG	
2-3	Scoundrel or thief.	8	Homeless, jobless, or lost.
4	Slacker, greedy yet lazy.	9	Laborer, skilled in a mundane trade.
5	Cook, chef, or restaurant owner.	10	Craftsman or inventor, with a unique skill.
6	Priest, cleric, or missionary.	11	Merchant, wants to sell <i>equipment</i> .
7	Merchant, wants to sell <i>items</i> .	12	Spy, curious about the Heroes motives.



APPEARANCE 2

RNG		RNG	
2-3	This NPC is hideous, scarred, and/or diseased.	8	This NPC looks good at their profession.
4	This NPC is unattractive in some way.	9	This NPC looks smart, trustworthy, or honorable.
5	This NPC does not look friendly.	10	This NPC is handsome, pretty, or fashionable.
6	This NPC looks experienced or aged.	11	This NPC has an absurdly attractive body.
7	Nothing seems to stand out about this NPC.	12	This NPC is incredibly attractive in all ways.

PERSONALITY 2

RNG		RNG	
2-3	This NPC is angry and yelling.	8	This NPC is curious about Heroes.
4	This NPC sad and crying.	9	This NPC is charming, cultured, and romantic.
5	This NPC makes rude offensive jokes.	10	This NPC isn't sober (<i>from alcohol or drugs.</i>)
6	This NPC is afraid of Heroes.	11	This NPC is incredibly drunk (<i>an alcoholic.</i>)
7	This NPC is always available to talk.	12	This NPC has a strange phobia.

MISCELLANEOUS

RNG		RNG	
2-3	This NPC has malicious intent for the Heroes.	8	This NPC collects strange things, like insect legs.
4	This NPC is secretly from a well-known guild.	9	This NPC is recently divorced and/or lonely.
5	This NPC has an injury, or debilitating wound.	10	This NPC is a popular, well liked public figure.
6	This NPC hates religion with a passion.	11	This NPC is a witch, sorcerer, or magician.
7	This NPC knows a lot about people and lore.	12	This NPC is a secretly a major legendary NPC.

The above tables are easy to create. Once you feel comfortable, feel free to create your own. Creating your own tables can help you generate NPCs that have characteristics specific to your campaign.

PAWN CREATION

Creating a pawn is simple. **All pawns have 3 Speed and 1 HP.** Other than that, they have no other stats. Pawns have attribute scores of 0, so *if* they're subject to an attribute test, they just roll the 1D6. They can't have any abilities, but can attack, and may choose 1 of the following (super)natural weapons to attack with (*just keep in mind that since pawns don't have stats, there is no MAD, RAD, or SP Mastery to add to their attacks.*):

DMG and SP-DMG are shown at Hero Levels **1, 2, 3, 4, and 5.** (At HL 3, all attack types deal 20 DMG or SP-DMG.)

Attack Type	Range	Accuracy	DMG	SP-DMG
Natural Melee Weapon	1 (Melee)	3/4/5/6	10/15/20/25/30	
Natural Ranged Weapon	3+HL (Ranged)	4/5/6	10/15/20/25/30	
Supernatural Melee Weapon	1 (Melee)	3/4/5/6		10/15/20/25/30
Supernatural Ranged Weapon	3+HL (Ranged)	4/5/6		10/15/20/25/30

Alternatively, pawns may make an attack that deals just 2 stacks of any type of status effect. These are known as *Elemental Melee Weapon* and *Elemental Ranged Weapon* attack types. Naturally, the melee attack has an accuracy of 3/4/5/6, and the ranged attack has an accuracy of 4/5/6, with a range of 3+HL.

Also, note that pawns may scale to whatever level you want. (Any pawn can be HL 1, 2, 3, 4, or 5.)



Remember that pawns don't have MAD, RAD, or SP Mastery stats, so just add **+5 DMG** or **SP-DMG** to their **critical hits**. (If you give them an *Elemental Weapon* type that just deals status effects, their critical hits will deal 3 stacks instead of 2.) Unless otherwise noted, pawns always have an **Initiative score of 10** in every combat. Like a Hero's minion, pawns are also **immune to status effects and wounds**. (see below)

Pawns are **immune to status effects and wounds** (except *Knockback*, so you don't have to keep track of stacks on pawns.) If a pawn of any type is knocked back into another creature, the pawn is defeated. (Because they'll be dealt *Trauma Damage*, and pawns only have **1 HP**.) Likewise, if a creature is knocked back into the pawn, the pawn will be defeated. (For more info on *Knockback*, see the *Advanced Rulebook*, bottom of pg. 6.)

Feel free to give pawns more than 1 type of attack, just like monsters. Otherwise, the below offers a few common types of pawns to use in your campaigns (they're also used in the sample campaign.)

COMMON PAWNS

1. **GHOUL** – Your most common pawn. An undead humanoid that has developed a lust for murder. It still has most of its rotting body, and has developed sharp claws for ripping flesh apart. It has a *Natural Melee Weapon*.
2. **LESSER SHADE** – A minor floating ghost, that possesses enough corporeal form for it to be slayed by normal means. Black, blue, or mostly transparent in appearance, these figures attack at range with otherworldly chains. It has a *Supernatural Ranged Weapon*.
3. **GHOST HOUND** – A purplish black glowing ghost of a hound. Like the *Lesser Shade* above, it's corporeal enough to be slayed by normal means. These hounds relentlessly swarm and pursue their victims with magical fangs, capable of piercing right through the toughest of physical Armors. It has a *Supernatural Melee Weapon*.
4. **SPIDER SWARM** – A swarm of 3-6 head sized spiders, glowing with radioactive mutations. While numerous, they're plump enough to be slayed by normal means. These swarms jump and bite with multiple-sized fangs, that are small enough to make it inside and around almost any Armor. This pawn has an *Elemental Melee Weapon*. Therefore, its attack has an accuracy of 3/4/5/6, and deals *Poison 2*.
5. **MINOR FIRE IMP** – A small, red flying imp that cooks its opponents by shooting fire at them. The imp's skin and hands burn freely, and it has an *Elemental Ranged Weapon*. Therefore, its attack has a range of HL+3, an accuracy of 4/5/6, and deals *Burning 2*. It may also shoot arcane bolts as a *Supernatural Ranged Weapon*.

The above core pawns are listed in order of populace. Ghouls fill the wastelands and are easily the most common pawns in the game. Lesser Shades and Ghost Hounds roam the lands in packs; lost, confused, or controlled. Spider swarms are typically indoors, in caves or buildings. Minor Imps (of any element) are found where their associated element seems to flourish, or surrounding an arcane presence.

CREATE-A-PAWN EXAMPLE

Your Heroes have started a fight in a graveyard, and you need to make some pawns in a pinch. Easy. Have some Skeletons start to rise from their graves. Give them some rusty knives that they can either throw or stab with. There you go. You have Skeleton pawns that have 3 Speed, 1 HP, a *Natural Ranged Weapon* and a *Natural Melee Weapon*.

PAWN COMBAT BEHAVIOR

Pawns typically lurk in the shadows, stalking the Heroes, and waiting for an opportunity to strike. They wait to strike until the Heroes try to rest or engage in combat with other Monsters (this is a good way to stress the constant, lurking danger in certain areas.) In combat, pawns are mindless minions that attack the closest targets. However, they're smart enough to determine if they're being effective. A pawn won't waste their time attacking a target they deal little to no damage to. They're also cowards that flee combat once all monsters and bosses have been defeated. By default, you should let Heroes know what creature is and isn't a pawn, but that's up to you.

Pawns are meant to be cannon fodder that die in one hit from just about anything (they have 1 HP and never have Armor or SP-Armor.) Normally they just move and attack with their actions. They have no need to use quick actions.



MONSTER CREATION *(Advanced NPC Creation)*

OVERVIEW

Creating a Monster requires some knowledge about the Core Attributes (*therefore, before you continue, it's advised that you read pages 2-5 of the Character Creation Book.*) Monsters do not have classes or use class abilities (*only Heroes do.*) Mechanically, monsters are similar to Heroes, but there are some key exceptions:

MONSTER EXCEPTIONS

EXCEPTION	DESCRIPTION
Level Awards	Monsters <u>only</u> gain level awards from <i>Table 1MLA</i> , at the bottom of the page. They cannot gain EXP or attribute points any other way. <u>This simplifies monster creation for you.</u>
Equipment	Monsters <i>never</i> benefit from any equipment. They may equip a Sword and a Shield, and even some +1 Gloves, but will not gain any bonuses at all from wearing them. <u>This simplifies stats.</u>
Attributes Give More	Monsters have greater base stats, because they don't benefit from equipment like Heroes do. For example, each 1 CON provides +15 Hit Points for a monster, while it would only provide +10 Hit Points for a Hero. <u>This keeps the game balanced.</u>
Immunities	Monsters never gain Resistances. However, they're immune to 0-3 status effects of your choice and may be immune to wounds if you deem fitting. (<i>A slime creature would likely be immune to wounds.</i>) <u>This allows you to not be overburdened with status effects and wounds.</u>

Monsters never hold their actions for any strategical reason, unless they absolutely must to be effective.

BASE MONSTER STATS

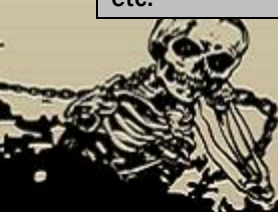
Before creation, all characters start with a score of 1 in all 6 core attributes. After that, monsters will start increasing their attributes through level awards. *Base Stats* refer to your character's stats, before any bonuses are applied. To figure your base stats, multiply them by your attribute score. (*CON 3 means you have 45 Max HP, and 90 Max Vitality, for base stats.*) Remember, Monsters have different base stats than Heroes!

ATTRIBUTE	BASE STAT 1	BASE STAT 2	BASE STAT 3
CONSTITUTION (CON)	15 Max HP (<i>Hit Points</i>)	(<i>Max Vitality is equal to double your Max HP.</i>)	
AGILITY (AGI)	2 Initiative	2 Speed	2 RAD (<i>Ranged Attack DMG</i>)
INTELLECT (INT)	2 Craft Mastery	2 Healing Mastery	2 SP Mastery
STRENGTH (STR)	2 Armor	2 MAD (<i>Melee Attack DMG</i>)	
WILLPOWER (WILL)	2 SP-Armor	2 Minion Mastery	
CHARISMA (CHA)	2 Song Effect	2 Minion Speed	2 Minion Damage

**Monsters do not have access to the 7th Attribute, TEC, like Heroes do.*

Table 1MLA: MONSTER LEVEL AWARDS

LEVEL	AWARD
Hero Level 1	+4 Attribute Points (<i>4 Points total</i>)
Hero Level 2	+5 Attribute Points (<i>9 Points total</i>)
Hero Level 3	+6 Attribute Points (<i>15 Points total</i>)
Hero Level 4	+7 Attribute Points (<i>22 Points total</i>)
Hero Level 5	+8 Attribute Points (<i>30 Points total</i>)
Epic Levels 1, 2, 3, 4, etc.	+50 HP, +1 Attribute Point (<i>This Attribute Point may be used to extend any attribute beyond 12. For example, to increase Strength from 12 to 13, or from 13 to 14.</i>)



Monster levels are referred to as Hero Levels and Epic Levels to keep the terms universal. In most cases, you will want a monster's HL/EL to match the Heroes' HL/EL.

EQUIPMENT

Enemies never gain stats or bonuses from equipment, so giving them equipment is purely for flavor, detail, or loot purposes. That being said, monsters may still be equipped with any **Armor** you feel like giving them, but quality of the armor they use should be less than their HL. If the Heroes defeat the monster, their equipment should be able to be looted (*unless you decide their gear is broken during combat.*)

Mechanically, monsters cannot use **Weapons**. Monsters must adhere to one of the 4 attack types listed in the following section. Should you wish to create a humanoid or NPC that uses a weapon like a Longbow or a Great Axe, you may still do so. If you do, you will choose one of the following attack types to replace the weapons statistics. (A barbarian with a Great Axe would use the attack type "Natural Melee Weapon" instead of rolling 3D6 DMG.) It's up to you whether you want those enemies to drop the equipment for the Heroes to loot after combat.

Just remember to **keep loot rare!** Overburdening your players with stat enhancing gear is a quick way to unbalance the game and cause your players headaches with numbers and stat inflation. (*Let them rely on their abilities, not their gear.*)

MONSTER ATTACK TYPES

Monsters use (super)natural weapons for their attacks instead of typical weapons. Natural weapons could include claws, fangs, fists, rocks, trees, handmade weapons, projected spikes or quills, or even a strange mutation or mechanical device that causes the monster to shoot nails and sawblades. Supernatural attacks may consist of things like arcane bolts, magic claws, conjured weaponry, elemental spit balls, lightning cannons, or even a powerful mechanical mutation that causes cannons to sprout from their shoulders and shoot rapid bursts of acid.

Monsters may pick 2 from the following 4 attack types:

DMG and SP-DMG are shown at Hero Levels 1, 2, 3, 4, and 5. (At HL 3, all attack types deal 20 DMG or SP-DMG.)

Attack Type	Range	Accuracy	DMG	SP-DMG
Natural Melee Weapon	1 (Melee)	3/4/5/6	10/15/20/25/30	
Natural Ranged Weapon	3+HL (Ranged)	4/5/6	10/15/20/25/30	
Supernatural Melee Weapon	1 (Melee)	3/4/5/6		10/15/20/25/30
Supernatural Ranged Weapon	3+HL (Ranged)	4/5/6		10/15/20/25/30

At HL 1, a *Natural Melee Weapon* attack will deal 10 DMG. at HL 2, it will deal 15 DMG, HL 3 it will deal 20 DMG, at HL 4, it will deal 25 DMG, and at HL 5, it will deal 30 DMG. These, of course, are before MAD or RAD are added.

