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Introduction

ELDRA is a tabletop roleplaying game of dark myth, dangerous magic, and fragile reconstruction. In this game, you and your friends tell the story of characters living after the end of an age. Old powers have fallen. The heavens have changed. Nations, faiths, and peoples are still learning what survival means when the stories that once explained the world no longer hold.

This handbook provides the rules for creating characters, resolving uncertain actions, surviving dangerous scenes, and building campaigns in a world shaped by ruin, memory, blood, oath, and contested hope. In ELDRA, heroes do not arrive in a world waiting to be saved. They arrive in a world already wounded by previous attempts at salvation.

The game uses four Fate dice as its core resolution system, then adds structured rules for action scenes, advancement, equipment, magic, stress, consequences, and tactical danger. The result is a game where dramatic choices matter, but so do wounds, resources, positioning, promises, hunger, and the cost of power.

The ELDRA Roleplaying Game

ELDRA is a game about people carrying history into danger. Characters are shaped by ancestry, training, belief, debt, appetite, and the institutions that raised or rejected them. None of these things completely defines a character. A vampire may be a priest, criminal, envoy, scholar, exile, or reluctant protector. An orc may be a warrior, archivist, wanderer, judge, or keeper of old vows. A demon may be a monster, a citizen, a mercenary, a pact-maker, or all of those things at different points in the same life.

The rules are designed to support characters who cross familiar fantasy boundaries. Warriors can study magic. Mages can wear armor. Holy characters can doubt their churches. Monsters can have laws, families, and political obligations. A character's people gives them history and abilities, but it does not decide their morality, profession, or future.

The core experience of play is collaborative. One participant, called the Game Master, presents the world and its dangers. The other participants create player characters and decide what those characters do. The rules help the table discover what happens when the outcome is uncertain and the consequences matter.

Adventures in ELDRA

An ELDRA campaign can take many forms.

Your group might play wandering troubleshooters hired to escort pilgrims through a region where the land still remembers an old war. You might play agents of a new religious order trying to prevent old fanatics from dragging the world backward. You might play survivors in a border settlement where trade, hunger, law, and demonic agreements collide. You might play scholars, mercenaries, clergy, fugitives, monster-hunters, diplomats, or people who were ordinary until the past found them.

Common adventures include:

- uncovering the truth behind a ruined shrine, sealed archive, or inherited curse;
- negotiating between peoples whose memories of the old age contradict each other;
- protecting a settlement from creatures displaced by broken magic;
- investigating a cult, noble house, criminal network, or forbidden school;
- crossing damaged wilderness where maps cannot be trusted;
- deciding whether an old power should be destroyed, repaired, buried, or used.

ELDRA works for heroic fantasy, political fantasy, gothic horror, expedition campaigns, religious conflict, survival stories, and character-driven drama. The tone can shift from table to table, but the setting always rewards attention to consequence.

Adapting ELDRA to Your Table

This book presents ELDRA as a playable world, not as a script. The history, peoples, and institutions described here provide a foundation for your own campaigns. You can focus on the present age, explore earlier eras, or create a local region whose problems matter more immediately than continental politics.

Some lore in this book is written from the perspective of what ordinary people know. Deeper secrets, contradictory records, and hidden causes can be introduced gradually by the Game Master. This is intentional. A tabletop world becomes strongest when players can discover it through action rather than being asked to memorize it before play begins.

If a rule or setting detail does not serve your table, adjust it. If a theme feels too intense, change the emphasis. If your group wants a brighter adventure, let reconstruction and wonder take the lead. If your group wants horror, let the old world press harder against the new one. ELDRA is built to hold both.

Using This Book

This book presents the information you need to create characters and play through dangerous, dramatic stories.

Introduction. This section explains the game, the setting, a short history of ELDRA, basic roleplaying concepts, the flow of play, the dice system, and the default era.

Character Creation. This section walks you through building a player character: choosing a people, choosing a Class, assigning skills, selecting stunts, calculating stress, and preparing equipment.

Action Point System, Non-Combat Situations, and Game Mechanics. These sections explain action points, reactions, skill rolls, difficulty, advantage, disadvantage, stress, consequences, recovery, Mana, combat, conditions, crafting, and advancement.

Equipment. This section provides weapons, armor, shields, tools, alchemical items, crafting rules, and the material choices that matter in dangerous work.

Peoples. This section describes the playable peoples of ELDRA, including their bodies, cultures, social positions, and mechanical traits.

Classes. This section presents the six Classes, their Class Features and subclass trees, Class Points, tier gates, and the specialized abilities characters unlock as they advance.

Skills, Spells, and Stunts. These sections describe what characters can do, how magic works, where it comes from, how the spell schools fit the setting, and how stunts change the rules.

Bestiary. This section provides creatures and adversaries for the Game Master, from common threats to mythic dangers suitable for major campaign arcs.

Welcome to ELDRA

ELDRA is a world living after catastrophe.

For centuries, the plane existed under a broken cosmic order. Divine powers were distant, wounded, sleeping, or misused. Mortal institutions grew around partial truths until those truths hardened into law, worship, and empire. The old order did not collapse because everyone suddenly understood the truth. It collapsed because the forces holding it together finally exceeded what the world could survive.

The war that followed changed the land, broke ancient seats of authority, altered the heavens, and forced every surviving people to ask what kind of world should come next.

The present age is not peaceful, but it is possible. A new sun rises over lands that once knew only twilight. Two moons remain where three once moved. Trade roads cross territories that were battlefields within living memory. Pilgrims walk to places where the world itself seems to remember pain. Scholars collect documents before they vanish into myth. Rural communities rebuild with practical stubbornness. Great powers negotiate because everyone remembers what happened the last time certainty became absolute.

This is the heart of ELDRA: a dark world that has discovered light without becoming simple.

A Short History of ELDRA

The oldest stories say that ELDRA was shaped by powers too vast to understand cleanly. Some traditions call them gods. Others call them dragons, creators, conquerors, ancestors, or mistakes given names. What matters to ordinary people is that those powers altered the planes, changed mortal life, and left behind wounds that became geography, religion, law, and inheritance.

ELDRA's public history is usually divided into five broad periods.

The age before twilight is remembered only through fragments: carved stone, old songs, ruined calendars, religious symbols, and magical techniques whose original makers are gone. During this age, ELDRA was not the only mortal world in the known cosmology. Other realms touched it through divine paths, planar wounds, dream-roads, and gates that later generations could no longer open safely.

The sundering and the refugee generations began when one of those mortal worlds was devastated in the wars of the old powers. Survivors reached ELDRA in waves, bringing languages, crafts, rites, bloodlines, and grief into a plane already under strain. Their descendants became part of ELDRA's peoples, but they did not all remember the lost world in the same way. Some preserved its memory through clan craft. Some carried it through moon rites, archives, songs, law, or family habits. Others forgot the source and kept only the custom.

The long twilight followed the deepening of the old cosmic order. The sky dimmed, the old sun was absent, and the moons governed much of daily and religious life. Certain peoples held authority because theology said they should. Others survived under systems they did not create and could not easily escape. Demons entered through unstable boundaries. Old aristocracies, temples, and magical schools built laws around partial truths until those truths hardened into unquestioned reality.

The war of revelation began when hidden truths could no longer be buried. Sacred institutions fractured. Powers treated as eternal proved vulnerable. Forbidden histories became weapons. Armies marched, faiths split, old rulers fell, and the conflict reached beyond politics into the structure of the heavens. The war did not simply replace one ruler with another. It broke the assumptions beneath rulership itself.

The reconstruction age is the present era of this book. A new sun rises over lands that once knew only twilight. Two moons remain where three once moved. No single empire rules ELDRA, and no single religion explains it. Some old powers are dead. Some are missing. Some survive only as rituals, bloodlines, echoes, or political habits. Children born now know sunlight as normal. Their grandparents may remember when it was impossible.

Sky, day and night. A day in ELDRA lasts 24 hours. On average, 12 hours are light and 12 are dark; summer days are longer and winter days shorter. The two moons usually rise together and are seen side by side on most nights.

This history is not cleanly agreed upon. Every people preserves different records, and every institution has reasons to emphasize some truths while burying others. For play, this means your character does not need to know the whole truth of ELDRA before the campaign begins. They only need to know what their family, teacher, temple, clan, court, archive, warband, pact, or hunger taught them.

The Lost World and the Refugee Generations

ELDRA was not always home to all the peoples who live there now. In the age before the long twilight, another world existed within the same broken cosmology: a brighter mortal world of sun, moon, kingdoms, craft, forests, mountains, and many peoples. That world was devastated during the wars of the old powers. Its stable reality collapsed or was severed from the known planes, and only fragments of its people escaped.

Those survivors reached ELDRA in waves. They arrived wounded, displaced, and carrying traditions that did not fit the shadowed plane that received them. Some settled in mountains, caves, borderlands, and hidden valleys. Some entered existing cities and vanished into mixed communities. Some preserved their old rites with discipline. Others adapted so thoroughly that, generations later, only names, songs, tools, and family habits remained.

When this book refers to refugee generations, it means the descendants of those first arrivals. By the reconstruction age, most people descended from the Lost World have never seen it and never could. Their inheritance is cultural rather than personal: a grandmother's prayer, a clan technique, a half-translated archive, a festival that no longer matches the sky, or a craft tradition built around materials that no longer exist.

This history matters differently to each people. Many dwarven clans remember the Lost World through craft and stonework. Many elves remember it through lineage, grief, and sacred memory. Gnomish institutions preserve fragments of its scholarship. Some human families carry old customs without knowing where they began. Other peoples are native to ELDRA, transformed by ELDRA, or bound to planes beyond it. The reconstruction age is therefore not a single culture rebuilding itself. It is many inheritances trying to share one damaged home.

The Present Age

The default era of this book is the reconstruction age. The great war is over, the old world has not returned, and the new one is still being argued into shape.

No single empire rules ELDRA. No single religion explains it. Several major traditions coexist under a broad settlement that limits direct divine interference and encourages mortal institutions to solve mortal problems. This settlement is imperfect. It restrains the worst forms of holy war, but it does not remove rivalry, grief, ambition, or fear.

The present age is defined by pluralism. A human village may honor local spirits, seek help from a land-priest, trade with vampire administrators, and send a child to a gnomish school without seeing those choices as contradictory. A dwarf may treat craft as worship while respecting the rites of a spouse from another people. An orc may carry covenant marks and still argue fiercely with covenant elders. A demon may live under written agreements stricter than any mortal law.

The world is safer than it was. That does not mean it is safe.

Themes of Play

ELDRA works best when the table is interested in consequence. Characters can be powerful, but power leaves marks. Truth can liberate, but it can also destroy the innocent along with the guilty. A monster may need to be killed, but killing it may break a treaty, leave a region undefended, or prove that the monster was only a symptom.

The following themes appear often:

- Reconstruction after catastrophe. The old world is gone. The new one is being built unevenly, by people with different memories of what went wrong.
- Faith without certainty. Gods, spirits, oaths, and sacred powers exist, but their meaning is contested.
- Identity under pressure. Ancestry, class, religion, hunger, magic, and history shape a character, but none of them fully defines one.
- Dangerous inheritance. Bloodlines, ruins, contracts, weapons, and traditions carry power from previous ages, often without carrying wisdom.
- Moral complexity. ELDRA is not a world where every faction is equal or every choice is gray, but easy answers are rare and costly answers are common.

Era of Play

The reconstruction age is the default era for new campaigns. It gives players room to explore the world without needing to already understand every secret that caused it. Characters can investigate old ruins, deal with surviving fanatics, negotiate among new powers, and decide what they believe the world should become.

Groups may also set campaigns earlier. A campaign in the twilight age is more oppressive, secretive, and theologically controlled. A campaign during the great war is more desperate and destructive. A campaign in the years immediately after the war focuses on scarcity, refugees, broken roads, religious panic, and the first attempts to build peace. A campaign generations later can explore whether the new settlement endured or whether its unresolved questions finally broke open.

No matter when your campaign begins, ELDRA is a world where the past is never entirely past. It waits in ruins, bloodlines, songs, contracts, scars, and the names people choose not to say aloud.

Religions in ELDRA

ELDRA does not have a single dominant religion. The reconstruction age is shaped by several traditions that coexist under a broad settlement limiting direct divine interference. Each tradition has its own scope, practice, and emphasis. Most communities follow one tradition closely while respecting others. Some individuals practice multiple traditions. A few survive only as underground remnants of older orders.

The major present-era traditions are summarized below. Each people's religious life is described in more detail in the Peoples section, but a player creating a character can use this overview to choose a starting orientation.

The Mountain Faith. A dwarven tradition older than the present settlement. It venerates the geological permanence of the Mountain itself rather than any individual god. Practice is organized around three aspects: Foundation, Forge, and Ledger.

The Twin Wisdom. A gnomish tradition built on two principles. The Resonance honors the magical pressure that gnomes feel directly. The Recovered Word honors accurate memory and the patient preservation of truth.

The Lineage Faiths. Elves do not share one religion. Each elven lineage carries its own tradition: the Moon Faith for celestial memory, the Wandering Way for movement and natural presence, the Crafted Word for magic as scholarship, the Light traditions for decisive action, and the Hollow for emptiness and fracture.

The Light Tradition. A present-era movement that grew from older light faiths and absorbed surviving Sunbound and refugee practices. It emphasizes revelation, decisive action, and the willingness to build a future rather than only mourn the past.

The Renewed Covenant. The orc tradition restored during the reconstruction age. It centers on sacred body marks, oath-bearing adulthood, ancestral memory, and the slow recovery of a custodial role lost during the long twilight.

The Bloodline Faith. The religious practice that emerged among surface vampires around a present-era phenomenon: vampires can now be born rather than only turned. Surface vampire communities treat the bloodline itself as sacred, because their continued existence depends on it. The tradition has no central deity and no personal figurehead. It treats the bloodline as a present, ongoing miracle rather than a person.

Pact-Bond. The contractual theology practiced by many integrated demons. It treats binding agreement as sacred, witnessed, and final. A demon's quality is measured by the reliability of its commitments, and broken pacts are the central religious failure.

Folk Traditions. Countless local practices survive in human and mixed communities. Some come from refugee descendants. Some are older than any present religion. Many are syncretic, blending whatever local elements work for the community without committing to a single tradition.

Underground Traditions. A few remnants of older orders persist outside the present settlement. The most notable is the Hollow Shadow, a small surviving fragment of the pre-war vampire faith that refuses to acknowledge the reconstruction. These traditions are dangerous in different ways, and most public institutions watch them carefully.

What Is a Roleplaying Game?

A tabletop roleplaying game is a shared experience of storytelling and imagination. You and your friends work together to tell the story of a group of characters, describing their surroundings, playing out conversations, choosing actions, and discovering what happens when those actions meet danger or uncertainty.

You roll dice when the outcome matters and nobody at the table should simply decide what happens. The rules do not replace imagination. They give the table a fair and surprising way to answer questions such as: Does the blade strike home? Does the frightened witness believe you? Can you finish the ritual before the door breaks? How badly does the truth hurt when it finally arrives?

Players

Each player other than the Game Master creates a player character, often called a PC. Your character is yours to portray. You decide their background, beliefs, fears, ambitions, relationships, and choices. You also use their rules: skills, class abilities, stunts, spells, equipment, stress, and consequences.

During play, you describe what your character attempts. Some players speak in their character's voice. Others describe actions from the outside, like narrating a novel. Both styles are welcome. Do what helps you participate comfortably and clearly.

The player characters usually form a group with a reason to stay together. They may be hired for the same mission, bound by debt, united by a patron, travelling for survival, attached to an institution, or simply the only people present when the world asks a dangerous question.

Game Master

One participant takes the role of Game Master, or GM. The GM does not control a single protagonist. Instead, the GM presents the world, portrays non-player characters, prepares dangers and opportunities, describes consequences, and helps the group apply the rules.

The GM is not an enemy of the players. The GM creates opposition, but the goal is not to defeat the group. The goal is to help everyone discover a compelling story. Good ELDRA play often gives characters hard choices, but hard choices should be meaningful rather than punitive.

GMs, Players, and You

This book uses player to mean a participant who controls a player character. It uses GM to mean the participant guiding the world and adjudicating rules. When the rules say you, they usually address the player using a character ability. Sections written for the GM say so directly.

Everyone at the table is still playing the game together. The distinction exists only so the rules can be clear.

What You Need to Play

To play ELDRA, your group needs the following:

- This rulebook. At least one person should have access to the core rules during play.
- Character sheets. Each player needs a place to record skills, stress, consequences, equipment, spells, stunts, and notes.
- Fate dice. ELDRA uses four Fate dice, also called 4dF. If you do not have Fate dice, ordinary six-sided dice can be adapted by treating 1–2 as minus, 3–4 as blank, and 5–6 as plus.
- Scratch paper or digital notes. Notes help track clues, NPCs, resources, maps, conditions, and unfinished promises.
- Safety tools. ELDRA can involve horror, violence, grief, hunger, religious pressure, bodily transformation, and moral tension. Before play, discuss boundaries and tools that help everyone participate safely.

Flow of Play

The game unfolds in sessions. Many groups play for two to four hours at a time, but sessions can be shorter or longer. During a session, play usually follows this rhythm:

- The GM sets the scene. The GM describes where the characters are, what they notice, who is present, and what seems immediately important.
- The players decide what they do. Players describe their characters' actions, questions, movements, plans, and reactions.
- The rules resolve uncertainty. If an action is difficult and failure matters, the GM calls for a roll or uses the relevant subsystem.
- The GM describes the result. Success, failure, cost, injury, discovery, and consequence change the situation.

This cycle repeats during quiet conversations, tense negotiations, long journeys, chases, rituals, investigations, and battles. Structured scenes use more formal timing and action rules. Outside structured scenes, play remains conversational.

Using Fate Dice

ELDRA uses four Fate dice, written as 4dF. Each Fate die has two plus faces, two minus faces, and two blank faces. When you roll 4dF, add the symbols together:

- Each plus counts as +1.
- Each minus counts as -1.
- Each blank counts as 0.

The total usually ranges from -4 to +4. Add the relevant skill level to find your result.

$$\text{Result} = 4\text{dF} + \text{Skill Level}$$

If you meet or exceed the difficulty, you succeed. If you are rolling against another character, both sides roll and compare results.

Skill Rolls

The GM calls for a skill roll when all three of the following are true:

- the outcome is uncertain;
- success and failure would change the story;
- something meaningful is at stake, such as time, safety, trust, resources, position, or information.

If an action is easy, impossible, or unimportant, the GM should not ask for a roll. The story simply moves forward.

Difficulty and Margin

When no opponent is rolling, the GM sets a Difficulty Rating. The following scale is a guide:

Difficulty	Rating	Examples
Trivial	0	Recall common knowledge, light a torch in calm conditions.
Simple	1	Pick a basic lock, follow clear tracks.
Moderate	2	Climb a rough wall, persuade a suspicious merchant.
Hard	3	Sneak past an alert guard, decipher an obscure dialect.
Formidable	4	Forge a noble seal, track prey through a storm.
Extreme	5	Disable a master trap without proper tools.
Near-impossible	6+	Attempt something at the edge of mortal capability.

The difference between the roll result and the target is the Margin. A higher Margin means a cleaner, stronger, or more useful success. A negative Margin means failure, delay, cost, or consequence.

Margin	Outcome
-3 or lower	Failure with consequence.
-1 to -2	Failure.
0	Success, barely. You meet the target exactly. In an opposed roll, a tie goes to the defender.
+1 to +2	Success.
+3 or higher	Strong success with an additional benefit at the GM's discretion.

Advantage and Disadvantage

Advantage and Disadvantage represent situational help or difficulty. When you have Advantage, roll one additional Fate die and discard the lowest die. When you have Disadvantage, roll one additional Fate die and discard the highest die.

Multiple sources cancel one for one. If you have two sources of Advantage and one source of Disadvantage, roll with one Advantage.

Actions and Reactions

Structured scenes use Action Points, or AP. At the start of your turn, you normally have 3 AP. You spend AP to move, attack, cast spells, defend, use items, perform quick tasks, or attempt complex actions under pressure.

Reactions are special responses triggered by events outside your turn. A reaction does not cost AP unless a rule says otherwise, but a character normally has only one reaction between the start of their turn and the start of their next turn.

Outside structured scenes, characters act through conversation and narration. The AP system appears when timing, danger, and turn order matter.

Stress, Consequences, and Recovery

ELDRA measures harm through Stress and Consequences. Physical Stress represents injury, fatigue, and bodily punishment. Mental Stress represents fear, strain, confusion, and pressure on the will.

Stress can recover quickly with rest. Consequences are more serious. A Consequence is a lasting wound, trauma, curse, fear, broken limb, public disgrace, or other problem that remains part of the character until treated and healed.

When a character has no stress left and cannot absorb further harm, they may be Taken Out. Depending on the situation, this may mean unconsciousness, capture, surrender, death, spiritual collapse, or another serious removal from the scene.

Game Conventions

The following conventions apply throughout the rules:

The GM has the final say. If a rule is unclear at the table, the GM makes a ruling and play continues.

Specific beats general. If a class feature, spell, stunt, item, or creature ability contradicts a general rule, the specific rule wins.

Declare before rolling. Bonuses, AP expenditures, and similar choices must be declared before the dice are rolled unless a rule says otherwise.

Round normally unless told otherwise. If a rule requires rounding, use the instruction in that rule. If no instruction is given, the GM decides the cleanest interpretation.

Minimum zero. A value cannot be reduced below zero unless a rule explicitly says it can.

Words used in the rules.

- Scene: one continuous situation, such as a fight, a chase, or a conversation. It ends when the situation is over.
- Session: one sitting at the table.
- Round and turn: in a structured scene, a round is over when everyone has acted once. Your turn is the part of the round in which you spend your AP.
- Reach and adjacent: your melee reach is 1 meter unless a weapon or ability lists a longer Reach. A creature within your reach is adjacent to you.
- Difficult terrain: each meter of difficult terrain costs 2 meters of movement.
- Darkvision: you see in darkness as if it were dim light, in shades of grey, out to the listed range.
- Temporary stress points: you lose them before your normal stress points. They are never restored. If you get them from two sources, keep only the higher amount.
- Obscured: in a heavily obscured area (darkness, thick fog, dense smoke) a creature cannot be seen. In a lightly obscured area (dim light, light fog) Perception rolls that rely on sight have Disadvantage.

Adventuring and Advancement

ELDRA can be played as a one-shot, a short adventure, or a long campaign. In longer games, characters grow through Experience Points (EXP), new stunts, improved skills, spells, class features, equipment, relationships, and changes to their place in the world.

Experience Points are usually awarded at the end of a session. A typical session grants 1–2 EXP. A climactic session may grant more. EXP can improve skills, unlock stunts, learn spells, and increase weapon mastery (see Advancement in Game Mechanics). Improved skills also raise a character's Skill Total, which earns new Class Points.

Advancement should reflect what happens in play. A character who survives court politics may improve Influence. A character who studies forbidden inscriptions may improve Lore. A character who repeatedly faces terror and keeps standing may improve Resolve. Growth is not only numerical. It is also the story of what the character has become.

Example of Play

The following example shows how a scene might unfold at the table.

GM: The road ends at a collapsed watchtower. The upper floors have fallen across the pass, and the stones are marked with old heat scars. A cold wind moves through the gaps. You can hear something shifting underneath the rubble.

The orc scholar's player: I want to study the marks before anyone gets close. Are they battle damage, spell damage, or something stranger?

GM: That sounds like Lore. The damage is old, but the danger may not be. Difficulty 3.

The player rolls 4dF and gets +1 total, then adds Lore +3 for a result of 4.

GM: Success. The scars were made by radiant heat, but not ordinary fire. Something discharged power here repeatedly, probably during a siege. You also notice the stones were moved recently from underneath. Whatever is below has been clearing space.

The vampire envoy's player: I step back into shade and tell the others, "We are not alone under this road." Can I listen for movement with Perception?

GM: Yes, but the wind makes it difficult. Roll with Disadvantage.

The player rolls 5 Fate dice for Disadvantage and discards the highest die. The result is poor.

GM: You hear the movement too late. A hand of blackened stone pushes through the rubble. Everyone sees the tower shift. We are entering a structured scene. Who is closest to the collapse?

The gnome spellblade's player: I am. I want to spend my first action getting civilians back and my second action drawing my blade.

GM: Good. You have 3 AP when your turn begins. Moving the civilians is a Complex Utility action, so 2 AP. Drawing the blade is a Quick Utility action, 1 AP. That uses your turn, but it means the bystanders are clear before the thing pulls itself free.

The scene continues into combat, with the players making tactical choices while the earlier Lore success gives them useful information about the creature's origin.

Action Point (AP) System

AP Pool

- Each character has 3 Action Points (AP) at the start of their turn.
- All actions are paid from this pool. Unused AP are lost at the end of the turn.
- You may only use one Basic Attack, Empowered Attack, or Magic action per turn unless you gain additional abilities (such as class abilities, stunts, dual-wielding, etc.).
- All bonuses must be declared before any roll.
- Reactions are not paid with AP (see §2.7).

Attack Actions (Melee/Ranged)

- Basic Attack — 1 AP. Make a normal melee or ranged attack.
- Empowered Attack — Spend extra AP before rolling:
  - +1 AP = +1 to the attack roll or +2 to damage.
  - +2 AP = +2 to the attack roll or +4 to damage.
- You may split AP between attack roll and damage (e.g., spending 3 AP total might grant +1 to attack and +2 to damage).

Magic Actions

- Cast a Spell — 2 AP. Casting any spell costs 2 AP regardless of its level.
- Spell Empowerment — Spend extra AP before rolling:
  - +1 AP = +1 to the spell roll or +2 to damage.
- You may split AP between roll and damage (e.g., spending 3 AP total might grant +1 to the spell roll and +2 to damage).

Defensive Actions

- Defensive Stance — 1 AP. Gain +1 to defend rolls (choose one: melee, range, or mental) until the start of your next turn.
- You may purchase Defensive Stance multiple times in a turn; bonuses stack. You can split purchases among different defense types.

Movement Actions

- Move — 1 AP. Move up to your full movement speed (walk, swim, or fly).
- Disengage — 2 AP. You can withdraw from a melee opponent up to your speed without provoking an opportunity attack.

Utility Actions

- Quick Utility — 1 AP. Examples: drink a potion, draw, throw, or stow a weapon, open a door, swap an equipped item, shout a command.
- Complex Utility — 2 AP. Use a skill in combat (e.g., Burglary to disable a trap, Influence to taunt, Lore to recall a weakness), or perform a lengthier interaction as ruled by the GM.

Reactions

- Free (no AP cost), once per round.
- Triggered by specific events (e.g., opportunity attacks, parries, intercepts, class or stunt features).
- Unless a rule states otherwise, a character can take only one reaction between the start of their turn and the start of their next turn.

Opportunity Attacks

When a creature moves out of another creature's melee reach without using the Disengage action, the creature being left behind may use its Reaction to make a single Basic Attack against the departing creature. This is called an Opportunity Attack.

- Opportunity Attacks cost 0 AP but consume your Reaction for the round.
- You may only make one Opportunity Attack per round (unless a feature states otherwise).
- Opportunity Attacks are resolved as normal melee attacks using your Fight skill and your currently equipped weapon.
- Forced movement (pushes, pulls, knockbacks) does not provoke Opportunity Attacks.
- Teleportation does not provoke Opportunity Attacks.
- A creature that uses the Disengage action (2 AP) may move without provoking Opportunity Attacks for the remainder of that turn.

General Notes on AP System

- Declare all AP expenditures and bonuses before rolling.
- Features, stunts, items, and spells may modify AP costs or add new ways to spend AP. Specific rules override general rules.
- The GM adjudicates edge cases (e.g., whether a task is Quick or Complex Utility) and may permit split-second narrative interactions without AP when they do not meaningfully affect outcomes.

Non-Combat Situations

ELDRA is built on a dark, high-fantasy world where conflict takes many forms — not all of them fought with blades. Whether navigating a tense negotiation, scaling a crumbling tower, tracking prey through cursed wilderness, or deciphering a forbidden inscription, characters rely on the same core mechanic: rolling dice against a target.

Skill Rolls

Whenever a character attempts something uncertain and the outcome matters, they make a Skill Roll. Roll four Fate dice (4dF), add the relevant skill level, and compare the result to a target number set by the GM or to an opponent's roll.

$$\text{Result} = 4\text{dF} + \text{Skill Level}$$

If the result meets or exceeds the target, the attempt succeeds. The difference between the result and the target is the Margin — how decisively the action succeeded or failed.

Margin	Outcome
−3 or lower	Failure with consequence — something goes wrong beyond just not succeeding.
−1 to −2	Failure — the attempt does not succeed.
0	Success, barely — you meet the target exactly. In an opposed roll, a tie goes to the defender.
+1 to +2	Success — the attempt succeeds cleanly.
+3 or higher	Strong success — the attempt succeeds and the character gains an additional benefit at the GM's discretion.

Note: The GM may skip the Margin table for straightforward checks and simply rule pass or fail. Margin is most useful when degrees of success matter — social manipulation, extended tasks, or actions with lasting consequences.

Difficulty Ratings

When no opponent is rolling, the GM sets a static Difficulty Rating for the task. Use the following scale as a reference:

Difficulty	Rating	Examples
Trivial	0	Lighting a torch in calm conditions, recalling common knowledge.
Simple	1	Picking a basic lock, tracking fresh footprints in soft earth.
Moderate	2	Scaling a rough wall, persuading a suspicious merchant.
Hard	3	Deciphering an obscure dialect, sneaking past an alert guard.
Formidable	4	Forging a convincing noble's seal, tracking prey through a blizzard.
Extreme	5	Recalling the contents of an ancient forbidden text, disabling a master-crafted trap without tools.
Near-Impossible	6+	Tasks that push the limits of mortal ability.

Types of Skill Checks

Standard Check

A single character attempts a task against a static Difficulty Rating. The GM sets the difficulty, the player rolls, and the Margin determines the outcome. No time pressure, no opponent.

- Example: Attempting to recall the weakness of a specific creature (Lore vs Difficulty 3).

Contested Check

Two characters directly oppose each other. Both roll their relevant skills simultaneously. The character with the higher result wins. The Margin between the two results determines how decisively. In the event of a tie, the situation remains unchanged — neither side gains ground.

No stress or damage is dealt in a Contested Check unless a specific rule states otherwise. Contested Checks are used when one character is actively working against another — not harming them, but directly opposing their intent.

- Example: Attempting to deceive a city guard (Influence vs the guard's Resolve).
- Example: Pickpocketing a mark (Burglary vs the target's Perception).
- Example: Arm-wrestling a rival (Might vs Might).

Extended Task

Some goals cannot be accomplished in a single roll. An Extended Task requires the character to accumulate a set number of Progress Points before a set number of Setback Points are reached. The GM defines both thresholds at the outset.

- Each successful roll generates Progress Points equal to the Margin (minimum 1 on a success).
- Each failed roll generates Setback Points equal to the absolute Margin (minimum 1 on a failure).
- When Progress Points reach the threshold, the task is completed.
- When Setback Points reach the threshold, the task fails — and may carry a consequence.
- Each roll represents a meaningful unit of time: a few minutes, an hour, or a day, depending on the task.
- Example: Crafting a forgery requires 8 Progress before 4 Setbacks (Burglary or Crafts).
- Example: Treating a severe infection over several days requires 6 Progress before 3 Setbacks (Crafts or Lore).

Group Check

When multiple characters attempt the same task together, each rolls individually. Count the number of successes. The GM determines the required number of successes based on the difficulty of the task and the size of the group.

- If at least half the group succeeds (rounded up), the group as a whole succeeds.
- A character who succeeds with a Margin of +3 or higher may contribute their excess Margin as a +1 bonus to one other participant's result, declared before rolls are resolved.
- If the group fails, individual failures may still carry personal consequences at the GM's discretion.
- Example: A party attempting to move quietly through a courtyard (Stealth vs Difficulty 3). If at least three of four characters succeed, the group passes undetected.

Advantage and Disadvantage

Advantage and Disadvantage reflect situational superiority or difficulty. When you have Advantage on a roll, roll one additional die and discard the lowest result. When you have Disadvantage, roll one additional die and discard the highest result.

Multiple sources of Advantage or Disadvantage cancel each other out one by one. If you have two sources of Advantage and one source of Disadvantage, you roll with one Advantage.

Assisting Another Character

A character may spend their action to assist another character's Skill Roll, giving them +1 to their roll. To assist, the helping character must have a plausible way to contribute and must declare the assistance before the roll is made. The assisting character's relevant skill must be no more than 2 levels lower than the acting character's skill; otherwise, they cannot provide meaningful help. A maximum of two characters may assist a single roll at one time.

When to Roll

Not every action requires a roll. The GM should only call for a Skill Roll when:

- The outcome is uncertain — if failure is impossible or success is guaranteed, no roll is needed.
- The outcome matters — if success and failure lead to the same narrative place, there is no point rolling.
- There is something at stake — time, resources, relationships, or danger.

If all three conditions are not met, the GM should simply decide the outcome and move the scene forward.

Action Structure in Structured Scenes

When a scene requires turn-by-turn structure — combat, a timed escape, a contested ritual — ELDRA uses the Action Point (AP) system described in its own section above. Outside of structured scenes, characters act and respond freely through narrative, with Skill Rolls called when the conditions above are met. The AP system does not apply outside of structured scenes.

Character Creation

Create a character by completing the following nine steps in order. The values below form the standard creation profile; the Game Master (GM) may change them for a campaign, but every change should be recorded during Setup and applied consistently to the whole group.

Step 1: Setup

Record the campaign name, GM or facilitator, and play era. The default era is the reconstruction age; the twilight age, the great war, and a GM-defined custom era are also supported. Before anyone makes mechanical choices, record the campaign's creation profile:

- Skills: 25 Skill Points (SP), a maximum trained skill rating of +3 at creation, and no requirement to spend every SP unless the GM enables full spending.
- Stunts: three general stunt slots. Custom stunts are allowed only with GM approval, and the standard profile enforces every skill, spell, and feature eligibility requirement.
- Starting resources: 0 Experience Points (EXP), 3 Action Points (AP), one Mild, one Moderate, and one Severe Consequence slot. A campaign may grant starting EXP; the character builder tracks any EXP spent on additional spells and exports the unspent balance. Characters begin at Weapon Mastery level 1, granting one total Weapon Technique use per short rest.
- Weapon techniques: at most one qualifying Basic Weapon Technique at creation. Advanced and Master Techniques are not starting options.
- Class progression: the standard profile uses one Class with its free Class Feature, Class Points (CLA) earned from the Skill Total, and the tier gates in the Classes section. A campaign may instead use concept-only class selection if the GM records that alternative.
- Equipment and spells: the standard starting loadout is GM-approved. Starting spell training is assumed for otherwise eligible spells; a GM may instead require a source, teacher, or narrative training for starting spells.
- Restricted options: Vampire Spawn are unavailable to player characters unless the GM explicitly permits them.
- Sheet format: choose A4 or US Letter; A4 is the default.

The online character builder at eldra.org/character_creation records these settings and any GM overrides. Separate editable blank sheets are available in A4 format and US Letter format.

Step 2: Identity

Record the character's name, player, pronouns, size, concept, appearance, background, goals, relationships, and any campaign notes. These details describe the character but grant no mechanical benefit unless a rule or the GM explicitly says otherwise.

Step 3: People

Choose one playable people: Demon, Dwarf, Elf, Gnome, Human, Orc, or Vampire. Apply its traits and make every required choice in that entry. An Elf's Memory of the World must name two distinct skills. A Gnome must choose exactly one lineage, Arcane Gnome or Spellblade Gnome. A Vampire must choose Surface Born-Vampire or Abyssal Vampire; Vampire Spawn require explicit GM permission.

People skill modifiers are free and separate from SP. Apply them after buying the trained rating to determine the character's effective skill rating. They do not change SP cost, do not count against the trained-skill creation cap, and do not generate CLA. Class tier gates always use the character's highest trained skill rating, not an effective rating.

Some People grant free stunts. An Orc chooses a number of distinct free People stunts equal to effective Fortitude. A Vampire chooses a number of distinct free People stunts equal to effective Vampirism, selecting from both the Vampire Stunts on the Vampire page and the Vampirism skill-stunt list. These free People stunts do not use general stunt slots.

Step 4: Skills

Spend SP to buy each skill's trained rating. Under the standard profile, a new character receives 25 SP, need not spend all of it, and cannot buy a trained rating above +3 without GM permission. The total cost to set a trained skill at a given rating is cumulative:

Skill Level	Total SP Cost	Incremental Cost
+1	1	1
+2	3	2
+3	6	3
+4	10	4
+5	15	5

To raise a trained skill that is already at a given rating, pay only the incremental cost of the next rating; for example, raising a skill from +2 to +3 costs 3 SP. Apply required specializations when a skill calls for one. People modifiers are applied only after SP spending and never create CLA.

All skills are available to any character, except:

- Vampirism — only available to Vampire characters.
- Demonism — only available to Demon characters.

Step 5: Classes

Choose one Class: Warrior, Guardian, Mystic, Arcanist, Savant, or Hunter. Record its Class Feature, which is free. Then work out your Class Points (CLA): add every trained skill rating, including +1s, to find your Skill Total, and earn 1 CLA for every 4 points of Skill Total, rounded down, plus 1 CLA for each trained skill at +5 or higher. People modifiers neither add to the Skill Total nor satisfy a gate. Classes and subclasses have no main skill.

Spend CLA on the subclasses your Class can take, including its shared subclasses. Every node costs 1 CLA — roots, main nodes, and optional nodes alike — and your first root is free. Roots and T1 nodes are open at creation; T2 nodes require a trained skill at +4 and T3 nodes a trained skill at +5, so under the standard creation cap of +3 a new character begins with roots and T1 nodes. A second Class costs 2 CLA. Node prerequisites, path order, and the dashed chains between optional nodes still apply. In a campaign using concept-only classes, record the Class, subclass, and concept, and follow the GM's replacement progression rule.

Whenever a purchased node requires a lasting choice, record it with the node when it is acquired. Examples include an Elementalist's chosen element, a Mage's Attuned Formula, a Ranger's terrain, a Summoner's Eidolon (chosen skill, size, and Strike damage type), and each pact-bound spell granted by a Warlock's Pact Magic. Optional nodes follow their own dashed prerequisite chain as shown in the subclass tree. Apply passive class modifiers when calculating the final sheet, but do not use those modifiers to satisfy trained-skill gates or generate CLA.

Step 6: Spells

If the character uses spells, buy the appropriate skills and record each known spell permitted by the spell rules and the campaign's starting-training policy. When a character first gains Magic, declare one permanent School of Affinity.

First fill the base known-spell quota at each level: at spell level L, the quota is Magic minus L plus 1, to a minimum of 0. A character may then learn a number of additional spells up to their effective Focus rating, paying EXP equal to each additional spell's level. Record each such spell separately from the base quota and subtract its cost from starting EXP. Spell Theory, when acquired, grants its own separate catalogue spell and does not spend EXP or count against the Focus limit. All known spells remain subject to the source and training requirements in the spell rules unless the GM records that those requirements are assumed for creation.

For each known spell whose listed schools include that affinity, choose one free stunt from that spell's own Spell Stunts. A multi-school spell qualifies when any listed school matches. Each choice is linked to its spell and does not use a general stunt slot. Record normal Mana, the separate Affinity Mana Pool, spell costs, ranges, and any required source or teacher if the GM enabled that policy.

Step 7: Stunts

Fill the standard profile's three general stunt slots, adjusted only by an explicit setup override or a rule that grants an additional stunt. A skill stunt requires its linked skill or other stated eligibility; a spell stunt requires its linked known spell or other stated eligibility. Free People stunts and affinity-granted spell stunts are recorded separately and never consume general stunt slots. A custom stunt uses a general slot unless its granting rule says otherwise and always requires GM approval.

Step 8: Equipment

Choose a GM-approved starting loadout that fits the character, campaign, and era. The standard profile has no fixed starting currency or item-count budget; an open or custom equipment policy exists only if the GM records it during Setup. Check every weapon, armor, shield, and other item's requirements and record its damage, defenses, tags, ammunition, and special rules.

If the character meets all requirements, they may begin with at most one Basic Weapon Technique. Record it in Weapon Techniques and Mastery, not as part of the weapon itself. Advanced and Master Techniques must be earned later.

Step 9: Review and Export

Before play, verify SP totals, the trained-skill cap, and full spending if the campaign requires it; all People choices and distinct free People stunts; the Class, any second Class, the Skill Total, CLA, tier gates, and node prerequisites; base, Spell Theory, and EXP-purchased known spells, the Focus limit, remaining EXP, affinity, and spell-linked free stunts; general stunt slots and eligibility; equipment requirements; the starting technique limit; and every GM permission or override.

Then calculate effective skill ratings, Physical and Mental Stress Pools, Mana and Affinity Mana, People-specific resources, class-granted resources, defenses, movement, Weapon Mastery and its uses, 3 starting AP, and the starting Mild, Moderate, and Severe Consequence slots. The online character builder can save or export the character as JSON and generate an editable character-sheet PDF in the selected paper format. The generated sheet keeps the play summary compact and adds editable Rules Appendix continuation pages when needed so that the full text of selected People features, class nodes, spells, stunts, Weapon Techniques, extra weapons, and long character notes remains printable and searchable. The separate editable A4 and US Letter blank sheets linked in Step 1 remain available for characters created without the character builder.

Game Mechanics

Stress and Consequences

In ELDRA, characters measure their endurance and mental stability through two main types of stress: Physical Stress and Mental Stress. Each type has its own Stress Pool (Physical or Mental) — a total number of stress points representing how much punishment a character can endure before suffering lasting harm or being incapacitated.

Physical Stress

Physical Stress is a measure of bodily harm—cuts, bruises, fatigue, and raw injury. Your Physical Stress Pool comes from your Fortitude: look it up in the table below, then add anything your People or abilities grant. When you take damage, subtract it from your remaining stress points.

If you take more stress than you have points remaining in your pool, you must take a Consequence.

Mental Stress

Mental Stress represents your character's willpower, focus, and sanity. Mental Stress is subtracted from your Mental Stress Pool when characters are subjected to fear, mind control, illusions, or other effects that strain their resolve. Your Mental Stress Pool comes from your Resolve, using the same table, plus anything your People or abilities grant.

Just like Physical Stress, if your Mental Stress Pool is reduced to 0 and you take further damage, you must take a Consequence.

Stress Pool by Skill Rating

Fortitude or Resolve	+0	+1	+2	+3	+4	+5	+6	+7
Stress Pool	3	6	10	15	21	28	36	45

Each step up adds one more point than the step before, so the pool grows faster as the skill rises.

Consequences

When your Physical or Mental Stress Pool is reduced to 0, you can absorb additional damage by taking a Consequence. Consequences are lasting effects that represent serious wounds, trauma, or psychological scarring. There are three levels of Consequences:

- Mild (2 Stress) — A minor but noticeable injury, sickness or mental strain. Examples: "Bruised Ribs," "Shaken Nerves."
- Moderate (4 Stress) — A significant wound or trauma. Examples: "Broken Arm," "Paralyzing Fear."
- Severe (6 Stress) — A devastating injury or severe mental breakdown. Examples: "Crushed Leg," "Nightmares of Terror."

When damage takes your pool to 0 and some damage is left over, that excess goes into your lowest open Consequence slot. If the excess is more than the slot absorbs, the next slot fills too, and so on. With no slot left, you are Taken Out.

Consequences remain with your character until they are healed or recovered, which typically requires downtime, medical aid, or magical intervention. They are also exploitable by enemies, making your character more vulnerable in specific situations.

Default Consequence Slots

Every player character begins with the following Consequence slots:

- 1 Mild Consequence (absorbs 2 Stress)
- 1 Moderate Consequence (absorbs 4 Stress)
- 1 Severe Consequence (absorbs 6 Stress)

Certain stunts, People-specific traits, or class abilities may grant additional Consequence slots. A character whose Physical or Mental Stress Pool is reduced to 0 and who has filled all available Consequence slots is Taken Out — incapacitated, killed, or otherwise removed from the scene at the GM's discretion.

Each Consequence slot can only be used once. If a Consequence slot is already occupied by an unhealed Consequence, it cannot absorb additional damage until it has been fully recovered.

Dying

A character who is Taken Out by damage is dying if the GM rules the harm lethal. A dying character is unconscious and dies at the end of the scene unless someone stabilises them first. Any healing stabilises a dying character. So does an adjacent ally who spends 2 AP and succeeds on a Lore or Crafts roll; the GM sets the Difficulty. A stabilised character is unconscious but no longer dying, and wakes after the scene or when healed.

Recovery

In ELDRA, recovery is swift but dependent on rest. During a short rest (1 hour), your Physical and Mental Stress Pools are fully restored to their maximum values. You also regain Mana equal to your Magic skill (see Mana below).

A long rest (8 hours) allows for deeper recovery. During a long rest, your Physical and Mental Stress Pools are fully restored, and you completely restore your Mana. During your long rest, your Consequences also heal, starting from the lowest severity. Mild Consequences heal at a rate of 1 Consequence per long rest, Moderate Consequences require up to two weeks per Consequence to heal, and Severe Consequences require from two weeks to a month per Consequence to heal if the injury or trauma is properly tended to and taken care of.

Mana

Mana is the magical pressure a caster can safely gather, hold, and release. You spend it to cast spells and to pay for many spell stunts.

Maximum Mana

Your maximum Mana equals your Magic skill multiplied by itself:

$$\text{Maximum Mana} = \text{Magic} \times \text{Magic}$$

Magic	+0	+1	+2	+3	+4	+5	+6	+7
Maximum Mana	0	1	4	9	16	25	36	49

A character whose effective Magic is +0 or lower has no Mana. Some abilities raise this maximum, such as the Mage's root and its Mana-Potent node.

Spending Mana

A spell costs Mana equal to its level. Some stunts and enhancements cost additional Mana, as their entries state. Spells of your School of Affinity cost 1 less Mana (minimum 1). No reduction can bring a spell's cost below 1 Mana.

Affinity Mana Pool

A caster with a School of Affinity also has a separate Affinity Mana Pool equal to half their Magic skill (rounded up, minimum 2). It can be spent only on spells of that school. The Spells section describes the School of Affinity in full.

Recovering Mana

- Short rest: regain Mana equal to your Magic skill, up to your maximum. Your Affinity Mana Pool refills completely.
- Long rest: all of your Mana is restored.
- During play: Potions of Mana, the Mystic's Bond, and some class nodes and spells restore Mana, as their entries state.

Combat Mechanics

Combat in ELDRA is fast-paced and reactive, with attack rolls and defend rolls happening in real-time exchanges. Every combatant has a choice to react to incoming attacks, making each encounter dynamic and engaging.

Attack and Defend rolls

In ELDRA, attacks are resolved through opposed skill checks:

- Melee Combat: The attacker rolls using their Fight skill, and the defender may respond with either their Fight or Reflex skill to evade or parry.
- Ranged Combat: The attacker rolls with their Shoot skill. The defender must respond with their Reflex skill.
- Magic Attacks: defend rolls against spells are dependent on the specific spell's mechanics, which are described in the Spellcasting and Magic System section.

  Ties. If the attack roll and the defend roll are equal, the defender wins. The attack misses.

Damage Calculation

Damage in ELDRA is determined based on the margin of success during an attack roll. If the attack is successful, the damage is calculated as follows:

- Melee Damage: The attacker deals damage equal to the margin of success plus their Might damage bonus (see the Might skill), plus any weapon modifiers.
- Ranged Damage: The attacker deals damage equal to the margin of success plus Perception skill bonus, plus any weapon modifiers.
- Magical Damage: In addition to the spell's effects, the attacker deals damage equal to the margin of success plus their Focus skill bonus, plus any modifiers.

Critical Hit

When you roll four + on 4dF (or five + on 5dF with Advantage), the roll is a Critical. Add +2 to the result, or +4 with Advantage. If the roll is an attack or a damaging spell, it is a Critical Hit: the damage is doubled, or tripled with Advantage. This works for every damage type. On a defend roll or a skill roll, you only get the bonus to the result.

Dual Wielding

When you are wielding 1 weapon in each hand, you can make a second attack with your off-hand in addition to your attack once per turn. When you do so, you make your second attack with a -2 penalty to your attack roll. You can not add your Might to the damage calculation for the off-hand attacks.

Grappling

To grab a creature, spend 1 AP and roll Fight or Might. The target defends with Might or Reflex, its choice. You need one free hand, and the target can be at most one size category larger than you. On a success, the target is Grappled by you.

A Grappled creature can spend 1 AP to escape. It rolls Might or Reflex against your Might. On a success, the hold ends. The hold also ends if you let go, move away from the target, or become Incapacitated. Some creatures and abilities grapple without a roll; the target then escapes as described here. Where an entry says escape as Grapple, use this rule.

Size Categories

Creatures and characters in ELDRA are described by one of six size categories. Size affects movement, reach, what spaces a creature can occupy, and how some weapon techniques and abilities scale.

- Tiny: under 30 cm
- Small: 30 cm–1 m
- Medium: 1–2 m (the default for most player characters)
- Large: 2–4 m
- Huge: 4–8 m
- Gargantuan: 8 m and larger

When an ability refers to a creature being "one size category larger" or similar, it counts the steps in this list (for example, Large is one size category larger than Medium).

Damage Types

In ELDRA, damage is categorized into different types, each with its own unique effects and interactions. Below are the defined damage types and their specific mechanics:

Physical Damage Types

Physical damage in ELDRA comes in three types: Bludgeoning, Slashing, and Piercing. Each type interacts with creature resistances and vulnerabilities as described in individual creature entries. Physical damage is reduced by Physical Defense granted by armor and shields.

- Bludgeoning: Crushing, concussive, or impact-based damage from hammers, maces, fists, and falling objects.

- Slashing: Cutting and sweeping damage from swords, axes, claws, and bladed weapons.
- Piercing: Puncturing and penetrating damage from spears, arrows, rapiers, and fangs.

A weapon's physical damage type determines which Weapon Techniques and Mastery abilities are available to its wielder. See the Equipment and Weapon Techniques sections for full details.

Some weapons deal multiple physical damage types (e.g., a Halberd deals Slashing, Piercing, or Bludgeoning — the wielder chooses when attacking).

Armor Pierce

Some attacks, weapon techniques, abilities, and potions grant Armor Pierce. When you deal damage with an attack that has Armor Pierce, reduce the target's Physical Defense by the Armor Pierce value for the purpose of calculating damage from that attack. Armor Pierce cannot reduce Physical Defense below 0.

Example: An attack with Armor Pierce 3 against a target with Physical Defense 7 treats the target's Physical Defense as 4 for that attack only.

Elemental Damage

— An Elemental spell has one of the following elemental types. Most spells name their element. If a spell does not, choose the element when you cast it. The spell deals that type of damage and also applies the matching effect:

- Fire: The target takes an additional 2d4 elemental damage.
- Frost: The target takes an additional 1d4 elemental damage, and loses movement equal to the elemental damage it receives from this attack.
- Lightning: The target takes an additional 1d4 elemental damage, and suffers a -1 penalty to its next action for every 3 Lightning Damage it receives from this attack.

Radiant Damage

Radiant damage is magical. Elemental Defense reduces it. Undead creatures have Vulnerability against Radiant damage.

When a creature takes Radiant damage, it emits a faint glow for 1 round. While glowing, the creature cannot benefit from invisibility, Stealth, or concealment of any kind. Attack rolls against a glowing creature do not suffer penalties from darkness or obscurement.

Necrotic Damage

Necrotic damage is magical. Elemental Defense reduces it. Undead are healed by it instead (vampires are the exception: they resist it, see Vampire).

When a creature takes Necrotic damage, its capacity for recovery is impaired. Until the end of its next turn, the creature cannot recover Physical Stress points from any source (potions, spells, abilities, or class features).

Poison and Acid Damage

Some creatures and items deal poison or acid damage. Both are reduced by Elemental Defense and bypass Physical Defense.

Fall Damage

You take 1d4 Physical damage for every 2 meters you fall. This damage ignores Physical Defense.

Armor, Shields, and Resistance

Armor grants Physical Defense and Elemental Defense. These defenses reduce incoming damage of the appropriate type, making it easier to withstand assaults in combat. Shields do not add to these defenses; each shield has its own properties instead (see Shields in Equipment).

Resistance means that a creature takes only half damage (rounded down) from a specific type of attack, while Vulnerability means they take double damage.

Initiative and Turn Order

Initiative decides the order in which combatants act. At the start of every combat, each participant makes an initiative roll: a Perception roll, plus any initiative bonuses from abilities, stunts, or potions

(for example, the Commander's root adds +1). Your initiative bonus is your Perception rating plus those bonuses; the character sheet records it in the Initiative box.

The highest result goes first, with turns proceeding in descending order of results, and the order stays the same every round. Ties are resolved by the highest Perception rating; if still tied, players may decide or roll off.

Surprise. Creatures caught unaware at the start of a fight, by an ambush they did not notice, are surprised: they take no turn in the first round and cannot take Reactions until it ends. To notice an ambush before it is sprung, roll Perception against the ambushers' Stealth.

Summoned and Raised Creatures

A creature you summon, conjure, raise, or bind during a battle joins it at once. Starting in the round it appears, it takes its own turn right after yours each round and spends its own AP. If you control several such creatures, they act in the order you choose. The spell or ability that created the creature says how you command it and may limit what it can do on its turn.

Undead you control. You can control at most as many undead as your Magic skill, counting every source: spells, class nodes, and People features. A Necromancer uses Lore instead, and a vampire uses Vampirism if it is higher. If a new undead would take you over the limit, your oldest undead crumbles first.

Cover, Advantage, and Disadvantage

In the chaos of combat, positioning matters. When a creature has Full Cover, it cannot be targeted by attacks or spells that require line of sight. If a creature is behind Half Cover, any attack rolls against it are made with Disadvantage.

Advantage and Disadvantage are mechanics that reflect situational superiority or difficulty. When you have Advantage on a roll, you roll one additional die and discard the lowest result. When you have Disadvantage, you roll one additional die and discard the highest result.

You can have multiple stacks of Advantage or Disadvantage; however, if you have both, they cancel each other out one by one. For example, if you have two sources of Advantage and one source of Disadvantage, you would roll with one Advantage.

Stealth in Combat

During structured scenes, a creature may attempt to enter Stealth by spending 1 AP and making a Stealth skill check. The creature must meet one of the following conditions:

- It is heavily obscured (e.g., in darkness, fog, or behind full cover).
- It is invisible.
- No hostile creature has line of sight to it at the moment it attempts to hide.

The result of the Stealth check becomes the detection difficulty. A hostile creature may use its action or Perception skill (passively or actively) to contest the Stealth result. If a creature's Perception meets or exceeds the Stealth result, the hidden creature is detected and Stealth ends.

Stealth ends immediately when the hidden creature:

- Makes an attack (unless an ability states otherwise).
- Casts a spell that targets a creature or produces a visible effect.
- Moves into a space where it is no longer obscured and an enemy has line of sight to it.
- Makes a loud noise or otherwise draws attention.

Attacking from Stealth: When a hidden creature makes an attack against a target that is unaware of it, the attack is made with Advantage. After the attack resolves, Stealth ends unless a feature explicitly allows it to continue.

Conditions

Conditions in ELDRA represent various physical and mental states that can affect a character's abilities in and out of combat. Below is the list of conditions and their mechanical effects:

Condition Tiers

Some abilities remove or block a condition of a given tier. Mild: Dazed, Fatigued, Frightened, Poisoned, Prone, Slowed. Moderate: Blinded, Charmed, Cursed, Friendly, Grappled, Restrained. Severe: Incapacitated, Paralyzed, Petrified, Stunned. Exhaustion has no tier; only a rule that names it can remove it. Invisible is a benefit and has no tier.

Blinded

A blinded creature cannot see and automatically fails any skill check that requires sight. Attacks against the creature have Advantage, and the creature's own attacks have Disadvantage.

Charmed

A charmed creature cannot attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has Advantage on any skill check to interact socially with the creature.

Cursed

A cursed creature suffers the effect named by its curse, for example one of the curses of Bestow Curse. The curse lasts until its own duration ends or until it is removed, for example by Remove Curse or Greater Restoration.

Dazed

The creature's speed is halved. The creature can spend only 1 AP on its turn. The creature cannot take reactions.

Exhaustion

You have a -1 penalty on all of your skills per exhaustion level. If your Fortitude skill level becomes -2 with this penalty, you die.

You gain one level of exhaustion from a day without food, water, or sleep, from a forced march, or from an effect that says so. A long rest with food and water removes one level.

Fatigued

A fatigued creature is worn out. It has Disadvantage on Stride and Might rolls, and it cannot take the Disengage action. A short rest ends Fatigued.

Frightened

A frightened creature has Disadvantage on skill checks and attack rolls while the source of its fear is within line of sight. The creature must move away from the source of its fear by the safest available route on each of its turns, unless there is nowhere to move. It cannot willingly move closer to the source of its fear.

Friendly

A friendly creature treats you as a companion for the duration. It does not attack you or help your enemies against you, and it helps you with simple requests that do not put it in danger. The condition ends if you or your allies harm it.

Grappled

Your Speed becomes 0 and it cannot increase. You have Disadvantage on attack rolls against any target other than the grappler. The grappler can drag or carry you when it moves, but their movement is halved unless you are smaller than the grappler.

Incapacitated

The creature cannot take actions or reactions.

Invisible

An invisible creature cannot be seen without magic or a special sense. Attack rolls against it have Disadvantage, and its own attack rolls have Advantage. It can attempt to enter Stealth even in plain view. Others can still find it by sound, smell, or touch with a Perception check.

Paralyzed

The creature is Incapacitated and cannot move or speak. It automatically fails all defend rolls (Fortitude, Reflex, and Resolve). The creature cannot defend against physical, magical, or mental attacks, and attacks against it have Advantage.

Petrified

A petrified creature is turned to stone. It is Paralyzed, it does not age or need air, and it is immune to damage and to new conditions. The effect ends as its source says, or when a spell of level 4 or higher that removes conditions is cast on it.

Poisoned

The creature has Disadvantage on attack rolls and skill checks.

Prone

The creature's only movement option is to crawl unless it stands up, which ends the condition. The creature has Disadvantage on attack rolls. An attack roll against the creature has Advantage if the attacker is within melee range. Otherwise, the attack roll has Disadvantage.

Restrained

The creature's speed becomes 0, and it cannot benefit from any bonus to its speed. The creature has Disadvantage on Reflex skill checks. Attack rolls against the creature have Advantage, and the creature's attack rolls have Disadvantage.

Slowed

A slowed creature's speed is halved.

Stunned

The creature is Incapacitated, cannot move, and can only speak falteringly. The creature automatically fails all defend rolls (Fortitude, Reflex, and Resolve). Attacks against the creature have Advantage.

Crafting and Inventory

Crafting

Crafting in ELDRA allows players to create weapons, armor, potions, and magical items through dedicated time and resources. The crafting process is driven by a measure called Crafting Points (C.P.), which reflects the amount of work required to complete an item.

Workload: Each crafter can contribute to the total workload a number of Crafting Points equal to their Crafts skill level per day. At least one crafter must have their Crafts skill equal to or higher than the required Crafting level. Crafters that don't meet the required Crafting level can still contribute, but with a 50% penalty (rounded down).

Masterwork: When an item is finished, the main crafter rolls a d100. If the roll is high enough according to the table below, the item is considered a Masterwork and gains bonuses accordingly.

- The table shows the chance of each bonus: +1, +2, or +3. Roll once and take the highest bonus your roll reaches.
- A Masterwork melee or ranged weapon gives +1, +2, or +3 to attack rolls made with it.
- Masterwork armor gives +1, +2, or +3 to both its Physical Defense and its Elemental Defense.
- A Masterwork shield gains one of the Masterwork Shield Bonuses instead, whatever the column.

Craft Level	+1	+2	+3
1	-	-	-
2	1%	-	-
3	2%	1%	-
4	3%	2%	-
5	5%	3%	1%

Magic Item Crafting: Each magic item has unique material requirements and workloads. Consult the Game Master for specifics.

Weapon, Armor, and Shield Crafting

Weapons, armor, and shields are forged through dedicated craftsmanship and careful resource management. Crafting one requires raw materials worth the listed amount of gold and a workload in Crafting Points (C.P.) determined by its complexity. At least one crafter must have the item's Crafting Level to begin.

The Equipment tables list the Crafting Level, materials, and workload of every item: see Melee Weapons, Ranged Weapons, Armors, and Shields in the Equipment section.

Crafting Considerations:

- Crafting any weapon or armor requires the use of a smithy, an anvil, and a high-temperature forge.
- Shields require solid materials like iron, wood, or special alloys, and a proper workstation with tools for shaping and reinforcing.

Masterwork Armor Bonuses: When rolling for a masterwork, consult the Masterwork table under the main Crafting section to determine if the armor gains enhanced properties.
Masterwork Shield Bonuses. When rolling for a Masterwork shield, consult the Masterwork table under the main Crafting section. On a successful roll, choose one of the following bonuses:

- Reactive Edge: Once per scene, one of the shield's abilities that costs AP (such as the Pavise's Plant) or one Shield Weapon Technique costs 0 AP.
- Reinforced Core: The shield's Reaction ability may be triggered twice per round instead of once.
- Weapon-Quality: The shield's bash damage increases by one die size (e.g. 1d6 $\rightarrow$ 1d8).

Alchemy Crafting

Alchemy in ELDRA allows players to create potions, bombs and poisons with powerful effects. Alchemy uses two main components: Herb Pouch (HP) for herbal elements and Magical Powder (MP) for arcane effects. One Herb Pouch is worth about 5 gold and one Magical Powder about 10 gold when bought, sold, or traded.

A character can be under only one potion or poison effect at a time. Consuming a new potion or poison immediately ends any previous potion or poison effect.

Potions are divided into three categories:

- Basic — Standard potency.
- Greater — Twice the material costs and workload of Basic.
- Supreme — Four times the material costs and workload of Basic.

If the alchemist's Crafting Level is one level higher than the potion's requirement, they may craft a Greater Potion. If their Crafting Level is two or more levels higher, they may craft a Supreme Potion.

Potions of crafting level 5 are referred to as Elixirs and represent the pinnacle of alchemical mastery. Only a crafter whose Crafts skill level is 5 or higher may attempt them.

Potion Table

Item	Crafting Level	Duration	Materials	Workload (C.P.)
Antidote	1	—	HP 1	4
Potion of Darkvision	1	1 h	HP 2	4
Potion of Healing	1	—	HP 1	4
Potion of Protection	1	10 m	HP 1	4
Potion of Steadiness	1	10 m	HP 1, MP 1	4
Potion of Vitality	1	10 m	HP 1	4
Potion of Animal Friendship	2	1 h	HP 3, MP 1	12
Potion of Iron Skin	2	10 m	HP 3, MP 1	12
Potion of Mana	2	—	HP 4	12
Potion of Mental Ward	2	10 m	HP 1, MP 3	12
Potion of Reflex	2	10 m	HP 2, MP 2	12
Potion of Water Breathing	2	1 h	HP 2, MP 2	12
Potion of Courage	3	10 m	HP 5, MP 4	36
Potion of Eagle Eye	3	10 m	HP 4, MP 5	36
Potion of Elemental Infusion	3	10 m	HP 3, MP 6	36
Potion of Giant's Strength	3	10 m	HP 7, MP 2	36
Potion of Speed	3	10 m	HP 9	36
Potion of Vampiric Essence	3	10 m	HP 4, MP 5	36
Potion of Arcane Surge	4	10 m	HP 7, MP 9	72
Potion of Berserker's Wrath	4	10 m	HP 14, MP 2	72
Potion of Blurring	4	10 m	HP 8, MP 8	72
Potion of Concentration	4	10 m	HP 1, MP 15	72
Potion of Invisibility	4	10 m	HP 9, MP 7	72
Potion of Regeneration	4	10 m	HP 10, MP 6	72
Potion of Restoration	4	—	HP 15, MP 1	72
Elixir of Abyssal Might	5	10 m	HP 18, MP 6	120
Elixir of Arcane Mastery	5	10 m	HP 5, MP 20	120
Elixir of the Undying	5	2 h	HP 15, MP 10	120
Elixir of Time	5	10 m	HP 12, MP 12	120

Potion Descriptions

Potions in ELDRA come in three variants: Basic, Greater, and Supreme. Higher tiers offer stronger effects but require greater material costs and workload.

Antidote

- Basic: Gain Advantage against poison effects.
- Greater: Gain double Advantage against poison effects.
- Supreme: Gain quadruple Advantage against poison effects.
- If you are already poisoned, make a defend roll when you drink the potion. Gain Advantage for Basic, double Advantage for Greater, and quadruple Advantage for Supreme.

Potion of Darkvision

- Basic: You gain Darkvision up to 20 meters for 1 hour. If you already have Darkvision, its range is extended by 20 meters instead.
- Greater: You gain Darkvision up to 40 meters. Duration is increased to 4 hours.
- Supreme: You gain Darkvision up to 60 meters. Duration is increased to 8 hours.

Potion of Healing

- Basic: Regain Physical Stress points equal to the brewer's Crafts skill + 1d4.
- Greater: Regain Physical Stress points equal to twice the brewer's Crafts skill + 2d4.
- Supreme: Regain Physical Stress points equal to three times the brewer's Crafts skill + 4d4.

Potion of Protection

- Basic: Gain +1 Physical or Elemental Defense (choose when drinking).
- Greater: Gain +1 Physical and Elemental Defense. Duration is increased to 1 hour.
- Supreme: Gain +2 Physical and Elemental Defense. Duration is increased to 24 hours.

Potion of Steadiness

- Basic: You gain Advantage on Fortitude checks made to resist being knocked Prone or forcibly repositioned.
- Greater: You gain Advantage on Fortitude checks to resist forced movement and cannot be knocked Prone by non-magical means. Duration is increased to 1 hour.
- Supreme: You cannot be knocked Prone or forcibly repositioned by any means for the duration. Duration is increased to 4 hours.

Potion of Vitality

- Basic: Gain temporary Physical Stress points equal to the brewer's Crafts skill. Temporary stress points are lost first before normal stress.
- Greater: Gain temporary Physical Stress points equal to twice the brewer's Crafts skill. Duration is increased to 1 hour.
- Supreme: Gain temporary Physical Stress points equal to three times the brewer's Crafts skill. Duration is increased to 24 hours.

Potion of Animal Friendship

- Basic: You can speak with animals.
- Greater: You can speak with animals and they will not attack you unless provoked. Duration is increased to 4 hours.
- Supreme: You can speak with and command animals without question. You may designate one animal as a temporary companion for the duration of the scene without requiring the normal bonding process.

Potion of Iron Skin

- Basic: Gain +1 Physical Defense.
- Greater: Gain +2 Physical Defense. Duration is increased to 1 hour.
- Supreme: Gain +3 Physical Defense. Duration is increased to 4 hours.

Potion of Mana

- Basic: Regain 1d4 Mana.
- Greater: Regain 2d4 Mana.
- Supreme: Regain 4d4 Mana.

Potion of Mental Ward

- Basic: Gain +1 to all Resolve skill checks and mental defend rolls.

- Greater: Gain +2 to all Resolve checks and immediately recover Mental Stress points equal to the brewer's Crafts skill. Duration is increased to 1 hour.
- Supreme: Gain +3 to all Resolve checks, recover Mental Stress points equal to twice the brewer's Crafts skill, and gain Advantage against charm and fear effects. Duration is increased to 4 hours.

Potion of Reflex

- Basic: Gain +1 to all Reflex defend rolls.
- Greater: Gain +2 to all Reflex defend rolls and +1 to initiative (Perception rolls for turn order). Duration is increased to 1 hour.
- Supreme: Gain +3 to all Reflex defend rolls and you may take one additional Reaction per round. Duration is increased to 4 hours.

Potion of Water Breathing

- Basic: You can breathe underwater.
- Greater: You can breathe underwater. Duration is increased to 6 hours.
- Supreme: You can breathe underwater for 24 hours and can understand and speak with creatures native to water environments.

Potion of Arcane Surge

- Basic: Gain +1 to your Magic and Focus skills for the duration.
- Greater: Gain +2 to your Magic and Focus skills. Duration is increased to 1 hour.
- Supreme: Gain +3 to your Magic and Focus skills. In addition, the mana cost of the first spell you cast during this duration is reduced by 1 (minimum 1). Duration is increased to 4 hours.