Now let's take a monster with 4 MAD, and repeat the above example:

At HL 1, a *Natural Melee Weapon* attack will deal 14 DMG (10+4). At HL 2, it will deal 19 DMG (15+4). At HL 3 it will deal 24 DMG (20+4). At HL 4, it will deal 29 DMG (25+4), and at HL 5, it will deal 34 DMG (30+4).

Now let's say the monster in the above example scores a critical hit. At HL 1, their attack will deal 10+(4 x 2) DMG, or 18 DMG. Remember, you double the MAD, RAD, and/or SP Mastery applied to critical hits.

Typically, you'll want to give monsters 1 type of Ranged Weapon attack, so that they have greater flexibility in combat. Without a Ranged Weapon attack, slow monsters might not even get a chance to attack fast Heroes. Due to their nature (*savage, feral, unnatural, or trained*), enemies never need to use the switch action to swap between their 2 weapons. Each attack type will always be at the ready for use.



ENEMY & NPC Character Sheet

NAME Young Fusion Born RACE Mutant SIZE 1 HEIGHT 5'5" WEIGHT 200lbs HL 1 EL 0

CON	AGI	INT	STR	WILL	CHA
<u>2</u>	<u>2</u>	<u>1</u>	<u>2</u>	<u>2</u>	<u>1</u>
Hit Points <u>30 / 30</u>	Initiative <u>4</u>	C. Mastery <u>2</u>	Armor <u>4</u>	SP Armor <u>4</u>	Song Effect <u>2</u>
Vitality <u>60 / 60</u>	Speed <u>4</u>	H. Mastery <u>2</u>	MAD <u>4</u>	M. Mastery <u>4</u>	M. Speed <u>2</u>
	RAD <u>4</u>	SP Mastery <u>2</u>			M. Damage <u>2</u>

ATTACK # 1

Description: Claw, Punch, Kick, Scratch, or Bite
 Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6
 DMG: 14 Crit DMG: 18 | SP-DMG: _____ Crit SP-DMG: _____
 Other: _____

ATTACK # 2

Description: Rock Throw
 Type: N. Ranged Weapon Range: 4 Accuracy: 4/5/6
 DMG: 14 Crit DMG: 18 | SP-DMG: _____ Crit SP-DMG: _____
 Other: _____

ABILITIES

Name: Poison Breath Description: Target creature within 5 spaces test CON 5 DPD: Poison & 5 SP-DMG
 Name: Acid Spit Description: Target creature within 5 spaces tests AGI 5 DPD: Dissolve & 5 SP-DMG
 Name: _____ Description: _____ DPD: _____ & _____
 Name: _____ Description: _____ DPD: _____ & _____
 Name: _____ Description: _____ DPD: _____ & _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Poison, Dissolve Vulnerabilities: _____
 Traits: _____

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

2D6 Gold

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

*The character sheet above (and blank copies) can be found online at www.silentcandlegames.com.

Above is the example character sheet of a Young Fusion Born. (In Estaria, Fusion Born are an uncivilized, super mutant race that follow their god Neon's commands. They're similar to the traditional orc in other fantasy worlds.)

The very first line has a name, race, size, height, weight, HL, and EL. You may give your creature whatever name and race you want (i.e., Name: *Skeletal Soldier*, Race: *Undead*.) Size means how many spaces your creature takes up (by default Size = 1; They take up 1, 5x5ft square space.) Only the size modifying trait can change size (traits explained later.) Height & weight are up to you. HL and EL are basically how strong the creature is. You typically want your Heroes to be fighting enemies with the same HL and EL.

The next section is for your creature's attributes and stats. Below that is their attacks.

Each enemy can have two different types of attacks. The above monster has a Natural Melee Weapon, and a Natural Ranged Weapon. Since you never roll dice to figure out how much an enemy attack will deal, their numbers are static, and easy to dish out on the fly. If this enemy hits a creature with a melee attack, it deals 14 DMG. If it critically hits a creature with its melee attack, it deals 18 DMG.

The next section is for abilities (which are explained over the course of the next few pages.) Beneath that is where you can keep track of immunities, vulnerabilities, and traits. The above creature is immune to both status effects: Dissolve and Poison. Because it's immune to those status effects, it's also immune to the corresponding Elemental Damages: Acid and Poison. Young Fusion Born have no Traits as Traits aren't acquired until HL 2.



“X” VALUE

“X” is a factor used to measure difficulty. The higher the “X” value, the higher the difficulty. As a GM, you’ll use this table quite often; When you create enemies, place traps, prepare treasure, prepare encounters, etc. Hero players, as creative as they are, will ask if they can do or try many different things. Some of the things they ask may be borderline unrealistic. In all cases, determine how difficult the attribute test would be if you or a normal person attempted it, and then choose the appropriate value from the following table:

Table 1X: “X” VALUE

HERO LEVEL (HL)	“X” VALUE	DIFFICULTY RATING
1	5	A pretty easy attribute test.
	6	An easy attribute test.
2	7	A simple, but not overly easy attribute test.
	8	An AVERAGE attribute test.
3	9	An above average attribute test.
	10	A slightly challenging attribute test.
4	11	A challenging attribute test.
	12	A difficult attribute test.
5	13	An extremely difficult attribute test.
	14	An unrealistically hard attribute test.
	15-20	Near impossible attribute test for any creature.

If a character has an outside influence, like history or experience related to the attribute test, don’t make the attribute test easier. Instead, you’re encouraged to give them a +1 or +2 attribute test score bonus instead.

Example 1: Hero A would like to see if he can convince the drunk Thug B that Thug C has been talking about him behind his back. This is a simple, but not overly easy attribute test, so the GM may either have the Hero test CHA vs Thug B’s INT, or simply have the Hero test CHA 7.

Example 2: Hero B wants to figure out how to use a nearby computer to do something it’s not normally meant to do; such as open an electrically locked mechanical door. This sounds like a pretty challenging attribute test, so we would have Hero B test INT 11.

Example 3: Hero C is crazy and wants to try to break down a thick iron wall with her fists. She has 1 STR. This sounds like an unrealistic attribute test for anybody, so we would have her test STR 14. She rolls a critical success, a 6 on the dice, for a total score of 7. When something like this happens, the Hero would win, yet only gain a trivial victory. In this case, Hero C would manage to make a minor dent with one of her punches, but it would take hundreds more to break through it. In addition, continuing to punch this iron wall should start costing her 10 Vitality per attempt (never be afraid to start taxing Vitality on attempts that are won over through time and repetition, as opposed to realism and creativity.) You may also have the Hero test CON to see if they hurt themselves.

DPD (Dealt Per Difference)

DPD, or, *Dealt Per Difference*, is how you determine the severity of the penalty when someone fails an attribute test against a trap, enemy ability, or something similar. If you just barely fail an attribute test against a trap, you won’t be dealt as much if say, you failed by a lot or critically failed. Only the GM needs to know what the DPD is. **Once the Hero rolls their attribute test, you will determine the difference and tell them what they’re dealt (if anything).**

Jimmy triggers a fatal **gas trap**, causing him to test **CON 7** (DPD = Lose **5 Vitality**, Only the GM knows the DPD.)

Jimmy rolls a 4. The difference is 3, therefore the GM tells Jimmy he loses **15 Vitality**. (3 x **5 Vitality**)

Becca is targeted by an enemy ability, called “*Toxic Breath*”, causing her to test **CON 9** (DPD = Poison and Dissolve. Again, only the GM needs to know the DPD.)



Becca rolls a 4. The difference is 5, therefore the GM tells Becca she is dealt Poison 5 and Dissolve 5. (If Becca had any Poison or Dissolve Resistances, then they would apply now.)

If a character rolls a 1 on the 1 attribute test D6, they will critically fail, and their score will be a 1, even if their attributes or any bonuses would bump it up to a higher value. This ensures that no matter what, Heroes should always worry about traps and enemy abilities, whether they have high attribute scores or not; They have at least a 16% chance to fail and take a severe amount of punishment.

Let's say Jimmy triggers that **gas trap** (Test CON 7), and critically fails the attribute test. Even if Jimmy had 2 CON, he would still take a 1 as his test score. The difference is 6, therefore the GM tells Jimmy he loses 30 Vitality.

On the other hand, let's say Becca rolls a 6 on the 1 attribute test D6, critically succeeding. If she does, she will automatically pass, and DPD will not have to be determined. (Even if her overall score is lower than the test's difficulty.) They will always have at least a 16% chance to pass the test.

The Willpower (WILL) feat "Will to Live" can help Heroes avoid critical failures.

Aside from the "Will to Live" feat, traits and bonus tokens may allow Heroes to reroll critical failures.

DPD RECAP

- The GM tells the Hero(es) they are the target of an ability or trap, then tells them to what to test. (Test AGI 5, or just Test AGI, for example.)
- The Hero performs the attribute test, explained on pg. 10 of the *Basic Rulebook*. (Again, if the D6 lands on a 1 or 6, they don't need to add attribute scores or bonuses, or account for penalties.)
- The GM compares the difference between the Heroes' test score, and the difficulty of the test.
- If the Hero fails the test, the GM multiplies the *difference* by the DPD.
- The GM then tells the Hero what they are dealt. At this point, Armor, SP-Armor, and Resistances apply.

Outside of combat, Traps that curse, inflict illnesses and disease, or cause Heroes to lose Vitality (through vitality draining magic) are ideal. For some of these, a simple Pass or Fail test would work and DPD would not be necessary.

MONSTER ABILITIES

Monsters may have up to 5 abilities. These abilities can be anything you want them to be, but the following is a helpful guide for creating balanced monster abilities. Should you not want to create your own abilities, *Table 1EA* on pg. 17 is included to give you some premade abilities. *Table 1EA* also works great as a palette to customize your own abilities from.

Make sure you understand what the "X" value and DPD mean before continuing on (explained in the previous section.) Newer GM's should skip to "Core Abilities" at the bottom of pg. 17, and use *Table 1EA* instead of creating custom abilities.

ABILITY CREATION (3 Parts)

As you continue through this section, we will demonstrate the ability creation process by including **examples of a HL 1 Monster Ability (shown in red.)**

By now, we can assume you're familiar with DPD and what the "X" value means (see the red box above.) The value of X will be directly correlated with the HL of the monster. *Table 1X* in the previous section shows you what an enemy's X value should equal based on their HL. To keep things simple, it's restated in part 1, on the following page.



PART 1: Difficulty and "X" Value

Hero Level 1:	X = 5	(Example: Test CON 5.)
Hero Level 2:	X = 7	
Hero Level 3:	X = 9	(Example: Test STR 9.)
Hero Level 4:	X = 11	
Hero Level 5:	X = 13	(Example: Test WILL 13.)

The above lists ability difficulties, based off the enemy's HL. Difficulty is the number you will challenge Heroes to test (Test AGI 5, Test STR 7, etc.) Depending on range and number of targets, some abilities may add or subtract 1 from the X value.

Pick an "X" value

EXAMPLE: HL = 1, so X = 5

PART 2: ABC System

The ability creation system works using an ABC system. "A" determines which attribute will be tested. "B" and "C" each work together to determine the DPD, or effect of the ability. B and C cannot be the same (*unless your enemy has a trait that says otherwise.*) Your choices for each letter are as follows:

A = CON/AGI/INT/STR/WILL/CHA.

B = 5 DMG/5 SP-DMG/3 Almighty or Trauma Damage/Lose 3 HP/1 Wound Stack/1 Status Effect Stack.

C = 5 DMG/5 SP-DMG/3 Almighty or Trauma Damage/Lose 3 HP/1 Wound Stack/1 Status Effect Stack.

Pick an "A", "B", and "C" value

EXAMPLE: A = AGI | B = Burning | C = 5 SP-DMG

PART 3: Models

Below are five basic models of balanced abilities you can build from, using "X" and the standard ABC system:

- 1. ABILITY NAME** - Adjacent target tests (A) X+1.
FIRE SNAP - Adjacent target tests AGI 6.
DPD = (B) + (C)
DPD = Burning + 5 SP-DMG
- 2. ABILITY NAME** - Target within 5 spaces tests (A) X.
FIRE BLAST - Target within 5 spaces tests AGI 5.
DPD = (B) + (C)
DPD = Burning + 5 SP-DMG
- 3. ABILITY NAME** - Target within 10 spaces tests (A) X-1.
FLASH FIRE - Target within 10 spaces tests AGI 4.
DPD = (B) + (C)
DPD = Burning + 5 SP-DMG
- 4. ABILITY NAME** - All adjacent targets test (A) X.
FIRE WHEEL - All adjacent targets test AGI 5.
DPD = (B) + (C)
DPD = Burning + 5 SP-DMG
- 5. ABILITY NAME** - All hostile creatures test (A) X. (*Bosses only.*)
RAIN OF FIRE - All Heroes test AGI 5.
DPD = (B) + (C)
DPD = Burning + 5 SP-DMG

Pick an ability type, name it, and plug in your X and ABC.

EXAMPLE: FIRE BLAST - Target within 5 spaces tests AGI 5.

DPD = Burning + 5 SP-DMG



More Balanced Examples

So, let's run through some examples. Assuming that our Heroes are level 2 ($HL=2$, therefore $X=7$, see part 1.), we will craft 5 abilities from the 5 models previously mentioned.

- | | |
|---|--|
| 1. Fire Claw – Adjacent target tests STR 8 . | DPD = Burning + 5 DMG |
| 2. Brain Scorch – Target within 5 spaces tests WILL 7 . | DPD = Burning + 5 SP-DMG |
| 3. Ice Spear – Target within 10 spaces tests AGI 6 . | DPD = Frost + 5 DMG |
| 4. Teeming Pustules – All adjacent targets test INT 7 . | DPD = Poison + Lose 3 HP |
| 5. Holy Blizzard – All Heroes test CON 7 . | DPD = Frost + 3 Almighty Damage |

Custom Examples (for experienced GM's)

****These abilities are not recommended****

Once you have experience being a GM for Heroes of Estaria, you will start to have a firm grasp on how abilities work. At this point only, you should consider creating alternative styled abilities. These model examples should help you build custom abilities for your monsters to use. There are plenty of ways to keep enemies fresh and exciting, and here are a few ideas to get you started:

- | | |
|---|--|
| 1. Overheat – Adjacent target tests STR 8. | DPD = Burning and Warmup 1. |
| 2. Fog of Oil – Target within 5 spaces tests CON 7. | DPD = Blind, and if the Hero has a stack of Burning on them, 10 SP-DMG as well. |
| 3. Chain Hook – Target within 10 spaces tests AGI 6. | DPD = Pulled 2 spaces closer to the monster. |
| 4. Vampirical Bat Nova – All adjacent targets test WILL 7. | DPD = 1 Head wound and Lose 3 HP, and Blind if the Hero critically fails the attribute test. |
| 5. Mass Silence – All Heroes test WILL 7. | DPD = No matter the score, any Hero that fails cannot use Spell Abilities for 1 Round. |

CORE ABILITIES

The following table offers a list of abilities you may choose from when creating a monster. Naturally, you make tweak and edit these however you wish, to accommodate your needs (i.e., changing "Poison Cloud" to "Fire Cloud", that deals 5 SP-DMG + Burning instead.)

Monster traits and abilities do not use SP Mastery in any way. Only attacks that deal SP-DMG make use of a monster's SP Mastery. Essentially, a monster's SP Mastery will never affect DPD.

Table 1EA: ENEMY ABILITIES

Name	Description	DPD
Poison Cloud	Target within 5 spaces tests CON X .	5 SP-DMG + Poison
Drain Stamina	Adjacent target tests CON X+1 .	Lose 3 HP + Slow
Heart Stopper	Target within 10 spaces tests CON X-1 .	Lose 3 HP + Stun
Frostfire Bomb	Target within 5 spaces tests CON X .	Burning + Frost
Winter's Fog	Target within 5 spaces tests CON X .	Frost + Blind
Melting Breath	Target within 5 spaces tests CON X .	Burning + Dissolve
Fire Breath	Target within 5 spaces tests AGI X .	5 SP-DMG + Burning
Lightning Bolt	Target within 5 spaces tests AGI X .	5 SP-DMG + Stun
Spider Bombs	Target within 5 spaces tests AGI X .	5 DMG + Burning
Hot Glue Grenade	Target within 5 spaces tests AGI X .	Burning + Slow
Spear of Faith	Target within 10 spaces tests AGI X-1 .	5 DMG + 3 Almighty Damage

Spike Launcher	Target within 10 spaces tests AGI X-1.	5 DMG + Knockback
Nail Bomb	All adjacent targets test AGI X.	5 DMG + Lose 3 HP
Ray of Acid	Target within 10 spaces tests AGI X-1.	5 SP-DMG + Dissolve
Frost Bolt	Target within 5 spaces tests AGI X.	5 SP-DMG + Frost
Toxic Bolt	Target within 5 spaces tests AGI X.	Dissolve + Poison
Laser	Target within 10 spaces tests AGI X-1.	5 SP-DMG + Lose 3 HP
Bouncing Sawblades	Target within 5 spaces tests AGI X.	5 DMG + 1 Wound
Molotov Cocktail	Target within 5 spaces tests AGI X.	5 SP-DMG + Burning
Flashbang Grenade	Target within 5 spaces tests AGI X.	Stun + Blind
Ice Blast	Target within 5 spaces tests AGI X.	5 SP-DMG + Frost
Blade Cyclone	All adjacent Heroes test AGI X.	5 DMG + 1 Wound
Ancient Frost	Target within 5 spaces tests INT X.	5 SP-DMG + Frost
Ancient Spell	Target within 10 spaces tests INT X-1.	5 SP-DMG + 1 Wound
Ancient Netherfire	Target within 5 spaces tests INT X.	Burning + Blind
<i>To avoid Ancient Magic, you must know the "process" of how the spell works, or have the intuition to figure it out in a pinch. For ease of logic, it's recommended that you mostly use "Ancient" abilities for INT tests.</i>		
Dancing Bolts	Target within 5 spaces tests INT X.	5 SP-DMG + Blind
Runic Prison	Target within 5 spaces tests INT X.	Stun + Slow
Invisible Viper	Target within 5 spaces tests INT X.	5 DMG + Poison
Gravity Crush	Target within 5 spaces tests STR X.	5 DMG + 1 Wound
Overpower	Target adjacent enemy tests STR X+1.	5 DMG + 1 Wound
Muscle Drain	Target within 10 spaces tests STR X-1.	Lose 3 HP + 1 Wound
Ember Chomp	Adjacent target tests STR X+1.	5 DMG + Burning
Arctic Grasp	Adjacent target tests STR X+1.	5 SP-DMG + Frost
Eye Gouge	Adjacent target tests STR X+1.	Blind + 1 Wound
Force Crush	Target within 5 spaces tests STR X.	5 DMG + Lose 3 HP
Force Push	Target within 5 spaces tests STR X.	5 DMG + Knockback
Hydro Jet	Target within 5 spaces tests STR X.	5 SP-DMG + Knockback
Bear Hug	Adjacent target tests STR X+1.	Lose 3 HP + 1 Wound
(Un)Holy Burst	Adjacent target tests STR X+1.	5 DMG + 3 Almighty Damage
<i>Use your best judgement when determining if STR based abilities are affected by Head/Upper Body wounds.</i>		
Brain Freeze	Target within 10 spaces tests WILL X-1.	5 SP-DMG + Frost
Vomit-Inducing Discharge	All adjacent targets test WILL X.	Lose 3 HP + Poison
Deadly Gaze	Target within 5 spaces tests WILL X.	5 SP-DMG + Lose 3 HP
Paralyzing Stare	Target within 5 spaces tests WILL X.	Stun + Slow
Mind Gnaw	Target within 10 spaces tests WILL X-1.	Lose 3 HP + Stun
Elemental Torment	Target within 10 spaces tests WILL X-1.	5 SP-DMG + Any Status Effect
Mind Spark	Target within 5 spaces tests WILL X.	5 SP-DMG + Stun
Incite Aneurism	Target within 10 spaces tests WILL X-1.	Lose 3 HP + 1 Wound
Voodoo Doll	Target within 5 spaces tests WILL X.	3 Almighty Damage + Lose 3 HP
<i>CHA tests typically involve luck, fate, destiny, or how well you appease greater beings.</i>		
Radiant Judgement	Target within 5 spaces tests CHA X.	3 Almighty Damage + Blind
Scourge of Faeries	Target within 10 spaces tests CHA X-1.	5 DMG + 3 Almighty Damage
Guardian Spirit Attack	Adjacent target tests CHA X+1.	5 SP-DMG + 3 Almighty Damage
Aid of Fire Djinn	Target within 5 spaces tests CHA X.	5 SP-DMG + Burning
Spirit Dance	All adjacent targets test CHA X.	3 Almighty Damage + Lose 3 HP
Burning Luck Bolt	Target within 5 spaces tests CHA X.	5 SP-DMG + Burning
Chaos Storm	Target within 10 spaces tests CHA X-1.	5 SP-DMG + Stun
Smother Fate	Target within 10 spaces tests CHA X-1.	Stun + Blind

Similar abilities may test different attributes, depending on how you flavor it. For example, a Frost Breath could be a blast of cold air that provokes a CON test. Likewise, an Ice Breath could be a straight blast of ice shards, that would provoke an AGI test instead. Make sure to describe abilities when possible, so that they make sense to your players.



Overtime, you should make sure to challenge all your Hero Players' attributes. However, some should be more common than others. Here is the order, from common to uncommon, that Hero players should encounter attribute tests in combat: AGI>CON>STR>WILL>INT>CHA.

Anyone that is adjacent to an enemy is considered to be in close combat with that enemy. This means they're within arm's reach of that enemy. Therefore, it's reasonable for most enemy abilities that target adjacent Heroes to test their STR instead of AGI. (*It's more reasonable to block/parry than to try to dodge at point blank range.*) If a Hero Player would like to use AGI instead of STR in these situations, they must invest in the Side-Stepper trait, #181, *Character Creation Booklet pg. 37.*

MONSTER COMBAT BEHAVIOR *(and Flavor)*

Monsters can behave differently, even if they use the same character sheet. Using the character sheet of the "Young Fusion Born" (on pg. 13), here is an example of how 1 type of enemy can have different behaviors:

Normal - This should be the norm for most enemies: This monster performs either Attack #1 or Attack #2 with their 1st action, then uses any ability as their 2nd action. (*An average Fusion Born. Prefers to move towards hostiles.*)

Fighter - This monster performs Attack #1 (or any melee attack) with both their actions. (*A decorated Fusion Born warrior. Prefers to move towards hostiles.*)

Ranger - This monster performs Attack #2 (or any ranged attack) with both their actions. (*A timid rock throwing Fusion Born. Prefers to stay at a distance from hostiles.*)

Caster - This monster uses any ability (*Poison Breath*) for their 1st action, and another ability (*Acid Spit*) as their 2nd action. (*A tribal Fusion Born shaman. Prefers to stay at a distance from hostiles.*)

Monsters typically attack whomever they see first, or whoever is closest to them. Naturally, enemies might have to use their 1st or 2nd actions to use the movement action. If they feel they're not being effective against a specific target, they might move and switch targets. Groups of monsters hardly ever gang up on an individual Hero, and prefer to spread out their focus among the Heroes.

To avoid the headaches of managing multiple characters with different character sheets, **it's recommended you only use 1-2 different types of monsters per combat.** Keep track of their Hit Points, status effects, wounds, and initiative scores on 1 piece of scratch paper. Just remember, even if your enemies use the same character sheet, they can still be wildly different in terms of both *flavor* and *behavior*.

Depending on the party, certain behaviors may be more effective than others. (*For example, a party built on negating attacks may have a hard time with casters that just use abilities.*) Therefore, it's recommended that you build groups of monsters with diverse behaviors, or keep them mostly Normal. A group of all *Fighter* monsters could completely destroy a party, or be really ineffective against them.

Wounds can, but *shouldn't always*, change an enemy's combat behavior. Just because a dragon has 10 Head Wounds, that doesn't guarantee it's going to stop breathing fire altogether. It might think twice about it, though.

MONSTER/NPC TRAITS *(Acquired at Hero Level 2.)*

Starting at Hero Level 2, you should start to feel comfortable giving your enemies any number of traits. Monsters and NPCs have their own traits that focus on making them both unique and powerful in combat. Traits such as "True Sight" and "Unsummon" can force the party to rethink their go-to strategies. Some of these traits even allow monsters to perform unique abilities such as tripping an opponent or healing an ally (*these actions are considered enemy abilities for the purpose of head wounds, interruption and negation only. Azure Battlemages cannot learn abilities performed by traits.*) Some traits may require a creature to have a minimum attribute requirement. Monsters/NPCs have no reason to use any Hero trait, unless you really want them to. Traits are listed on the following page.



Table 1ET: ENEMY TRAITS

The first column is the name of the trait and the second column is the trait's description. The third column shows any **Requirements (REQ.)** the monster must have, such as a minimum attribute score (*this is notated in red.*) The **D %** stands for the "Difficulty %." Basically, if you give your monster too many traits, it will be too difficult. Try to stay between the 0-50% range when deciding which traits to give your enemy. If the trait has an Asterisk* next to its name, that means you can take multiple copies of that trait, and the bonus will stack with itself.