Potion of Courage

- Basic: You gain Advantage against fear effects.
- Greater: You gain Advantage and a +1 bonus on rolls against fear effects. Duration is increased to 1 hour.
- Supreme: You gain double Advantage and a +2 bonus on rolls against fear effects. Duration is increased to 4 hours.

Potion of Eagle Eye

- Basic: You gain +1 to your Perception skill for checks related to vision.
- Greater: You gain +1 to Perception and gain Darkvision (40 meters) for the duration.
- Supreme: You gain +2 to Perception and true vision (40 meters) for the duration, allowing you to see through magical darkness, illusions, and invisibility.

Potion of Elemental Infusion

When crafting this potion, choose one element: Fire, Frost, or Lightning. The chosen element is bound into the potion and cannot be changed after crafting.

- Basic: For 10 minutes, your weapon attacks deal an additional 1d4 damage of the chosen elemental type on a hit and apply that element's associated combat effect.
- Greater: The additional elemental damage increases to 1d6 and applies to both melee and ranged weapon attacks. Duration is increased to 1 hour.
- Supreme: The additional elemental damage increases to 1d8. Once during the duration, you may trigger the chosen element's additional Elemental Damage effect as a free action without spending AP. Duration is increased to 4 hours.

Potion of Giant's Strength

- Basic: Gain +1 to your Might skill for the duration.
- Greater: Gain +2 to your Might skill. Duration is increased to 1 hour.
- Supreme: Gain +3 to your Might skill. Your melee attacks gain Armor Pierce equal to your Might bonus from this potion. Duration is increased to 4 hours.

Potion of Speed

- Basic: You gain a +4 meter bonus to your movement speed.
- Greater: You gain a +8 meter bonus to your movement speed. Duration is increased to 1 hour.
- Supreme: You gain a +10 meter bonus to your movement speed and the AP cost of the Move action is reduced by 1 (minimum 0). Duration is increased to 4 hours.

Potion of Vampiric Essence

- Basic: For 10 minutes, your weapon attacks deal an additional 1d4 Necrotic damage on a hit. You recover Physical Stress points equal to the brewer's Crafts skill + half the Necrotic damage dealt (rounded down).
- Greater: The additional damage increases to 1d6 Necrotic. Duration is increased to 1 hour.
- Supreme: The additional damage increases to 1d8 Necrotic, and you recover Physical Stress points equal to the brewer's Crafts skill + the full amount of Necrotic damage dealt. Duration is increased to 4 hours.

Potion of Berserker's Wrath

- Basic: You deal +2 damage on all melee attacks. However, you suffer −1 to all defend rolls for the duration. This effect cannot be ended early.
- Greater: You deal +4 damage on all melee attacks and suffer −2 to all defend rolls. Duration is increased to 1 hour.
- Supreme: You deal +6 damage on all melee attacks, your melee attacks ignore 2 Physical Defense, and your critical hits deal triple damage instead of double. You suffer −3 to all defend rolls and cannot take the Defensive Stance action for the duration. Duration is increased to 4 hours.

Potion of Blurring

- Basic: Your body becomes blurred and indistinct. All attack rolls made against you suffer a −1 penalty.
- Greater: All attack rolls made against you suffer a −2 penalty. Duration is increased to 1 hour.
- Supreme: All attack rolls against you suffer a −3 penalty and ranged attacks against you are made at Disadvantage. Duration is increased to 1 hour.

Potion of Concentration

- Basic: You gain a +1 bonus to Focus checks made to maintain concentration.
- Greater: You gain a +2 bonus to concentration checks.
- Supreme: You gain a +4 bonus to concentration checks and may concentrate on one additional spell simultaneously.

Potion of Invisibility

- Basic: You become invisible for 10 minutes. The effect ends immediately if you attack or cast a spell.
- Greater: You become invisible for 1 hour. The effect ends if you attack or cast a spell.
- Supreme: You become invisible for 4 hours. Attacking or casting a spell causes the effect to flicker: the invisibility suppresses until the start of your next turn, then resumes.

Potion of Regeneration

- Basic: At the start of each of your turns, recover Physical Stress points equal to half the brewer's Crafts skill (rounded up).
- Greater: At the start of each of your turns, recover Physical Stress points equal to the brewer's Crafts skill. Duration is increased to 1 hour.
- Supreme: At the start of each of your turns, recover Physical Stress points equal to the brewer's Crafts skill. Once during the duration, one Mild Consequence is automatically healed. Duration is increased to 4 hours.

Potion of Restoration

- Basic: You recover one Mild physical Consequence.
- Greater: You recover one physical Consequence of any tier.
- Supreme: You recover all of your physical Consequences.

Elixir of Abyssal Might

- Basic: Gain +2 to all melee attack rolls and melee damage, +2 Physical Defense, and +4 meters movement speed. You cannot cast spells or use magical abilities for the duration.
- Greater: Bonuses increase to +3 to attack rolls and damage, +3 Physical Defense, and +6 meters movement. Duration is increased to 1 hour.
- Supreme: Bonuses increase to +4 to attack rolls and damage, +4 Physical Defense, and +8 meters movement. Your unarmed strikes deal bludgeoning damage equal to your full Might skill level rather than half. Duration is increased to 4 hours.

Elixir of Arcane Mastery

- Basic: Gain +2 to all Magic and Focus skill rolls, reduce the mana cost of all spells by 1 (minimum 1), and your spells ignore 2 Elemental Defense.
- Greater: Bonuses increase to +3 to Magic and Focus, mana costs reduced by 2 (minimum 1), and spells ignore 3 Elemental Defense. Duration is increased to 1 hour.
- Supreme: Bonuses increase to +4 to Magic and Focus. Once during the duration, you may cast one spell you know without spending mana. Your spells ignore 4 Elemental Defense. Duration is increased to 4 hours.

Elixir of the Undying

- Basic: For 2 hours, the first time you would be Taken Out, you instead remain conscious with 1 unfilled Consequence slot remaining and immediately recover Physical Stress points equal to the brewer's Crafts skill + 1d4. This effect is then consumed.
- Greater: As Basic, but you recover Physical Stress points equal to twice the brewer's Crafts skill + 2d4 when the effect triggers. Duration is increased to 8 hours.
- Supreme: As Basic, but you recover Physical Stress points equal to three times the brewer's Crafts skill + 4d4 and may immediately take a free turn when the effect triggers. Duration lasts until your next long rest.

Elixir of Time

- Basic: Once per turn, you may move up to half your movement speed as a free action (0 AP). Additionally, gain +4 meters to your movement speed.
- Greater: Once per turn, you may move up to your full movement speed as a free action. Additionally, gain +6 meters movement. Duration is increased to 1 hour.
- Supreme: Once per turn, you may move up to your full movement speed as a free action, and the cost of your first Move action each turn is reduced to 0 AP. Additionally, gain +8 meters movement. Duration is increased to 4 hours.

Bomb Crafting

Alchemical bombs in ELDRA are volatile consumables designed to break formations, deny space, and punish clustered enemies. Like potions, bombs are crafted in three categories: Basic, Greater, and Supreme. Greater bombs require twice the material costs and workload of Basic, and Supreme bombs require four times the material costs and workload of Basic.

If the alchemist's Crafting Level is one level higher than the bomb's requirement, they may craft a Greater Bomb. If their Crafting Level is two or more levels higher, they may craft a Supreme Bomb.

Using a bomb costs 1 AP and uses Shoot. Choose a point within 10 meters and roll Shoot. All creatures within 2 meters of that point must make a Reflex defend roll against your Shoot result. On a failure, they suffer the bomb's full effect. On a success, they take half damage (rounded down) and avoid any additional condition or secondary effect unless the bomb states otherwise. Effects that happen later, such as a cloud or a knockdown, are resisted against your Crafts, as each bomb says.

Bombs affect all creatures in the area, including allies.

Bomb Table

Item	Crafting Level	Duration	Materials	Workload (C.P.)
Fire Bomb	1	—	HP 1, MP 1	4
Frost Bomb	1	—	HP 1, MP 1	4
Smokepowder Bomb	1	2 r	HP 2	4
Shock Bomb	2	—	HP 2, MP 2	12
Shrapnel Bomb	2	—	HP 3	12
Flash Bomb	2	1 r	HP 1, MP 3	12
Venom Fume Bomb	3	2 r	HP 5, MP 2	36
Tarfire Bomb	3	3 r	HP 4, MP 3	36
Thunderstone Bomb	3	—	HP 3, MP 4	36
Freezing Cask	4	2 r	HP 7, MP 5	72
Grave Dust Bomb	4	2 r	HP 5, MP 7	72
Voidglass Bomb	5	—	HP 10, MP 10	120
Sunshard Bomb	5	2 r	HP 8, MP 12	120

Bomb Descriptions

Bombs in ELDRA come in three variants: Basic, Greater, and Supreme. Higher tiers increase damage, radius pressure, or duration in the same way that stronger potions offer stronger effects.

Fire Bomb

- Basic: Creatures in the area take 1d4 Fire damage. Creatures that fail their Reflex also take 1 additional Fire damage at the start of their next turn.
- Greater: Creatures in the area take 2d4 Fire damage. The additional Fire damage at the start of the next turn increases to 2.
- Supreme: Creatures in the area take 4d4 Fire damage. The additional Fire damage at the start of the next turn increases to 4.

Frost Bomb

- Basic: Creatures in the area take 1d4 Frost damage. Creatures that fail their Reflex lose movement equal to the Frost damage they took from the bomb until the start of their next turn.
- Greater: Creatures in the area take 2d4 Frost damage. Duration of the movement penalty is increased to 2 rounds.
- Supreme: Creatures in the area take 4d4 Frost damage. Duration of the movement penalty is increased to 3 rounds.

Smokepowder Bomb

- Basic: Creates a 2-meter-radius smoke cloud for 2 rounds. The area is heavily obscured.
- Greater: Creates a 3-meter-radius smoke cloud for 4 rounds. Creatures inside the cloud suffer −1 to attack rolls.
- Supreme: Creates a 4-meter-radius smoke cloud for 1 minute. Creatures inside the cloud suffer −2 to attack rolls.

Shock Bomb

- Basic: Creatures in the area take 1d6 Lightning damage. For every 3 Lightning damage a creature takes from this bomb, it suffers −1 to its next action.
- Greater: Creatures in the area take 2d6 Lightning damage. The penalty to the next action lasts for 2 rounds instead of 1.
- Supreme: Creatures in the area take 4d6 Lightning damage. Creatures that fail their Reflex by 3 or more are also Dazed until the end of their next turn.

Shrapnel Bomb

- Basic: Creatures in the area take 1d6 Piercing damage.
- Greater: Creatures in the area take 2d6 Piercing damage.
- Supreme: Creatures in the area take 4d6 Piercing damage. Creatures that fail their Reflex also suffer −1 to all defend rolls until the start of their next turn.

Flash Bomb

- Basic: Creatures that fail their Reflex are Blinded until the end of their next turn.
- Greater: Creatures that fail their Reflex are Blinded for 2 rounds.
- Supreme: Creatures that fail their Reflex are Blinded for 2 rounds and suffer −2 to Resolve checks until the effect ends.

Venom Fume Bomb

- Basic: Creates a 2-meter-radius toxic cloud for 2 rounds. A creature that enters the cloud for the first time on a turn or starts its turn there must make a Fortitude defend roll against your Crafts or become Poisoned until the end of its next turn.
- Greater: Duration is increased to 4 rounds. A creature that fails its Fortitude also takes 1d4 Physical damage.
- Supreme: Duration is increased to 1 minute. A creature that fails its Fortitude becomes Poisoned for 2 rounds and takes 2d4 Physical damage.

Tarfire Bomb

- Basic: Creatures in the area take 1d4 Fire damage. The ground in the blast area burns for 3 rounds. Any creature entering or starting its turn there takes 1 Fire damage.
- Greater: Initial damage becomes 2d4 Fire. The burning ground deals 2 Fire damage.
- Supreme: Initial damage becomes 4d4 Fire. The burning ground deals 4 Fire damage for 5 rounds and counts as difficult terrain for the same duration.

Thunderstone Bomb

- Basic: Creatures in the area take 1d4 Bludgeoning damage and must make a Fortitude defend roll against your Crafts or be knocked Prone.
- Greater: Creatures in the area take 2d4 Bludgeoning damage. On a failed Fortitude defend roll, they are knocked Prone and suffer −1 to their next attack roll.
- Supreme: Creatures in the area take 4d4 Bludgeoning damage. On a failed Fortitude defend roll, they are knocked Prone and become Dazed until the end of their next turn.

Freezing Cask

- Basic: Creatures in the area take 2d4 Frost damage. Creatures that fail their Reflex are Restrained until the end of their next turn by thick ice.
- Greater: Creatures in the area take 4d4 Frost damage. The Restrained condition lasts for 2 rounds.
- Supreme: Creatures in the area take 8d4 Frost damage. The Restrained condition lasts for 2 rounds, and creatures that fail by 3 or more are also knocked Prone.

Grave Dust Bomb

- Basic: Creatures in the area take 1d6 Necrotic damage. Living creatures that fail their Reflex also suffer -1 to Resolve checks for 2 rounds.
- Greater: Creatures in the area take 2d6 Necrotic damage. The Resolve penalty increases to -2.
- Supreme: Creatures in the area take 4d6 Necrotic damage. Living creatures that fail their Reflex also suffer -2 to Resolve checks and cannot recover Mental Stress until the end of their next turn.

Voidglass Bomb

- Basic: Creatures in the area take 2d8 Piercing damage. Creatures that fail their Reflex also suffer -2 to all defend rolls until the start of their next turn.
- Greater: Creatures in the area take 4d8 Piercing damage. The defend penalty lasts for 2 rounds.
- Supreme: Creatures in the area take 8d8 Piercing damage. The defend penalty lasts for 2 rounds, and creatures that fail by 3 or more also take a Mild Consequence if their Physical Stress Pool is at 0.

Sunshard Bomb

- Basic: Creatures in the area take 1d6 Radiant damage (undead take double, as always). The area glows with bright light in a 4-meter radius for 2 rounds.
- Greater: Creatures in the area take 2d6 Radiant damage. The bright light lasts for 1 minute.
- Supreme: Creatures in the area take 4d6 Radiant damage. Undead that fail their Reflex are also Blinded until the end of their next turn. The bright light lasts for 10 minutes.

Poison Crafting

Poisons in ELDRA are crafted and scaled in the same way as potions. They are divided into three categories: Basic, Greater, and Supreme. Greater poisons require twice the material costs and workload of Basic, and Supreme poisons require four times the material costs and workload of Basic.

If the alchemist's Crafting Level is one level higher than the poison's requirement, they may craft a Greater Poison. If their Crafting Level is two or more levels higher, they may craft a Supreme Poison.

Unless stated otherwise, applying a poison to a weapon, piece of ammunition, or a consumable costs 1 AP. Injury poisons last until the first successful hit or until the end of the scene, whichever comes first. Ingested poisons take effect when consumed. Inhaled poisons affect all creatures in a 2-meter radius and require a Fortitude roll against your Crafts.

Poison Table

Item	Crafting Level	Duration	Materials	Workload (C.P.)
Serpent Venom	1	1 r	HP 1	4
Numbing Oil	1	1 r	HP 1, MP 1	4
Blindworm Venom	2	1 r	HP 2, MP 1	12
Crippling Toxin	2	2 r	HP 3	12
Paralytic Venom	3	1 r	HP 4, MP 2	36
Bloodrot Poison	3	3 r	HP 5, MP 1	36
Mindfog Poison	4	3 r	HP 3, MP 6	72
Widow's Kiss	4	1 scene	HP 7, MP 4	72
King's Bane	5	1 scene	HP 10, MP 8	120
Petrifying Resin	5	2 r	HP 8, MP 10	120

Poison Descriptions

Poisons in ELDRA come in three variants: Basic, Greater, and Supreme. Higher tiers increase the severity, duration, or damage of the poison in the same manner that stronger potions increase the strength of their effects.

Serpent Venom

- Basic: Injury poison. On a successful hit, the target must make a Fortitude defend roll against your Crafts or become Poisoned until the end of its next turn.
- Greater: Duration is increased to 2 rounds.
- Supreme: Duration is increased to 4 rounds.

Numbing Oil

- Basic: Injury poison. On a successful hit, the target must make a Fortitude defend roll against your Crafts or suffer -1 to all defend rolls until the end of its next turn.
- Greater: The penalty increases to -2.
- Supreme: The penalty increases to -3, and the target also loses its Reaction until the start of its next turn.

Blindworm Venom

- Basic: Injury poison. On a successful hit, the target must make a Fortitude defend roll against your Crafts or be Blinded until the end of its next turn.
- Greater: Duration is increased to 2 rounds.
- Supreme: Duration is increased to 2 rounds, and the target also suffers -2 to Perception checks for the rest of the scene.

Crippling Toxin

- Basic: Injury poison. On a successful hit, the target must make a Fortitude defend roll against your Crafts or its movement speed is reduced by 4 meters for 2 rounds.
- Greater: The movement reduction increases to 8 meters.
- Supreme: The movement reduction increases to 10 meters, and the target cannot take the Disengage action while affected.

Paralytic Venom

- Basic: Injury poison. On a successful hit, the target must make a Fortitude defend roll against your Crafts or become Dazed until the end of its next turn.
- Greater: Duration is increased to 2 rounds.

- Supreme: Duration is increased to 2 rounds. If the target fails its Fortitude by 3 or more, it becomes Paralyzed until the end of its next turn instead.

Bloodrot Poison

- Basic: Injury poison. On a successful hit, the target must make a Fortitude defend roll against your Crafts or take 1d4 Physical damage at the start of each of its turns for 3 rounds.
- Greater: The damage increases to 2d4.
- Supreme: The damage increases to 4d4. The effect lasts until the end of the scene or until the target receives any magical healing.

Mindfog Poison

- Basic: Ingested or inhaled poison. The target must make a Fortitude defend roll against your Crafts or suffer −1 to Resolve, Focus, and Magic checks for 3 rounds.
- Greater: The penalty increases to −2.
- Supreme: The penalty increases to −3, and the target immediately takes 2 Mental Stress points on a failed Fortitude roll.

Widow's Kiss

- Basic: Injury or ingested poison. The target must make a Fortitude defend roll against your Crafts or become Poisoned for the scene. While affected, the target cannot recover Physical Stress points by non-magical means.
- Greater: In addition, the target suffers −1 to Fortitude checks for the scene.
- Supreme: In addition, the target suffers −2 to Fortitude checks for the scene and cannot regain Physical Stress points from magical healing until the end of its next turn after being healed.

King's Bane

- Basic: Injury or ingested poison. The target must make a Fortitude defend roll against your Crafts. On a failure, it becomes Poisoned for the scene and immediately takes a Mild Consequence. On a success, it becomes Poisoned until the end of its next turn.
- Greater: On a failed Fortitude defend roll, the target instead takes a Moderate Consequence.
- Supreme: On a failed Fortitude defend roll, the target takes a Moderate Consequence and 4d4 Physical damage. On a success, it still takes 2d4 Physical damage and becomes Poisoned until the end of its next turn.

Petrifying Resin

- Basic: Injury or inhaled poison. The target must make a Fortitude defend roll against your Crafts or become Restrained for 2 rounds as its body stiffens.
- Greater: Duration is increased to 3 rounds.
- Supreme: Duration is increased to 3 rounds. If the target fails its Fortitude by 3 or more, it also becomes Incapacitated until the end of its next turn.

Scrolls

A scroll holds one spell. Anyone whose Magic rating is at least the spell's level can use it. A Warlock may use Lore instead of Magic for a pact spell.

- Using a scroll (1 AP): The scroll must be in a quick slot. Roll Magic as if you were casting the spell. The scroll pays the Mana; you spend none. Mana reductions and Mana-based bonuses do not apply.
- Used up: After the roll, the scroll crumbles to dust, hit or miss.
- Writing a scroll: Scrolls are written with Crafts (Scribe). The Crafting Level is the spell's level. The materials are Magical Powder equal to 3 per spell level, and the workload is 4 / 12 / 36 / 72 / 120 C.P. for levels 1 to 5. At least one crafter must know the spell.

- Buying: Scrolls can also be found or bought. The GM sets the price.

Inventory Management

Inventory in ELDRA is designed to be flexible and streamlined for faster gameplay. Characters can carry and access items logically without the need for micromanaging weight. Instead, the system is slot-based, representing logical storage and accessibility.

Item Slots: Each character is equipped with a limited number of item slots for quick and efficient access. These slots are divided as follows:

- Weapons — You may equip up to two primary weapons (one main hand, one off-hand) and one ranged weapon.
- Armor and Shield — You may wear one armor and one shield at a time.
- Quick Access Slots — You have 3 quick-access slots for Potions, Scrolls, small tools, or weapons with Required Might 1 or lower. These can be drawn spending a 1 AP.

Backpack and Storage: Items that are not equipped remain in your backpack, accessible during exploration or with a dedicated action in combat.

- Backpack Access (2 AP): You may retrieve one item from your backpack during your turn.
- Adventuring Gear: Common backpack items include rations, rope, torches, and survival kits.
- Scrolls and Potions: Potions and scrolls may be stored in the backpack but must be transferred to a quick slot to be used for 1 AP.

Inventory Actions:

- Swap Weapons (1 AP): You may switch between two equipped weapons.
- Draw from Backpack (2 AP): You may pull out one item from your backpack.
- Equip or Remove Armor (Long Rest Required): Armor changes are significant and require downtime to switch out.
- Equip or Remove Shield (1 AP): You may equip or remove a shield during your turn for 1 AP.

Magical and Rare Items: Magical items, despite their power, do not take up more space than their non-magical counterparts. They fit within the same inventory slots:

- Quick Access Storage: Magical potions and enchanted scrolls can be stored in Quick Access Slots.
- Backpack Storage: Larger or less frequently used magical items should be kept in the backpack.

Example Inventory Layout: Below is an example of a typical adventurer's inventory layout:

- Weapons: Long Sword (Main Hand), Short Bow (Ranged)
- Armor: Chain Shirt
- Shield: Buckler Shield (Off-Hand)
- Quick Access Slots: Healing Potion, Scroll of Fireball, Lockpick Set
- Backpack: 15 m of Rope, 10 Rations, Tent, Torch, Water Flask, Potion of Protection, Dagger

Advancement

Characters grow by spending Experience Points (EXP). The GM awards EXP at the end of a session, usually 1 or 2.

- Skills: raise a trained skill one step for EXP equal to the new rating. Going from +2 to +3 costs 3 EXP, the same as in character creation. The highest trained rating is +7. Class Points follow your Skill Total, so check them after every raise.
- Stunts: a new skill stunt or spell stunt costs 1 EXP. You must meet its requirement.
- Specializations: a second specialization in Crafts, Drive, Fight, or Shoot costs 1 EXP.
- Spells: an additional spell costs EXP equal to its level, up to your Focus limit (see Spells).

- Weapon Mastery: the next Mastery level costs EXP equal to that level (see Weapon Techniques and Mastery).

Equipment

Armors

Armor helps characters withstand attacks by granting Physical Defense and Elemental Defense. The table also lists each armor's Required Might, Stealth Penalty, and crafting cost (Crafting Level, materials in gold, and workload in Crafting Points).

Categories. Armor is Light (Required Might 0–1), Medium (2–3), or Heavy (4–5). Some rules refer to these categories. You are unarmored when you wear no armor at all.

Required Might. If your Might is lower than the armor's Required Might, the armor weighs you down: you have Disadvantage on Reflex and Stride rolls, and your speed drops by 1 meter for each missing point.

Armor	Category	Physical Defense	Elemental Defense	Required Might	Stealth Penalty	Craft Lv.	Materials (gold)	Workload (C.P.)
Robe	Light	1	3	0	0	1	10	10
Gambeson	Light	2	2	0	0	1	10	10
Leather	Light	3	1	0	0	1	15	30
Brigandine	Light	3	3	1	0	2	40	50
Reinforced Leather	Light	4	2	1	0	2	30	40
Chain Shirt	Light	5	1	1	-1	2	50	60
Padded Armor	Medium	4	4	2	-1	3	90	70
Breast Mail	Medium	5	3	2	-1	3	100	80
Scale Mail	Medium	6	2	2	-1	3	120	90
Ring Mail	Medium	5	4	3	-2	4	180	120
Chain Mail	Medium	6	3	3	-2	4	190	140
Half-Plate	Medium	7	2	3	-2	4	200	150
Reinforced Brigandine	Heavy	6	5	4	-2	5	250	200
Splint	Heavy	7	4	4	-3	5	300	250
Full Plate	Heavy	8	3	4	-3	5	500	300
Soulforged Mail	Heavy	7	6	5	-3	5	1500	500
Warlord's Plate	Heavy	8	5	5	-3	5	1800	600
Abyssal Plate	Heavy	9	4	5	-4	5	2000	650

Table 1: Armors

Weapon Techniques and Mastery

In ELDRA, trained fighters, hunters, shield users, and martial artists may learn Weapon Techniques: battle arts honed through lifetimes of discipline, passed down through temple forms, dueling lineages, execution rites, and the desperate inventions of those who survived what should have killed them. A Weapon Technique is not a trick. It is a commitment — a moment where a warrior channels everything they are into a single motion, and the battlefield answers.

Mastery. Mastery measures how many Weapon Techniques you can call upon between rests. Your Mastery level determines how many times you may use Weapon Techniques per short rest. A character may use Weapon Techniques a total number of times per short rest equal to their Mastery level. Mastery is purchased with Experience Points and is capped at 5.

Mastery Level	EXP Cost	Technique Uses per Short Rest
1	—	1
2	2 EXP	2
3	3 EXP	3
4	4 EXP	4
5	5 EXP	5

Starting Access. At character creation, a character may begin with at most one Basic Weapon Technique if their starting skills meet its requirements and their specialization opens it.

Learning Techniques. Weapon Techniques are not normally bought with EXP. They are learned through martial schools, orders, dueling traditions, battlefield mentors, monster hunters, magical weapon tutors, or other narrative means determined during play.

Specialization. Your Fight and Shoot specializations decide which Weapon Techniques you can learn:

- Fight (Slashing, Piercing, or Bludgeoning Weapons): the Weapon Techniques of that damage type.
- Fight (Brawler/Martial Artist): the Unarmed Weapon Techniques.
- Shoot (Bows, Crossbows, or Firearms): the Ranged Weapon Techniques compatible with that kind of weapon.
- Shield and Arcane Conduit techniques need no specialization; they follow your shield or your spell-casting.

A specialization never stops you from using a weapon; it only decides what you can learn. The Fighter's Weapon Mastery lets a Fighter learn techniques for any melee weapon.

Declaring a Technique. A proactive Weapon Technique is declared when you commit the AP for the action, before the roll is made. A Reaction technique is declared when its trigger occurs. If a technique explicitly says it is used after a hit, you declare it after confirming the hit. If a technique modifies an attack, spell, or other offensive action, it counts as that action for that AP unless the technique explicitly says otherwise.

Technique Limits. Unless a technique explicitly states otherwise, you may apply only one Weapon Technique to a given attack.

Relevant Skills. Most melee, shield, and unarmed techniques use Fight. Ranged techniques use Shoot. Techniques involving aggressive repositioning often require Stride or Reflex. Arcane conduit techniques for staves, rods, and wands use Magic together with the normal attack skill of the action.

Technique Grades. Weapon Techniques are divided into three grades:

- Basic — Entry techniques. Reliable, efficient, and suitable for starting characters.
- Advanced — Stronger techniques that demand broader training and tighter timing.
- Master — Rare forms, signature arts, and battle-defining techniques.

Technique Requirements. Weapon Techniques do not follow a single flat gate. Each technique lists its own skill requirements. Most Basic techniques ask for one primary combat skill and one supporting skill. Advanced and Master techniques usually require a broader spread of training, reflecting the way ELDRA separates force, precision, endurance, and movement into different skills.

Spending Uses. A technique use is spent only when the technique lands. An attack technique spends a use only if its attack hits: on a miss you keep the use, although the AP is still spent. A technique without an attack roll spends a use when its effect applies: a stance when you take it, a reaction when it changes the outcome (for example, when it reduces the damage you take).

Recovering Uses. All expended Weapon Technique uses are recovered at the end of a short or long rest.

Technique Compatibility

Shields Shield Use. Shield users learn Weapon Techniques compatible with their shield size and style.

Shield Categories. For the purpose of Weapon Techniques:

- Light Shields: Buckler Shield
- Medium Shields: Heater Shield, Kite Shield
- Heavy Shields: Pavise Shield, Tower Shield

Arcane Conduits Staffs, Rods, and Wands may be used as normal melee weapons. They also count as Arcane Conduits for the purpose of Weapon Techniques. Conduit techniques are designed for spellcasters: they are used through spells rather than as melee strikes unless an entry explicitly says otherwise. Unless stated otherwise, a conduit technique may only be used when you cast a spell that requires a roll, forces a defend roll, or directly targets one or more creatures. A conduit technique is still not itself a spell, does not change the spell's Mana cost unless stated, and follows the normal Mastery limits for Weapon Techniques.

Shield Weapon Techniques

Parrying Fang — Basic
Compatible: Light Shield — Requirement: Fight 2, Reflex 1
AP Cost: Reaction
When you are hit by a melee attack, reduce the damage by your shield's Required Might + 1. If this reduces the damage to 0, you may immediately reposition 1 meter without provoking opportunity attacks and the attacker suffers −1 to its next attack roll.

Iron Bulwark — Basic
Compatible: Medium or Heavy Shield — Requirement: Fight 2, Fortitude 1
AP Cost: 1 AP
Plant your feet and raise your shield. Until the start of your next turn, gain +1 to all defend rolls against melee and ranged attacks. While in this stance, your movement speed is reduced to 0.

Rim Strike — Basic
Compatible: Light or Medium Shield — Requirement: Fight 2, Reflex 1
AP Cost: 1 AP
Crack the shield's edge into a joint or wrist. Make a shield attack. On a success, the target suffers −1 to its next attack roll and −1 to its next defend roll, both expiring at the start of your next turn.

Sheltering Vow — Basic
Compatible: Medium or Heavy Shield — Requirement: Fight 2, Fortitude 2
AP Cost: Reaction
When an adjacent ally is targeted by an attack, interpose yourself. The attack targets you instead. You resolve your own defense normally, and the ally may immediately move 1 meter away without provoking opportunity attacks.

Stonewall Brace — Basic
Compatible: Medium or Heavy Shield — Requirement: Fortitude 2, Might 1
AP Cost: Reaction
When an effect would push, pull, or knock you Prone, negate that forced movement entirely. If the source of the effect is within 2 meters, it must make a Fight defend roll against your Fortitude or be pushed 1 meter away from you.

Lockjaw Guard — Basic
Compatible: Medium or Heavy Shield — Requirement: Fight 2, Fortitude 2
AP Cost: 1 AP
Until the start of your next turn, creatures you successfully defend against in melee cannot willingly move through your space or past you without winning a Fight contest against your original defend roll. On a failed contest, that creature's remaining movement for the turn becomes 0.

Buckler Riposte — Basic
Compatible: Light Shield — Requirement: Fight 2, Reflex 2
AP Cost: Reaction
When a creature misses you with a melee attack, hook its limb or weapon with your shield and deliver a punishing counterblow. Make a shield attack against it. On a success, the target cannot take Reactions until the start of its next turn.

Shield Charge — Basic
Compatible: Medium or Heavy Shield — Requirement: Fight 2, Might 1
AP Cost: 1 AP
Move up to 2 meters toward a target and make a shield attack. On a success, deal shield damage and push the target 1 meter. If the target collides with a wall, creature, or solid obstacle, it suffers −1 to all rolls until the end of its next turn.

Storm Wall — Advanced
Compatible: Medium or Heavy Shield — Requirement: Fight 3, Fortitude 3
AP Cost: Reaction
When you or an adjacent ally would take damage from a ranged attack or area effect, reduce that damage by your shield's Required Might + your Fortitude skill level. If you reduce the damage to 0, choose one creature within 4 meters; that creature suffers −1 to its next attack roll.

Vanguard Advance — Advanced
Compatible: Medium or Heavy Shield — Requirement: Fight 3, Fortitude 2, Stride 2
AP Cost: 2 AP
Move up to 3 meters while keeping your shield raised. Until the start of your next turn, you gain +2 to defend rolls against ranged attacks, and all allies within 2 meters of you gain +1 to ranged defend rolls. If any ally gained this bonus, your movement does not provoke opportunity attacks.

Battering Ram — Advanced
Compatible: Medium or Heavy Shield — Requirement: Fight 3, Stride 2, Might 2
AP Cost: 2 AP
Rush forward up to your speed in a straight line and make a shield attack against the first creature in your path. On a success, deal shield damage and push the target 2 meters. If you moved at least 6 meters before impact, the target must also make a Fortitude defend roll against your attack roll or fall Prone and lose its Reaction until the start of its next turn.

Planted Aegis — Advanced
Compatible: Heavy Shield — Requirement: Fight 3, Fortitude 2, Might 2
AP Cost: 2 AP
Drive the shield into the ground in an adjacent space. Until the start of your next turn, you and one ally standing directly behind it gain +2 to defend rolls against ranged attacks and area effects originating from the shield's facing direction. While planted, you may not move unless you spend 1 AP to retrieve the shield. If an enemy attempts to move through the planted shield's space, it must spend 2 additional meters of movement.

Rebuke of Steel — Advanced
Compatible: Light or Medium Shield — Requirement: Fight 3, Reflex 3
AP Cost: Reaction
When you successfully defend against a melee attack by a margin of 2 or more, immediately slam the attacker. Make a shield attack. On a success, deal shield damage and the attacker is pushed 1 meter. If you succeeded by a margin of 3 or more on the counterattack, the attacker also loses its Reaction until the start of its next turn.

Golden Ward — Advanced
Compatible: Any Shield — Requirement: Fight 3, Resolve 2, Fortitude 2
AP Cost: 1 AP
Steel yourself against all threats. Until the start of your next turn, you gain +1 to defend rolls against melee, ranged, and magical attacks. You may not attack while this ward is active, but you may still move and use Reactions normally. If a creature misses you while Golden Ward is active, you gain +1 to your next attack roll before the end of your next turn.

Fortress Incarnate — Master
Compatible: Heavy Shield — Requirement: Fight 4, Fortitude 4, Might 3
AP Cost: 2 AP
Become an immovable point on the battlefield. Until the start of your next turn, gain +3 to all defend rolls. You cannot be pushed, pulled, grappled, or knocked Prone by any effect. While in this stance, if a creature misses you with a melee attack, it suffers −1 to all rolls until the end of its next turn.