TRAIT	Description	REQ. / D %
AUTO-CLEANSER	At the beginning of your turn, you may, at will, cure any 1 status effect or wound from any one creature within sight.	15%
BATTLE-MASTER	Roll 2 accuracy D6 when attacking, and use the higher of the 2.	25%
CASTER	The range for your abilities are doubled.	25%
CHROMA	Whenever you deal a status effect, you may immediately change that status effect into a different one. (Example: You deal Burning 2, but decide to change that to Frost 2 instead.)	10%
CLEAVING	Your melee attacks may target up to 2 creatures adjacent to you.	25%
CONCENTRATION BREAKING	Any hostile creature adjacent to you must roll 3 concentration D6 when making concentration checks, and use the lower of the 3.	10%
COUNTERING	If an adjacent creature attacks you and misses, you may make an attack of opportunity against that creature.	10%
CRAFTY	Your RAD and MAD may equal your Craft Mastery.	INT 3 / 20%
CRUEL	Your critical hits ignore both Armor and SP-Armor.	15%
CRIPPLING BLOWS*	Your attacks gain +2 Wounds.	15%
DEAFENING	Creatures within 3 spaces of you cannot use or benefit from any Song Skills.	15%
DESTROY SUMMON (BLOOD MAGIC)	Once per combat as an action, you may lose 10 HP to deal 100 Trauma Damage to target minion (<i>there is no save against this.</i>) Mechanical minions are immune to this effect.	15%
DISARMING STRIKES	Your critical hits cause your target to drop one currently equipped weapon or shield of your choice.	10%
DISEASED	You have a spreadable <i>Serious Disease</i> and are also immune to the <i>negative effects of disease.</i> (Advanced Rulebook, pg. 9)	10%
DODGING/EVADING	Once per round, when an attack or ability causes you to lose HP, you may lose half that amount of HP instead.	10%
ELEMENTAL ATTACK*	Choose a status effect for Y. You gain Y 2 on your attacks.	15%
ELEMENTAL AURA*	Choose a status effect for Y. Hostile creatures that end their turn in a space adjacent to you are dealt Y 2.	15%
ELITE*	Gain +20xHL Max HP.	20%
ENERGY CONSUMING	As a quick action, you may have target Hero within 5 spaces lose HP equal to the amount of CDCs they have on all their abilities.	Boss Only / 15%
ENHANCED ABILITIES*	Your abilities gain +1 in test score difficulty. (If an ability would normally provoke a CON test 5, it provokes a CON test 6 instead.)	15%
ENHANCED ARMOR	+10 Armor. You cannot be immune to Dissolve or have the "Enhanced SP-Armor" trait.	25%
ENHANCED ATTACKS*	+5 MAD, +5 RAD, and +5 SP Mastery.	15%
ENHANCED RANGE*	+5 Ranged Attack Range.	15%
ENHANCED RANGED ACCURACY	+1 Ranged Attack Accuracy.	15%
ENHANCED SP-ARMOR	+10 SP-Armor. You cannot be immune to Dissolve or have the "Enhanced Armor" trait.	25%



ELECTRONIC SABOTEUR	Once per combat as a quick action, you may test INT vs target creature's INT within 10 spaces. If they fail, they lose 10 HP for every mechanical ability that they know. They lose an additional 10 HP for each Gadget they have on them, and all mechanical minions they control will be defeated.	10%
EXTENDED RANGE	+1 Melee Attack Range. <i>(To a range of 2.)</i>	15%
FATE BINDING	Creatures cannot reroll attribute tests against your abilities.	10%
FEINTING STRIKE	Once per turn as an action, you may test AGI or INT vs an adjacent creature's INT. If you win, you may attack and critically hit that enemy.	15%
FLESH CONJURING	At the beginning of this creature's turn, it may, at will, give any 1 creature either (CHA x 3) or (WILL x 3) Temporary HP.	15%
FLYING	During your turn, at will, you may become Airborne for however long you want. You lose this trait when you have been reduced to 50% or less HP, or if you have 10 upper body wounds.	25%
HAUNTED	When defeated, the character that defeated you must test WILL 8+HL, or become cursed.	10%
HEALER	Your heal action may now target any creature within 3+HL spaces.	15%
IRRADIATING	Heroes that end their turn in a space adjacent to you lose 10xHL HP.	Boss Only / 10%
KEEN*	Your attacks gain Lethal. <i>(To a max of Lethal 2.)</i>	15%
LEADERSHIP	Allied pawns gain +1 Accuracy. <i>(This effect does not stack.)</i>	25%
MIASMA	Creatures within 3 spaces of you suffer a -2 attribute test score penalty.	Boss Only / 20%
MINION CHARMING (SPIRIT MAGIC)	Once per turn as an action, you may choose any minion summoned by a Hero and try to charm it. To charm it, you must test CHA vs the associated Hero's CHA. If you win, you gain control of the minion, and it becomes a monster to the Heroes. <i>(The Hero that owns the minion cannot attempt to resummon it, and their ability will be locked out and unable to use until combat ends. The Hero cannot attempt to charm it back either.)</i> If the Hero wins, you cannot reattempt to charm that same minion.	CHA 3 / 20%
MIRAGING/ PHASING	When a creature directly affects you with a Spell Ability, you may roll 1D6. On a 4/5/6, the ability is negated <i>(for you only.)</i>	10%
MOB MENTALITY	Allied pawns gain Lethal on their attacks. <i>(This effect does not stack.)</i>	25%
MULTI-ATTACKER	When you use an action to attack, you may gain Repeat on that attack. If you do, both attacks suffer a -1 accuracy penalty.	20%
NIMBLE	Moving doesn't provoke attacks of opportunity.	AGI 3 / 10%
OPPORTUNIST	+1 <i>(additional)</i> Attack of opportunity.	10%
OVERLORD	Your MAD, RAD, or SP Mastery may equal your Minion Damage. Allied pawns gain +10 DMG on their attacks <i>(or +10 SP-DMG on their attacks that deal SP-DMG.)</i>	CHA 3 / 25%
OVERPOWERED	When creating an ability for this creature, it may have B and C be the same <i>(see part 2 on pg. 16.)</i>	55%
POISE	Your attacks cannot be interrupted <i>(but they can still be negated.)</i>	10%
PLANAR CLEANSING	Once per combat, as an action, you may erase all combat terrain within sight <i>(or any ability that has an effect on terrain.)</i>	10%
RAGING	You have 0 Armor and 0 SP-Armor, but are immune to Repel, and gain +10 MAD.	15%
RALLY	Allied pawns may gain +5 Speed and have an Initiative score equal to your Minion Speed stat.	CHA 5 / 20%
REANIMATING	+1 CON and you gain Almighty Damage vulnerability. When you're defeated, summon a pawn of your choice in your place.	10%
RESILIENCE	When you're dealt any amount of status effect or wound stacks, you only receive half of them <i>(rounded down.)</i>	15%



SABOTAGE	Once per combat, at will, you may have an adjacent creature test INT 8+HL. If they fail, until the end of combat, they lose 10 HP when using a Gadget or Item.	10%
SIEGE MONSTER	Your attacks deal triple DMG/SP-DMG to stationary structures or creatures that cannot move. (<i>Walls, buildings, gun turret minions, etc.</i>)	10%
SIREN	Once per combat, during your turn and at will, you may test WILL or CHA vs target creature's WILL. If you win, they're dealt head wounds equal to your Song Effect stat.	10%
SIZE CHANGE	You may create this creature to be any size. If the creature is 2-6 spaces large, it gains +1 STR and +1 CON. If this creature is any bigger, it gains an additional +1 STR, +1 CON, and +20% difficulty. (<i>Double check the weight makes sense for a creature of this size.</i>)	20%
SONIC SOLDIER	Once during your turn, at will, you may either heal a creature for +SE HP, or gain +SE Trauma Damage on your attack.	10%
SPELL CHARMING	Once per turn as a quick action, you may test CHA vs any creature's WILL. If you win, you may have the target attack itself or any other creature within their range.	25%
SPREAD SHOT	Ranged attacks may target up to 2 Heroes that are adjacent to each other.	25%
TRIPPING/SHOVING	Once per turn as an action, you may test AGI or STR vs an adjacent creature's AGI or STR. If you win, all creatures adjacent to the target (<i>except yourself</i>) may make an attack of opportunity against it.	15%
TRUE SIGHT	Hostile creatures within 3 spaces of you lose Stealth.	INT 3 / 10%
TRUE FOCUS	You're immune to taunt and repel.	WILL 3 / 10%
UNDYING	Once per combat, when you're defeated, you may be reduced to 1 HP instead. You also gain Almighty Damage Vulnerability.	10%
(UN)HOLY ATTACKS*	Your attacks gain +10 Almighty Damage, but you also gain Almighty Damage Vulnerability.	CHA 3 / 15%
(UN)HOLY HEALTH	You gain +2 CON, but also gain Almighty Damage Vulnerability.	15%
(UN)HOLY POWER	You gain +1 CON, AGI, INT, STR, WILL, and CHA. You also gain Almighty Damage Vulnerability.	35%
UNSUMMON (SPIRIT MAGIC)	Once per combat as an action, you may have all Heroes with minions test WILL 8+HL. If they fail, all their minions will be defeated.	15%
VANISHING	At the beginning of your turn, you gain Stealth. Your attacks gain Lethal while Stealth. At the end of your turn, you lose Stealth if you haven't already.	15%
VIGILANT	You cannot be ambushed or surprised, and therefore creatures cannot gain these bonuses when initiating combat with you.	10%
WITCHCRAFT	Once per combat, during your turn and at will, you may deal (WILL x 3) or (CHA x 3) Almighty Damage to target creature. Double the Almighty Damage if the target is a minion.	10%
EASY	You have 0 MAD, RAD, SP Mastery, Armor, SP-Armor, and only gain +10 HP from CON (<i>as opposed to +15 HP.</i>) <i>*This is a great way to create numerous balanced monsters for the Heroes to fight!*</i>	- 50%
EASY MATH	You have 0 Armor and 0 SP-Armor, but gain 20 HP per CON (<i>as opposed to 15 HP.</i>)	- 10%
STATIONARY	You cannot move.	- 30%
(UN)HOLY	You gain Almighty Damage Vulnerability.	- 10%
VULNERABILITY	You become vulnerable to one of the following: <i>DMG, SP-DMG, Burning, Frost, Stun, Slow, Knockback, Blind, Poison, Dissolve.</i> (<i>Naturally, you can't be immune to your choice.</i>)	- 20%
WEAK OFFENSE	You have 0 MAD, RAD, and SP Mastery.	- 20%
WEAK DEFENSE	You have 0 Armor and 0 SP-Armor.	- 20%

*This trait can be taken multiple times.



BOSS CREATION

Creating bosses is the same as creating a monster, with a few exceptions, of course:

- Bosses automatically gain +1 in all Attributes: CON, AGI, INT, STR, WILL, and CHA.
- Bosses gain 30 Hit Points per CON (as opposed to 15 per CON.)
- Bosses gain +1 Accuracy on their attacks. (Melee Attacks = 2/3/4/5/6, Ranged Attacks = 3/4/5/6.)
- Bosses may use example #5 in the creating abilities section (an ability that targets all Heroes, part 3, pg. 16.)

BOSS COMBAT BEHAVIOR

Bosses will have the most intelligent combat behavior of any enemy in the game. Unless you decide otherwise, they will typically focus on the most threatening and easy to defeat targets (such as an unarmored mage.) Alternatively, they may focus their attention equally among party members, reducing stress on your Hero players. Other than that, how they act and perform in combat is entirely up to you or the behavior you give them.

Bosses also have the unique ability to issue commands to allied pawns and monsters at will. Essentially, Bosses give you greater control over pawns, and can sic them onto specific targets or assign them other advanced tactics.

RUNNING COMBAT

When combat starts, there are going to be a few things you're responsible for:

- **Tracking Initiative** – You'll want to have every character roll 2D6 and add their Initiative stat to this roll. This is their *Initiative Score*. In the *middle* of a piece of scratch paper, write down everyone's Initiative Scores, with the highest at the top and lowest at the bottom. Characters take their turns in that order, and once everyone has taken their turn, round 1 will end. Round 2 will start with the character at the top of the list.
- **Managing Enemies** – Managing enemies is a challenging task. You'll want to write the names of each enemy on each corner of a piece of paper (like the one you use initiative for.) For example, write Raider #1, Raider #2, Raider #3, and Raider #4 in each corner. From there, you can use a pencil to write and erase their current hit points. You can also place status effect and wound shards right on their names to easily represent and track their afflictions. Naturally, you'll want to keep their character sheet handy as well, so you know what they're capable of when you take their turns.
- **Spawning Reinforcements** – At the start of combat, you'll spawn Monsters and Pawns. From there, you may decide to spawn more pawns *if* the situation calls for it. To do so, spawn HL more pawns at the end of any combat round. Try to spawn them in areas that make sense (next to a landmark, staircase, window, hole in the ground, or the edge of the map would all work. Avoid spawning pawns right next to a Hero without any context. Give them a chance to respond.) If the current combat is too easy for the Heroes, feel free to spawn more Pawns. If it's too hard, feel free to spawn less, or stop spawning pawns altogether.

Pawns do not need to roll Initiative, as their Initiative Score is always 10, unless otherwise noted. When a pawn is spawned at the end of the round, it doesn't act that round. It'll have to wait to take its turn on the next pawn initiative the (immediate) following round. (If spawned at the end of round 1, it'll take its turn on round 2, when all pawns begin to take their turn.) Once all characters on one side are defeated, combat ends.

SCALING COMBAT (Mid Combat)

Some enemies may be more effective against your Hero Players than others. This can be especially true if your party only focuses on one type of damage (DMG or SP-DMG.) Naturally, the reverse is true as well.

There are **2 ways** to scale combat mid-battle: **Spawn more, less, or no pawns**, or **turn enemy abilities into multi-target abilities** Both ways are quite simple. At the end of a round, spawn more pawns around the perimeter of the battlefield. Try to spawn them around a landmark location(s) (a hole in the ground, a staircase, the door, the windows,



etc.) so that you can give your Heroes time to respond and find a way to seal off reinforcements.

The second way is even simpler. Let's take *Young Fusion Born's* ability "*Poison Breath*", from pg. 13, for example. It says "*target creature within 5 spaces*". Should you wish, you may make it more of a cone effect that targets multiple creatures. Just make sure not to overdo this, and make sure the logic is there.

Alternatively, you may create pawns that can only attack once per turn. Remember, *pawns can be pathetic cannon fodder*. It's completely reasonable that a pawn would spend more time reloading a gun, bow, or crossbow than a normal creature might. Or perhaps, the Great Sword wielding zombie barely has the muscle to use the sword they're holding. A pawn that has been attacking twice per turn, may also grow tired, and start attacking once per turn instead. Pawns are meant to be flexible, from trained soldiers to pathetic zombies, to aid the flow of combat.

**Although it's not recommended, you may also cheat enemy health and dice rolls. Remember, you are the GM.*

MONSTER MEASUREMENTS

This part encompasses 2 things. First, the height and weight of the monster is completely up to you. If you ever make a monster over 1,000lbs or 12 feet tall, you must have a *very good reason*, and they should probably have the "*Size Change*" trait.

For every 1 STR or 1 AGI, monsters can jump 1 foot vertically and 2 feet horizontally. In addition, for each point in STR, they may push, lift, pull, and throw 50lbs easily, and 100lbs with full effort and attention. Finally, monsters may climb, swim, and perform acrobatics at 50% of their normal Speed. If an enemy has the *Size Change* trait, you may want to use your best judgement, and consider altering these values (*sometimes dramatically*.)

TRAVEL

Should you wish to take advantage of the *Travel* mechanic in the *Advanced Rulebook*, pg. 8, you can bring some gritty realism into your game. Combined with *Illnesses* (*Advanced Rulebook*, pg. 9) and *Vitality Taxing* (*Advanced Rulebook*, pg. 26) your Hero Players will start feeling like they're controlling a real, living creature with limitations.

CRITICAL TIPS

- Skim through your Hero Player's classes, so you aren't caught off guard by some class specific mechanic.
- **Keywords.** If a Hero trait or ability seems too strong, feel free to double check it. They might have misread it or confused one word for another (*such as action for quick action, monster for enemy, or healing HP vs gaining HP.*)
- Unless otherwise noted, all ceilings and walls in Estaria reach up to 12ft tall.
- When combat starts, you should spawn (*present*) both Monsters and Pawns right away. Typically, you have 1-2 Pawns per Monster, but sometimes you won't (*as shown in the sample campaign.*) **Try not to inflict more than 2-3 different types of status effects on your players in the same combat**, as it's simpler/better to focus on just a few.
- Smart Heroes will try to take long rests as often as possible. Smart GMs will make sure there's a constant threat, so they can't always do so. If the Heroes have a one-time use Safety Tent and access to water, they should be able to rest just about anywhere. Otherwise, it is assumed pawns are always stalking them, waiting for the best opportunity to strike. (*That's why pawns typically don't show up until Monsters do.*) In short, **pawns are constant stalkers that won't let Heroes rest easy.**
- **Don't be afraid to tax your Heroes of Vitality** when you deem fitting, just remember to portray it as a resource, not a punishment. For example, a Hero Player may want to scout ahead, hunt wild game for a few hours, chop wood for hours, or even clear a large stack of rocks from a cave in. Let them do so, but also let them know that their character is living, breathing person, and the activity would tire them and drain them of Vitality (*any amount you feel is fair.*)



SAMPLE CAMPAIGN – “Academy of Doom”

INTRODUCTION

Heroes of Estaria includes a sample campaign for you and your players to use. This campaign is set in the world of Estaria, but can be tailored to your world should you wish. This campaign consists of about 5-20 hours of gameplay and should end with your Hero players reaching Hero Level 2. Finishing with a cliff hanger, you will be able to continue the campaign however you please. Don't be afraid to completely change the Heroes' Soul Purpose at that point. **This campaign is tailored for a party of 4 Heroes**, so you may need to balance fights accordingly.

Even if you don't plan on using this sample campaign, it's recommended that you at least read through it, as it can help you create and run your own campaign.

VISUALS

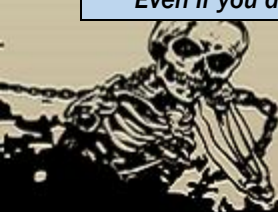
Black text	Standard black text should be read aloud to the group, in a narrative voice.
Blue Text	Blue text should be read in silence. This is GM information, that is only revealed to the Hero players if the situation arises. (<i>For example, they ask about the red moss.</i>)
Red Text	Red text implies that either Vitality or an attribute test is involved.
Yellow Boxes	The yellow boxes tell you what game pieces to use (“Decorations”, if you use game pieces) to create a map for your Hero Players. (<i>If you don't use physical pieces, just describe the decorations to your players.</i>) Place the Heroes anywhere on the map that you best see fit. (<i>Outside of combat there is no turn order, unless you issue one. By default, Hero Players may freely explore the environment.</i>) These yellow boxes also tell you about preplanned or pre-rolled treasures. For example, a barrel being filled with 6 Bandages or 2 Torches, instead of having the Hero roll a Miscellaneous Search Roll. When you see these boxes, it usually signifies a map change or addition. For obvious reasons, keep this information to yourself, and don't read it aloud.
Green Boxes	These boxes simply provide helpful tips. However, when you see ROLEPLAY in one of these boxes, that means that you should take a step back from navigating the game and let your Hero Players explore and roleplay for a short while. There is always some sort of “Goal” associated with roleplay. Feel free to tell them what their goal should be.
Orange Boxes	Orange boxes typically imply combat. When you see an orange box, you should prepare everyone for combat and have all characters roll for initiative. These boxes will tell you what enemies will be in the combat and any other combat related notes. (<i>Alternatively, these boxes sometimes serve as a simple reminder to account for Travel VPH, Advanced Rulebook, pg. 8.</i>)

GAME MAT & BATTLEFIELD

A game mat is not mandatory, but it can aid you in representing the battlefield (*or map.*) There are 2 ways a game mat can help you:

- 1. Restricting Map & Combat Zone** – Using a game mat can help you restrict the combat zone to the edges of the map. Anyone that moves off the mat (*if possible*) could be considered fleeing combat, getting lost, or losing sight of the battlefield. As for the campaign, the edges of the mat are mostly meant to represent various boundaries: The outer walls of a particular room or building, rivers/pools of caustic liquid surrounding the battlefield, a dense wall of smoke or fog, exceptionally thick vegetation, a steep drop off the ledge or cliff, the sidewalls of a large tunnel, etc.
- 2. Spawning Pawns** – In tandem with the above, the game mat can help give you logic for pawns appearing out of thin air. Pawns can wonder onto the map or battlefield from the fog/smoke, they can crawl out of vents, crash through windows, walls, or ceilings, or even burst out of a pool of acid. Mechanically, it's helpful to spawn pawns at the end of every round, somewhere adjacent to the outside edges of the battlefield (*to give Heroes some time to plan and react to them.*)

Even if you don't use a game mat, you may still want to mimic the above mechanics, to some effect.






SETTING UP

Setup and preparation are key for roleplaying games. You (*the GM only*) will want to read the following campaign in its entirety before playing it with friends. (*It's also a good way to learn how to build your own!*) The key things you will want to have prepared are:

1. **TIME & SPACE** – Roleplaying games take more than a 30-45 minute gaming session. They'll typically last hours. You'll want to make sure you have plenty of time to play, and plenty of space. A large table that people can roll dice on works best. If everyone is comfortable, the floor can work too.
2. **PIECES** – (*If Applicable*) You'll want to have game pieces organized into piles, within easy reach for everybody, but more importantly yourself (*you can always hand the pieces out.*) A pile for each type of shard can help a lot, but is not necessary. After your first play session, you'll find out which ones apply more to your campaign, and which ones might not. You'll want to have scratch paper to keep track of both enemy hit points and everyone's initiative. Heroes keep track of their own status effects/wounds.
3. **CHARACTERS** – This may sound obvious, but everyone will want to have their character sheets and ability cards ready. You'll want to make sure everyone understands their characters and abilities, so the game can progress smoothly. No one wants to pause mid game to check the rules about something (*still, it's going to happen, so best try to minimize it.*) You'll also want enemy character sheets available.
4. **PRE-ROLL LOOT** – This campaign has already pre-rolled *most* of the treasure for you, so the heavy lifting's done there (*as rolling treasure on the spot can slow the game down.*) In your own campaigns, we recommend that you pre-roll some treasure as well.

Below we have a diagram of what pieces represent what enemies (*if you have them.*) Otherwise you may use whatever you want to represent them. The backsides are red and black, and allow you to represent anything. For example, you won't have a visual representation of the Raider or Spitting Spider in this campaign, so you'll likely want to use the backside of either the Cabalist or Young Fusion Born. Character sheets for each creature can be found on silentcandlegames.com. (*You won't need to use one for Pawns, as they're pretty simple.*) **All pawns, monsters, and bosses in this campaign are Hero Level 1.**

	PAWNS – From left to right, we have the Ghoul, Ghost Hound, Lesser Shade, and Spider Swarm Pawns.
	MONSTERS – From left to right, we have the Young Fusion Born and the Cabalist Monsters.
	BOSSSES – Here we have the Academy Mage, the Boss of this campaign.

To keep things simple, each Hero will start out with a backpack and a utility belt in this campaign. Clothes are optional. (*You want your Heroes to start from the lowest of the low, as they will ascend great heights. Their attributes are typically worse than that of a commoner at first, due to malnutrition, being recently resurrected, or whatever flavor you wish to give them. Over the course of the campaign, they will quickly enhance their capabilities, becoming near superhuman.*)

As normal, Heroes will have the starting items and equipment they choose at character creation as well. **Before you play, you should go over with them what their gear actually does.** Check the Basic Rulebook for more information. For Items, *Table 1CI*, pg. 21 and *Table 1KI*, pg. 23. For Armor, *Table 1AR*, pg. 25, for Weapons, *Table 1W*, pg. 26.

You may find examples of the following maps/decorations used in the Sample Campaign at Silentcandlegames.com.



Academy of Doom: Chapter 1

DECORATIONS: 1 Mat, 2 Walls, 2 Doors, 2 Barrels, 1 Box.

NOTES: The 2 doors should be placed side by side to make 1 double door. Walls act as pillars, holding the crumbling cement building together. 1 Barrel has 6 Bandages in it, while the other contains 2 Torches. 1D6 M.U. and 1D6 A.U. can be looted from the corpses.

THE BEGINNING

A flash of purple light fills an otherwise lifeless room, packed full of bones, filth, and mold. Glowing blue mushrooms provide a faint light source, as they latch on to the cold, block walls. Accented by a strange red moss, the ground is littered with the bones of soldiers past, whose gear has suffered more than their own remains. **The red moss can be turned into 1D6 worth of A.U. Lighting is dark, and the mushrooms are small insects with glowing mushrooms on their backs as camouflage. They're slow and peaceful animals.**

As the flash of purple light subsides, the Heroes begin to arise, one at a time. **All Heroes test CON.** The Heroes with the highest scores or critical successes will wake up first. If there is a tie, they wake up at the same time. *(Critical successes always beat overall scores.)*

Have the Heroes describe their physical appearance to the other Hero Players in the order they wake up. Things to note are: How they flavor their attire, how their physical appearance looks, and what their purple Hero scar looks like.

Resurrected and revitalized, you find yourselves given a second chance at life, with a Soul Purpose ingrained into your mind. That Soul Purpose is to **Defeat the Academy Mage**, and currently, that is all that you know.

Examining your surroundings, you find yourselves locked in some sort of old war bunker. Skeletons of soldiers wearing tattered red coats surround the floor, and appear to have been there for quite some time. None of the skeletons appear to be wounded in any way, but appear to have died trying to escape. Glowing mushrooms allow you to faintly see throughout the room, and many of them illuminate the only door in sight. An inch-wide crack between the metal doors reveal that it is boarded up from the other side, and that for some reason these soldiers were locked in. Messages written in blood stain the walls, and the largest of them read "You will burn for this, traitors!" and "You could have saved us!" With this in mind, you introduce yourselves to one another and explore your surroundings.

ROLEPLAY: Allow the Heroes to roleplay and explore the room. The goal is to break outside of the room. Boards on the other side of the door are rotted and will only take a **STR test 7** to break it open. Other ways to access the next room include: Lighting the boards on fire, melting the doors with acid, using a miner's pickaxe, or climbing through a small airway in the ceiling, that only someone less than 4ft tall and 100lbs could fit through. Breaking it down with attacks will require **STR tests** (see above.) Ranged attacks will only work if they deal Dissolve.

DECORATIONS: 1 Mat, 6 Walls, 1 Door, 1 Barrel, 3 Boxes.

NOTES: Like the previous room, the wall pieces are stone pillars that hold building together. The room is a large mess hall with tables spread out everywhere. 3 Of the tables have 1 box on them containing 2 Rations each. The barrel contains 2 Antidotes and 2 Health Potions, but is also trapped with blood mites that disperse when opened. When opened, the opener must **test INT X (5)**, and the **DPD = Lose 5 Vitality**. The door is not locked, but will be kicked down from the other side as soon as someone tries to open it, initiating combat *(make sure you read the next page.)*

Entering the next room, you all witness what appears to be a mess hall, or perhaps an old restaurant. Broken windows line the walls, tables held by rotting wood fill the interior, while the floor is covered in dirty, blood stained tile. Sitting at the tables are a few corpses, seeming to have been enjoying their last meal of instant noodles. A deathly, yet peaceful vibe fills the room; Until suddenly you witness a bolt of red lightning strike down outside, mere feet from the windows. As you direct your attention to the windows facing outside, another red bolt strikes down into a large pond of caustic liquid, causing acid to shower onto the cracked glass windows. You aren't sure what's going on outside, but for the meantime, you can assume your safe while you're in this building.