Martyr's Intercession — Master
Compatible: Heavy Shield — Requirement: Fight 4, Fortitude 4, Resolve 2
AP Cost: Reaction
When an ally within 2 meters would take physical damage, step into the blow. Absorb damage up to your Fortitude skill level + your shield's Required Might; any excess still hits the ally. If you are already in Fortress Incarnate or Iron Bulwark, reduce the damage you absorb by 2 before subtracting it from your Physical Stress Pool.

Siege Bastion — Master
Compatible: Heavy Shield — Requirement: Fight 4, Fortitude 3, Perception 2
AP Cost: 2 AP
If your shield is planted via Planted Aegis, you and all allies behind it are treated as being in Full Cover against ranged attacks and area effects from its facing direction until the start of your next turn. While active, you may use 1 AP to reposition the planted shield up to 2 meters without ending its planted state.

Avalanche Reversal — Master
Compatible: Heavy Shield — Requirement: Fight 4, Might 3, Reflex 2
AP Cost: Reaction
When a creature misses you with a melee attack while you are in Iron Bulwark, Fortress Incarnate, or Golden Ward, seize the opening. Make a shield attack with +1 to the attack roll. On a success, deal shield damage + your Might, and the target is knocked Prone. If the target is Large or bigger, it is instead pushed 2 meters and suffers −2 to its next attack roll.

Fortress March — Master
Compatible: Heavy Shield — Requirement: Fight 4, Fortitude 4, Might 3
AP Cost: 2 AP
Advance while maintaining an unbreakable guard. Move up to half your speed. During and after this movement until the start of your next turn, you retain the benefits of Fortress Incarnate. All allies who remain within 2 meters of you during this movement gain +1 to defend rolls against ranged attacks until the start of your next turn.

Slashing Weapon Techniques

Bloodletting Stroke — Basic
Compatible: Any Slashing weapon — Requirement: Fight 2, Reflex 1
AP Cost: 1 AP
A precise, shallow cut aimed at veins and tendons. Make a melee attack. If you succeed by a margin of 2 or more, the wound opens: the target suffers 1d4 slashing damage at the start of each of its turns until it spends 1 AP to apply pressure or receives healing. This bleed ends automatically after 3 rounds.

Unsheathe — Basic
Compatible: Sword, short sword, rapier — Requirement: Fight 2, Reflex 2
AP Cost: 1 AP
Enter a low, coiled stance. On your next turn (and only your next turn), your first melee attack gains +1

to the attack roll and +2 to damage. If you moved 0 meters between declaring Unsheathe and making the attack, gain +2 to the attack roll instead. The stance is lost if you take damage before attacking.

Spinning Slash — Basic
Compatible: Sword, axe, scythe, halberd — Requirement: Fight 2, Might 1
AP Cost: 2 AP
Whirl your blade in a vicious arc. Make one attack roll against up to two adjacent creatures. Each creature you hit takes normal weapon damage. If both targets are hit, they each suffer −1 to their next defend roll.

Rising Crescent — Basic
Compatible: Sword, axe, scythe — Requirement: Fight 2, Might 1
AP Cost: 1 AP
A diagonal upward cut designed to lift a foe off balance. Make a melee attack. If you succeed by a margin of 3 or more, the target is knocked Prone. If the target is one size category larger than you, the threshold is a margin of 4 instead.

Sword Dance — Basic
Compatible: Any Slashing weapon — Requirement: Fight 2, Stride 2
AP Cost: 2 AP
Move up to 3 meters, making a melee attack at any point during that movement. This movement does not provoke opportunity attacks. If you end your movement in a different position than where you started, gain +1 to defend rolls against melee attacks until the start of your next turn.

Determination — Advanced
Compatible: Any Slashing weapon — Requirement: Fight 3, Resolve 2, Might 1
AP Cost: 1 AP
Focus all intent into the next blow. Until the end of your next turn, your next melee attack ignores 2 Physical Defense. If the target is suffering from any Consequence, ignore 3 Physical Defense instead. This technique does not require an immediate attack; you may move or take other actions before striking.

Storm of Blades — Advanced
Compatible: Sword, axe, halberd, scythe — Requirement: Fight 3, Stride 2, Reflex 2
AP Cost: 2 AP
Become a whirlwind. Move up to 2 meters, then make one attack roll against every creature adjacent to you at the end of the movement. Each creature you hit takes half your normal weapon damage, rounded down. If you hit 3 or more creatures, you gain +1 to all defend rolls until the start of your next turn.

Sever the Sinew — Advanced
Compatible: Sword, axe, whip, scythe — Requirement: Fight 3, Perception 2
AP Cost: 1 AP
Strike with surgical cruelty at the legs. Make a melee attack. On a success, reduce the target's movement speed by 4 meters until the end of the scene. A creature suffering this effect that attempts to move more than 2 meters on its turn must make a Fortitude defend roll against your Fight or fall Prone. A creature can only suffer one Sever the Sinew at a time.

Phantom Slash — Advanced
Compatible: Any Slashing weapon — Requirement: Fight 3, Stride 3
AP Cost: 2 AP
Pass through the target's space like a ghost, blade trailing. Move up to your speed through the target's space (if room exists), ending on the opposite side. Make a melee attack during this movement. On a success, the target suffers −1 to all defend rolls until the start of your next turn. The target cannot take opportunity attacks against you during this movement.

Waterfowl Dance — Master
Compatible: Sword, greatsword, short sword — Requirement: Fight 4, Reflex 3, Stride 2
AP Cost: 3 AP
A cascading series of slashes that turns the wielder into a storm of steel. Make three melee attacks

against any combination of targets within reach. Each attack is made at −1. After each attack, you may reposition 1 meter without provoking opportunity attacks. Resolve each attack separately.

Void Shear — Master
Compatible: Sword, greatsword, void cleaver — Requirement: Fight 4, Reflex 2, Magic 2
AP Cost: 2 AP
A cut that severs more than flesh — it frays the target's defenses at a fundamental level. Make a melee attack. On a success, the target suffers −2 to all defend rolls until the start of your next turn. If you succeed by a margin of 3 or more, the target also cannot take Reactions and cannot benefit from magical defense enhancements until the start of its next turn.

Headsman's Descent — Master
Compatible: Axe, greatsword, scythe, void cleaver — Requirement: Fight 4, Might 4, Stride 2
AP Cost: 3 AP
An executioner's blow, delivered from above with the weight of judgment. Move up to 4 meters and make a melee attack. On a success, deal weapon damage with +2d6 bonus damage. If the target is Prone, Restrained, or Dazed, this attack is made with Advantage.

Blood Harvest — Master
Compatible: Axe, scythe, greatsword, void cleaver — Requirement: Fight 4, Might 3, Resolve 2
AP Cost: 2 AP
A blow meant not merely to kill, but to herald the killing. Make a melee attack. If this attack reduces a creature's Physical Stress Pool to 0 or forces a Consequence, all enemies within 5 meters must make a Resolve defend roll against your Fight or become Frightened of you until the end of their next turn. Regardless, all allies within 5 meters gain +1 to their next attack roll.

Piercing Weapon Techniques

Lancing Thrust — Basic
Compatible: Dagger, rapier, spear, javelin, soulpiercer, wand — Requirement: Fight 2, Stride 1
AP Cost: 1 AP
A committed forward stab that drives the target backward. Make a melee attack. On a success, push the target 1 meter directly away. If the target collides with a wall or obstacle, it suffers −1 to its next action.

Piercing Fang — Basic
Compatible: Any Piercing weapon — Requirement: Fight 2, Reflex 1
AP Cost: 1 AP
A deceptive strike that slides past the guard. Make a melee attack with +1 to the attack roll. This bonus applies only against targets currently benefiting from a shield, stance, or defensive technique.

Pinning Thorn — Basic
Compatible: Dagger, rapier, spear, javelin, wand — Requirement: Fight 2, Perception 1
AP Cost: 1 AP
Strike to pin a limb or cloak. Make a melee attack. On a success, reduce the target's movement speed by 2 meters until the start of your next turn. If you succeed by a margin of 3 or more, the reduction is 4 meters instead.

Set Spear — Basic
Compatible: Spear, halberd, javelin — Requirement: Fight 2, Fortitude 1
AP Cost: Reaction
When a creature enters your reach for the first time this round, brace and strike. Make a melee attack against it before it can attack you. If you hit and the creature was charging or moved at least 4 meters this turn, deal +2 bonus damage.

Lunging Line — Basic
Compatible: Rapier, spear, soulpiercer, wand — Requirement: Fight 2, Stride 2
AP Cost: 2 AP
A committed lunge that covers ground. Move up to 3 meters in a straight line and make a melee attack.

This movement does not provoke opportunity attacks from the target. If you moved the full 3 meters, gain +1 to the attack roll.

Impaling Strike — Advanced
Compatible: Any Piercing weapon — Requirement: Fight 3, Might 2, Perception 2
AP Cost: 2 AP
Drive the point through the thickest plate. Make a melee attack. On a success, ignore up to 4 Physical Defense. If the target has Physical Defense 7 or higher, ignore 5 instead.

Skewer and Hold — Advanced
Compatible: Spear, halberd, soulpiercer — Requirement: Fight 3, Might 2, Fortitude 2
AP Cost: 2 AP
Ram the weapon through the target and hold it in place. Make a melee attack. On a success, deal normal damage and the target is Restrained until the start of your next turn. The target can break free by spending 2 AP and succeeding on a Might check against your Fight. While you hold the target, your movement speed is also 0.

Needle Flurry — Advanced
Compatible: Dagger, rapier, wand — Requirement: Fight 3, Reflex 3
AP Cost: 2 AP
A burst of rapid, venomous thrusts. Make two melee attacks against the same target, each at −1. If both hit, the target suffers −1 to all defend rolls until the start of your next turn in addition to normal damage.

Exploit the Gap — Advanced
Compatible: Any Piercing weapon — Requirement: Fight 3, Perception 2, Lore 1
AP Cost: 1 AP
Your eye finds the seam, the hinge, the breath between plates. Make a melee attack. On a success, your Armor Pierce increases by 1d4 for this attack. If the target wears Medium or Heavy armor, increase by 1d4 + 1 instead.

Soul Lance — Master
Compatible: Soulpiercer, spear, wand, rod — Requirement: Fight 4, Magic 2, Resolve 2
AP Cost: 2 AP
A thrust that leaves an echo of pain in the wound. Make a melee attack. On a success, the target takes 1d4 piercing damage at the start of each of its turns until it spends 2 AP to wrench the spectral barb free or receives magical healing. While the barb persists, the target also suffers −1 to Focus and Resolve checks.

Giant Hunt — Master
Compatible: Spear, halberd, soulpiercer — Requirement: Fight 4, Might 3, Stride 2
AP Cost: 2 AP
A technique developed by those who hunt what should not be hunted. Move up to 2 meters and make a melee attack against a Large or bigger creature, or against any creature that moved at least 4 meters this round. On a success, deal weapon damage with +3 bonus damage and knock the target Prone. If the target is two or more size categories larger than you, you have Advantage on this attack.

Heartseeker — Master
Compatible: Dagger, rapier, soulpiercer, wand — Requirement: Fight 4, Reflex 3, Perception 2
AP Cost: 1 AP
One thrust, aimed at the place that ends things. Make a melee attack. On a success, double the margin of success before adding it to the damage. If the target is Restrained, Grappled, or Dazed, triple it instead.

Bludgeoning Weapon Techniques

Crushing Stamp — Basic
Compatible: Staff, rod, morningstar, warhammer, maul, siegebreaker — Requirement: Fight 2, Might 1
AP Cost: 1 AP
A downward blow aimed at the foot or knee. Make a melee attack. On a success, the target cannot use

more than one move action on its next turn. If the target wears Medium or Heavy armor, it also suffers −1 to its next Reflex roll.

Knuckle Ruin — Basic
Compatible: Any Bludgeoning weapon — Requirement: Fight 2, Perception 1
AP Cost: 1 AP
Strike the weapon hand. Make a melee attack. On a success, the target suffers −1 to its next attack roll. If you succeed by a margin of 3 or more, the target also drops one held item of the GM's choice.

Ground Slam — Basic
Compatible: Staff, rod, hammer, maul, siegebreaker — Requirement: Fight 2, Might 2
AP Cost: 2 AP
Bring the weapon crashing into the earth. Make an attack roll against one adjacent creature. On a success, deal half normal damage and knock the target Prone. All other creatures within 1 meter of the impact point must make a Reflex defend roll against your attack roll or lose 1 meter of movement on their next turn.

Concussive Strike — Basic
Compatible: Any Bludgeoning weapon — Requirement: Fight 2, Fortitude 1
AP Cost: 1 AP
A blow aimed at the temple. Make a melee attack. On a success, the target cannot take Reactions until the start of its next turn. If the target is not wearing a helmet or head protection (GM's discretion), it also suffers 1 Mental Stress point.

Sundering Blow — Basic
Compatible: Any Bludgeoning weapon — Requirement: Fight 2, Might 2
AP Cost: 2 AP
A blow meant for armor, not flesh. Make a melee attack. On a success, reduce the target's Physical Defense and Elemental Defense by 2 until the end of the scene. This reduction does not stack with itself, but it persists.

Earthshaker — Advanced
Compatible: Hammer, maul, siegebreaker, staff, rod — Requirement: Fight 3, Might 3, Fortitude 2
AP Cost: 2 AP
Shatter the ground itself. Make a melee attack against a creature. On a success, deal normal damage. Additionally, all other creatures within 2 meters of the target (but not you) must make a Reflex defend roll against your attack roll or fall Prone. Creatures that fail by a margin of 3 or more are also Dazed until the end of their next turn.

Skull Crusher — Advanced
Compatible: Hammer, maul, morningstar, siegebreaker — Requirement: Fight 3, Might 3
AP Cost: 2 AP
An overhead blow with terrible weight. Make a melee attack. On a success, the target suffers −2 to all defend rolls until the end of your next turn. If the target fails to defend by a margin of 3 or more, it is also Dazed until the end of its next turn.

Ringing Impact — Advanced
Compatible: Staff, rod, hammer, maul — Requirement: Fight 3, Resolve 2
AP Cost: 2 AP
A resonating blow that shakes the soul. Make a melee attack. On a success, the target takes Mental Stress points equal to half your margin of success, rounded down, in addition to normal Physical Stress. If this inflicts at least 2 Mental Stress, the target suffers −1 to Magic and Focus checks until the end of its next turn.

Lion's Claw — Advanced
Compatible: Any Bludgeoning weapon — Requirement: Fight 3, Might 2, Stride 2
AP Cost: 2 AP
Leap and bring the weapon down with all your weight. Move up to 2 meters (this movement does not

provoke opportunity attacks) and make a melee attack. On a success, deal weapon damage +1d4 bonus damage. This attack cannot be parried by Fight-based defend rolls — the defender must use Reflex.

Colossus Fall — Master
Compatible: Maul, warhammer, siegebreaker, colossus maul Requirement: Fight 4, Might 4, Fortitude 3
AP Cost: 3 AP
The blow that breaks siege walls. Make a melee attack. On a success, deal weapon damage +1d8 bonus damage and knock the target Prone. If the target is already Prone, deal +1d12 bonus damage instead. Objects and structures targeted by this attack take double damage.

Cataclysm — Master
Compatible: Maul, warhammer, siegebreaker, colossus maul Requirement: Fight 4, Might 3, Stride 2
AP Cost: 3 AP
The ground cracks. Everything nearby falls. Move up to 2 meters and make a melee attack against one creature. On a success, deal normal damage. Then, all creatures within 3 meters of the target (including the target if still standing) must make a Fortitude defend roll against your Fight + Might or fall Prone. Creatures that fail by a margin of 3 or more are also pushed 2 meters away from the impact point.

Bonebreaker Oath — Master
Compatible: Any Bludgeoning weapon Requirement: Fight 4, Might 3, Resolve 3
AP Cost: 2 AP
A single blow that shatters enchantment and endurance alike. Make a melee attack. On a success, the target cannot benefit from Resistance effects of any kind for the rest of the scene. Additionally, any active magical defensive effect on the target (such as a ward, barrier, or enchantment granting defense bonuses) is immediately suppressed until the end of its next turn.

Arcane Conduit Techniques (Staff, Rod, Wand)

These techniques are used by weaving an arcane conduit into a spell as it is cast. If a conduit technique modifies a spell, apply its effect only if that spell is successfully cast and reaches a valid target. Unless the entry says otherwise, a spell can benefit from only one Arcane Conduit Technique.

Spellthread Step — Basic
Compatible: Staff, Rod, Wand Requirement: Magic 2, Stride 2
AP Cost: 1 AP
Weave your movement into the cast. When you cast a spell targeting a creature, move up to 2 meters before or after the cast. This movement does not provoke opportunity attacks from creatures affected by the spell.

Anchoring Sigil — Basic
Compatible: Rod or Wand Requirement: Magic 2, Perception 2
AP Cost: 1 AP
Brand the target with a binding glyph. When you cast a spell targeting a single creature and you succeed, the target's movement speed is reduced by 4 meters until the start of your next turn. If you succeed by a margin of 3 or more, the target also loses its Reaction until the start of its next turn.

Conduit Fork — Basic
Compatible: Staff, Rod, Wand Requirement: Magic 2, Focus 2
AP Cost: 1 AP
Split the spell's energy at the last instant. When you cast a single-target damaging spell, choose a second creature within 2 meters of the first. If your original target is hit, the second creature takes damage equal to half the original margin of success (rounded down) of the same damage type. The secondary target may make a Reflex defend roll against your original result to negate this splash.

Grounding Spiral — Basic
Compatible: Staff or Rod Requirement: Magic 2, Resolve 1
AP Cost: Reaction
When you successfully defend against a spell or magical effect, channel the residual energy outward. Choose one creature within 10 meters. That creature suffers −2 to its next roll. If you defended by a margin of 3 or more, the penalty is −3 instead.

Needle of Intent — Basic
Compatible: Wand — Requirement: Magic 2, Perception 2
AP Cost: 1 AP
Focus the spell to a hair's breadth. When you cast a spell targeting a single creature, ignore 1 Elemental Defense. If you succeed by a margin of 3 or more, ignore 3 instead. This technique rewards precision: if you deliberately target a creature that no ally has attacked this round, increase the Elemental Defense ignored by 1.

Spellweaver's Slide — Advanced
Compatible: Staff, Rod, Wand — Requirement: Magic 3, Stride 3, Reflex 2
AP Cost: 1 AP
Cast while gliding across the battlefield like water. When you cast a spell, move up to 4 meters before, during, or after the cast. This movement does not provoke opportunity attacks. If the spell succeeds and deals damage, you may also reposition the target 1 meter in any direction.

Prismatic Refrain — Advanced
Compatible: Rod or Wand — Requirement: Magic 3, Focus 3
AP Cost: 1 AP
The spell refracts, striking twice. When you cast an elemental spell targeting one creature, choose another creature within 3 meters of the first. If the original spell succeeds by a margin of 3 or more, the second creature must make a defend roll against a result equal to your original margin of success or take half the spell's damage (rounded down) of the same element.

Hexbrand — Advanced
Compatible: Staff, Rod, Wand — Requirement: Magic 3, Resolve 2, Lore 2
AP Cost: 1 AP
Sear a curse-mark into the target's essence. When you cast a spell on a creature and succeed, choose one: the target suffers -2 to its next Focus check; -2 to its next Magic roll; or -2 to its next Resolve defend roll. The chosen penalty persists until triggered or until the end of your next turn, whichever comes first. If the target is already suffering a penalty from a previous Hexbrand, the new one replaces it.

Leyline Hook — Advanced
Compatible: Staff or Rod — Requirement: Magic 3, Might 2, Perception 2
AP Cost: 1 AP
Grab the target with invisible force and haul. When you cast a damaging spell on a creature within 10 meters and succeed, pull that creature up to 2 meters toward you or push it up to 2 meters directly away. If you succeed by a margin of 3 or more, the target also falls Prone. If the forced movement causes the target to collide with another creature, both suffer -1 to their next action.

Silent Vector — Advanced
Compatible: Wand — Requirement: Magic 3, Stealth 2, Perception 2
AP Cost: 1 AP
The spell arrives without sound or source. When you cast a spell from concealment, the casting does not reveal your exact position. If the spell succeeds, the target suffers -2 to Perception checks made to locate you until the end of your next turn. If no enemy can identify you as the caster, you remain in Stealth.

Eclipse Circuit — Master
Compatible: Staff, Rod, Wand — Requirement: Magic 4, Focus 3, Resolve 3
AP Cost: 1 AP
The spell completes its orbit, striking a second target with undiminished force. When you cast a damaging spell targeting one creature, chain the spell into a second creature within 4 meters. If the original succeeds, the second takes damage equal to the full margin of success (without Focus or other modifiers). The second target defends separately against a result equal to your original attack result -1.

World-Nail Sigil — Master
Compatible: Rod or Wand — Requirement: Magic 4, Perception 3, Lore 2
AP Cost: 1 AP
Pin the target to reality itself. When you cast a single-target spell and succeed, the target is anchored:

until the end of its next turn, it cannot teleport, cannot benefit from magical forced movement, and its movement speed is halved. If you succeed by a margin of 4 or more, the target is also Restrained until the start of your next turn. Creatures anchored by this sigil have Disadvantage on attempts to become invisible or incorporeal.

Cataclysm Staffform — Master
Compatible: Staff — Requirement: Magic 4, Focus 4, Fortitude 2
AP Cost: 1 AP
Channel devastating force through the staff, reshaping the spell's area. When you cast an area spell, choose one: widen the affected area by 2 meters in all directions, or exclude up to half your Magic skill (rounded up) creatures from the effect. Additionally, creatures at the edge of the area that fail their defend roll by a margin of 1 are treated as having failed by 2.

Unarmed Weapon Techniques

Palm Blast — Basic
Requirement: Fight 2, Might 1
AP Cost: 1 AP
Drive the heel of your palm into the target's chest. Make an unarmed attack. On a success, push the target 2 meters. If the target collides with a wall or obstacle, it takes 1d4 additional bludgeoning damage.

Low Sweep — Basic
Requirement: Fight 2, Reflex 1
AP Cost: 1 AP
Scythe the legs out. Make an unarmed attack. On a success, the target must make a Reflex defend roll against your attack roll or fall Prone. If the target is Prone, you may instead kick it 1 meter in any direction.

Seizing Grip — Basic
Requirement: Fight 2, Might 2
AP Cost: 1 AP
Strike and grab in a single motion. Make an unarmed attack. On a success, you may immediately Grapple the target without spending additional AP. While Grappling a target you seized this way, you have +1 to Fight checks to maintain the Grapple.

Quickstep — Basic
Requirement: Fight 2, Stride 2
AP Cost: 2 AP
A flicker of motion, a strike from nowhere. Move up to 3 meters before or after making an unarmed attack. This movement does not provoke opportunity attacks. If you end in a space you were not in at the start of your turn, the target suffers −1 to Perception checks to track you until the start of your next turn.

Pressure Point — Basic
Requirement: Fight 2, Perception 2
AP Cost: 1 AP
Strike a nerve cluster with surgical precision. Make an unarmed attack. On a success, the target suffers −1 to all rolls until the end of its next turn. If the target is Grappled or Restrained when you use this technique, the penalty is −2 instead.

Breaking Knee — Advanced
Requirement: Fight 3, Might 2, Perception 1
AP Cost: 2 AP
Target the joint and break it. Make an unarmed attack. On a success, reduce the target's movement speed by 4 meters until the end of the scene. The target also suffers −1 to Reflex checks for the same duration. A creature can only suffer one Breaking Knee at a time.

Throwing Hip — Advanced
Requirement: Fight 3, Might 2, Reflex 2
AP Cost: 2 AP

Use the target's momentum against it. Make an unarmed attack against a creature you are Grappling, or against a creature of your size or smaller. On a success, throw the target up to 3 meters; it lands Prone. If the thrown creature lands on another creature, that creature must make a Reflex defend roll against your attack roll or also fall Prone.

Breath Crush — Advanced
Requirement: Fight 3, Fortitude 2, Resolve 2
AP Cost: 2 AP
A devastating body blow that empties the lungs. Make an unarmed attack. On a success, the target loses its Reaction until the start of its next turn. If you succeed by a margin of 3 or more, the target also suffers −1 AP on its next turn. A target that has 0 AP remaining from this effect is Dazed instead.

Raptor of the Mists — Advanced
Requirement: Fight 3, Reflex 3, Stride 2
AP Cost: Reaction
When a creature attacks you in melee, you vanish upward. Leap up to 2 meters vertically or horizontally, avoiding the attack entirely (the attack automatically misses). On your next turn, if you make an unarmed attack against that creature, the attack is made with +1 and deals +2 bonus damage. You may only use this technique once per round.

Perfect Palm — Master
Requirement: Fight 4, Might 3, Resolve 2
AP Cost: 1 AP
A blow that passes through armor as if it were cloth. Make an unarmed attack. On a success, ignore 2 Physical Defense. Against Medium armor, ignore 4 instead. Against Heavy armor, ignore 5.

Falling Star Fist — Master
Requirement: Fight 4, Might 4, Stride 2
AP Cost: 2 AP
Leap into the sky and descend like a meteor. Move up to 3 meters (including vertically) and make an unarmed attack. On a success, deal unarmed damage +1d6 bonus damage and knock the target Prone. All creatures within 1 meter of the target (but not you) must make a Reflex defend roll against your Fight or be pushed 1 meter away.

Still Water Counter — Master
Requirement: Fight 4, Reflex 3, Resolve 3
AP Cost: Reaction
Perfect stillness, then a single devastating answer. When a creature misses you with a melee attack, make one unarmed attack against it with +1 to the attack roll. On a success, the target loses its Reaction until the start of its next turn and suffers −1 to all defend rolls until the end of its next turn. If the triggering attack missed by a margin of 3 or more, your counterattack also ignores 2 Physical Defense.

Lifesteal Fist — Master
Requirement: Fight 4, Fortitude 3, Resolve 3
AP Cost: 2 AP
Channel vitality from the blow back into yourself. Make an unarmed attack. On a success, deal normal unarmed damage. You recover Physical Stress points equal to half the damage dealt (rounded down, minimum 1). If the target is reduced to 0 in its Physical Stress Pool by this attack, you recover 1 additional Physical Stress point and clear your lowest active Condition penalty (if any) for this scene.

Ranged Weapon Techniques

Mighty Shot — Basic
Compatible: Bow, crossbow, firearm — Requirement: Shoot 2, Might 1
AP Cost: 1 AP
Draw deeper, aim truer. Make a ranged attack with +1 to the attack roll. If you did not move on this turn before firing, gain +2 to the attack roll instead.

Driving Shot — Basic
Compatible: Bow, crossbow, firearm — Requirement: Shoot 2, Perception 1

AP Cost: 1 AP
A punishing shot aimed at the center of mass. Make a ranged attack. On a success, push the target 2 meters directly away. If the target collides with a wall or obstacle, it suffers −1 to its next action.

Crippling Arrow — Basic
Compatible: Bow or crossbow — Requirement: Shoot 2, Perception 2
AP Cost: 1 AP
Aim for the legs. Make a ranged attack. On a success, reduce the target's movement speed by 4 meters until the start of your next turn. If the target attempts to use its full movement before the reduction expires, it must make a Fortitude defend roll against your Shoot or fall Prone.

Silent Release — Basic
Compatible: Hunting Bow, Short Bow, Hand Crossbow — Requirement: Shoot 2, Stealth 2
AP Cost: 1 AP
A shot without sound or signature. Make a ranged attack from Stealth. Regardless of the result, your position is not revealed unless the target or its allies have direct line of sight to you. If you hit, the target does not know the direction of the shot until the start of its next turn.

Skirmisher's Bolt — Basic
Compatible: Bow, crossbow, pistol — Requirement: Shoot 2, Stride 2
AP Cost: 2 AP
Shoot while on the move. Move up to 3 meters before or after making a ranged attack. This movement does not provoke opportunity attacks from the target. If you moved at least 2 meters, gain +1 to defend rolls against ranged attacks until the start of your next turn.

Sunder Bolt — Advanced
Compatible: Crossbow, firearm, great bow — Requirement: Shoot 3, Perception 2, Might 1
AP Cost: 1 AP
A shot that punches through steel. Make a ranged attack. On a success, increase your Armor Pierce by 2. If the target is behind Half Cover, increase by 3 instead and the shot ignores the cover penalty.

Rain of Arrows — Advanced
Compatible: Bow or crossbow — Requirement: Shoot 3, Perception 2, Reflex 2
AP Cost: 2 AP
Arc shots into the sky to descend upon clustered foes. Choose up to two creatures within 4 meters of each other and within range. Make one ranged attack roll against both. Each creature you hit takes half weapon damage (rounded up). If both are hit, each suffers −1 to its next Reflex check.

Suppressing Barrage — Advanced
Compatible: Crossbow or firearm — Requirement: Shoot 3, Resolve 2
AP Cost: 2 AP
Lay down a storm of bolts or bullets to deny movement. Make a ranged attack. On a success, the target suffers −2 to its next attack roll. Additionally, choose a 2-meter-wide line between you and the target; any creature that moves through that line before the start of your next turn must make a Reflex defend roll against your Shoot or take 1d4 piercing damage.

Mark Shot — Advanced
Compatible: Any Ranged weapon — Requirement: Shoot 3, Survival 2, Perception 2
AP Cost: 1 AP
Place a round that marks the target for the pack. Make a ranged attack. On a success, all allies gain +1 to attack that target until the start of your next turn. If you are Hidden when you fire, the bonus is +2 instead.

Skybreaker Arrow — Master
Compatible: Long Bow, Composite Bow, Great Bow — Requirement: Shoot 4, Perception 3, Might 2
AP Cost: 2 AP
An arrow that falls like a lance of heaven. Make a ranged attack. On a success, deal weapon damage +1d6 bonus damage. If you succeed by a margin of 3 or more, the target is knocked Prone. If the target is airborne or flying, it is forced to descend to the ground and cannot fly until the end of its next turn.

Execution Bolt — Master
Compatible: Heavy Crossbow, Siege Arbalest, Titan Arbalest, firearm — Requirement: Shoot 4, Perception 3, Resolve 2
AP Cost: 2 AP
One shot, one sentence. Make a ranged attack. On a success, double your Armor Pierce for this attack. If the target is unaware of you, triple it instead.

Storm Volley — Master
Compatible: Bow or crossbow — Requirement: Shoot 4, Reflex 3, Stride 2
AP Cost: 3 AP
Release a torrent of projectiles in rapid succession. Make three ranged attacks against any combination of targets within range, each at −1. Resolve each separately. After the volley, you may move up to 2 meters without provoking opportunity attacks.

Thunder Round — Master
Compatible: Firearm, Siege Arbalest, Titan Arbalest, War Cannon — Requirement: Shoot 4, Might 3, Fortitude 2
AP Cost: 3 AP
A devastating explosive shot. Make a ranged attack. On a success, deal normal damage to the primary target. All creatures within 2 meters of the target must make a Fortitude defend roll against your attack roll or fall Prone and take 1d4 bludgeoning damage. If the primary target is Large or bigger, the radius increases to 3 meters.

Shields

A shield does not add to your Physical or Elemental Defense. Each shield works in its own way, as its properties below describe, and any shield can also be used as a bludgeoning weapon. The table gives each shield's category, damage, Required Might, movement and Stealth effects, and crafting cost (Crafting Level, materials in gold, and workload in Crafting Points).

Shield	Category	Weapon Damage	Required Might	Movement	Stealth	Craft Lv.	Materials (gold)	Workload (C.P.)
Buckler Shield	Light	1d4	1	—	—	2	2	5
Heater Shield	Medium	1d6	2	—	—	3	5	15
Kite Shield	Medium	1d6	3	—	—	3	20	35
Pavise Shield	Heavy	1d8	4	−1 m	—	3	25	40
Tower Shield	Heavy	1d8	5	−2 m	−2	4	50	100

Table 2: Shields

Using a Shield.

- A shield takes one hand. While you carry one, you cannot wield a two-handed weapon or a second weapon, so a weapon used beside a shield needs at least 1.5 times its Required Might (see Melee Weapons).
- A shield's Reaction uses your one Reaction for the round.
- Movement and Stealth effects apply while you carry the shield.
- The category (Light, Medium, or Heavy) decides which Shield Weapon Techniques the shield can use.
- If your Might is lower than the shield's Required Might, the shield gives you none of its properties and opens no Shield Weapon Techniques. You can still bash with it.

Shield Properties.

- Buckler Shield (Light). Parry (Reaction): when a melee attack hits you, reroll your defend roll and keep the better result. Strapped: the buckler sits on your forearm, so that hand can still hold a torch, a potion, or a Wand or Rod (for Arcane Conduit techniques), but not a weapon.
- Heater Shield (Medium). Deflect (Reaction): when a melee attack you can see targets you, gain +1 to your defend roll. Splinter (once per scene): when you would take a Mild Consequence, the heater takes it instead. The shield is then Damaged and cannot Splinter again until you repair it during a short or long rest.

- Kite Shield (Medium). Arrow Guard (Reaction): when a ranged attack you can see targets you, gain +1 to your defend roll. Covered Retreat: Disengage costs you 1 AP instead of 2.
- Pavise Shield (Heavy). Plant (1 AP): stand the pavise upright in an adjacent space. Until you pick it up again (1 AP), you and one ally directly behind it gain +1 to defend rolls against attacks from its front, and it no longer occupies your hand, so you can shoot and reload behind it. Weight: −1 m movement while carried.
- Tower Shield (Heavy). Moving Wall: you and allies directly behind you gain +1 to defend rolls against ranged attacks from your front. Brace for the Blast (Reaction): gain +1 to a Reflex defend roll against an area effect, such as a Fireball or a breath weapon. Weight: −2 m movement and −2 to Stealth while carried.

Shield as a Weapon. Shields deal bludgeoning damage as listed in the table above.