ROLEPLAY: Allow the Heroes to roleplay and explore the room. The word “infected” is written all over the door they just came through. Unknown to the Heroes, the goal is to trigger combat by any Hero trying to open the door, exit the building by any means, or wait out the storm. You may also choose when to trigger the event explained below.

TRIGGERED EVENT (*Combat*)

Suddenly, a bolt of red lightning strikes into to the building, stopping you in your tracks. The bolt strikes the building with such force, it causes the wooden ceiling to collapse on top of an unfortunate Hero! **Choose the quietest Hero Player’s Hero in the group. Test AGI X (5),** or get crushed by the ceiling! (*DPD = 5 DMG*) As this happens, the rest of you witness 3 large green-skinned super humanoid figures break into the building. One kicks in the front door, while 2 others break through the windows on opposite sides of the building. They yell something about a radiation storm that’s coming soon, and order each other to find deep shelter. Noticing you instantly, they prepare to attack you without hesitation and ignore anything you say. It appears time is of the essence here, and they aren’t willing to share any with the likes of you.

ENEMIES: 3 Young Fusion Born.

HAZARDS: Ghouls crawl through the windows. At the end of every round, spawn 1 Ghoul on the edge of the map.

NOTES: These enemies underestimate the Heroes and will try to finish them off as quickly as possible. They will spread out and each pick 1 different Hero to target. The Hero that the ceiling fell on will be ignored by them at first.

AFTER COMBAT

Thankfully, the storm woke your bodies up enough for combat, otherwise you might not have won this fight. Thinking about this fact, you notice your veins and nerves beginning to tingle, almost like a fire is starting to burn inside of you, or perhaps your blood is beginning to boil. It must be from the radiation storm they were screaming about, as it’s continuing to rage on. **Heroes should find deep shelter from this light radiation storm. This storm will cause the Heroes to lose Vitality unless they find proper cover throughout the duration of the storm’s climax. The better the shelter they take, make, or find, the less Vitality they’ll lose. For example, if they just stand around the mess hall windows, they will lose 20 Vitality each. If they hide under tables, they will lose 10 Vitality. But if they head back down into the bunker, they will lose 0 Vitality. (If they go outside during the storm, they will lose 200 Vitality.)**

ROLEPLAY: Allow the Heroes to roleplay. The goal is to find deep shelter.

AFTER THE STORM

The weather begins to clear, and becomes partly sunny. (If you haven’t already, please read the Travel, Travel VPH, and Weather sections of the Advanced Rulebook, pg. 8.) Alternatively, you may roll for the weather.

After a couple hours, the storm seems to subside. You’ve made it through the worst of it. As you approach the door to the outside world, you witness the destruction this planet’s grown accustomed to. Brown, charred dirt is much too common out here, and vegetation consists of withered trees and those same blue mushrooms that you’ve seen before. The dirt twinkles with specs of crystalline fragments, sometimes giving the ground a pinkish beige color. Tar pits, acid pools, and small rivers of poison illuminate the distance, getting cut short only by craters and mountains of sparkling ice. The sky casts a violet hue on everything, giving the wastelands a sense of consistency.

This is Estaria. Whether any of you have lived a life on this planet before or after the Fusion, its current state is foreign to you. These wastelands appear to be just as unforgiving as the super mutants you’ve just encountered. You take a good look at your Heroic companions the stars have assigned you with, and whether they’re a curse or a blessing, you prepare to make the best of it. Because you realize that without each other’s aid in this world, you simply will not survive.

Judging by the pink beams of light bleeding through the clouds in the East, you can only assume it’s now dawn, around 4 or 5 A.M. Patches of starry night sky linger above, appearing to coexist with the sun at all times. It brings you a little comfort knowing that the stars will be watching you, but also reminds you that your Soul Purpose is a real, pressing matter. With a full day’s worth of sunlight ahead of you, your party prepares to start their journey.



Academy of Doom: Chapter 2

DECORATIONS: 1 Mat, 5 Trees, 2 Barrels, 1 NPC Token, 1 Hero Portrait of your choice.

NOTES: There are 5 trees, and 1 of your choice has a large knothole with some treasure in it, that contains 55 Gold and a Wand of Acid Bolt. Only a character 7'0" or taller will notice it, or an **INT TEST 8** for any Hero that investigates the trees. One barrel is filled with 12 Purified Waters. The other is a trash can filled with 1D6 T.U. (*technological waste.*) Place the NPC token and the Hero Portrait together next to any tree.

THE OUTSIDE

The Heroes will run into two different people. For the first person, pick any Hero portrait you wish, and give them any name or gender you want. The second person is an elderly woman named Tilda. Use the NPC token provided with the game to represent Tilda.

The first person appears to be a gravely wounded soldier, but is actually a squire for a knight. The squire will tell the Heroes they abandoned their knight during a losing battle. In reality, the squire is just a coward who ran at the first sight of battle, getting injured during the recent radiation storm. (*If the Heroes ask for details, a group of raiders attacked their hunting party. The squire ran, and then the storm occurred. There's a hollow hole in the center of the tree where the squire took shelter. Obviously, it wasn't good enough.*) The squire has no idea who Tilda is or where she came from, but approves of her and wants the Heroes to escort her back to town.

The squire will perish due to loss of blood unless the Heroes aid the Squire's injury with an item or ability that heals wound stacks or cures wounds (*Bandages are ideal here.*) If the Heroes take the squire with them, the squire will attempt to run at first sight of combat, unless the Heroes restrained the squire with a Binding Kit or Shackles.

Tilda is a sweet old lady that *does not talk*. She communicates by nodding her head yes and no, or by using other physical gestures. Tilda has an uncanny ability to disappear and go Stealth at will, especially during combat or if the Heroes try to harm her. The squire tells you that Tilda can lead the Heroes back to town, and will probably even reward them for doing so. If Tilda perishes by any reason, she will drop a map that leads back to town for the Heroes.

Tilda weighs 100lbs and is 5'0" tall. She carries a +1 Cane of Poison (*A wooden serpent staff.*) The squire is not as important but does carry 1D6 Knockback Arrows and a +1 Suit of Armor. Neither have gold.

Once your eyes adjust to the outside world, you notice a gravely wounded soldier (*the squire*) propped up next to a nearby tree. It's apparent that the soldier couldn't find adequate shelter during the storm, and now has a fatal leg injury. Unable to move, they will likely die soon from blood loss. Fortunately, an older woman appears to be next to the soldier, consoling the soldier and making them some tea. It's apparent that the soldier is going to die, and that the older woman is giving the soldier as peaceful of a death as possible. During this time, the two don't notice you.

ROLEPLAY: Allow the Heroes to roleplay. The goal is to interact with them or find out how to get back to town. Anything involving the squire is completely optional.

As Tilda motions you to follow her, she does so with complete faith in your group. She doesn't appear to be afraid or in much of a hurry, and her lack of travel preparations alludes to this trip being rather short. Admiring the vivid scenery, you travel hours throughout the wastelands. Soon, you will arrive at an unusual place...

During their travel, any Hero that is over 500lbs. will cause the ground beneath them to cave in. This prompts the Hero to **Test AGI X (7), DPD = 5 Trauma Damage**. After this test, the Hero will realize that they have fallen into an old bomb shelter, were they will find a well full of dirty water, a Safety Tent, and a Shield.

5 Hours of Travel will pass. **VPH = 1.**

Account for Travel VPH.

(Heroes each lose 5 Vitality from travel fatigue. **1 Vitality per Hour.**)



DECORATIONS: 1-2 Mats, 5-10 Trees, 1 Normal Chest, 1 Wall.

NOTES: The normal chest is visible but sunken in mud, and the party will have to pull it out to gain access to it. Any Hero may **Test STR 8** to do so. Any Heroes' attempt after the first will cost them 5 Vitality. If multiple Heroes try to pull the chest out of the mud at the same time, they must choose a primary person to roll the STR test, and then each additional person pulling will add +1 to that person's test score. *(The chest is filled with 60 Gold.)* The wall piece represents a small outhouse. Inside is a recently deceased goblin, currently being digested by maggots. The goblin is holding onto a treasure... *(This is a good time to practice rolling a standard search roll, Basic Rulebook pg. 31. Roll something up and see what the goblin is holding!)* Grabbing the treasure will prompt a Hero to **Test WILL X (6)**. On a failure, the Hero will become grossed out and vomit. On a success, the Hero will wipe the maggots off the treasure and grab it. Anyone who touches the weapon will come into contact with the flu *illness*, and will immediately have to **Test CON 8**, or catch the illness. Remember, any other Hero who touches or gets really close to this Hero will come in contact with the illness and have to do the same. *(If a person has an illness, they suffer a +1 Travel VPH penalty when travelling. Advanced Rulebook, pg. 9.)*

THE STATIC SWAMP

After a few hours of travelling through the wastelands, more and more withering trees begin to fill the scenery. Eventually, you make it into a full-fledged swamp. The trees in this area cover most of the sky, but flicker with lightning, causing the area to be light. Dynamic pulses of electricity travel from branch to branch, connecting the trees like a network of synapses and neurons. Below you lie mud and small puddles of a reddish liquid, similar to watered down blood. Tilda makes sure to lead you around the larger pools of this eerie liquid.

Travelling through these woods, you can't help but further examine these reddish ponds. Eels, snakes, leeches, and blood mites appear to fill these ponds, meaning almost certain death for any unfortunate creature that may wind up in one. **You may have all Heroes Test INT 7. Those that pass notice that red sap is bleeding from the trees, and leaking into the ponds. In addition, at the base of a nearby tree is 1D6 A.U. (Alchemical Fungus.)**

As you pursue deeper into the swamp, you hear whispers scattering about the forest in a strange foreign tongue. The further you get, the louder this demonic chant becomes, and some of you almost catch on to what they're saying. **You may have all Heroes Test INT 8. Those that pass realize that this chant is a typical chant used by witches and cultists alike, to summon ghost hounds.** Minutes later, strange howls fill the air from the far sides of the thick swamp.

ROLEPLAY: Allow the Heroes to roleplay. The goal is to simply prepare for combat. The Heroes may prepare a surprise, but since the enemies know they're here, an ambush will fail. Failed ambushes may count as surprises. *(Surprise & Ambush, Advanced Rulebook, pg. 10.)*

Sharp splinters of bone shoot right past your group. Whether you were trying to hide or not, it appears something knew your exact location. In addition, Tilda has suddenly disappeared. **If the Heroes have taken the squire with them, the squire will try to run away before Initiative is rolled (if the squire is able to run.) The squire will move 3 spaces per round, and once the squire moves beyond the map limits, the squire is gone.**

ENEMIES: 3 Cabalists, 2 Ghost Hounds.

HAZARDS: Ghost Hounds join the fray. At the end of every round, spawn 1 Ghost Hound on the edge of the map.

NOTES: These enemies will attack the closest Hero possible. Ghost Hounds should be spawned behind the party to put pressure on the back line. Cabalists can be spread out across the map as you wish.

Emerging victorious, a familiar face appears. Somehow, Tilda managed to do two things during your fight: First, she killed a snake and made +1 Ring of RAD out of it, and second, she used its venom to make an Antidote. She gives your party both. Once everyone is ready, she will escort you out of the swamp.



5 Hours of Travel will pass. VPH = 1
Account for Travel Fatigue.

OUTSIDE THE TOWN OF ESTERBROOK

As you near the end of your travel, the landscape turns brown, rocky, and barren. The only thing that stands out is the formidable settlement that glimmers in the distance. Walls of rock and sheet metal encase the glowing inner works of civilization, releasing only the occasional sound of dogs barking. Getting closer, you can tell that the city relies on technology for safety, as gun turrets line the walls. Only a few soldiers walk the walls and guard the gates. Invisible snipers walk the tops of the walls, and all the turrets have thermal vision. Nothing within 100ft of the turrets can be hidden or Stealth. The two guards at the gate are Titans, 1 male and 1 female. If the squire is with the party, the male guard will club the squire on top of the head, knocking them out. The female guard will spit on the squire and begin restraining them. This is because the squire's knight returned to the town alive, and now the squire is wanted for abandonment of a knight. The guards will give the Heroes a coupon for 100 gold, to redeem at the local tavern. Lastly, these guards want the Heroes in their town, but their job requires them to question the Heroes' intentions. People, and Heroes, are always valuable to towns in this world.

As you make your way closer to the town, Tilda begins to get a little pep in her step. Perhaps she is anxious to see somebody, or simply weary from travelling with your party. Making herself visible, she rushes for the front gates. What do you do? If the Heroes let Tilda go, the guards will let her in without any trouble, as they know that she's a local herbalist and healer. Tilda will go to see her dying husband, and try to cure his disease with an antivenom she made from the snake she killed earlier. It will be unsuccessful, as her husband has leprosy. Tilda hides this fact, and hides her husband, because having leprosy in town is illegal. If she feels the Heroes can help, she may request their aid. If they cure her husband's disease, she will reward the party with 2 Med Kits.

ROLEPLAY: Allow the Heroes to roleplay. The goal is to find a way into town. Talking to the guards is the easiest way to enter town. Alternatively, there is a blind spot (a small crack in the wall from a recent attack) on the backside of town, where turrets are currently undergoing maintenance. Only Heroes that can gain Stealth or pass an **AGI test 8** will be able to sneak into the town, past their defenses.

INSIDE THE TOWN OF ESTERBROOK

Entering the town, the first thing you notice is the smell of oil and manure, reminiscent to an old farm. The town is decorated with large farm machines, and the sounds of dogs, pigs, and chickens just barely cover up the hums of mechanized agriculture. Straw lines the dirt paved streets, citizens bustle about the town, and wooden fences section off properties. While the fences contain both pigs and chickens, the dogs seem to be left alone in the streets. Half of them appear to be homeless or starving, and the local citizens pay little attention to them.