Melee Weapons

Weapon	Type	Damage	Req. Might	Craft Lv.	Materials (gold)	Workload (C.P.)
Dagger	Piercing	1d4	—	1	5	10
Staff	Bludgeoning	1d4	—	1	1	5
Rod	Bludgeoning	1d4	—	1	1	5
Wand	Piercing	1d4	—	1	1	5
Whip	Slashing	1d4	—	1	5	10
Javelin	Piercing	1d4	1	2	10	10
Rapier	Piercing	1d6	1	2	15	20
Short Sword	Slashing	1d6	1	2	15	20
Battle-Axe	Slashing	1d8	2	3	30	30
Long Sword	Slashing	2d4	2	3	40	40
Morningstar	Bludgeoning	1d8	2	3	40	40
Spear	Piercing	1d8	2	3	40	40
Halberd	S/P/B	1d10	3	4	100	90
Great-Axe	Slashing	1d12	3	4	110	100
Greatsword	Slashing	2d6	3	4	130	110
Siegebreaker	Bludgeoning	3d4	4	4	150	150
Warhammer	Bludgeoning	2d8	4	4	170	170
War Scythe	S/P	3d4	4	4	180	180
Colossus Maul	Bludgeoning	3d6	5	5	250	250
Void Cleaver	Slashing	2d10	5	5	270	270
Soulpiercer	Piercing	2d10	5	5	300	300

Table 3: Melee Weapons. S/P/B = Slashing / Piercing / Bludgeoning.

Required Might All melee weapons require 2 hands to use. If you have at least 1.5 times the Required Might (rounded up) of the melee weapon, you can use it with only 1 hand. If your Might is lower than the weapon's Required Might, your attacks with it have Disadvantage. Weapons with no Required Might (Dagger, Staff, Rod, Wand, Whip) are light weapons: they add only half your Might (rounded down) to damage, even when held in both hands (see the Might skill).

Unarmed Strikes

Any character can make an unarmed strike — a punch, kick, headbutt, knee, elbow, or similar blow — as a melee attack with Fight.

Damage. An unarmed strike deals bludgeoning damage equal to your margin of success plus half your Might (rounded down). It has no weapon die, and because your Might already is its damage, you do not add the Might bonus again. Some abilities change this, such as the Monk's root and Demon or Vampire claws.

AP. A Basic Attack with an unarmed strike costs 1 AP and can be Empowered normally; unarmed strikes count as weapons for the AP system.

Specialization. Unarmed strikes belong to the Fight (Brawler/Martial Artist) specialization. Anyone can strike unarmed without a penalty, but only that specialization opens the Unarmed Weapon Techniques.

Improvised Weapons

Sometimes a character finds themselves without a weapon and must make do with whatever is at hand i.e. a chair leg, a bottle, a torch, a chain, or a heavy book. Any object can be swung, driven, or thrown as an improvised weapon.

Making an improvised attack costs 1 AP and uses the Fight skill for melee or the Shoot skill for a thrown object. The attack has a –2 penalty to the roll. On a hit, an improvised weapon deals 1d4 Physical damage. An improvised weapon gains no Might bonus to damage and has no special properties.

Throwing an Improvised Weapon. A character may throw an improvised weapon using their Shoot skill, with a range of 10 / 20 meters (normal / long). Attacks made at long range suffer an additional –2 penalty.

Breaking. After an improvised weapon is used to make an attack, the GM may decide it breaks or becomes unusable depending on the object's durability. Fragile objects (a bottle, a ceramic pot) break on use. Sturdy objects (a chair leg, an iron bar) may survive several uses at GM discretion. A broken object cannot be used again as a weapon.

Ranged Weapons

Ranged weapons are designed for distance and precision. The table lists each weapon's type, damage, Required Might, range, and crafting cost (Crafting Level, materials in gold, and workload in Crafting Points); firearms also use the reloading rule below.

Required Might. If your Might is lower than a ranged weapon's Required Might, you attack with it at Disadvantage.

Weapon	Type	Damage	Req. Might	Range	Craft Lv.	Materials (gold)	Workload (C.P.)
Hunting Bow	Piercing	1d4	—	60/180	2	10	10
Short Bow	Piercing	1d6	1	60/180	3	15	10
Bow	Piercing	1d8	2	80/200	3	20	10
Long Bow	Piercing	1d10	3	80/200	3	25	15
Composite Bow	Piercing	2d8	4	120/240	3	125	45
Great Bow	Piercing	2d10	5	150/300	4	160	60
Hand Crossbow	Piercing	1d6	—	30	4	30	25
Hunting Crossbow	Piercing	1d8	1	40	4	40	25
Light Crossbow	Piercing	1d10	1	60	4	60	30
Heavy Crossbow	Piercing	2d8	2	120	4	100	50
Siege Arbalest	Piercing	3d4	4	120	4	120	80
Titan Arbalest	Piercing	3d6	5	150	5	140	100
Pistol	Piercing	1d12	—	30/60	5	500	200
Musket	Piercing	3d6	1	60/150	5	1000	400
Arquebus	Piercing	3d8	4	80/160	5	1800	700
War Cannon	Piercing	4d8	5	60/120	5	2000	900

Table 4: Ranged Weapons.

Range. The Range column shows the weapon's normal range, and for bows and firearms also its long range (normal / long). Up to the normal range you attack as usual. Beyond it, up to the long range, you attack with a −2 penalty. You cannot attack a target beyond the long range. Crossbows have no long range: they shoot only up to the listed distance.
Shooting in Melee. While a hostile creature is within your melee reach, your ranged attacks are made with Disadvantage.
Thrown Weapons. A Dagger can be thrown up to 6 / 12 meters and a Javelin up to 10 / 20 meters, using Shoot. They deal their normal damage and add your Might bonus as a one-handed weapon.

Firearms: Reloading

Pistols, Muskets, Arquebuses, and War Cannons require reloading after each shot. After firing a firearm, you must spend 1 AP to reload before the weapon can be fired again. A loaded firearm may be carried indefinitely; the AP cost is for the act of reloading itself.

Broken Items

Items have no durability score. An item breaks only when a rule or the GM says so, for example from acid, fire, a long fall, or a trap. A Critical Hit never breaks the target's gear by itself.

- A broken weapon deals half damage (rounded down) and loses its properties.
- Broken armor or a broken shield gives no Defense and no properties.
- Repair: A crafter with the item's Crafting Level repairs it with a quarter of its workload (rounded up) and no new materials.

Peoples of ELDRA

When creating a character, choose one playable people: Demon, Dwarf, Elf, Gnome, Human, Orc, or Vampire. This choice gives your character mechanical traits, but it also places them within ELDRA's history.

Your choice of people does not decide your personality, class, religion, politics, or morality. A vampire may reject the dominant vampire faith. An orc may live outside the renewed covenant. A demon may obey written law with terrifying precision. A human may belong to several traditions at once. A dwarf may leave the clan roads. An elf may reject the expectations of their lineage. A gnome may become a warrior, a spy, a mystic, or an archivist of things no one else wants remembered.

The default assumption is the reconstruction age. Most characters have grown up after the old order's collapse, under a changed sky and among institutions still defining themselves. Older characters may remember earlier eras. If your campaign is set in the twilight age or during the great war, ask the GM how each people differs in that period.

When these entries refer to the old age, they mean the long twilight and the social order that existed before the war of revelation: a world without the present sun, shaped by dragon-era religions, aristocratic power, unstable planar borders, and inherited falsehoods. When they refer to the lost world, they mean the destroyed mortal world described in the introduction. When they refer to the reconstruction age, they mean the default present era of play.

People Skill Modifiers. When a People entry grants a positive or negative skill modifier, buy the trained rating with SP first, then apply the modifier to determine the effective skill rating. People skill modifiers are free and separate from SP: they do not change SP cost, do not count against the trained-skill creation cap, and never generate CLA. Class tier gates always use the character's highest trained skill rating. For example, an Orc's +1 Fortitude is applied after buying the Orc's trained Fortitude rating.

Demon

Overview

Demons are living beings shaped by the abyssal plane and by mutable essence. In the old age, surface communities most often encountered them as raiders, mercenaries, bound servants, or territorial predators. In the reconstruction age, the truth is more complicated. The boundary between ELDRA and the abyssal plane is still dangerous, but it is no longer only a wound. In some regions it is managed by treaty, contract, custom, and force.

This does not make demons safe. Abyssal bodies change under pressure, demonic instincts often favor appetite and dominance, and many demons still see weakness as an invitation. But present ELDRA recognizes a difference between an unbound predator, a pact-bound citizen, a territorial lord, and a demon who treats agreement as sacred law.

Appearance

Demons possess unstable and highly individual forms. Horns, claws, wings, scales, chitin, exposed bone, molten veins, ember-feathers, shadow-like flesh, or bioluminescent organs are all possible. A demon's appearance reflects both inheritance and chosen evolution. Some can pass for humanoid with careful dress and restraint; others cannot enter a human doorway without negotiation.

Age and Lifespan

Demonic lifespan varies more than that of any mortal people. A playable demon commonly lives 150–400 years if not destroyed by violence, failed evolution, pact punishment, or abyssal predation. More powerful demons can live far longer, but their lives become less comparable to mortal aging and more dependent on territory, essence, and the strength of their binding agreements.

Culture and Religion

Demonic society is organized through strength, territory, and agreement. The most dangerous demons treat pacts as traps. The most respected demons treat pacts as identity: a promise made precisely,

recorded clearly, and fulfilled completely.

For many demons, religion does not mean kneeling before a distant god. It means accepting that words, hunger, names, and bargains have sacred force. Pact-bound demons often treat a true agreement as a holy object: witnessed, sealed, remembered, and punished if broken. In abyssal territories, contract houses, oath-shrines, blood courts, and territorial altars may all serve religious functions.

Other demons follow abyssal patrons, ancestral horrors, local spirits, conquered gods, or no faith at all. Surface communities tend to judge demons by the agreements they keep, while demons tend to judge one another by whether their power is disciplined enough to become law.

Historical context: During the old age, most surface people encountered demons only through invasion, coercive service, or regions where abyssal boundaries had already failed. That limited contact shaped the old stereotype of demons as purely destructive. The reconstruction age has not erased that history, but formal pacts and managed crossings have made it possible for some demons to become neighbors, officials, soldiers, traders, or religious actors rather than only threats from beyond the border.

People-Specific Traits

Demons are living beings. They must rest and consume sustenance. They possess Darkvision up to 20 meters.

Whenever a demon consumes the heart of a living, non-demon creature, it immediately recovers Physical Stress points equal to the creature's Fortitude skill. If the demon's Physical Stress Pool is already full, it may instead use that value to heal a Consequence (Mild = 2, Moderate = 4, Severe = 6). Fully recovering the Consequence still requires a number of hours equal to its severity value.

Present-era note: Heart consumption is treated as murder, battlefield predation, or abyssal ritual depending on context. Pact-bound demons living among other peoples usually avoid it except under formally defined conditions.

Abyssal Evolution

Demons gain Abyssal Essence equal to:

$$\text{Abyssal Essence} = n \times (n+1)/2$$

where n is the Demonism skill level.

Abyssal Evolutions are permanent unless removed through extreme narrative consequences.

Physical Evolutions

Bioluminescence (1 Point). You emit light in a 6-meter radius. You may suppress or reactivate this effect as a free action.

Beak (1 Point). You gain a Bite natural weapon. As an action, make a Fight roll; on a hit, deal Physical damage equal to your Demonism skill level.

Claws (1 Point). Your unarmed strikes deal additional Physical damage equal to your Demonism skill level.

Hooves (1 Point). Increase your movement speed by an amount equal to your Demonism skill level in meters.

Horn (1 Point). You gain a Horn attack. On a successful Fight roll, deal Physical damage equal to your Demonism skill level and gain +1 damage if you moved at least 4 meters this turn.

Infernal Coating (1 Point). Choose one:

- Exoskeleton: $+\lceil n/2 \rceil$ Fortitude, -1 Reflex, and you take 1 more damage from Lightning.
- Feathers: $+\lceil n/2 \rceil$ Reflex, -1 Stealth, and you take 1 more damage from Frost.
- Color-Changing Fur: $+\lceil n/2 \rceil$ Stealth, and you take 1 more damage from Fire.
- Scales: $+\lceil n/2 \rceil$ Physical and Elemental Defense.

where n is your Demonism skill level.

Prehensile Tongue (1 Point). You can grapple with your tongue by spending 1 AP, or gain Advantage on a grapple action using it. You gain +1 on sensory tasks using your tongue. You may also use the tongue as an additional limb. Range: 4 meters.

Tail (1 Point). Gain +1 Stride. Once per round, you may draw or stow an item as a free action. You may also make a Tail attack for 1 AP, dealing Physical damage equal to your Fortitude skill.

Elasticity (2 Points). You may move through gaps as small as 30 cm. Movement through such spaces counts as difficult terrain.

Multiple Eyes (2 Points). Gain $+\lceil n/2 \rceil$ Perception, where n is your Demonism skill level.

Spikes or Barbs (2 Points). Whenever a creature hits you with a melee attack or grapples you, it takes Physical damage equal to your Demonism skill level (1 Armor Pierce).

Ossified Frame (2 Points). Gain Physical Defense equal to $+\lceil n/2 \rceil$, where n is your Demonism skill level, but suffer $-\lfloor n/2 \rfloor$ Stealth.

Grasping Flesh (3 Points). Once per round, when a creature enters melee range, you may attempt a free Grapple using Fight vs Reflex.

Multiple Arms (3 Points). You may wield one additional weapon or hold extra items. You may take one additional action involving arms for 0 AP per round.

Multiple Legs (4 Points). Increase movement speed by your Demonism skill level. Gain Advantage on checks to resist being knocked prone. You may take one additional action involving legs for 0 AP per round.

Regeneration (4 Points). When you consume a heart, you immediately regenerate lost limbs and clear all Consequences.

Wings (5 Points). You gain a flying speed of 10 meters.

Supernatural Evolutions

Demon Senses (1 Point). You automatically sense other demons within 20 meters.

Pact Maker (1 Point). You may form binding pacts. Breaking a pact imposes a GM-defined consequence immediately.

Persuasive Charm (1 Point). Gain a bonus equal to $\lceil n/2 \rceil$ on Influence rolls, where n is your Demonism skill level.

Psychic Abilities (1 Point). You gain telepathy within 10 meters. Gain +1 on Influence rolls relying on emotional insight.

Whispering Tongues (1 Point). You understand and speak all spoken languages.

Aura of Corruption (2 Points). Mortals within 10 meters must make a Fortitude defend roll against your Demonism skill. On failure, their Physical Stress Pool maximum is reduced by an amount equal to your Demonism skill until their next turn. You can activate or deactivate this ability as you wish.

Curse Dispelling (2 Points). As an action, remove one curse or magical affliction with a successful Demonism vs Magic contest.

Shadow Teleportation (2 Points). Once per short rest, teleport between shadows within 30 meters.

Terrifying Presence (2 Points). Creatures seeing you for the first time must contest Resolve vs Demonism or become Frightened for 1 round.

Dark Magic (3 Points). All elemental spell damage gains bonus damage equal to $+\lceil n/2 \rceil$, where n is your Demonism skill level.

Elemental Resistance (3 Points). Gain bonus defense to all elemental damage types equal to your Demonism skill.

Infernal Whispering (3 Points). Demons may communicate telepathically across any distance within the same plane.

Phasing (3 Points). Once per long rest, spending 3 AP, you become intangible for up to 1 minute. Moving through objects counts as difficult terrain. The effect ends if you attack or cast a spell. During Phasing, you resist all damage types.

Soul Drain (3 Points). Spending 1 AP, contest Demonism vs Fortitude. On success, deal stress points equal to Demonism skill and recover the same amount of stress points.

Enhanced Senses (4 Points). Gain a bonus to Perception equal to your Demonism skill and immunity to surprise.

Invisibility (4 Points). Spending 3 AP, become invisible for 1 minute or until you attack. You can perform this action up to your Demonism skill level per long rest.

Shape-Shifting (4 Points). Transform into another creature of similar size. Stats remain unchanged. You can also hide your demonic presence from Demon Senses if you have equal or higher Demonism skill than the sensing demon. You can perform this action up to your Demonism skill level per long rest.

Soul Consuming (5 Points). When you consume a creature's heart, gain one of its highest skills as a +1 bonus until your next long rest.

Sovereign of Flesh (5 Points). Once per long rest, you may reassign up to 5 Abyssal Evolution points.

Resting and Regeneration

Demons recover their Physical Stress Pool normally through rest. Full regeneration requires consuming a living heart.

Dwarf

Overview

Dwarves are descendants of refugees who remade themselves in the mountain ranges of ELDRA. Their culture is built around clan, craft, memory, debt, and a mountain faith older than the present religious settlement. Dwarves do not define continuity only through a lost homeland. They define it through the ability to make something that endures after the maker is gone.

Historical note: By the reconstruction age, nearly all dwarves are descendants of the first refugee generations rather than original survivors. Their inherited memory is practical: lost techniques, lost materials, and works that have not yet been equaled.

Appearance

Dwarves are short, broad, and powerfully built, with dense muscle and heavy bone. Their bodies often show the marks of craft, training, and labor: scarred hands, thickened skin, stone dust in old cuts, and callouses that function almost like armor. Facial hair is culturally significant in many clans and is often braided with metal rings, ledger beads, or clan marks.

Age and Lifespan

Dwarves reach physical maturity at roughly the same pace as humans, but most clans do not consider a dwarf fully adult until they have completed a first oath of craft, service, or household duty. A healthy dwarf usually lives 220–350 years. The oldest dwarves are not merely respected for surviving; they are respected because they have had time to test promises, refine techniques, and remember which innovations endured.

Culture and Religion

Dwarven culture is built on discipline, labor, and mastery. Dwarves believe that worth is proven through consistent effort rather than sudden brilliance. Skill, once earned, is refined endlessly until it becomes instinct. Shortcuts are distrusted, improvisation is discouraged, and preparation is seen as the highest form of respect.

Tradition plays a central role in dwarven society, but it is not stagnant. Techniques, tools, and philosophies are preserved only if they endure hardship. Knowledge is passed through apprenticeship, repetition, and lived example. A dwarf's reputation is defined by the quality of their work and the reliability of their word.

Social bonds among dwarves are pragmatic but unbreakable. Loyalty is earned slowly and repaid absolutely. Insults are remembered, favors are recorded, and debts (whether of honor or craftsmanship) are always settled. To a dwarf, abandoning responsibility is a greater failure than defeat.

The Mountain Faith. The religious tradition of the dwarves is the Mountain Faith. It venerates the Mountain itself, not any specific mountain but the Mountain as a category, the geological permanence of the world. The Mountain is divine because it endures. The Mountain remembers. The Mountain does not move when it is pushed against.

The Mountain has three aspects, each emphasised by one of the three dwarven Paths. The Foundation is the aspect of permanence and stable endurance, venerated most heavily by Stonebound Dwarves. The Forge is the aspect of creation and transformation, venerated most heavily by Ironwright Dwarves. The Ledger is the aspect of memory and just accounting, venerated most heavily by Grimward Dwarves. The three aspects are not separate gods but three faces of the same reality. A dwarf who masters all three is called a Three-Faced Master and recognised as one of the highest religious figures of the faith.

The Mountain Faith does not have a centralised authority. Each clan has its own clan priest, called a Stonespeaker, who manages local religious affairs. Regional councils of clans handle matters of broader concern, and the most senior religious figures are dwarves who have mastered all three aspects of the Mountain.

Stonebound Craftsmanship. When you contribute Crafting Points to the creation of weapons, armor, shields, or tools made primarily of metal or stone, you contribute an additional amount of Crafting Points equal to half your Crafts skill (rounded down).

Unyielding Construction. Items crafted or significantly modified by you gain increased structural integrity. Such items:

- Are immune to incidental breakage, rust, or environmental wear, and
- Require deliberate effort or specialized tools to be damaged or destroyed.

Masterwork Assurance. When you roll to determine whether an item becomes a Masterwork, you may roll twice and take the better result.

Dwarven Reinforcement. During resting, you may reinforce an existing weapon, armor, or shield you crafted. Reinforcing an item requires one day of work and Crafting Points equal to 25% of the item's original workload. Once reinforced, choose one:

- Increase Damage by +1 (melee/ranged weapon)
- Increase Physical Defense by +1 (armor), or
- Increase durability, granting Advantage on any checks to resist being damaged, sundered, or destroyed.

An item may only be reinforced once.

Dwarven Paths

Every Dwarf commits to a single Path early in life. This Path is not a temporary stance or technique, but a lifelong philosophy that shapes how the Dwarf fights, works, worships, and endures hardship. Once chosen, a Dwarven Path cannot be changed.

- A Dwarf chooses one Dwarven Path at character creation.
- This choice is permanent.
- All traits listed under the Path are always available unless stated otherwise.

Stonebound Dwarf

Stonebound Dwarves embody permanence, endurance, and refusal to be moved by panic or force. They are often guards, shield-bearers, builders of defensive works, judges in clan disputes, and the people trusted to stand where everyone else must pass through.

Stonebound Path: Mountain Stance

- You gain +1 to Might and Fortitude.
- You cannot be pushed, pulled, knocked prone, or forcibly repositioned by enemy effects.
- Your movement speed is permanently reduced by 2 meters.

Stonebound Traits

- Heavy Frame – You gain +1 Physical Defense but suffer Disadvantage on Stealth rolls.
- Crushing Commitment – Once per scene, when you hit with a melee attack, you may add +2 damage.
- Stand the Line – Allies adjacent to you gain +1 Physical Defense as long as they remain adjacent.
- Unmoving Will – You gain Advantage on Resolve rolls made to resist fear, charm, or taunt effects.
- Stone Does Not Yield – Once per long rest, if you would be Taken Out, you instead remain conscious with 1 unfilled Consequence slot remaining.

Ironwright Dwarf

Ironwright Dwarves embody creation, transformation, precision, and the religious seriousness of good work. They are engineers, alchemists, artificers, siege planners, trapwrights, and the craftspeople most likely to turn a battlefield into a workshop with consequences.

Ironwright Path: Prepared Arsenal

- You reload a firearm for 0 AP.
- When you deal damage with a firearm or alchemical item, you deal +1 damage of the same type.

Ironwright Traits

- Master Tinkerer – You gain Advantage on Crafts rolls involving mechanical devices, firearms, or explosives.
- Field Alchemy – During a short rest, you may prepare one basic potion by paying its material cost.
- Controlled Detonation – Once per scene, when an alchemical effect would affect allies, you may exclude up to two creatures of your choice from the effect.

- Overengineered – Once per short rest, when you roll a negative value on an attack roll with a firearm, you may reroll and take the new result.
- Emergency Measures – Once per scene, you may use an alchemical item that normally costs an action for 1 AP instead.

Ironwright Trapcraft

An Ironwright may have a number of active deployed traps equal to their Crafts skill at any time. Only Ironwright Dwarves may create the traps listed in this section.

Building Traps

- Building a trap requires a Crafts roll.
- Traps may be built during long rests.
- A trap occupies a 1–2 meter area unless stated otherwise.
- A creature may attempt to detect a trap with a Perception vs Crafts contest.
- Disarming a trap requires a successful Crafts vs Crafts contest.
- Unless stated otherwise, a trap can only be triggered once.

Rapid Deployment. Once per scene, you may deploy one Ironwright trap as a 2 AP action instead of requiring a long rest.

Pressure Snare

- Cost: 5 gold worth of materials.
- Trigger: A creature enters the trapped space.
- Contest: Your Crafts vs target's Reflex.
- Effect: Target is Restrained and takes Physical Stress points equal to your Crafts skill.
- Escape: Might vs your Crafts, spending 1 AP.

Shrapnel Mine

- Cost: 10 gold worth of materials.
- Trigger: Proximity, 2 meters.
- Contest: Your Crafts vs targets' Reflex.
- Effect: On failure, all creatures within 4 meters take physical damage equal to your Crafts skill + 1d4.
- Special: Counts as an alchemical item for Prepared Arsenal bonuses.

Shock Glyph Plate

- Cost: 15 gold worth of materials.
- Trigger: Physical contact.
- Contest: Your Crafts vs target's Reflex.
- Effect: On failure, the target takes Lightning damage equal to your Crafts + Magic skill.

Smoke Choke Trap

- Cost: 20 gold worth of materials.
- Trigger: Manual or proximity.
- Effect: Creates a 4-meter radius smoke cloud for 2 rounds.
- Inside the Cloud: Heavy Obscurement; non-Ironwright creatures suffer -2 on attack rolls.

Anchor Spike

- Cost: 20 gold worth of materials.
- Trigger: Movement past the anchor point.
- Contest: Your Crafts vs target's Reflex.
- Effect: Target is knocked Prone and receives piercing damage equal to your Crafts skill.
- Special: Creatures in Heavy armor make the contest with Disadvantage.

Grimward Dwarf

Grimward Dwarves embody memory, debt, restraint, and proper accounting. They do not answer pain immediately. They record it, measure it, and decide when repayment has become necessary.

Grimward Path: Grudge Guard

- Whenever you take stress points from an enemy attack, you may mark that attacker as your Grudge Target.
- You may only have one Grudge Target at a time; marking a new one replaces the old.
- You gain +1 to all attack rolls made against your current Grudge Target.

Grimward Traits

- Bitter Endurance – The first time each scene you take stress points from your Grudge Target, reduce that stress by 2, minimum 1.
- Measured Retribution – Once per scene, when you successfully hit your Grudge Target, you may convert 1 Physical Stress point dealt into a Mild Consequence instead.
- Focused Hatred – You gain Advantage on Resolve rolls made to resist fear, taunt, or charm effects originating from your Grudge Target.
- Relentless Pursuit – You ignore difficult terrain, movement penalties, and environmental hindrances when moving toward your Grudge Target.
- Settling the Score – Once per long rest, when you reduce your Grudge Target's Physical Stress Pool to 0, you immediately regain 4d4 stress points.

Elf

Overview

Elves are long-lived people shaped by memory, lineage, and the problem of surviving more history than most people can bear. In present ELDRA, elven life is split among hidden inheritances, western courts, scattered urban communities, rural lineages, and religious traditions tied to philosophy as much as blood.

Historical note: Most elves descend from refugee communities that arrived after the loss of an earlier world. In the reconstruction age, elven memory is mostly inherited, archived, taught, and ritualized rather than personally remembered.

Appearance

Elves share an otherworldly presence, but their long lives and lineage philosophies shape them in different ways. Elven features are typically sharp and refined, with elongated ears, clear eyes, and deliberate movement. Age marks elves less through frailty than through stillness, composure, intensity, or distance.

Age and Lifespan

Elves are long-lived even by the standards of ELDRA. Most live 600–1000 years, and exceptional elders may survive longer if protected from violence, magical fracture, and political catastrophe. Elven adulthood is cultural as much as biological: an elf may be physically mature while still considered young by elders who measure responsibility across centuries.

Culture and Religion

Elven culture is shaped by time rather than urgency. Elves think in decades where others think in days, and this perspective influences every aspect of their society. Decisions are rarely made impulsively;

instead, Elves observe, reflect, and wait until patterns reveal themselves. Action is taken only when the outcome is already understood.

Elves place great value on memory, continuity, and restraint. Knowledge is preserved through oral tradition, ritual practice, and personal mentorship rather than written record alone. Elders are respected not for authority, but for perspective. An Elf who has witnessed failure, loss, and change is considered wiser than one who has simply lived long.

Socially, Elves tend to be distant but deliberate. They form few bonds, yet those bonds are enduring. Promises are treated as long-term commitments rather than momentary agreements, and betrayal carries lasting consequences. To other peoples, Elves may appear aloof or emotionless, but among their own kind, subtle shifts in tone, silence, and timing carry immense meaning.

The Lineage Faiths. Elves do not have a single religion. The five Elven Lineages each correspond to a distinct religious orientation, and an elf's lineage typically determines which tradition they participate in. Moon-Touched Elves practice the Moon Faith, venerating the moons as divine entities. Ashwood Elves practice the Wandering Way, a tradition of perpetual pilgrimage and integration with the natural world. High Elves practice the Crafted Word, treating magic as scholarship and language. Sunbound Elves practice the present Light tradition, which absorbed both surviving Sunbound rites and older refugee Light practices into a single reconstruction-age faith. Void Elves practice the Hollow, venerating emptiness, fracture, and the void itself.

The lineage faiths are distinct enough that elves of different lineages often have very different relationships with the religious life of ELDRA, even when they belong to the same community.

People-Specific Traits

Eyes of Ages. At the start of each scene, choose one enemy you can see. Beginning on the fifth round of the scene, you gain Advantage on all rolls against that enemy.

Unbroken Tempo. Once per round, after you successfully defend against an attack, you may immediately gain 1 Action Point. This Action Point must be spent before the end of your next turn. The gained Action Point cannot be stacked.

Memory of the World. Choose two distinct skills. Once per scene, after rolling one of those skills, you may replace the result with a fixed result of +3 before modifiers.

Elven Lineages

When you create an Elf character, choose one Elven Lineage.

Moon-Touched Elf Moon-Touched Elves are attuned to memory, emotion, and celestial cycles. The loss of one moon has left their tradition permanently changed.

Appearance. Moon-Touched Elves are pale and softly luminous. Their eyes often reflect moonlight even in darkness, and many bear faint silvery markings on their skin.

Echo of Stillness. Once per scene, when you would take a Consequence, you may delay it. The Consequence is not applied until the end of the scene.

Moon-Touched Crafting Tradition When crafting magical items, wards, or ritual objects tied to protection, memory, or mental effects, reduce the required Crafting Points by 25%, rounded down. In addition, once per ritual, you may anchor an emotional memory into the object. While carrying or using it, the bearer gains Advantage on one Resolve defend roll per session.

Bearer of Old Truths. You gain Advantage on Lore checks about history.

Ashwood Elf Ashwood Elves value movement, awareness, and survival through change. Many are wanderers, scouts, druids, guides, or keepers of routes that official maps do not understand.

Appearance. Ashwood Elves are lean and weathered, with darker skin tones, bark-like scars, muted hair colors, and practical clothing.

Vanishing Step. Once per scene, when you successfully defend against an attack, you may immediately move up to half your movement speed without spending Action Points and without provoking reactions.

Warden of Paths. You gain Advantage on Survival and Stealth checks made in natural, ruined, or shadowed environments. You can always find a safe path through wilderness or urban ruins unless the area is magically sealed or actively altered to prevent passage.

Ashwood Crafting Tradition When crafting weapons, armor, or tools in the field or without a permanent workshop, you suffer no penalties for lacking ideal facilities. When crafting items made primarily from wood, bone, leather, or salvaged materials, the required time is reduced by half.

High Elf High Elves treat magic as language, scholarship, and disciplined authority. Their institutions preserve spellcraft, grammar, ritual notation, and the belief that reality can be understood through structure.

Appearance. High Elves are tall, refined, and immaculate in posture. Their eyes may glow faintly when focusing, and their clothing often incorporates sigils or arcane motifs.

Sustained Weave. Once per scene, when you cast a spell, you may declare it sustained. A sustained spell does not end when you lose concentration. Instead, it weakens:

- Damage is halved, or
- Duration is reduced by half, or
- One secondary effect is removed.

The spell continues in its weakened form until the scene ends.

Arcane Esteem. You gain Advantage on Influence and Lore checks when dealing with scholars, mages, cultists, or magical institutions.

High Elf Crafting Tradition Outside combat, you can cast any spell slowly, like a ritual. Each extra hour of preparation lowers its Mana cost by 1, down to 0. The spell must not deal damage. High Elf-crafted magical items are always considered one tier more refined for purposes of detection, appraisal, or dispelling.

Sunbound Elf Sunbound Elves reject detached inevitability. They believe long life must be shaped by decision. They often serve public religious, diplomatic, or martial roles.

Appearance. Sunbound Elves have warm skin tones, radiant eyes, and often bear golden or copper markings. Their posture is upright and commanding.

Final Certainty. Once per scene, after observing an enemy for at least two rounds, you may declare Final Certainty against them. Observing an enemy requires spending all your Action Points on observation. Your next successful attack or spell against that target ignores Physical and Elemental Defense, and the target's defend roll is made at Disadvantage. This attack cannot be redirected by reactions, but can be negated by immunities. After resolving this action, you gain one level of Exhaustion.

Voice of the Unyielding. You gain Advantage on Influence checks made to command, inspire, or issue ultimatums. Once per session, when you make a public declaration or vow, NPCs must treat it as binding intent rather than mere rhetoric.

Sunbound Crafting Tradition Once per item crafted, you may declare its purpose aloud. When the item is used in alignment with that purpose, it gains a +1 bonus to a single relevant roll once per session. If knowingly used against its declared purpose, the item loses its special properties until reforged or ritually cleansed.

Void Elf Void Elves carry the marks of fracture, absence, and dislocated time. Outsiders often fear them because their philosophy treats emptiness as something to study rather than something to deny.

Appearance. Void Elves may appear distorted or incomplete. Their shadows move incorrectly, their reflections lag, and their eyes may appear starless or hollow.

Fractured Presence. Once per scene, when you fail a roll, you may treat it as a success. If you do, you take a Mild Mental Consequence from the fracture forcing reality to make room for you.

Void Elf Crafting Tradition When crafting or modifying magical items, you may incorporate unstable shadow-fragments. Such items gain one powerful additional effect, but the Game Master secretly assigns a hidden flaw or consequence tied to its use.

Gnome

Overview

Gnomes are small humanoids whose bodies and cultures are unusually sensitive to magical residue. In present ELDRA, they are central to archives, education, trade coordination, magical research, and the patient work of keeping records honest. Their dominant religious and philosophical traditions focus on magical resonance and accurate memory.

Appearance

Gnomes are small humanoids with expressive features. Their connection to magic may appear as subtle glows, flickering sigils, hair that reacts to spellcasting, or small distortions around the hands and eyes when Arcane Resonance is active.

Age and Lifespan

Gnomes usually live 120–180 years. They mature physically only a little more slowly than humans, but gnomish institutions often treat intellectual adulthood as a separate matter. A gnome may be considered socially adult after completing a first public work: a thesis, invention, archive correction, expedition record, spell model, or sworn service to an academy or community.

Culture and Religion

Gnome culture is defined by curiosity, adaptability, and an intimate relationship with magic. Unlike other peoples that seek to control or endure arcane forces, Gnomes accept instability as a natural state. Magical anomalies, unintended outcomes, and unpredictable resonance are treated as opportunities rather than threats.

Gnomes value experimentation and personal insight over rigid tradition. Knowledge is shared freely, debated openly, and constantly revised. While this leads to rapid innovation, it also results in fragmented communities where individual focus often outweighs collective identity. Long-term planning is rare; improvisation is expected.

Socially, Gnomes are expressive, inquisitive, and difficult to intimidate. They tend to approach danger with analysis rather than fear, sometimes underestimating risks that other peoples would treat cautiously. While physically unassuming, Gnomes are rarely ignored for long, especially once magic enters the conversation.