You see a large iron sign up ahead that appears to describe the main attractions in this town. While this sign is your primary concern, you'll notice a few things around the town, that you may choose to ignore or intervene with:

1. **Kids Fighting** – An older boy and girl appear to be picking on a younger boy and girl, by throwing rocks at them and trying to steal the young girl's teddy bear. If the Heroes save the younger kids, they will receive 1D6 Firecrackers as a reward. If they pick on them, the older kids will give them 1D6 Magic Stones.
2. **Old Man Cussing** – An old man cusses and throws a wrench around. He's trying to use a machine to plant his crops, but it broke. If the Heroes fix his machine (a Repair Kit will fix it), he will give the Hero that fixed it 20 H.C.
3. **Adults Fighting** – A stylish human woman yells at a local dwarf. Claiming to be a reporter and follower of Willow, she threatens to ruin his pig farm's reputation. Clearly a devout woman, she explains to him that butchering pigs is pure evil, while the dwarf argues that he's just trying to provide food for the town. If the Heroes aid the noble woman, she will give the party 100 Gold. If the Heroes help the dwarf, the dwarf will give the party 25 H.C. and a Pendant (of a pig named Betsy.)



THE IRON SIGN & DOWNTOWN ESTERBROOK

The streets of downtown Esterbrook are a little cleaner than the outskirts of town, although the smell of farm still fills the air. Looking at the sign, there are 4 major attractions here:

1. **Merchant District** – The merchant district is a large building full of wares supplied by numerous merchants. Transactions are all handled through 2 people, Edna and Nibbles. Edna buys and sells equipment, and Nibbles buys and sells items.

Edna and Nibbles are a happy, normal couple. They don't see Heroes very often, but are always kind, courteous, and willing to work with them. There is nothing too special about these NPCs, unless you want to make them special.

2. **The Red Rooster Inn** – The Red Rooster Inn is a warm and inviting inn, decorated with blood red silk. It uses incense to wash away the smell of the town, providing its patrons an escape from the outside world. Every room comes with a felon or baleful servant of your choice and gender, and first-time guests are given 1 ration and 1 purified water. This place is clearly one of the fanciest and most upscale places in town, and it probably costs a small fortune to rent a room here (*80 Gold per night.*) Luckily for you, you're Heroes, and the Inn allows Heroes to stay here for free. In return, they expect Heroes to help settle any violent disputes that might arise at their establishment.

There are only sales associates here, and just like Edna and Nibbles, there isn't anything too special about them. The owner of the establishment is on vacation, and the sales associates currently run the business.

3. **Joker's Tavern** – Themed with a more comical atmosphere, Joker's tavern spits orange, purple, and green accents to try to brighten the mood. Unfortunately, this is one of the emptiest and saddest places you've seen. Despite being a hyped-up tavern, only two customers can be seen here eating dry biscuits. Not a mug of ale in sight. The bar tender seems twitchy, constantly swatting at his back, and overzealously scrubbing the place clean. He keeps a broom within arm's reach at all times. This tavern also hosts an old quest board, but only a couple of requests remain. *The first quest that stands out is an offer to help the barkeep with a cleanup job, although it requests that applicants bring their weapons. The reward for this quest says it is "to be decided." As for the second quest, a local patron asks for someone to help them with a couple of raiders just outside of town. They stole this patron's possessions, as well as a Prayer Book that's important to the patron. The Patron simply asks that someone retrieve the Prayer Book by any means necessary. For this quest, the patron offers 10 H.C. per Hero as a reward.*

Corby, a loud, obnoxious, and scrawny elf, recently acquired the Joker's Tavern from an inheritance. This man believes he's the best at everything, but has a 1 for every attribute score. Clearly, Corby is not doing a very good job running Joker's Tavern. In addition, he's afraid of spiders, and his cellar is full of them. Without access to the cellar, Corby cannot supply ale to his customers. If the Heroes help him with this quest, (*which he will ask them to*), he will tell the party he will pay each individual Hero 100 gold. *When the Heroes try to claim their reward, Corby will lie and tell them he promised the party 100 gold as a whole, not each individual Hero. Corby only has 150 gold in his register. Also, Corby wants to keep this request hushed, as word of having spiders in his establishment could ruin his business.*

4. **The Copper Moon Church** – The copper moon church is a standard looking church, except it's heavily accented with copper and moon shaped designs.

The Copper Moon Church is ran by an elderly astral man, named Admontious, who will willingly walk them through the gods and guilds of this world, should the Heroes wish to hear about them. (*Here, as a GM, you may walk the Heroes through pages 27-35 of the Advanced Rulebook.*) This area is purely for roleplay and lore.

The next two pages are for the Joker's Tavern side quests. Skip these pages if they are unnecessary. At any time, you may have the Chancellor appear. The Chancellor is the owner of this town, and major NPC. When you decide to have the Chancellor appear, skip to pg. 35.



Joker's 1st Quest: The Cleanup Job

JOKER'S TAVERN

Approaching the counter, Corby looks up at you with a painfully fake smile, and says "Welcome to Joker's, can I get ya some dry biscuits? We sell dry biscuits and that's about it these days."

ROLEPLAY: Allow the Heroes to roleplay. The goal is to inquire about the quest. Noticing the party is full of Heroes, Corby will likely bring the topic up himself.

When the Heroes are ready to undertake the quest, Corby will lead them to his backroom. Once in the backroom, he will open a door that reveals a hidden stairway into his cellar. The stairway and the cellar are stuffed full of thick minty green spider web.

Corby opens the door and reveals that minty green spider webbing fills their path. It's thick and hard to travel through, but manageable. You can only imagine the spidery hell that awaits below. But you can't understand why it's so green... At this point, you may want to have read up on the Spitting Spider monster and their lore.

Looking back at the party, Corby makes it very clear not to steal any of his property while you're down there. After this is made clear, Corby will then let you know one last thing before you go. He warns you against burning all the webbing to clear a path, as it can cause the alcohol to explode. Lastly, he may have a couple servers still alive down there, stuck in webbing. Save them if you want, but past that, Corby does not seem too concerned for their lives. No extra reward is provided by Corby for saving their lives. However, each server will reward the Hero that saved them with 10 Gold and 2 H.C. Corby will now let you take the stairway down to his cellar.

DECORATIONS: 1 Mat, 6 Walls, 6 Barrels, 1 Supply Chest, 2 Monster Tokens, 3 Objective Tokens.

NOTES: The wall shards should form two 1x3 wall sections in the room. Somewhere in between these walls, the Monster Tokens, representing Spitting Spiders, will be sleeping. Randomly spread 4 Spider Swarms among the map. The Supply Chest should be at the far end of the room and contains 5 Rations. Place the 3 objective tokens on the wall opposite of where the Heroes start. These tokens represent servers that have survived but are restrained and currently dying. Any Hero may save a server by spending 1 Action Point untying them. Once saved, they will immediately head upstairs unharmed. At the end of every round, roll 1D6. On a 1, a survivor of your choice will die.

Making your way down the stairs and to the cellar, you can tell there's no end to this webbing. It's everywhere, but it does seem to carry a faint minty green glow to it. Light beams down from a few cracks in the floor above, giving the room at least a *Dark* lighting (*meaning creatures can only see within 5 spaces of them. Advanced Rulebook, pg. 7.*) You can barely see into the far ends of this room, but you do hear the murmurs of a few captives in the distance. Spiders idly hang among the webbing, patiently waiting their next prey, or even sleeping. You're unsure if you'll be able to sneak past them, but the thought does cross your mind. (See *Stealth, Basic Rulebook, pages 18-19.*)

ROLEPLAY: Allow the Heroes to roleplay. The goal is to either slay the spiders and finish the quest, save the survivors, or accomplish both.

At any time, you may have Corby trigger the fire alarm. A nervous wreck, Corby will trigger the fire alarm worrying that the Heroes are going to light the place on fire. An insignificant amount of water will sprinkle from the ceiling, but bright green and red lights will flash in sync with loud beeping sounds, mimicking the effect of a bad rave. This will rouse the spiders to initiate combat.

ENEMIES: 2 Spitting Spiders, 4 Spider Swarms.

HAZARDS: Swarms of spiders begin to pour down the walls. At the end of the 1st round, spawn 4 more Spider Swarms anywhere in the room that's adjacent to any of the 6 wall pieces.

NOTES: The 2 Spitting Spiders can see in the dark just fine and have an astonishing 30 Temporary HP each (*they drank the last of an ancient, magical wine that's buffed their spirits. Temporary HP is explained in the Advanced Rulebook, pg. 12.*)



Joker's 2nd Quest: The Cleanup Job

JOKER'S TAVERN

As you inquire about the quest, Corby will point you towards an older felon named Mrow-koob, sitting at a table all alone. Until now, you didn't even notice this well dressed, scholarly gentleman. Choking down the dry biscuits, Mrow-koob is clearly trying to kill time until someone accepts this quest. **A random raider stole Mr. Koob's prayer book on his way into town. He's a book collector.**

ROLEPLAY: Allow the Heroes to roleplay. The goal is to talk to Mrow-koob and inquire about the quest.

Mrow-koob will tell the Party where a small camp of raiders is just outside of town. All the NPC wants is their Prayer Book back from the Raiders. This NPC will give the Heroes 10 H.C. each as a reward for the Prayer Book.

With a simple mark on your map, the NPC bids you farewell. You can easily make it to the raider camp without any significant travel, less than 15 minutes away. **The party may head there at any time. When they do, you may continue with this section. Otherwise, let them decide what they want to do.**

THE RAIDER'S CAMP

Have any Hero roll 1 weather D6, and choose the new weather. If they roll a radiation storm, they will have to seek shelter in the town for a day. (Unsheltered animals, like birds and dogs are typically found dead after these storms.)

From a distance, pillars of smoke accompanied by the smell of burning wood outline the camp's position. With a simple jog from town, you manage to reach the outside edge of the encampment with ease. If it wasn't for the smoke, the encampment would be well hidden, as it is surrounded by a rough, rocky terrain. As you get closer, a foul-smelling smog fills the air, causing your eyes to water and your throat to run terribly dry. It gets so bad that you must take a quick breather and rest against some of the boulder sized rocks nearby. If you don't drink something or use an Oxygenator, this foul dehydrating air will cause each of you to lose 15 Vitality.

ROLEPLAY: Allow the Heroes to roleplay. They may or may not decide to drink anything. Any drink will do.

Fortunately, this rocky terrain conceals your presence, giving you a safe view of the camp. At first, you assumed the raiders were having some sort of wild bonfire, but upon closer inspection, they appear to be having some sort of funeral. Using a book with a flesh bound cover, the head raider, dressed as a priest, performs a service. Two other raiders maneuver the dead bodies, while 3 acolytes pray an unknown prayer. **All Heroes may Test INT 9. Any Hero that passes will be able to tell that the raiders are performing an unholy ritual to turn their deceased into undead militants. Otherwise, all the Heroes see is a simple funeral. If the Heroes see it as a simple funeral, they will not be able to interject or stop the ritual unless they Test WILL 5 and pass. Otherwise, they'll become overwhelmed with a feeling of reverence, an unholy effect of the ceremony and surrounding incense. If all Heroes fail, they must wait out the ceremony in the smog, causing each Hero to lose 15 Vitality, or simply leave the scene.**

DECORATIONS: 1 Mat, 5-10 Walls, 2 Barrels, 1 Locked Chest, 3 Objective Tokens.

NOTES: Scatter the walls, as they represent 10ft, 1,000lbs rocks. Each barrel is filled with 2 M.U. The Locked Chest is filled with smoke that dissipates once opened. It contains 50 gold and a +1 Mace of Blind.

ROLEPLAY: Allow the Heroes to roleplay. The goal is to retrieve the Prayer Book by any means, combat or no.

ENEMIES: 3 Raiders, 3 Pawn Tokens.

HAZARDS: The Pawn Tokens cannot attack, but as long as 1 of them is alive, the following 2 effects happen during their turns: First, an unholy judgement rains down, prompting each Hero to **Test CHA 5, DPD = 6 Almighty Damage.** Second, a divine source aids the raiders, causing each one to either cure 1 status effect or wound, or to gain 10 HP.

NOTES: The Raider dressed as the priest holds Mrow-Koob's flesh bound prayer book.



THE CHANCELLOR

An old, human man approaches your party with a high chin and a stiff posture. The man dons a silk purple robe, clad with rubies and gold accents. Accompanied by a dozen guards, the man is clearly an important person to this town. If anyone here would have information about your Soul Purpose, it's likely to be this man. With an almost demanding voice, the politician greets you and asks your purpose in this town.

The Chancellor has 6 INT, 6 WILL, 6 CHA, and a 2 in all other attributes. He wears a +2 Suit of SP-Armor, +2 Pants of SP-Armor, and has 500 gold. The Chancellor's name is Gregory Worthington, but he'll never tell the Heroes that, asking them to call him "Chancellor." Gregory's a corrupt, perverted old man who dumps most of the town's wealth into the Red Rooster Inn. He murdered the previous owner of the inn and took it over, turning it into the glorified brothel that it is now. Keeping his ownership of the brothel secret, Gregory convinces the locals that the real owner is on vacation, or conducting business afar. While the lie shouldn't work, the locals have nothing else to believe. Besides, they have more pressing matters to worry about, such as the town's failing farm equipment and lack of food.