The Twin Wisdom. The religious tradition of the gnomes is the Twin Wisdom, which venerates two complementary principles. The Resonance is the magical flow that defines gnomes as a people, a pantheistic principle that gnomes experience directly through their natural Arcane Resonance ability. The Recovered Word is the principle of correct remembering and accurate documentation, the sacred work of preserving truth against the world's tendency to forget. Most gnomes practice both principles, with Arcane Gnomes typically leaning toward the Resonance and Spellblade Gnomes typically leaning toward the Recovered Word.

The Twin Wisdom has no central authority. The tradition is organised through scholarly societies (the Resonance Halls and the Houses of the Word) and through apprenticeship lineages. Senior practitioners are recognised as Resonant Masters or Word-Keepers, depending on their primary emphasis. The tradition has close institutional cooperation with the High Elf Crafted Word faith, and many High Elves are formally recognised in gnomish institutions.

People-Specific Traits

When creating a Gnome, choose exactly one lineage: Arcane Gnome or Spellblade Gnome. This choice is permanent unless the GM explicitly approves a story-driven change.

All gnomes share the following trait:

- Arcane Resonance – Gnomes instinctively absorb residual magic, storing it as unstable arcane energy.

Arcane Resonance

Gnomes generate and store Resonance Charges (RC).

- Maximum Resonance Charges = 2× Magic skill level.
- All Resonance Charges are lost when your Physical Stress Pool is reduced to 0.

Generating Resonance. A gnome gains 1 Resonance Charge when one of the following occurs, maximum once per turn:

- They successfully cast a spell.
- They successfully defend against a magical or elemental effect.
- A spell is cast within 4 meters of them, regardless of source.

Using Resonance. A gnome may spend Resonance Charges up to their Magic skill level per turn to fuel People-specific abilities, stunts, or lineage features.

Arcane Gnome

Arcane Gnomes dedicate themselves to magical theory, resonance control, ritual precision, and the study of spell structure.

Arcane Gnome Traits

- Small Frame – Arcane Gnomes suffer a -1 penalty to Might but gain a +1 bonus to Magic.
- Resonant Focus – Spending 1 RC, when casting a spell, an Arcane Gnome may treat the spell as if it were cast with +1 bonus for non-damaging spells.
- Arcane Stability – Spending 1 RC, Arcane Gnomes gain +1 on spell-related defend rolls.
- Ley Sense – Spending 1 RC, Arcane Gnomes gain +2 to Perception or Lore checks.
- Resonant Consequence – If an Arcane Gnome's Physical Stress Pool is reduced to 0 by an opponent, all remaining Resonance Charges are dealt to that opponent as Radiant damage.

Spellblade Gnome

Spellblade Gnomes express magical insight through action: the right movement, the right strike, the right decision made before instability becomes disaster.

Spellblade Gnome Traits

- Light-Built Combatant – Spellblade Gnomes suffer a -1 penalty to Might. They ignore the Required Might of melee and ranged weapons rated 2 or lower: they use them in one hand and without Disadvantage, and deal +1d4 damage with them, whatever their actual Might. They also gain +1 to Stride.
- Arcane Footwork – Once per turn, when a Spellblade Gnome spends at least 1 Resonance Charge, they may immediately move up to their move speed without provoking opportunity attacks for 1 AP.
- Resonant Strike – Once per turn, when a Spellblade Gnome hits with a weapon attack, they may spend 1 Resonance Charge to change the damage type to Fire, Frost, or Lightning (their choice). The hit uses the target's Elemental Defense instead of Physical Defense. It does not get the element's extra damage or effect.
- Spellwoven Reflexes – Spellblade Gnomes gain +1 to defend rolls against opportunity attacks and reactions triggered by movement.
- Resonance Exhaustion – If a Spellblade Gnome begins their turn with 0 Resonance Charges, they immediately generate 1 Resonance Charge. This charge may only be spent on Arcane Footwork or Resonant Strike.

Human

Overview

Humans in ELDRA come from mixed origins. Some are descended from people who lived on the predecessor plane before the long twilight. Others descend from refugees of the lost world who arrived in waves during and after its destruction. By the reconstruction age, the two origins have intermarried so widely that the distinction is rarely traceable. Humans' defining trait is adaptability under pressure.

Humans are present in nearly every institution of the reconstruction age: temples, schools, farms, militias, trade houses, craft towns, academies, courts, rural communities, and surviving folk traditions.

Appearance

Human appearance varies widely. Height, build, skin tone, facial features, clothing, and mannerisms are shaped by region, family, religion, work, and personal history. Humans show age plainly compared

to elves and vampires, and many human cultures treat visible aging as a sign of credibility rather than decline.

Age and Lifespan

Humans usually live 70–90 years, though safer post-war communities, better healing, and wider education have made long human lives more common than they were in the old age. Humans reach adulthood quickly compared to elves, dwarves, and gnomes, and this shorter horizon gives many human cultures a sense of urgency that longer-lived peoples sometimes misunderstand.

Culture and Religion

Human culture is defined by diversity and rapid change. Lacking the long lifespans or inherited traditions of other peoples, humans adapt quickly, borrowing customs, beliefs, and techniques from any source that proves useful. Innovation often emerges from necessity rather than philosophy.

Humans tend to organize around shared ideals rather than ancestry. Loyalty is shaped by belief, purpose, and circumstance, making human alliances flexible but fragile. Where other peoples rely on continuity, humans rely on momentum, pushing forward even when direction is uncertain.

Emotion, ambition, and conviction play central roles in human society. Humans are capable of extraordinary cooperation and devastating conflict, often driven by the same underlying desire to matter in a hostile world. To other peoples, humans appear unpredictable, but this very unpredictability allows them to endure where more rigid cultures fail.

Religious Diversity. Humans have no unified religion. The religious life of human communities is the most varied in ELDRA. Many humans participate in the present Light tradition, which is widespread in regions once influenced by the old institutional light faith. Others follow folk traditions, regional spirit cults, refugee-descendant practices, or local syncretic blends that mix several sources without committing to any single one. Some human communities are aligned with the Mountain Faith, the Twin Wisdom, or one of the elven Lineage Faiths through long cohabitation. A substantial portion of the human population practices multiple traditions in combination, treating religious life as an inherited toolkit rather than a single commitment.

Historical context: Human references to the past are especially varied because human communities have mixed origins. Some descend from native ELDRA settlements, some from refugees of the lost world, and many from families where the distinction has become impossible to trace. This makes human history local, layered, and often contradictory in ways humans treat as normal.

People-Specific Traits

Human Ingenuity. Once per scene, after rolling for any skill check or contest, you may either reroll the check or gain a +2 bonus to the result.

Adaptive Learning. At character creation, choose one additional stunt. This stunt may be associated with any skill or spell you possess.

Rapid Adaptation. The first time each scene you fail a skill check, you may immediately note the method of failure. You gain +1 to all subsequent rolls of that same skill until the end of the scene.

Short-Lived Urgency. Humans do not have the long continuity of elves, vampires, dwarven clans, or demonic pacts. They recover by changing quickly. You do not gain any innate magical or physical resistance, but your base Consequence recovery time is twice as fast as normal.

Orc

Overview

Orcs are the people of a restored covenant. Before the old catastrophe, orc lineages served an ancient custodial function tied to sacred marks, standing stones, and the protection of the world itself. During the long twilight age, that function was forgotten or reduced to rumor. In the reconstruction age, orc society is experiencing its strongest cultural renewal in centuries.

Appearance

Orcs are tall, powerfully built humanoids with heavy bone, visible tusks, and bodies adapted for hard travel, hard labor, and close physical danger. Their skin tones vary by region and lineage. In the present era, many young orcs are born with covenant marks or develop them during childhood. These marks are treated as sacred signs, not decoration.

Age and Lifespan

Orcs usually live 60–90 years, with some elders reaching or passing 100 in stable communities. They mature quickly, but covenant cultures often distinguish physical adulthood from oath-bearing adulthood. An orc is not fully trusted with communal authority until they have proved that their strength can carry duty rather than merely win a fight.

Culture and Religion

Orc society in the reconstruction age is shaped by a single fact: the covenant has returned. During the long twilight, the ancient orc custodial tradition was reduced to fragments. Most warbands operated through dominance and survival, with religion present only as folk practice, ancestral memory, or shrines to local spirits. That period is ending.

In the present age, covenant marks appear on the bodies of many young orcs, sometimes from birth and sometimes during childhood. These marks are not decoration. They are treated as sacred signs that the old custodial duty has begun returning to the bloodline. Their meaning is being relearned. Some elders remember enough to teach. Others are working with scholars from other peoples to recover what was lost during the twilight. The Renewed Covenant is not a complete theology yet; it is a living, growing tradition that is still defining itself.

Different warbands and settlements have responded to the renewal differently. Some have reorganized themselves around covenant practice almost completely, with oath-bearing adulthood, sacred body marks, ancestral chant traditions, and the slow restoration of custodial responsibilities tied to land, memory, or threshold places. Others retain the older warband structure with covenant practice present only at the margins. A few reject the renewal entirely, suspicious of any tradition they cannot test through immediate strength. Orc society is therefore uneven in the reconstruction age. The renewal is real, but it is not universal, and arguments about what the covenant actually requires can divide families, warbands, and entire regions.

Strength remains culturally central. The renewal has not replaced the orc emphasis on physical capability, demonstrated worth, and the discipline of combat. It has added a layer of duty above strength. An orc who is strong but cannot carry a covenant oath is now respected less than one who can do both. Strength is still necessary. It is no longer sufficient.

Loyalty in orc society is still expressed through the warband, the family, and the oath. Outsiders may earn trust slowly and may be received with respect once trust is earned, especially if they have demonstrated understanding of the renewal rather than only curiosity about it. The covenant tradition has begun to recognize a small number of non-orcs as carriers of its marks or principles, usually descendants of mixed bloodlines or individuals whose work has aligned with custodial purposes.

Foundation stones, old marked artifacts, and sites associated with the original covenant are treated with rising seriousness. Settlements that hold such artifacts have become places of pilgrimage, study, and political negotiation. The objects themselves are not always understood, but they are no longer ignored.

People-Specific Traits

Orcs begin with +1 Fortitude and +1 Fight or Shoot. Their physical and elemental defenses are enhanced, gaining defense equal to half of their Fortitude, rounded down. Their default training favors body, voice, endurance, and immediate action over delicate mental or arcane discipline; Orcs suffer -1 Focus and -1 Magic.

Covenant-Iron Traditions

Orcs inherit ancestral body memory and covenant force. You gain a number of free People stunts equal to your effective Fortitude. Choose that many distinct stunts from the Covenant-Iron list below; they do not use general stunt slots, and the same stunt cannot be chosen more than once. If effective Fortitude changes, adjust the number of chosen stunts with the GM. If the rating exceeds the number of listed options, the GM must approve enough additional distinct Covenant-Iron stunts to reach the required total.

- Bonebreaker Grip. When you successfully Grapple a creature, it suffers physical damage equal to your Might. This damage cannot be reduced by defenses.
- War Chant. Once per long rest, spending 1 AP, you may begin chanting. All allies within 10 meters gain +1 to attack rolls until the start of your next turn.
- Savage Leap. Once per scene, you may leap up to 6 meters for 1 AP. If you land adjacent to an enemy

after moving at least 6 meters, you gain +1 to your next melee attack against them this turn.

- Ironhide Resilience. Once per scene, when you take physical damage, you may reduce it by an amount equal to your Fortitude skill.
- Predator's Rush. After successfully dealing melee damage, you may move up to 2 meters as a free action without provoking opportunity attacks.

Vampire

Overview

Vampires are blood-sustained beings shaped by centuries of survival, discipline, and hunger. They are not mindless undead and not simple monsters. They are conscious people whose existence requires careful management of appetite, restraint, and time.

In the old age, vampires were the ruling class of ELDRA. Their authority was built on a shadow-faith taught as cosmic truth, and the institutions of that order shaped every region they reached. That order fell during the war of revelation. The central crystal of the old faith was destroyed. The aristocratic structures that depended on it collapsed. Vampire society has been rebuilding itself ever since, and the rebuilding has produced two distinct present-era societies.

Surface vampires live in the reconstruction age under a new bloodline phenomenon that allows vampires to be born rather than only turned. This is the most important religious and political development in their recent history. The bloodline is treated as sacred because vampire continuity now depends on it rather than on the old shadow institutions. Surface communities have re-formed around the bloodline's ongoing presence, and many of the cruelties that defined the old aristocracy (mandatory blood-tithes, forced turnings, spawn creation) are now restricted, illegal, or socially forbidden.

Abyssal vampires are the descendants of an older vampire faction that withdrew into the upper Abyss during the war and built a separate civilization there. Their society is governed through contract, pact discipline, and the practical knowledge of how to live in shadow-rich conditions. They acknowledge the new bloodline as a real phenomenon but do not depend on it; their society regenerates through their own arrangements with abyssal powers.

A small number of vampires belong to neither society. Some are independent operators, scholars, or wanderers. A few belong to the Hollow Shadow, an underground remnant of the old faith that refuses to accept the reconstruction. The Hollow Shadow is watched closely by present-era institutions.

A vampire's morality is not determined by their kind. A vampire may be a priest, scholar, criminal, envoy, soldier, recluse, or protector of a community that does not entirely trust them.

Appearance

Vampires usually resemble the people from whom their line descends, but their bodies carry visible differences: cool skin, sharpened eyes, controlled stillness, predatory grace, and reactions to blood, moonlight, and sunlight that ordinary mortals do not share. Born-vampires often look less corpse-like than old turned vampires, though hunger, age, and blood discipline can make any vampire unsettling.

Age and Lifespan

Vampires do not usually die from age, but they are not deathless. Hunger, sunlight sensitivity in some lineages, violence, bloodline instability, magical injury, and political execution all remain real dangers. Surface born-vampires can grow from childhood to maturity, while turned vampires begin vampire life at whatever age they were transformed. A vampire who survives can exist indefinitely, but long survival requires discipline, community, secrecy, or power.

Culture and Religion

Vampire society in the reconstruction age is shaped by two facts: the old order is gone, and the new bloodline phenomenon has changed what vampires are to each other.

Surface vampire society is built around the bloodline. Communities organize themselves around the protection of birthing spaces, the recording of new generations, and the patient work of replacing the cruelties of the old aristocracy with arrangements appropriate to a vampire population that can renew itself naturally. Blood is still essential. It is no longer organized through mandatory tithes extracted from controlled mortal populations. Modern surface communities use negotiated arrangements, donor relationships, contractual feeding, blood markets, medical cooperation with mortal institutions, and other practices that vary widely by region and culture. Some surface communities maintain strict religious

discipline around the bloodline. Others are more secular, treating the bloodline as a fact of nature rather than a sacred presence.

The bloodline's religious significance is the closest thing surface vampire society has to a unifying faith. It is not the worship of a person. The bloodline is treated as an ongoing miracle, a present continuity, the reason vampire existence has survived the collapse of the old order. Different communities express this differently. Some maintain birthing temples. Some treat each new generation as a sacred event. Some quietly fold the bloodline into older rites that no longer have their original object. The common thread is that surface vampires regard the bloodline as the source of their future, not the residue of their past.

Abyssal vampire society is organized through written contract and pact discipline. Authority is distributed across a council structure rather than concentrated in a single monarch. Public life is dense with formal agreements: hunting rights, territorial obligations, blood-sharing arrangements, mutual defense pacts, and the precise documentation that abyssal society treats as a near-religious practice. The abyssal vampires acknowledge the new bloodline as a genuine phenomenon and as the foundation of surface society, but their own continuity is maintained through arrangements with abyssal powers, traditional turnings, and disciplined population planning. Cross-society marriages and exchanges occur but are rare and politically sensitive.

The old vampire faith survives only as the Hollow Shadow, an underground remnant scattered across the continent. Its adherents refuse to accept that the old shadow order ended and continue to practice rites built around a cosmology that the war broke. Surface and abyssal vampire institutions both treat the Hollow Shadow as a serious problem: politically, because its members reject the present settlement, and personally, because Hollow Shadow operatives sometimes target born-vampires to disrupt the bloodline they consider a betrayal of the true faith. Adventurers may encounter Hollow Shadow agents as antagonists in many present-era stories.

Spawn creation is now restricted across most of the vampire world. The old practice of forcibly turning humans and binding them as obedient servants was central to the pre-war aristocracy. Surface society has formally outlawed it. Abyssal society permits it only under documented circumstances, with the spawn's eventual freedom defined in advance. Spawn remain real and dangerous; they are produced illegally in hidden facilities and by old aristocrats who never accepted the new order. Encountering bound spawn in the present era is generally a sign that something seriously wrong is happening nearby.

Religion across the two societies. Surface vampires center their religious life on the bloodline. Abyssal vampires center theirs on the discipline of agreement, with strong overlap with the demonic Pact-Bond. Individual vampires of either society may also practice other faiths: a born-vampire who grew up among rural human communities may keep folk traditions; an abyssal vampire may study the Crafted Word with elven scholars; an independent vampire may belong to no organized faith at all. The reconstruction age has made multi-tradition religious life among vampires more common, not less.

Birth, Turning, and Spawn

Surface born-vampires are free-willed vampires born through the new bloodline. They are the default present-era playable vampire. Their bodies belong to the reconstruction age rather than the old shadow order, and they do not suffer the old vampire weakness to direct sunlight.

Abyssal vampires are vampires whose society developed through abyssal contracts, survival discipline, and life in the upper Abyss. They are free-willed vampires and may be born or turned depending on lineage, but their bodies remain adapted to shadow, pact-magic, and abyssal conditions. They retain sunlight sensitivity, but gain abyssal benefits described below.

Turned vampires are created through ritual transformation. In the reconstruction age this is rare, heavily controlled, and politically sensitive. A player who wants to be a turned vampire should decide whether they belong to the old era, abyssal society, a sanctioned modern case, or an illegal transformation.

Vampire Spawn are bound servants created by domination rites. They are not a normal player option unless the Game Master explicitly allows it. Spawn creation is illegal in most surface vampire society and strongly associated with old aristocrats, hidden fanatics, and forbidden facilities.

When creating a vampire character, choose whether you are a Surface Born-Vampire or an Abyssal Vampire. A turned vampire normally uses the Abyssal Vampire sunlight profile unless the Game Master rules that a rare sanctioned transformation has been fully stabilized by the surface bloodline.

People-Specific Traits

Vampires count as both humanoid and undead. They follow every rule for undead, with one exception: necrotic damage does not heal them. They are resistant to it instead. They are immune to disease. They do not need to eat or breathe, and mortal food tastes bland and unsatisfying.

Vampires have darkvision and can see dim light up to 20 meters as bright and darkness as dim grayscale.

Bite. Vampires may use their Bite as an action. This requires an attack roll using the Fight skill and deals necrotic damage equal to 1+ Vampirism skill level. A successful Bite counts as one ration of blood. The vampire may choose to deal no damage. After using Bite, the vampire cannot take another action or reaction for the rest of the round.

Claws. Vampire claws are natural weapons. Unarmed strikes deal an additional Nd4 physical damage, where $N = \lfloor \text{Vampirism skill}/2 \rfloor$.

Sunlight and Lineage

Surface Born-Vampire. You do not suffer mechanical harm from direct sunlight. Bright sunlight may still be uncomfortable, theologically meaningful, or socially unusual for older vampires to witness, but it does not deal stress points, impose Disadvantage, or prevent your regeneration. You also take normal damage from Radiant damage: you do not have the Vulnerability of other undead. This is one of the clearest signs that the surface born-vampire bloodline belongs to the reconstruction age.

Abyssal Vampire. You suffer under direct sunlight. While in direct sunlight, you take Physical Stress points equal to your Vampirism skill level at the end of each of your turns and suffer Disadvantage on all skill checks. Your regeneration and mist-form defenses do not function against this sunlight damage. Like other undead, you have Vulnerability against Radiant damage.

In exchange, you gain the following abyssal benefits:

- Abyssal Adaptation. You take 1 less damage from Fire and from effects created by demons, abyssal terrain, or pact-magic.
- Pact-Literate. You gain Advantage on Lore, Influence, or Resolve checks made to understand, negotiate, resist, or enforce demonic pacts and abyssal contracts.
- Abyssal Step. Once per scene, while in dim light, darkness, heavy mist, or the Abyss, you may spend 1 AP to move up to 6 meters to an unoccupied space you can see without provoking reactions.

Present-era note: Surface vampire communities no longer organize all public life around fear of the sun, though their rites still honor moon cycles, bloodline records, and protected birthing spaces. Abyssal vampire communities remain built around shade, controlled crossings, enclosed architecture, and the practical knowledge that the new sun is not kind to them.

Blood Consumption

Blood is essential for vampire survival and power. Vampires accumulate Blood Points (BP) by feeding.

A vampire loses 1 Blood Point at the beginning of each day.

The maximum number of Blood Points a vampire can store is:

$$\text{Max BP} = N \times N, \text{ where } N \text{ is the Vampirism skill level.}$$

Vampires gain 1 BP whenever they deal damage with a Bite. Blood Points fuel vampiric abilities, stunts, and special effects.

The maximum number of Blood Points that may be spent in a single turn is equal to the vampire's Vampirism skill level. A vampire cannot use the same Blood ability more than once per turn.

Sample Blood Abilities

Cost	Ability	Effect
1 BP	Regeneration	Recover 1d4 + Vampirism skill stress points for 1 AP.
1 BP	Vampiric Reflex	Reroll a failed Fortitude, Reflex, or Resolve defend roll.
1 BP	Blood Dash	Move 4 meters for 0 AP without provoking attacks (1/round).
1 BP	Blood Magic Surge	Reduce spell cost by 1 Mana (minimum 1).
3 BP	Sanguine Strike	Add half Vampirism level, rounded up, as Necrotic damage to an attack.
4 BP	Blood Frenzy	Make an extra Attack or Bite for 0 AP.
5 BP	Blood Resurrection	When you are Taken Out, spend 3 AP to recover 4d4 + Vampirism skill stress points and revive on your next turn. You may also heal one Consequence of your choice. Once per long rest.

Vampire Stunts

A Vampire gains a number of free People stunts equal to their effective Vampirism. Choose that many distinct stunts from the Vampire Stunts on this page and/or the Vampirism Stunts in the Skills section. These choices do not use general stunt slots, and the same stunt cannot be chosen more than once. If effective Vampirism changes, adjust the number of chosen stunts with the GM.

Crimson Resilience. When you would take physical damage, reduce it by half your Vampirism skill level, rounded up. This may be used a number of times per long rest equal to your Vampirism skill level.

Blood Echo. When you deal necrotic damage to a creature, mark it until the end of the scene. Once per round, when you deal damage to the marked creature, recover stress points equal to half your Magic skill, rounded up, minimum 1. Only one Blood Echo may be active at a time.

Advanced Vampiric Features

A vampire gains these features as their Vampirism skill grows. They are free and do not use stunt slots. Old Blood Shadowcraft and Superior Body open at Vampirism +2, Shapechanger and Children of the Night at +3, and Animating Bite at +4.

Old Blood Shadowcraft. These techniques descend from pre-war vampire blood discipline, old shadow rites, and the magical habits of a society that lived near ancient shadow power for centuries. They do not require the old powers to be alive.

When casting a spell, choose one:

- Bloodbound Spell (1 Mana): Target suffers -2 on a skill check.
- Veil of Shadows (1 Mana): Double spell range.
- Sanguine Resonance (1 Mana): Add Necrotic damage equal to Vampirism level.
- Eternal Twilight (1 Mana): Double spell duration.
- Cursed Whispers (X Mana): Target an additional creature; extra Mana = spell level.
- Swift Bloodsong (X Mana): Cast for 1 AP; extra Mana = spell level.
- Silent Veil (1 Mana): Cast silently; roll Stealth vs Perception.

Superior Body. You gain +1 Physical Defense, +1 Elemental Defense, and +2 meters movement speed. You may climb any surface without a check.

Shapechanger. You may transform into a Tiny bat or Medium mist cloud for 1 minute. Uses per long rest equal to Vampirism skill level.

Bat Form: Cannot speak. Speed 2m walk / 10m fly. Equipment transforms with you.

Mist Form: Cannot act or speak. Fly 6m. Pass through small spaces. Advantage on Fortitude and Reflex. Immune to non-elemental damage except direct sunlight if you have sunlight sensitivity. Gain temporary Physical Stress points equal to 2× Vampirism.

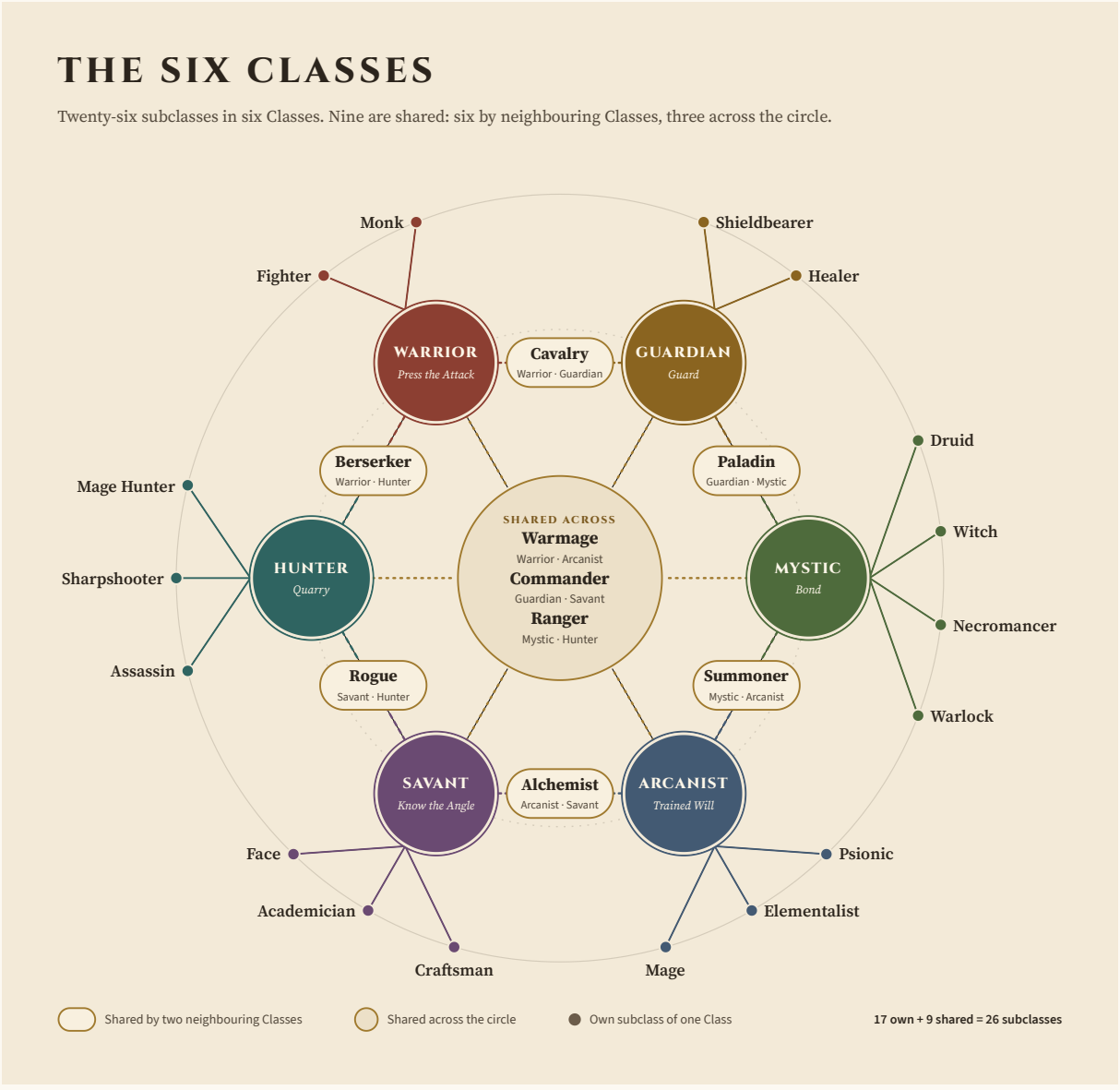
Animating Bite. Creatures killed with Bite rise as zombies at the next midnight under your control. They count against the limit in Undead you control (Combat Mechanics). Zombies above the limit become hostile.

Present-era note: Animating Bite is necromantic, politically dangerous, and usually illegal. Surface vampires associate it with old aristocratic rites and hidden extremist practice.

Children of the Night. Once per day, summon either 1d4 bat or rat swarms, or 1d6 wolves outdoors only. They arrive in 1d4 rounds, last 1 hour, and act as allies. Only one summon may be active at a time.

Classes

Classes describe what a character has trained to do and which tradition taught them. ELDRA has six Classes: Warrior, Guardian, Mystic, Arcanist, Savant, and Hunter. Every Class grants a free Class Feature and opens a set of subclasses. A subclass is a specialized discipline, such as the Fighter, the Witch, or the Sharpshooter, presented as a tree of abilities. There are 26 subclasses: seventeen belong to a single Class, and nine are shared subclasses that two Classes can both take. Characters unlock the nodes of their subclass trees by spending Class Points (CLA), which they earn from all of their trained skills.



The six Classes stand on a circle. Each Class shares one subclass with each of its two neighbours and one with the Class directly opposite it. A Warrior and a Hunter can both become Berserkers, a Guardian and a Mystic can both become Paladins, and a Mystic and a Hunter can both become Rangers. No Class or subclass has a main skill; a node names a skill only when its own effect uses that skill.

Classes at a Glance

Class	Class Feature	Own Subclasses	Shared Subclasses (Shared With)
Warrior	Press the Attack	Fighter, Monk	Berserker (Hunter), Cavalry (Guardian), Warmage (Arcanist)
Guardian	Guard	Healer, Shieldbearer	Cavalry (Warrior), Commander (Savant), Paladin (Mystic)
Mystic	Bond	Druid, Necromancer, Warlock, Witch	Paladin (Guardian), Ranger (Hunter), Summoner (Arcanist)
Arcanist	Trained Will	Elementalist, Mage, Psionic	Alchemist (Savant), Summoner (Mystic), Warmage (Warrior)
Savant	Know the Angle	Academician, Craftsman, Face	Alchemist (Arcanist), Commander (Guardian), Rogue (Hunter)
Hunter	Quarry	Assassin, Mage Hunter, Sharpshooter	Berserker (Warrior), Ranger (Mystic), Rogue (Savant)

How Classes Work

1. Choose a Class. You gain its Class Feature for free.
2. Take its subclasses. You may take any subclass of your Class, shared subclasses included, as many as you can pay for.
3. Earn Class Points. Every 4 points of Skill Total give 1 CLA, and each trained skill at +5 or higher gives 1 more.
4. Spend Class Points. Every node costs 1 CLA — roots, T1, T2 and T3 main nodes, and optional nodes alike. Your first root is free. Buy nodes in the order of their tree.
5. Meet the tier gates. Roots and T1 nodes are open from creation. T2 nodes require a trained skill at +4 or higher, and T3 nodes require a trained skill at +5 or higher.
6. Add a second Class if you wish. It costs 2 CLA and grants its Class Feature and access to its subclasses.
7. Retrain slowly. Each new Class Point also lets you swap one node that nothing else of yours requires.

Class Points (CLA)

Class Points determine how many roots and nodes a character can purchase across all of their subclasses. They come from all of a character's trained skills. Your Skill Total is the sum of every trained skill rating you have, including ratings of +1. People skill modifiers, passive class modifiers, and other bonuses to an effective rating never add to the Skill Total.

> Class Points: 1 CLA for every 4 points of Skill Total, rounded down, plus 1 CLA for each trained skill at +5 or higher.

Skill Total	0–3	4–7	8–11	12–15	16–19	20–23	24–27	28–31	32–35	36–39
Class Points	0	1	2	3	4	5	6	7	8	9

Every further 4 points of Skill Total add 1 more CLA. Class Points rise whenever a skill does, so there is nothing separate to track: after raising a skill, check whether your Skill Total has reached the next multiple of 4 and whether the skill has reached +5.

The following characters show typical budgets. The three new characters have each spent about 25 SP under the standard creation profile; the veterans have spent between 54 and 61 SP. Every one of them also has a free Class Feature and a free first root.

Character	Trained Skills	Skill Total	CLA	Highest Tier
New, focused	four at +3, one at +1	13	3	T1
New, balanced	two at +3, three at +2, four at +1	16	4	T1
New, broad	three at +2, fifteen at +1	21	5	T1
Veteran, focused	+6, +5, +4, +3, two at +1	20	7 (5 + 2)	T3
Veteran, balanced	+5, two at +4, three at +3, two at +2, two at +1	28	8 (7 + 1)	T3
Veteran, broad	eighteen at +2	36	9	T1

Design Intent: Breadth buys more nodes; depth opens higher tiers. A character with many modest skills can spread Class Points across several subclasses, but only a trained skill at +4 or +5 opens T2 and T3. The extra Class Point for each skill at +5 keeps focused specialists close to broad characters in the total number of nodes they own.

Tier Access Gates

Your highest trained skill rating determines which tiers you can access in every subclass, regardless of which skill it is:

- Roots and T1 Nodes — open from creation; no skill rating is required.
- T2 Nodes — highest trained rating +4 or higher.
- T3 Nodes — highest trained rating +5 or higher.

People skill modifiers and all other bonuses to an effective rating do not satisfy these gates. A gate grants permission to purchase a node; it does not waive CLA cost, node order, or any other prerequisite. Optional nodes use the gate of the main tier node from which they branch. Because the standard creation profile caps trained skills at +3, new characters begin with roots and T1 nodes.

Reading a Subclass Tree

Every subclass is presented as a tree of nodes. Inside a subclass, the rules are the same for every Class that can take it. Every node costs 1 CLA, whatever its tier or type: T1, T2, and T3 name the tier, not the price. Your first root is free. The small 1 CLA tag on every box of a tree repeats this.

- Root Node — The entry point of the subclass; buy it before any other node in that subclass. It grants a small passive bonus that is always active.
- Paths — Each subclass offers two paths, for example Path of the Scholar and Path of the Mentor. Each path has its own T1, T2, and T3 main nodes; the two paths share only the root. You may buy nodes on both paths, and you do not need to finish one path before starting the other.
- Main Tier Nodes (T1, T2, T3) — The spine of each path, bought in order: T1 before T2, T2 before T3. These nodes contain the subclass's core abilities and define the path's playstyle. Solid arrows connect main nodes to show required progression.
- Optional Nodes — Two optional nodes branch from each main node and require it. Dashed arrows show a prerequisite chain: from T2 on, an optional node also requires the optional node in the same position one tier above it.

A shared subclass is a single tree. A Warrior and a Hunter who both take Berserker buy the same nodes in the same order; only their Class Features differ.

A Second Class

A character may join one additional Class by spending 2 CLA. They gain its Class Feature and may take its subclasses, paying for roots and nodes in the usual way; only the first root a character ever buys is free. A character belongs to at most two Classes. A subclass shared by both of a character's Classes remains one tree, and each of its nodes is bought only once. CLA spent in one subclass never grants access to nodes in another.

Retraining

Each time a character gains a Class Point, they may also swap one node they own for another node they qualify for, provided that no other node they own requires the node they give up. With the GM's approval, a character may instead rebuild their Classes, subclasses, and nodes completely at a major turning point in the story, such as a conversion, a broken oath, or a long period of study.

Example: Kara

Kara is an orc Warrior. At creation she has trained Fight +3 and Fortitude +3, three skills at +2, and four skills at +1, for a Skill Total of 16 and 4 CLA. Her orc Fortitude modifier does not count, because People modifiers never add to the Skill Total. As her skills improve, her Class Points grow with them:

Skill Total	Best Skill	CLA	Kara Takes
16 (creation)	Fight +3	4	Press the Attack (Class Feature, free); Berserker root (her first root, free); Rage; Wound Hunger; Fighter root; Weapon Mastery
20	Fight +4	5	Last Breath (Berserker T2)
24	Fight +4	6	Power Strike (a Fighter optional node)
25	Fight +5	7 (6 + 1)	Bloodstorm Wrath (Berserker T3)
28	Fight +5	8	Pursuit Frenzy (the T1 node of the second Berserker path)
32	Fight +5	9	Pain Engine (which requires Wound Hunger above it)

Berserker is shared by the Warrior and the Hunter, so a Hunter could take exactly the same Berserker nodes; only the Class Feature would differ.

Warrior

Warriors are defined by body, drill, and nerve. They are trained in warbands, drill yards, monasteries, and riding schools, and they settle matters at close quarters, where conditioning and courage count for more than theory. Orc warbands and the Renewed Covenant raise many of them, but a Warrior can come from any people.

> **Class Feature: Press the Attack**
>
> Once per turn, when a melee attack of yours fails, your next melee attack against the same creature before the end of your next turn gains +1 to the roll.

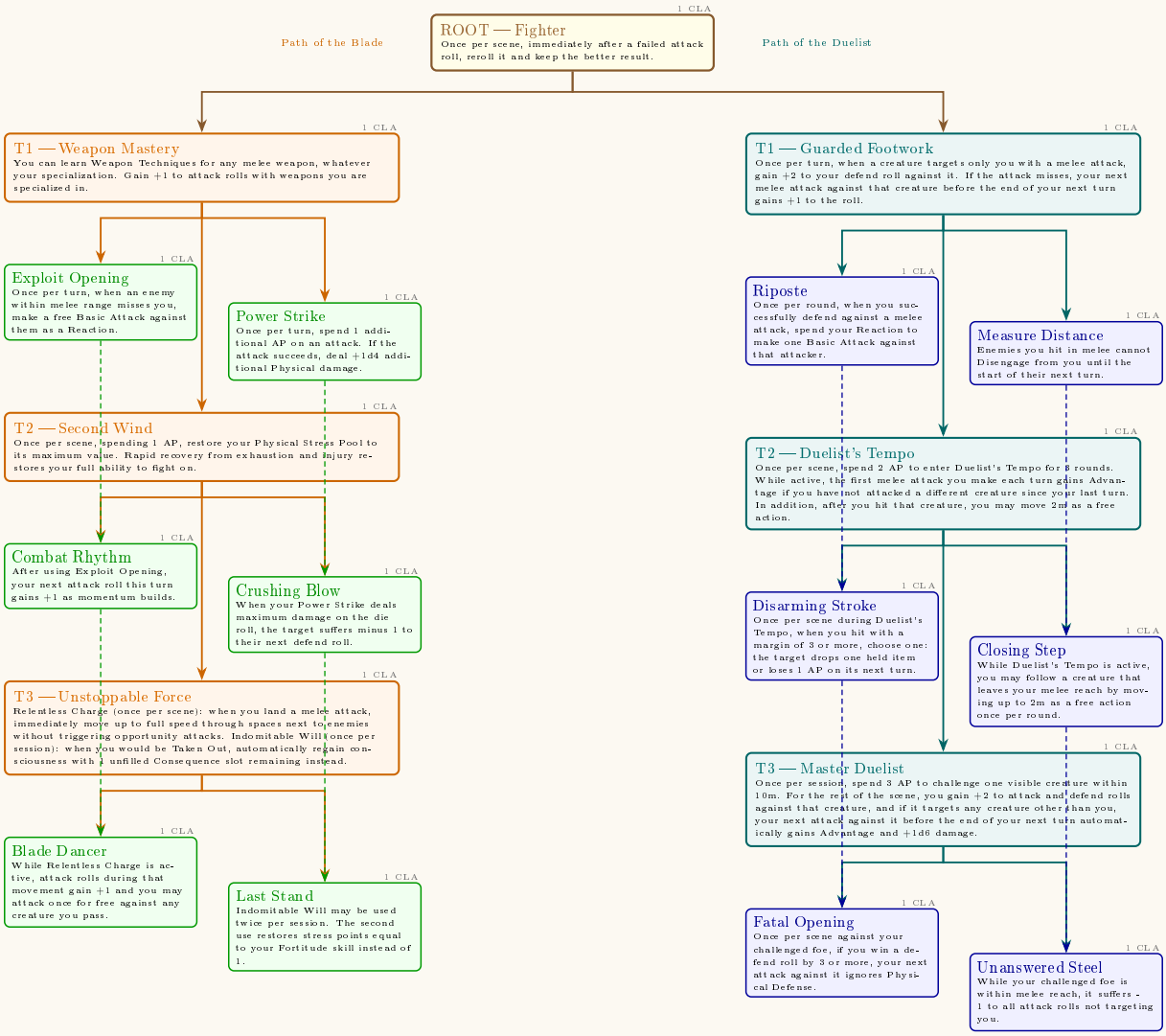
Subclass	Paths	Shared With	Page
Fighter	Path of the Blade; Path of the Duelist	—	88
Monk	Path of the Open Hand; Path of the Iron Spirit	—	89
Berserker	Path of Fury; Path of the Reaver	Hunter	117
Cavalry	Path of the Charger; Path of the Marshal	Guardian	111
Warmage	Path of the Spellblade; Path of the Arcane Guard	Arcanist	118

A Warrior can take five subclasses: two of their own and three shared with other Classes. Shared subclasses appear once, under Shared Subclasses.

Fighter

Subclass of **Warrior**

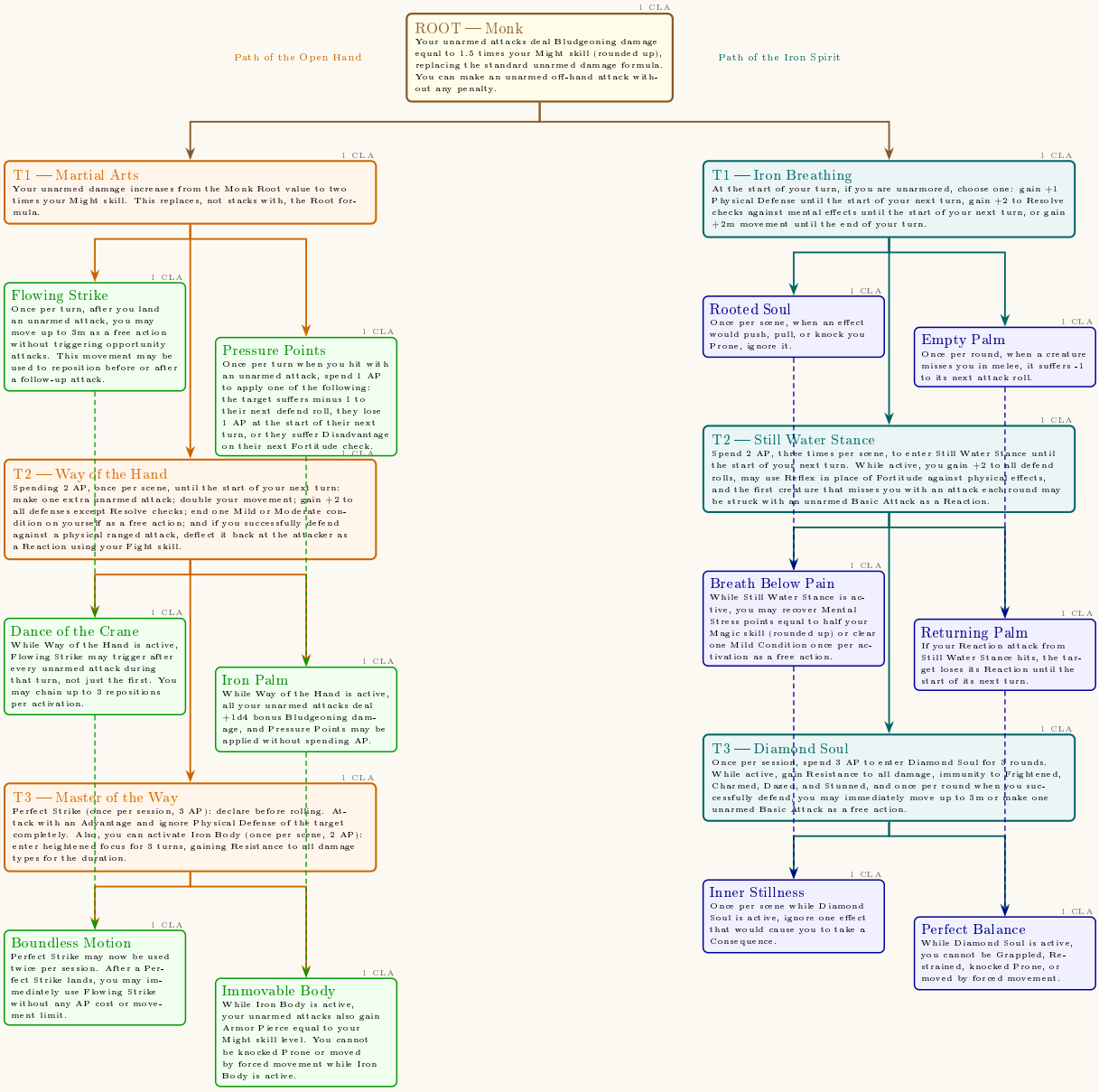
Fighters are skilled warriors who excel in combat through mastery of weapons, tactics, and sheer endurance. In ELDRA, the Fighter is the most reliable subclass — every ability works regardless of circumstance, terrain, or enemy type.



Monk

Subclass of **Warrior**

Monks are disciplined warriors who combine martial arts with spiritual enlightenment. They are masters of unarmed combat and quick movement, capable of incredible feats of agility and power. In ELDRA, the Monk is the subclass that transcends limitations through perfect discipline — no weapon, no armor, no hesitation.



Guardian

Guardians stand between harm and the people they have chosen to protect. Their strength is often religious casting: vow, doctrine, sacred presence, and ritual office, learned in temples, oath orders, and clan courts. Stonebound Dwarves and Sunbound Elves of the Light tradition produce many Guardians, though a vow does not need an institution to be real.

> **Class Feature: Guard**
>
> Once per scene, as a Reaction when you or an ally within 10m would take damage, reduce that damage by your highest trained skill rating.

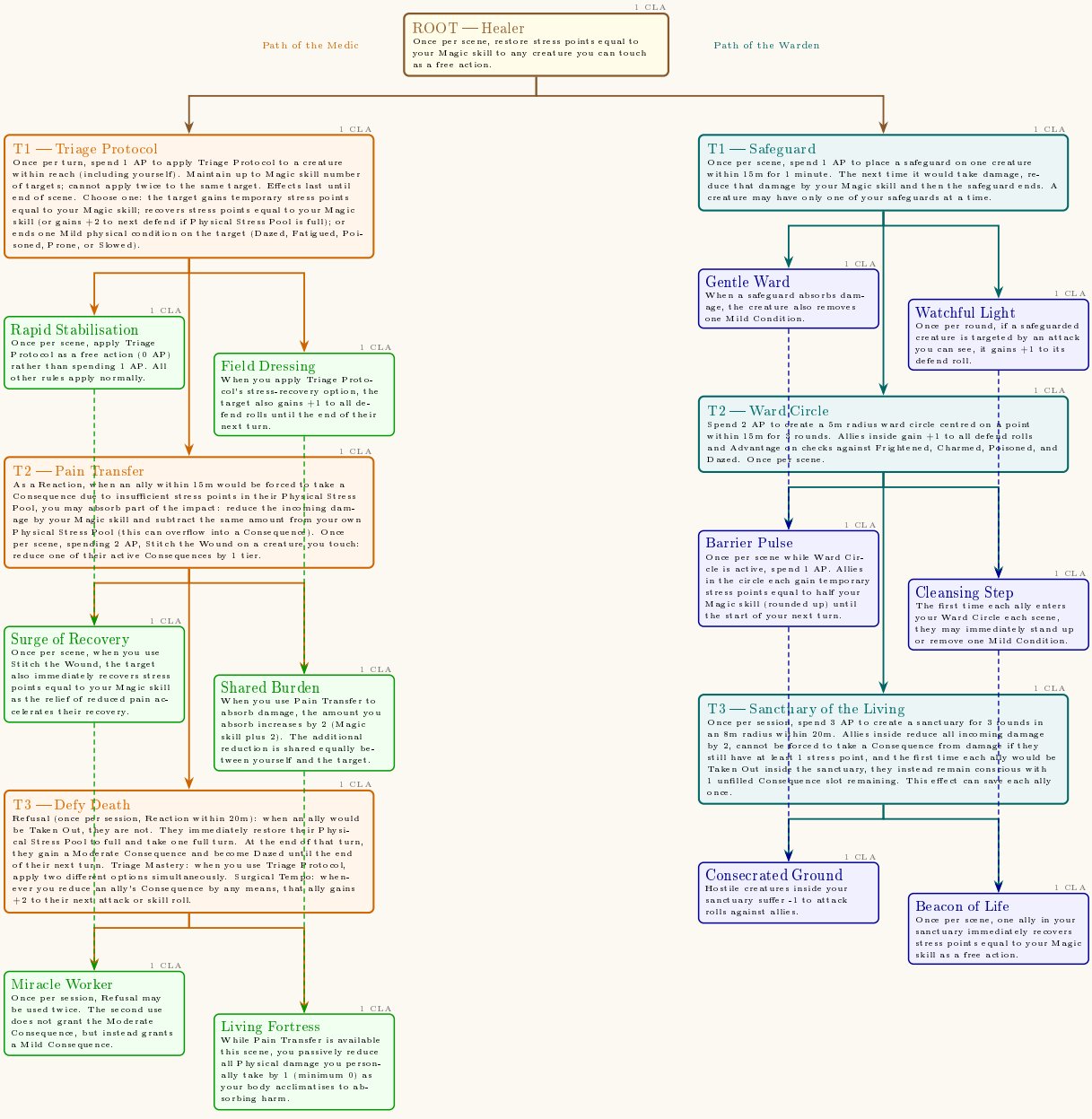
Subclass	Paths	Shared With	Page
Healer	Path of the Medic; Path of the Warden	—	91
Shieldbearer	Path of the Guardian; Path of the Bulwark	—	92
Cavalry	Path of the Charger; Path of the Marshal	Warrior	111
Commander	Path of Tactics; Path of Valor	Savant	119
Paladin	Path of Protection; Path of Judgment	Mystic	112

A Guardian can take five subclasses: two of their own and three shared with other Classes. Shared subclasses appear once, under Shared Subclasses.

Healer

Subclass of **Guardian**

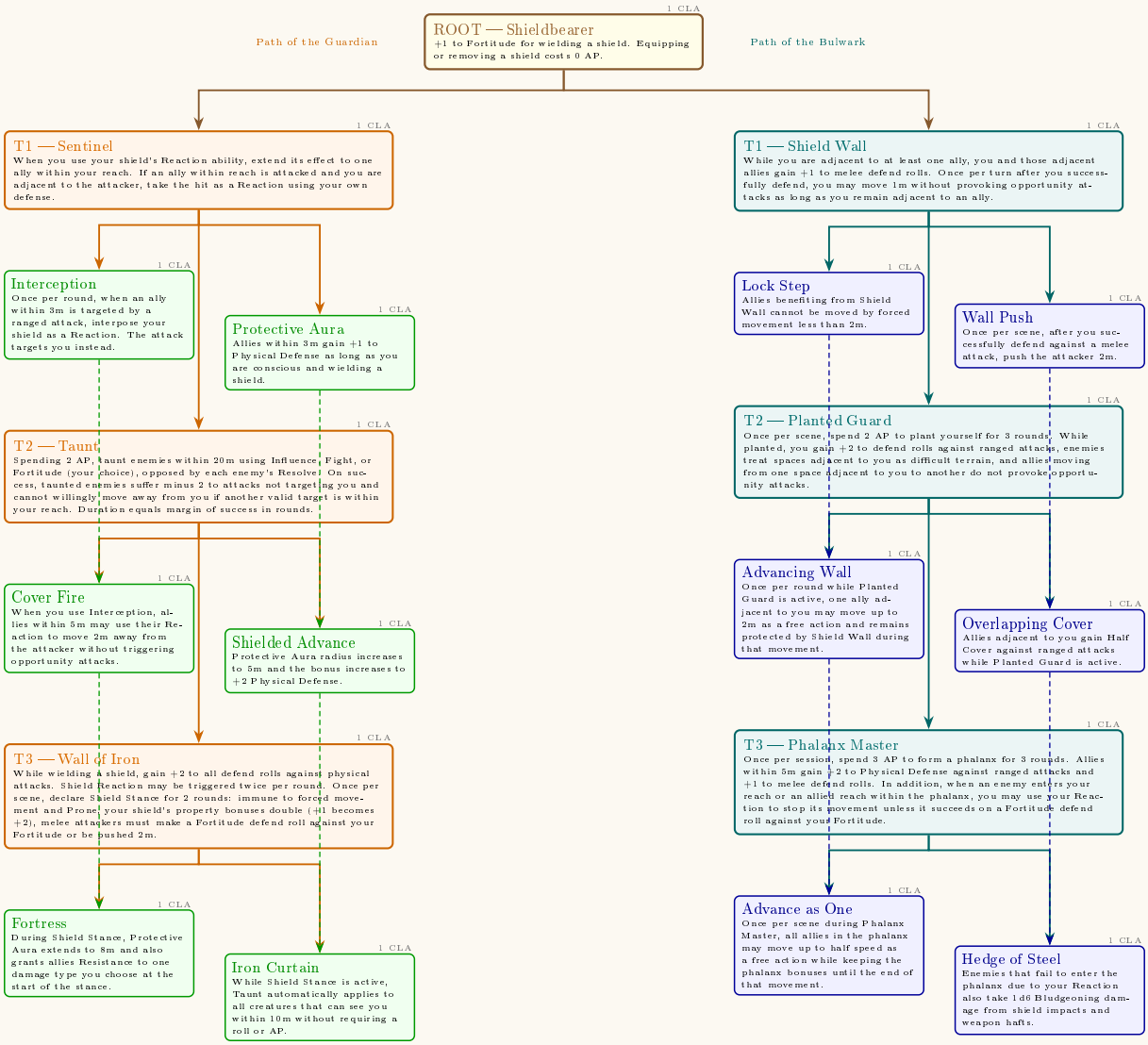
Healers are battlefield specialists in survival, triage, and controlled suffering. They do not merely restore what is lost — they prevent collapse, redirect harm, and keep allies fighting through wounds that should have ended the conflict. In ELDRA, a Healer's edge is not raw healing: it is turning lethal moments into recoverable ones.



Shieldbearer

Subclass of **Guardian**

The bulwark of any front line, Shieldbearers thrive in the heart of combat, protecting allies and anchoring positions. In ELDRA, the Shieldbearer's value compounds as the party grows — they make everyone else harder to kill.



Mystic

Mystics draw power from relationships rather than formulas: pact magic, land magic, folk magic, blood magic, and abyssal magic. They learn at land-shrines, in households and villages, through grave-lore, and under binding agreements. Demons of the Pact-Bond, vampires of the Bloodline Faith, Ashwood druids, and village witches are all Mystics in their own ways.

Class Feature: Bond

Name what you are bound to: a land, a spirit, a coven, the dead, a patron, or a bloodline. Once per scene, draw on the bond to regain 1 Mana or to recover Mental Stress points equal to your highest trained skill rating. The bond can make demands, and the GM may call on it.

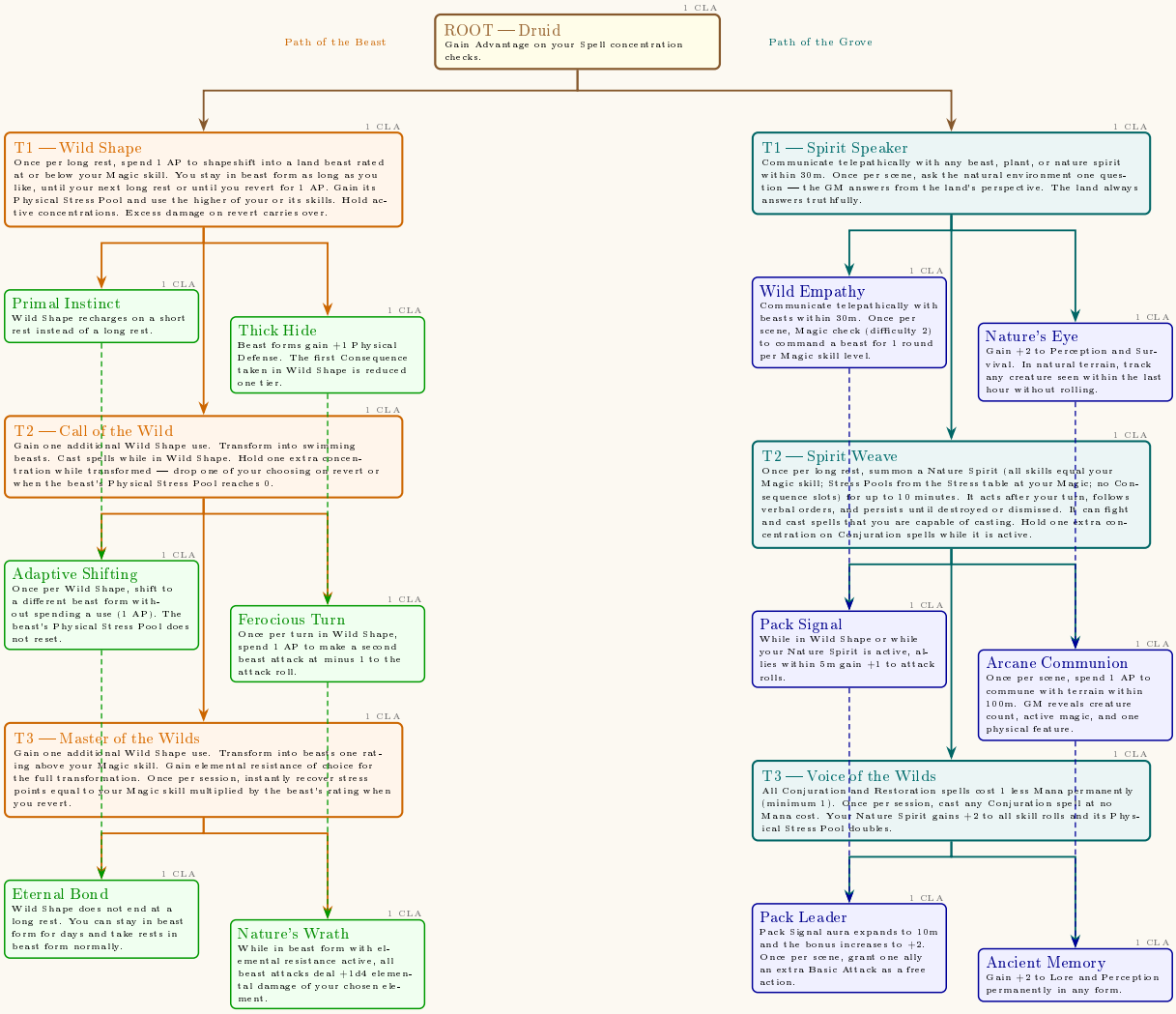
Subclass	Paths	Shared With	Page
Druid	Path of the Beast; Path of the Grove	—	94
Necromancer	Path of the Grave; Path of the Reaper	—	95
Warlock	Path of the Pact; Path of the Void	—	96
Witch	Path of Hexes; Path of the Coven	—	97
Paladin	Path of Protection; Path of Judgment	Guardian	112
Ranger	Path of the Tracker; Path of the Trapper	Hunter	120
Summoner	Path of the Conjurer; Path of the Binder	Arcanist	113

A Mystic can take seven subclasses: four of their own and three shared with other Classes. Shared subclasses appear once, under Shared Subclasses.

Druid

Subclass of **Mystic**

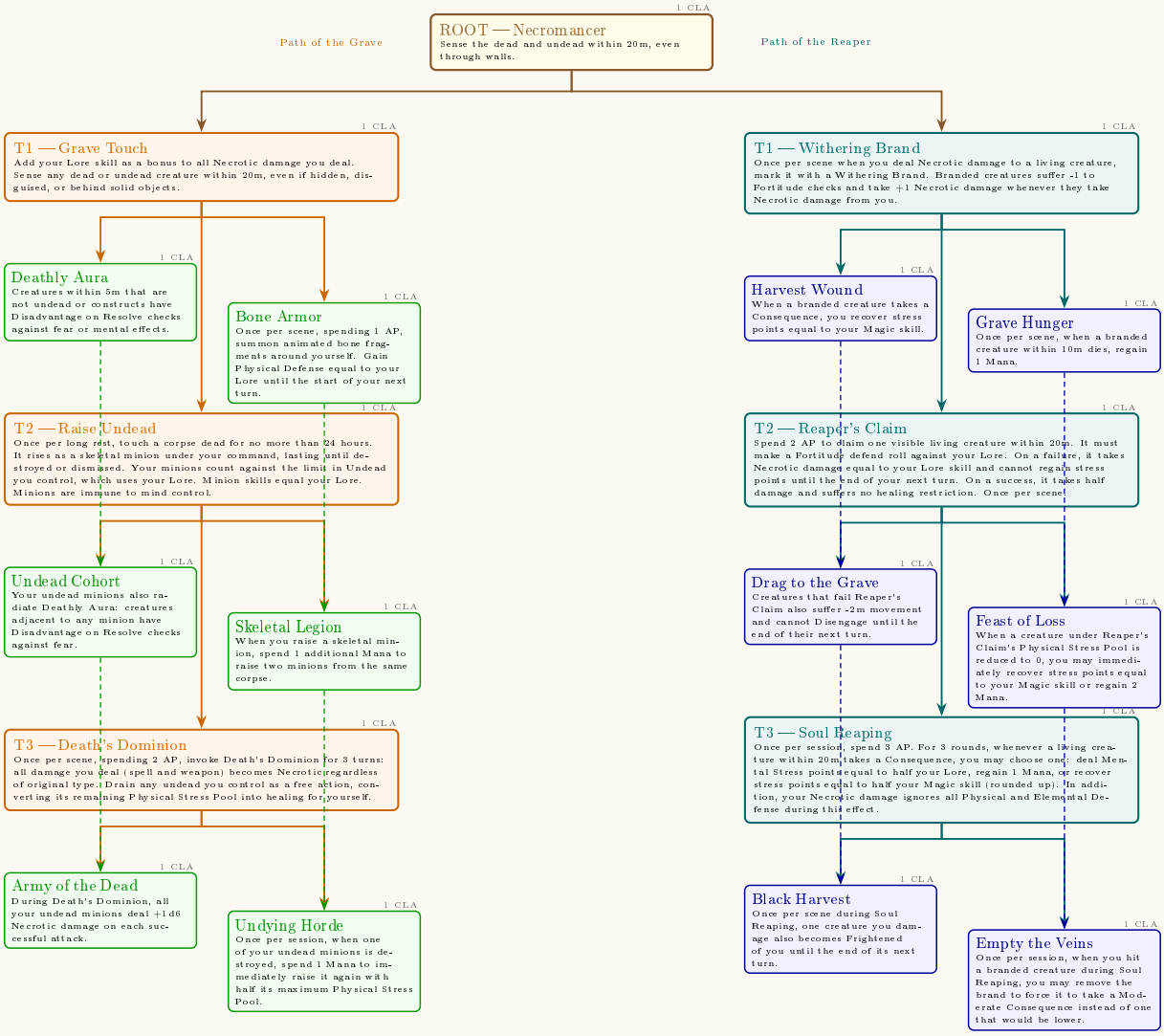
Druids are practitioners who bind their senses, bodies, and magic to the living presence of ELDRA. In the reconstruction age, many druids serve land-shrines, wilderness routes, damaged regions, or old sacred sites where the world still remembers what happened to it. Some are healers of corrupted places. Some are wanderers. Some speak for the land when institutions forget that the land is not merely background.



Necromancer

Subclass of **Mystic**

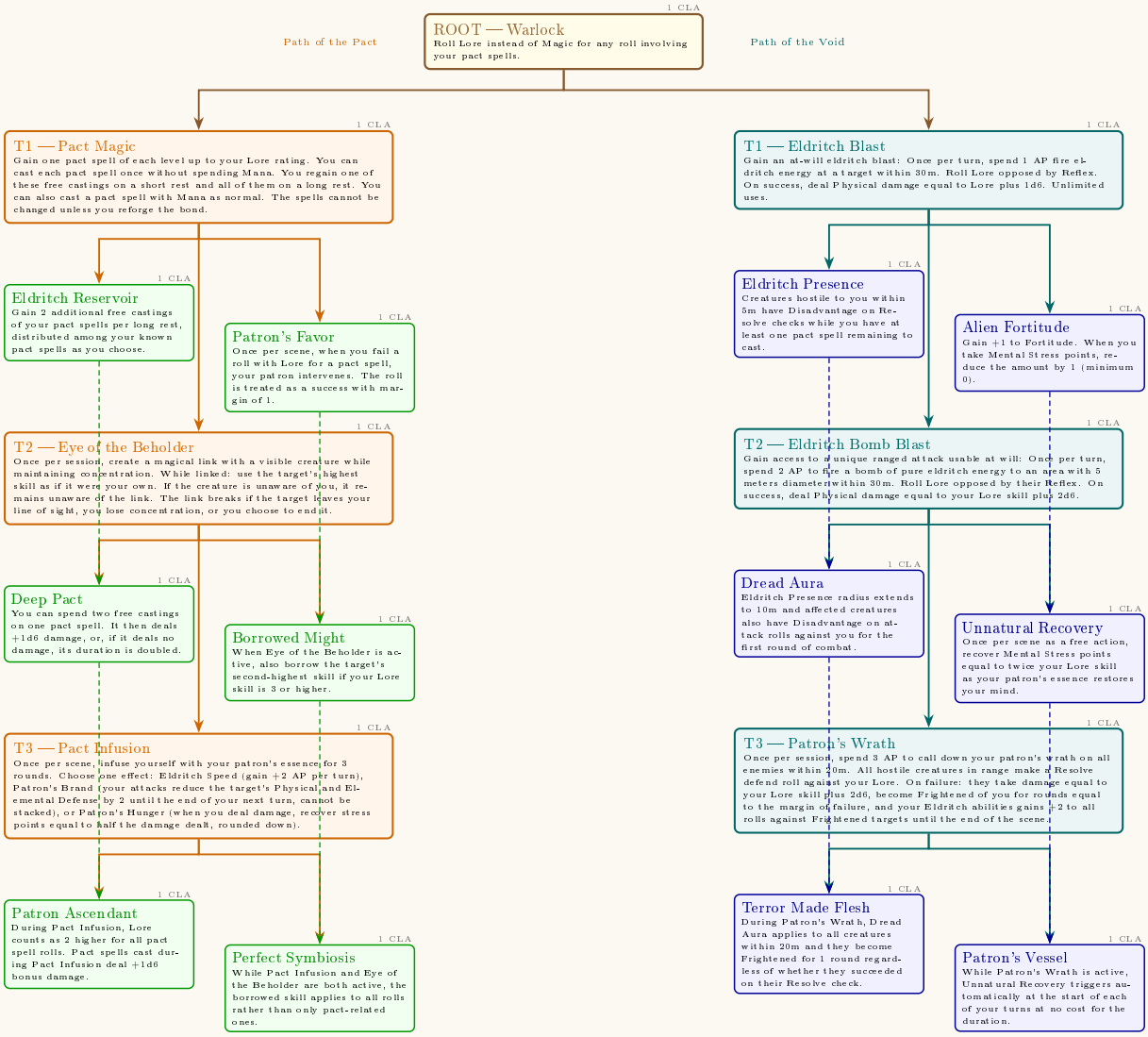
Necromancers work with death, remains, memory, and the boundary between the living and the dead. This practice is watched closely because of the old death cults, but necromancy is not automatically cult worship. A necromancer may be a criminal grave-robber, a battlefield specialist, an ancestral scholar, a medical anatomist, or a dangerous researcher trying to understand what the old world broke.