As for the Heroes, the Chancellor only wants to use them to help the town. One major thing he wants the Heroes to do is to clear the underground tunnel and the academy. This tunnel leads to the old academy, which is full of mechanical schematics that their town desperately needs. If the Heroes tell the Chancellor their Soul Purpose, he'll tell them it only makes sense that the Academy Mage would be in the academy. Therefore, they have a mutual goal.

The Chancellor will award the party 500 gold for clearing the tunnel. He will even go as far as to give the party half (250 gold) of the reward now before they enter the tunnels.

Because of the intense radiation and powerful wildlife, trying to travel to the academy above ground is beyond suicide. The tunnel is about 50 miles long, and currently sealed off. Heroes must have permission to enter it.

ROLEPLAY: Allow the Heroes to roleplay. The goal is to gain information about their Soul Purpose. Should they leave and/or ignore the Chancellor, he will either arrest them on the spot, or send the Heroes a request via a letter.

Making an agreement with the Chancellor, you decide that clearing the tunnel will be mutually beneficial to both parties. Whenever you're ready to begin, meet the J-10 tour guide in the Merchant District. The Chancellor tells you he'll be waiting at the fountain there for you in a blue coat and hat.

THE TOUR GUIDE

Just like the Chancellor mentioned, a J-10 is waiting at the fountain for you. The tour guide appears to be a scrawny nerd, equipped with a clip board, pocket protector, and taped up glasses. Aside from a couple of pencil sharpeners, the tour guide appears to carry nothing of value on him. Seeing your uncanny party, he quickly assumes that you're the group of Heroes he is supposed to meet. He eagerly waves you down.

The Tour guide's name is Chris Barns, and he'll introduce himself as such. Back when the tunnels and rail carts used to be functional, he would give tours of the Academy. Recently however, the Academy has been taken over by Fusion Born, and the tunnels have been overrun by raiders. Since the Fusion Born have never shown an interest in the academy before, and the raiders gain nothing from taking over the tunnels, Chris believes someone is paying them to do so. That, or someone is *forcing* them to.

ROLEPLAY: Allow the Heroes to roleplay. The goal is to converse with the tour guide and allow him to take the party down to the tunnels.

Stressing the importance of being prepared, Chris asks you all to make sure you've spent every coin you have. Gold isn't guaranteed to help you on this long trip, but Safety Tents, Rations, and Potions are. Once you're sure of this, he will escort you to the tunnels entrance, located in a ditch in the center of town.



THE TUNNELS (Entrance)

After a short walk, you arrive at the ditch in the center of town. Down the ditch lies a large mechanical door, heavily bolted and cemented into the ground. Next to the door lies a pile of left over tools, and dusty construction junk. **This junk pile contains 1D6 T.U. and 1D6 M.U., should any Hero search the pile.** As the guide walks your party to the door, the guide begins a 5-minute unlocking process. Looking back at the party, Chris asks why you're wanting to help this town, and if you think you can hold up against the Fusion Born.

ROLEPLAY: Allow the Heroes to roleplay. The goal is to simply pass 5 minutes of time while Chris unlocks the door. Heroes may make general conversation with Chris or simply wait this time out.

During this time, any Hero 3'6" tall or shorter will notice 1D6 Knockpicks on the ground. Apparently, someone tried to break into this door before. Any Hero 6'0" or taller will notice a key hanging off the top of the door. The key says maintenance shed on it. Lastly, any Hero between 3'6" and 6'0" will notice strange scratches scribbled into the metal door. The scratches read the numbers "217."

As the Door unbolts, it prepares to open. Before it does, the tour guide warns you to be careful, it's pretty hard to see in these tunnels, until your eyes adjust, that is. "Are you ready for me to open the door?" he asks. "Once you're in, I'll have to lock you in for 24 hours. Due to a malfunction in the door, and lack of electricity, we can only open the door once per day. Do you understand?" **Once the Heroes are ready, they may enter the tunnels. (Due to the town's lack of able bodied soldiers and security, they cannot leave the door open. It's too risky/big of a safety issue.)**

THE TUNNELS 2 (Inside)

A path to the infinite darkness lies before you. The main tunnel itself stretches 50ft wide, allowing plenty of room for your party to walk side by side. Other, smaller tunnels split off to the sides, but are met with dead ends, rubble and trash. A set of railroad tracks lie beneath you, clearly marking which tunnel is the primary tunnel.

Wooden, water stained signs loosely hang upon the concrete walls, outlining your upcoming journey. There are various twists and turns, but overall, the journey appears straight forward. The tunnels are 60 miles long, and it's a straight shot to the Academy. You know that. What you don't know, is what may lie ahead.

Occasionally water drips from the ceiling and unknown creatures scurry about the walls, but nothing in particular stands out. You prepare to start travelling. Do you provide a light source as you travel, or do you travel in darkness? **If the Heroes choose to travel without providing a light source, they will get bit by mosquitos and spiders the entire way (without realizing it until it's too late.) This would increase the below travel VPH to 2.**

5 Hours (15 miles) of Travel will pass. **VPH = 1**
Account for Travel VPH.

Coming to a sharp turn in the tunnel, you'll start to catch your breath, rest your feet, and take a break. After the short break, you see a large barricade blocking your path. This barricade is made of wood, sheet metal, and salvaged pieces of a bus. Large metal doors section off the only entrance through this barricade.

The barricade goes up to the ceiling. Torches on both sides of the barricade light up the surrounding area. The Raiders themselves are violent type that prefer to fight over talking. Two of them are male, and two of them are female. Any one of them can be the leader of the group in the event that the Heroes try to talk to the Raiders. Because they've all been charmed and paid by the Academy Mage, they will receive a +2 Will test score bonus in social situations against the Heroes. Ghouls are chained to the outside walls of the barricade, and used as a defense mechanism. If combat starts, they will be released. If they're stealthily killed, they will not participate in combat (if and when it starts.)



DECORATIONS: 2 Mats, 5-10 Walls, 2 Doors, 2 Barrels, 1 Locked Chest, 1 Trapped Chest, 2 Objective Tokens, 4 Ghouls, 4 Raiders.

NOTES: The walls represent the barricade and should separate the map in half. The 2 doors should be in the center of the map, allowing an entrance into the raider's camp. Outside the barricade (*where the Heroes are*), there are 2 objective tokens. The 1st Objective Token should be next to the door. It's an electronic keypad that can open the door. A successful **INT TEST 10** (or *Hacking Kit*) can hack the lock and open the doors. The 2nd Objective token is also adjacent to one of the wall pieces, on the outside of the camp. It's a crumbling stone pillar that the barricade is resting on, that can be broken down with a successful **STR TEST 9** (or *Trap Disarm Kit*). Breaking it down would open a path into the raiders camp, breaking and removing 3 wall pieces from the map. The Heroes may fail the above two tests *once* without being noticed, but upon failing their second attempt, the Raiders will be alerted of their presence. The Raiders are on the inside of the camp. The 2 chests are on the inside of the camp. The locked chest contains 1 Health Potion and 1 Mana Potion. It can be opened with a Knockpick or a successful **AGI TEST 6**. (*Failing the AGI test will jam the lock, requiring a Repair Kit to fix. Breaking the chest open with force will destroy the treasure inside.*) The Trapped Chest contains +1 Pants of Armor and +1 Pants of SP-Armor. The trap is a dart trap, that can be disarmed with a Trap Disarm kit, or avoided with an **AGI TEST 7** (**DPD = 10 DMG.**) The Trapped Chest is tamperproof (See *Traps & Locks, Advanced Rulebook, pages 10-11.*)

As you examine the barricade further, many things stand out to you. The most blatant thing that stands out is the use of Ghouls for defense. Ghouls are chained up to the barricade, on a leash that extends outward 10 feet. You have the feeling that if they see any living creature that looks like food, they'll mindlessly make noise trying to attack it. The chains will likely make more noise than they will. (*Sniping them with a silent weapon like a bow is ideal here.*)

Next to the large metal doors is a keypad (*Objective Token #1.*) It looks like there might be a passcode of some sort to get in. (*The code is 217.*) You have no idea what the code would be, but if you were smart enough, you might be able to hack it... Although you know that would be a bit challenging. You also know that if you had a Hacking Kit, you could easily hack it without concern.

Next to the barricade is a crumbling stone pillar. If you could get it to break, it would collapse a large section of the barricade, and create an entrance for you. But this would require some serious strength, or a Trap Disarm Kit (*The secondary use of a Trap Disarm Kit is to dismantle objects, via alchemical or mechanical means.*)

If all else fails, you can always break the doors down with force, although it might take a couple rounds. (*Attacks within their normal range cannot miss stationary objects like doors and walls, but cannot critically hit them either.*)

Behind the barricade seems to lie a very small encampment of raiders. If you make any suspicious noises outside of the encampment, they'll likely hear you. As for the doors, each door piece itself has 50 HP, 0 Armor and 0 SP-Armor. However, these doors allow enemies inside to attack you with ranged attacks, while remaining out of sight themselves (*these special doors alter the line of sight rules in their favor.*)

ENEMIES: 4 Raiders, 4 Ghouls

HAZARDS: There shouldn't be any more pawns other than the 4 above, unless you feel the need to spawn more.

THE TUNNELS 2 (Past the Raiders)

Once you've made your way past the barricade, you come across another long stretch of darkness. This section of tunnel appears to be lower elevation, and as a result, flooded with stagnant water. The water level is almost 1ft tall, and depending on your height, may or may not affect you that much. If you're under 5ft, your travel VPH for the next 10 hours will be 2. *If someone has a Craft Mastery of 6 or more, they may make makeshift canoe out of the floating debris, negating the above effect.* Remember, if you have a Safety Tent, you may stop and rest at any point during this journey (*as long as a water source is available.*)

10 Hours (30 miles) of Travel will pass. **VPH = 1** (or **2** if under 5ft tall)
Account for Travel VPH.



THE ACADEMY OUTSKIRTS

Slogging through the last of the water, you finally make it to a dry area of the tunnels. As you dry your feet off, you notice the area is aglow with a familiar blue light. As you examine the source of the light, you realize that they're the same glowing blue mushrooms you saw during your resurrection, back before you fought those fusion born creatures. They mostly seem to huddle around an old rail cart. The wheels are busted, but with a Repair Kit you could easily fix it. Otherwise, it may take a crafty individual and some material units to craft a new one for it. **Either a Craft Mastery of 6 and 2 M.U.'s should work, an INT TEST 6 and 2 M.U.'s should work, or a Repair Kit will fix the hand cart.** You certainly don't need to fix the hand cart, but it would make the last 10 miles a painless journey.

You also notice a heavy metal door bolted into the side of the tunnel. It has a keyhole on it and an old rust sign dangles above it, that says "Maintenance Shed." Other than that, there is nothing else that stands out. **Inside is a shelf with a Repair Kit on it, and a bunch of old tools and supplies (1D6 T.U. worth of materials). There's also a Normal Chest that contains a +1 Shotgun of Burning. A Knockpick, INT TEST 8, or "Maintenance Shed Key" will open this door.**

ROLEPLAY: Allow the Heroes to roleplay. The goal is for the Heroes to move on, with or without the hand cart.

When the Heroes are ready, they may travel the rest of the way to the Academy. With or without the hand cart.

5 Hours (15 miles) of Travel will pass. **VPH = 1 (or 0 if using the hand cart)**
Account for Travel VPH.

THE ACADEMY (Entrance)

After a long journey through the cold, dank tunnels, you finally reach the exit. Instead of reaching a traditional doorway to the outside, you reach a spiral staircase. The solid stone staircase leads to a wooden hatch at the top, that appears to be pad locked. **A Knockpick or INT TEST 8 will pick the lock. Otherwise, a STR TEST 9 will break the lock. Dissolve can melt the lock and Burning can scorch the hatch itself. There is nothing else of interest here.**

ROLEPLAY: Allow the Heroes to roleplay. The goal is to get past the locked door.

THE ACADEMY (Inside)

The hatch leads into a large, multilevel library. Tables, chairs, books, and unknown devices fill the room, while blue magical torches illuminate the surroundings. **Ask the Heroes if they wish to proceed into the Academy. Once they do, you may continue reading on.**

DECORATIONS: 2 Mats, 4-8 Walls (As columns holding the library ceiling up.)

From the shadows, a robed figure walks out. With the flick of her wrist, a few more torches ignite, revealing the entirety of this giant area. Fusion Born have been awaiting your arrival, and have steeled themselves for combat. As the robed figure begins to sic her minions on you, she says to you "Greetings mortals. My servants can smell your blood. Soon, you'll be smelling it too." **With this the Fusion Born jump from the second floor and combat begins.**

ENEMIES: 3 Fusion Born, 1 Academy Mage, 4 Minor Fire Imps. Position them 4-6 spaces away from the Heroes.

NOTES: The Academy Mage carries a +2 Staff of SP Mastery and wears a +2 Suit of SP Mastery.

END OF CAMPAIGN

The campaign ends after this battle, and the Stars will assign the Heroes a new Soul Purpose (should you wish.) Where you take the story next is up to you. The Academy Mage *could* actually be Tilda, her sister, or maybe this wasn't the real Academy Mage. Perhaps, there are multiple Academy Mages. Or maybe she's part of a large syndicate of Invokers planning the apocalypse. If not already, all Heroes should be awarded EXP up to Hero Level 2 at this time. The remainder of this story is now in your hands. Good luck!