Warlock

Subclass of **Mystic**

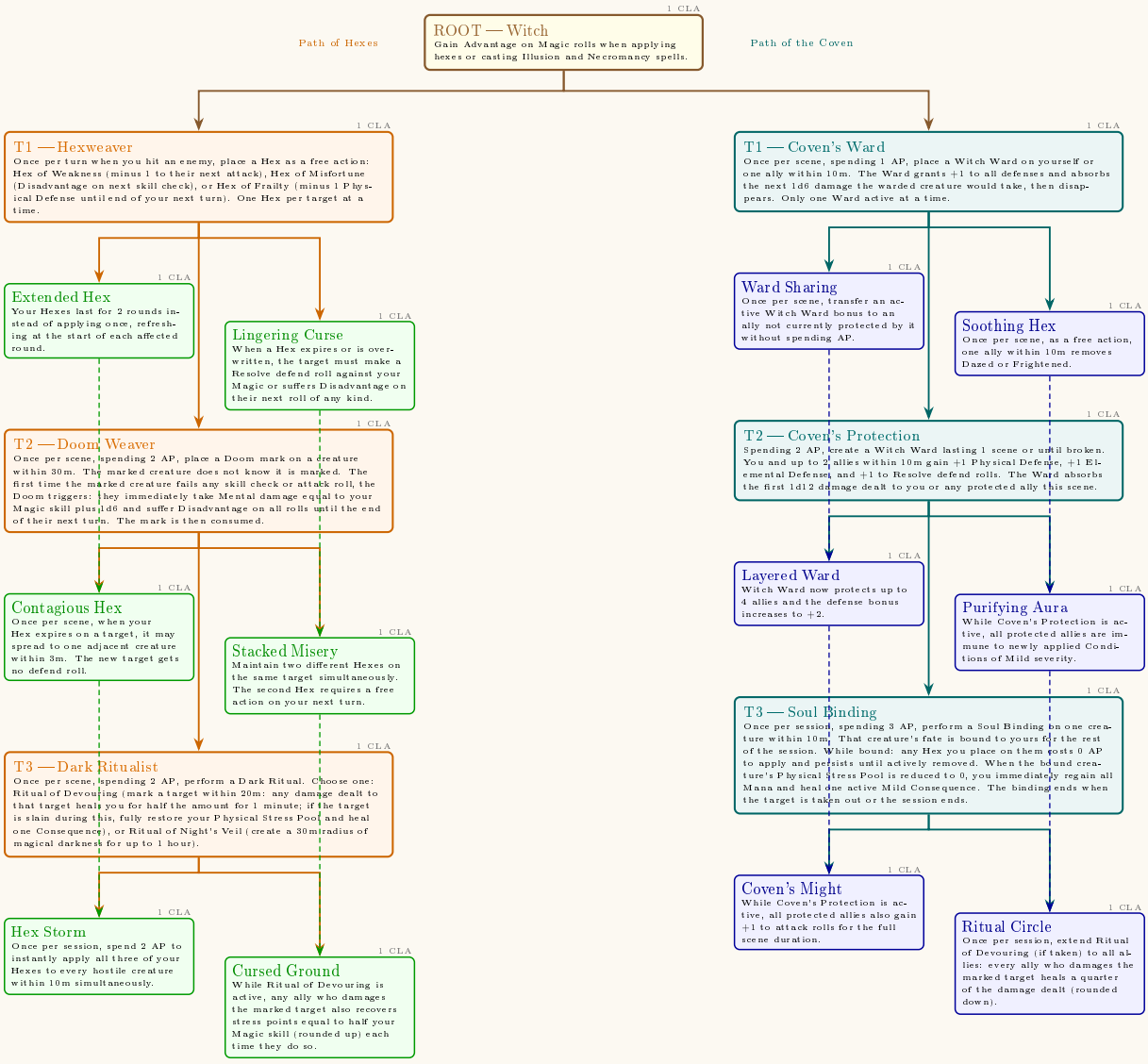
Warlocks draw power through pacts. Before the war, such arrangements were often treated as signs of corruption or secret abyssal dependence. In the reconstruction age, pacts are more openly understood: some are predatory, some are lawful, some are sacred, and some are merely practical. Contractual magic is more visible than it once was, but visibility has not made it safe.



Witch

Subclass of **Mystic**

Witches practice local, inherited, and often unofficial forms of magic. Their craft tends to live in households, border villages, refugee-descendant communities, market towns, and places where formal institutions arrive late. A witch may bless births, manage curses, preserve family rites from a lost homeland, treat the sick, bargain with local spirits, or know exactly which festival custom is older than the religion currently claiming it.



Arcanist

Arcanists treat magic as arcane study: pattern, formula, language, resonance, and repeatable method. They are trained in schools and archives, and their power grows from discipline and precise understanding. High Elves of the Crafted Word, Arcane Gnomes, and Spellblade Gnomes are well represented among them.

> **Class Feature: Trained Will**
>
> Once per scene, gain Advantage on one roll to cast a spell, use a psionic power, or keep your concentration.

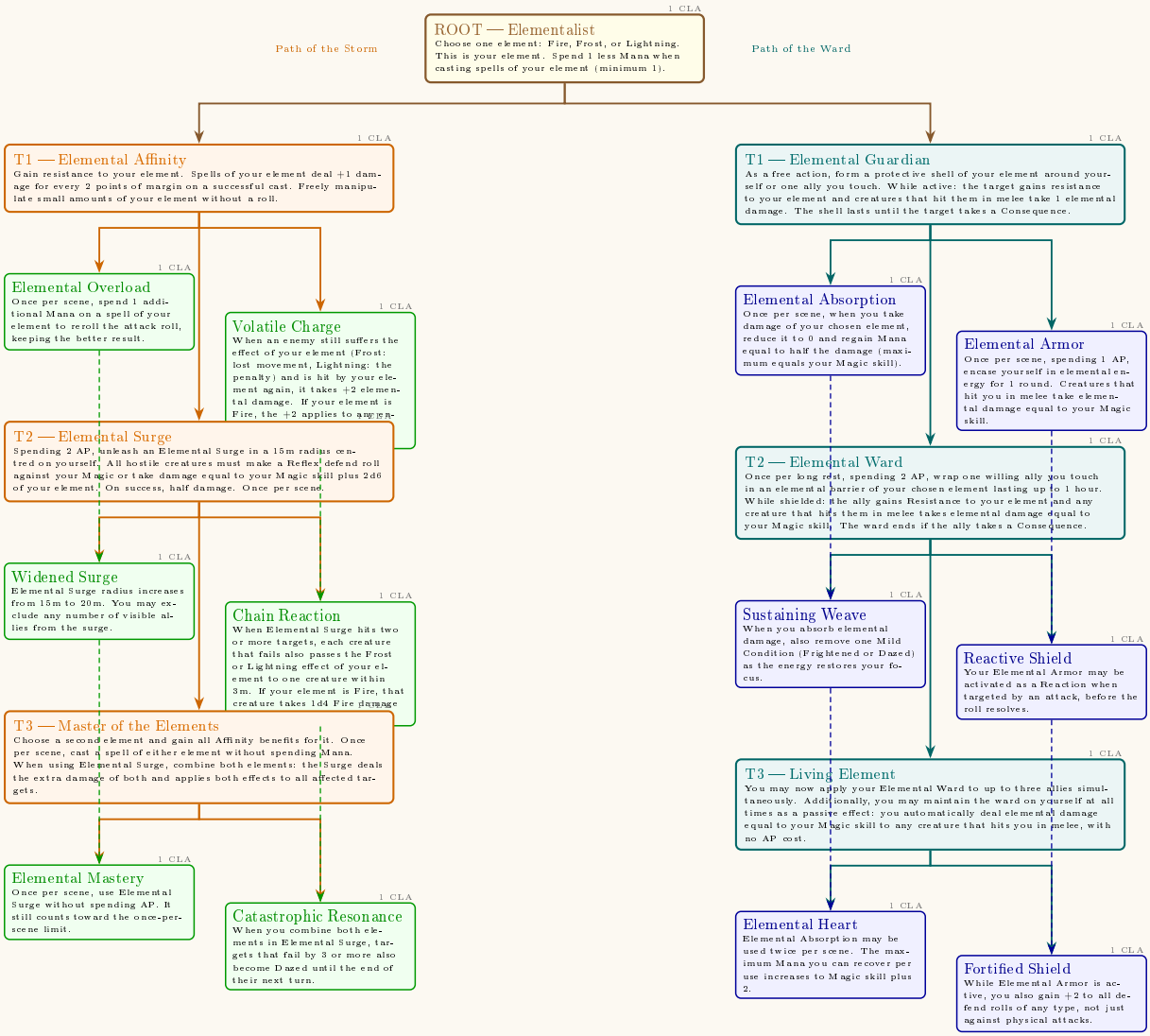
Subclass	Paths	Shared With	Page
Elementalist	Path of the Storm; Path of the Ward	—	99
Mage	Path of Power; Path of Mastery	—	100
Psionic	Path of Disruption; Path of Domination	—	101
Alchemist	Path of the Brewer; Path of the Bombardier	Savant	115
Summoner	Path of the Conjurer; Path of the Binder	Mystic	113
Warmage	Path of the Spellblade; Path of the Arcane Guard	Warrior	118

A Arcanist can take six subclasses: three of their own and three shared with other Classes. Shared subclasses appear once, under Shared Subclasses.

Elementalist

Subclass of **Arcanist**

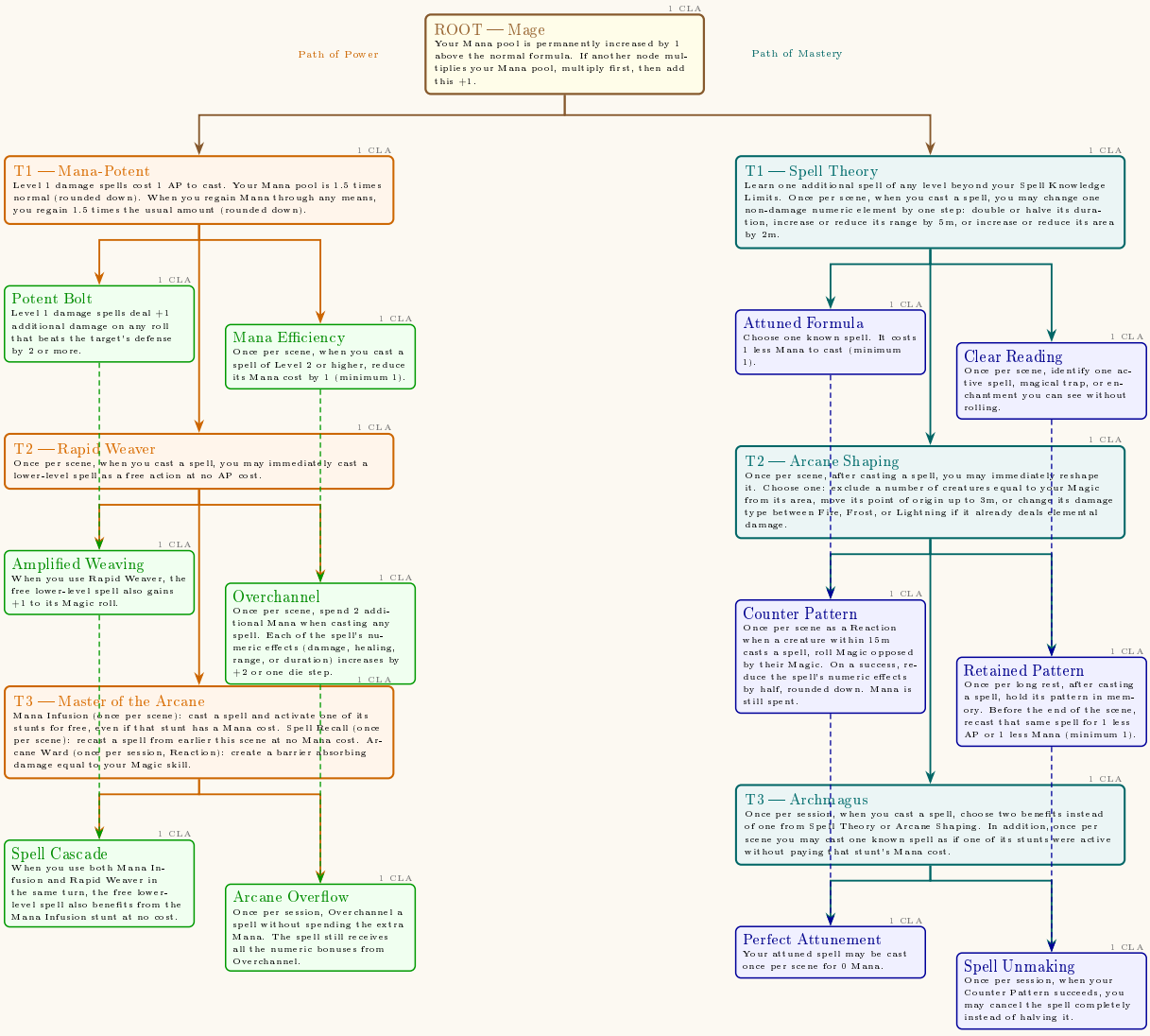
Elementalists command the raw energies of fire, frost, and lightning to shape the battlefield. In ELDRA, the Elementalist is unique in that their chosen element defines their identity at character creation, and every ability builds on that commitment.



Mage

Subclass of Arcanist

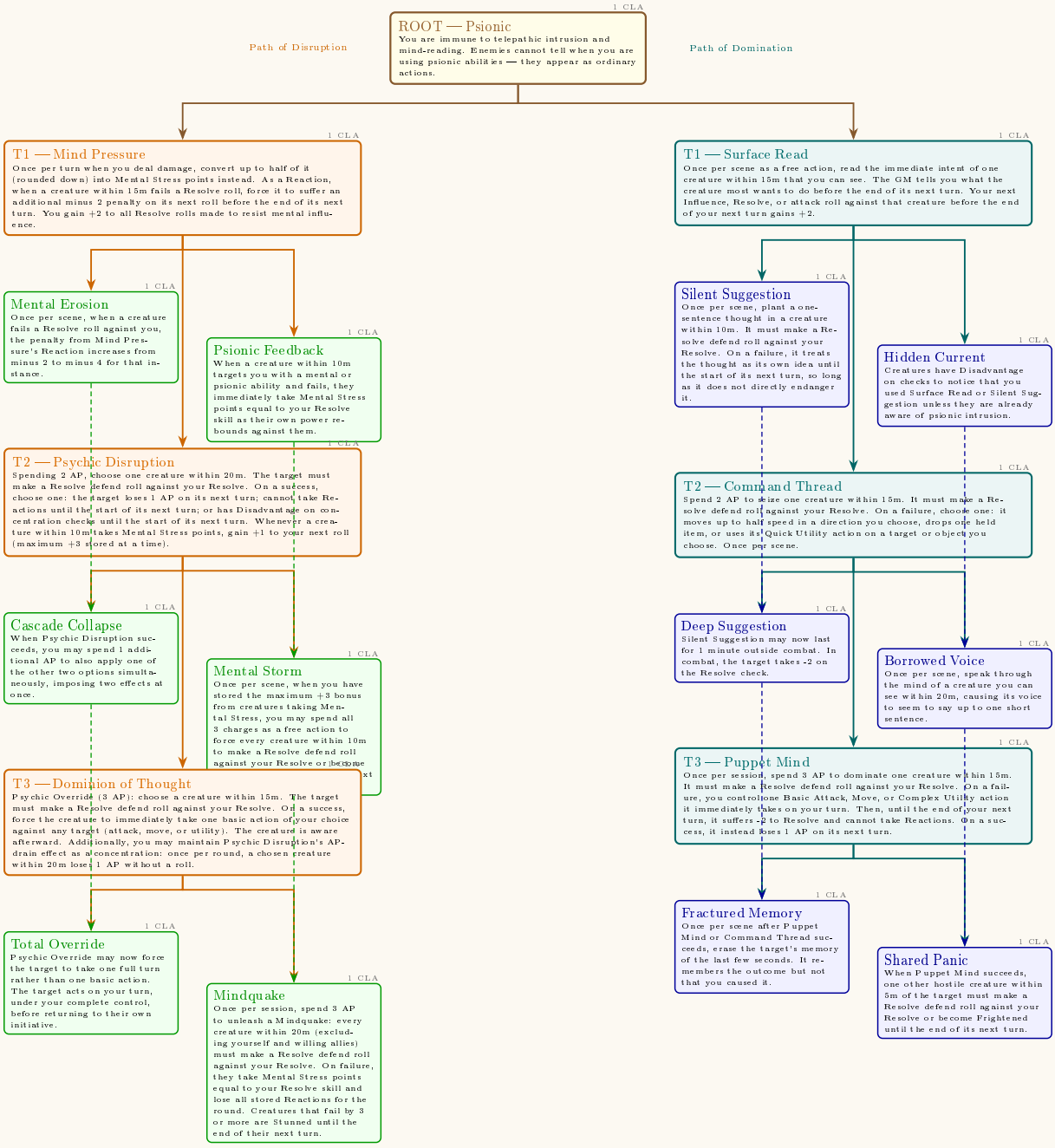
Mages wield the forces of magic, tapping into arcane power to cast spells that alter the fabric of reality itself. In ELDRA, the Mage is the pure spellcasting subclass — every tier multiplies their magical output in ways no other subclass can match.



Psionic

Subclass of **Arcanist**

Psionics wield the power of the mind itself. They do not cast spells through arcane formulas or divine faith — instead, they impose their will directly upon reality and consciousness. In ELDRA, a Psionic bends thoughts, disrupts actions, and fractures mental defenses with silent precision. They are the most unnerving class to face.



Savant

Savants win through knowledge, craft, and leverage. They are shaped in gnomish schools, workshops, courts, and markets, and they change the outcome of a scene before the first blow is struck. Ironwright Dwarves and gnomes of the Recovered Word often follow this Class.

> **Class Feature: Know the Angle**
>
> Once per scene, after you succeed on a skill roll that is not an attack, choose one creature the roll involved: you or one ally gains +2 to the next roll against that creature before the end of the scene.

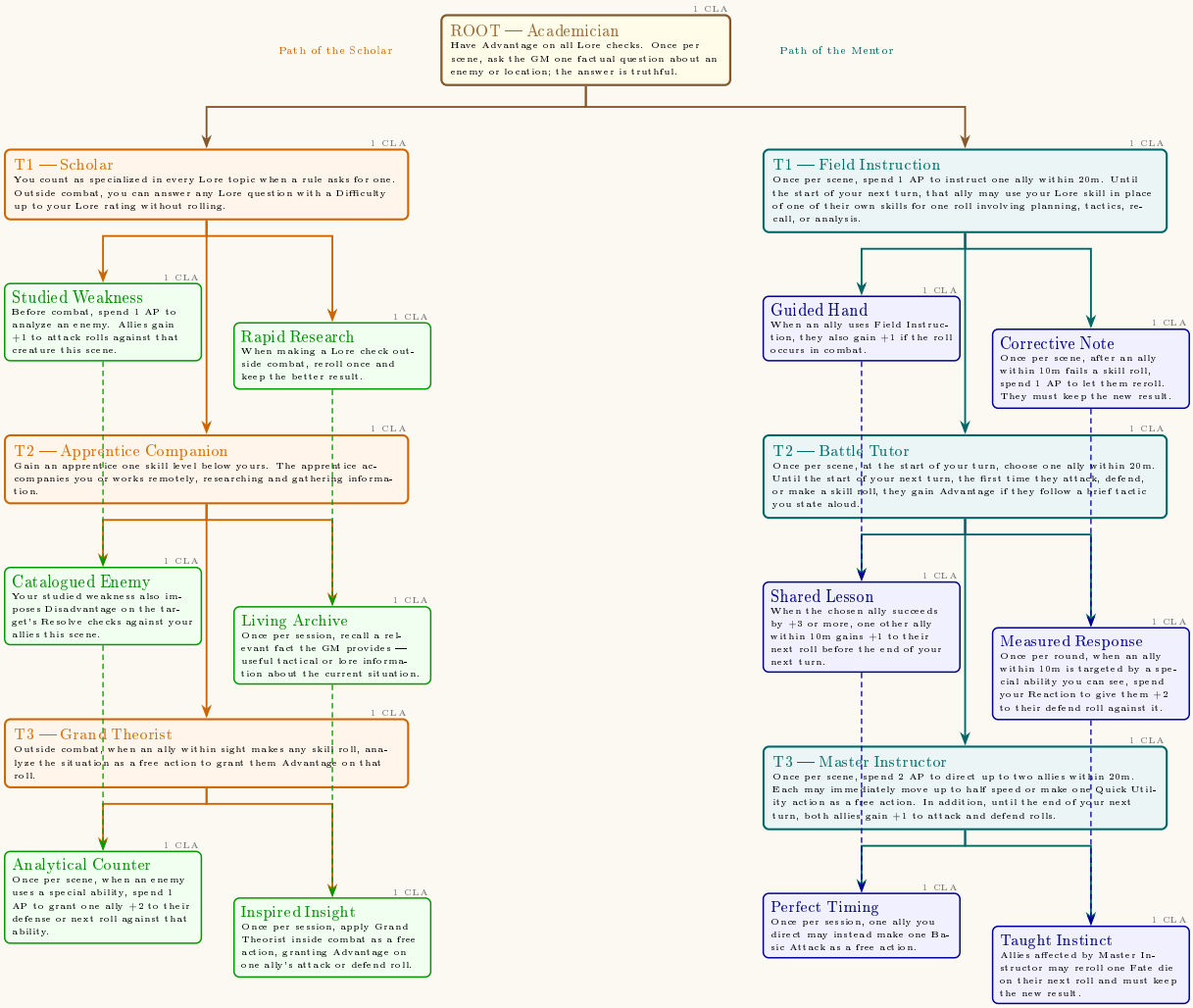
Subclass	Paths	Shared With	Page
Academician	Path of the Scholar; Path of the Mentor	—	103
Craftsman	Path of the Forger; Path of the Engineer	—	104
Face	Path of Charm; Path of Fear	—	105
Alchemist	Path of the Brewer; Path of the Bombardier	Arcanist	115
Commander	Path of Tactics; Path of Valor	Guardian	119
Rogue	Path of Shadows; Path of the Scoundrel	Hunter	116

A Savant can take six subclasses: three of their own and three shared with other Classes. Shared subclasses appear once, under Shared Subclasses.

Academician

Subclass of **Savant**

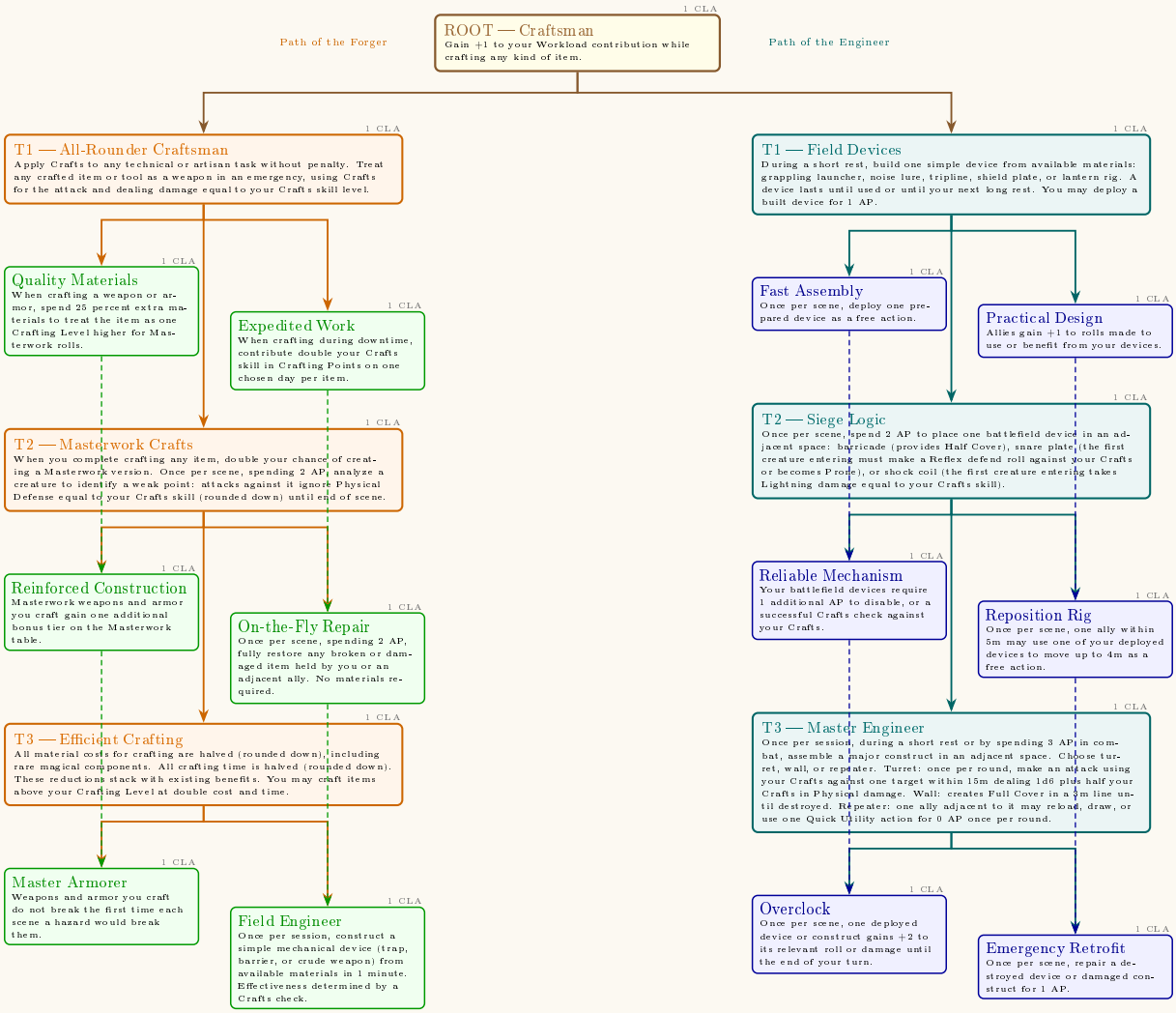
Academicians are the keepers of knowledge and masters of learning. In ELDRA, they reshape the odds before the first die is rolled — the right fact at the right moment changes everything.



Craftsman

Subclass of **Savant**

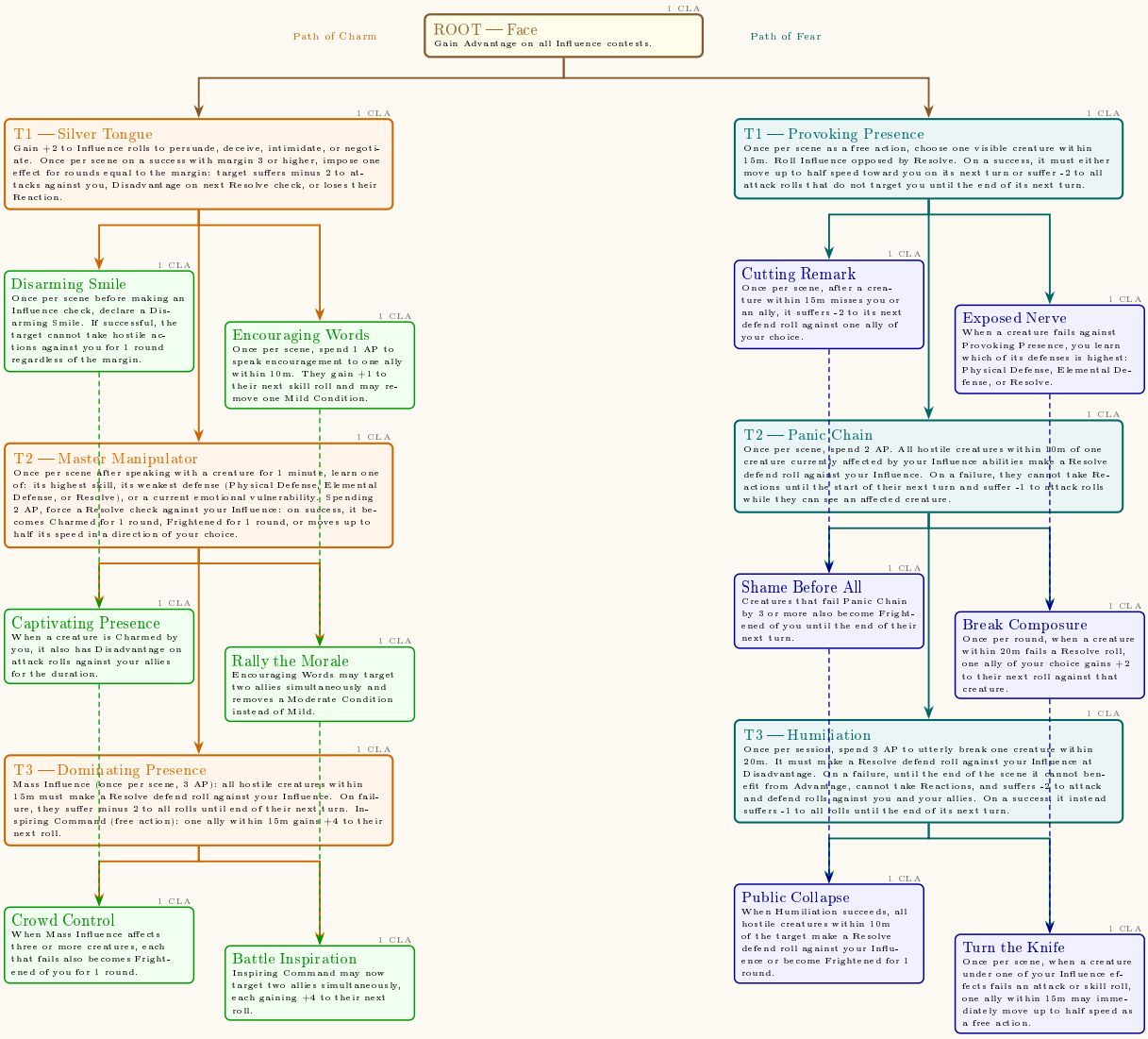
Craftsmen are builders, inventors, and creators who shape the world through skill and precision. In ELDRA, the Craftsman is the subclass that makes everything around them better — including other people's equipment.



Face

Subclass of **Savant**

Faces are masters of presence, persuasion, and psychological dominance. In ELDRA, the Face is exceptional because their primary battlefield is not the dungeon floor but the minds of everyone around them.



Hunter

Hunters live by the chase, the ambush, and the pursuit of dangerous magic. They learn their trade in borderlands, along old routes, and in city watches. Ashwood scouts and guides and Grimward Dwarves count many Hunters among them.

> **Class Feature: Quarry**
>
> Once per scene, as a free action, mark one creature you can see as your Quarry until the end of the scene. You gain +1 to attack rolls against your Quarry, and it cannot become hidden or invisible from you. Other marks, such as Track or Deathmark, stay separate.

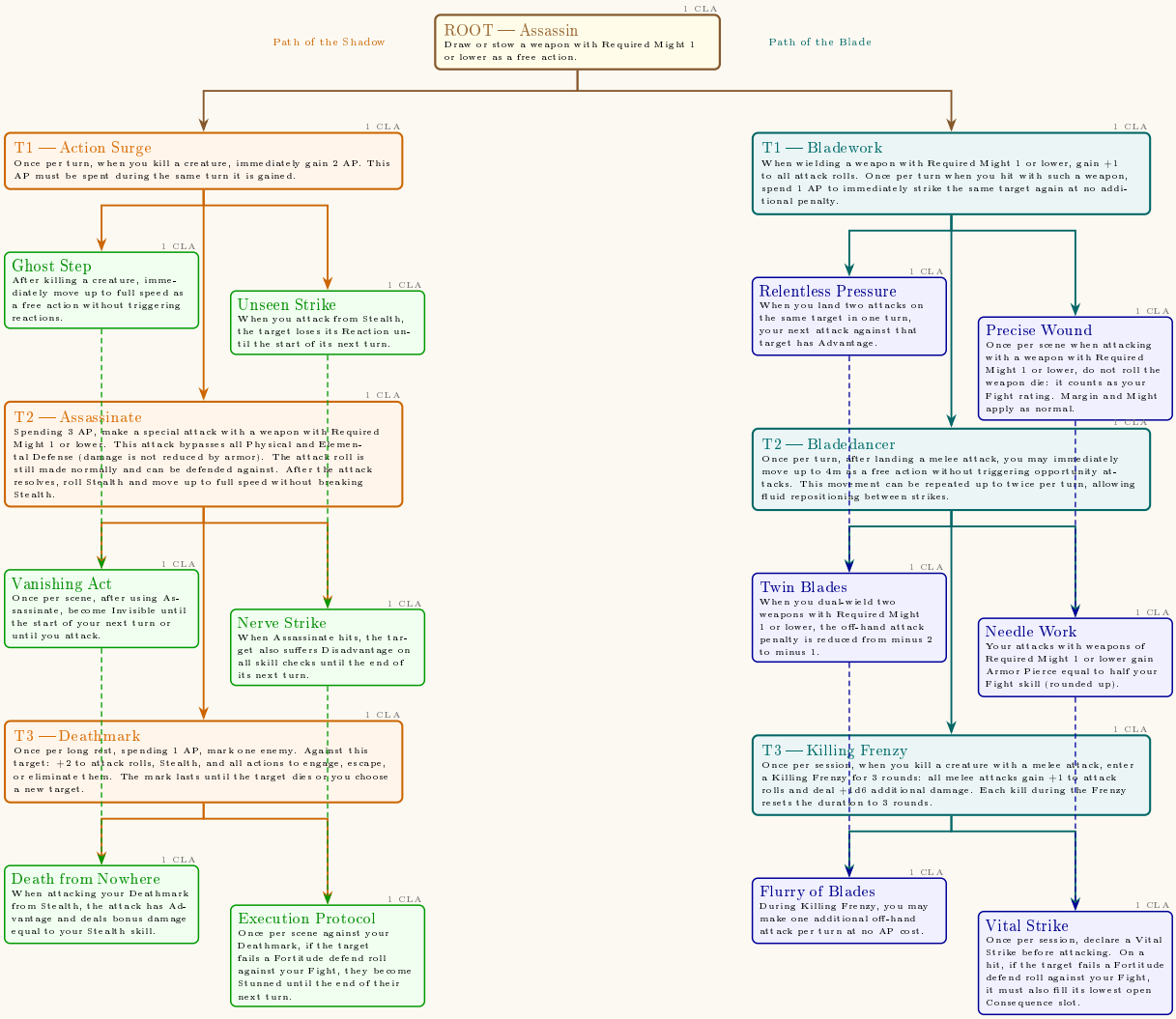
Subclass	Paths	Shared With	Page
Assassin	Path of the Shadow; Path of the Blade	—	107
Mage Hunter	Path of Disruption; Path of Absorption	—	108
Sharpshooter	Path of Precision; Path of Suppression	—	109
Berserker	Path of Fury; Path of the Reaver	Warrior	117
Ranger	Path of the Tracker; Path of the Trapper	Mystic	120
Rogue	Path of Shadows; Path of the Scoundrel	Savant	116

A Hunter can take six subclasses: three of their own and three shared with other Classes. Shared subclasses appear once, under Shared Subclasses.

Assassin

Subclass of **Hunter**

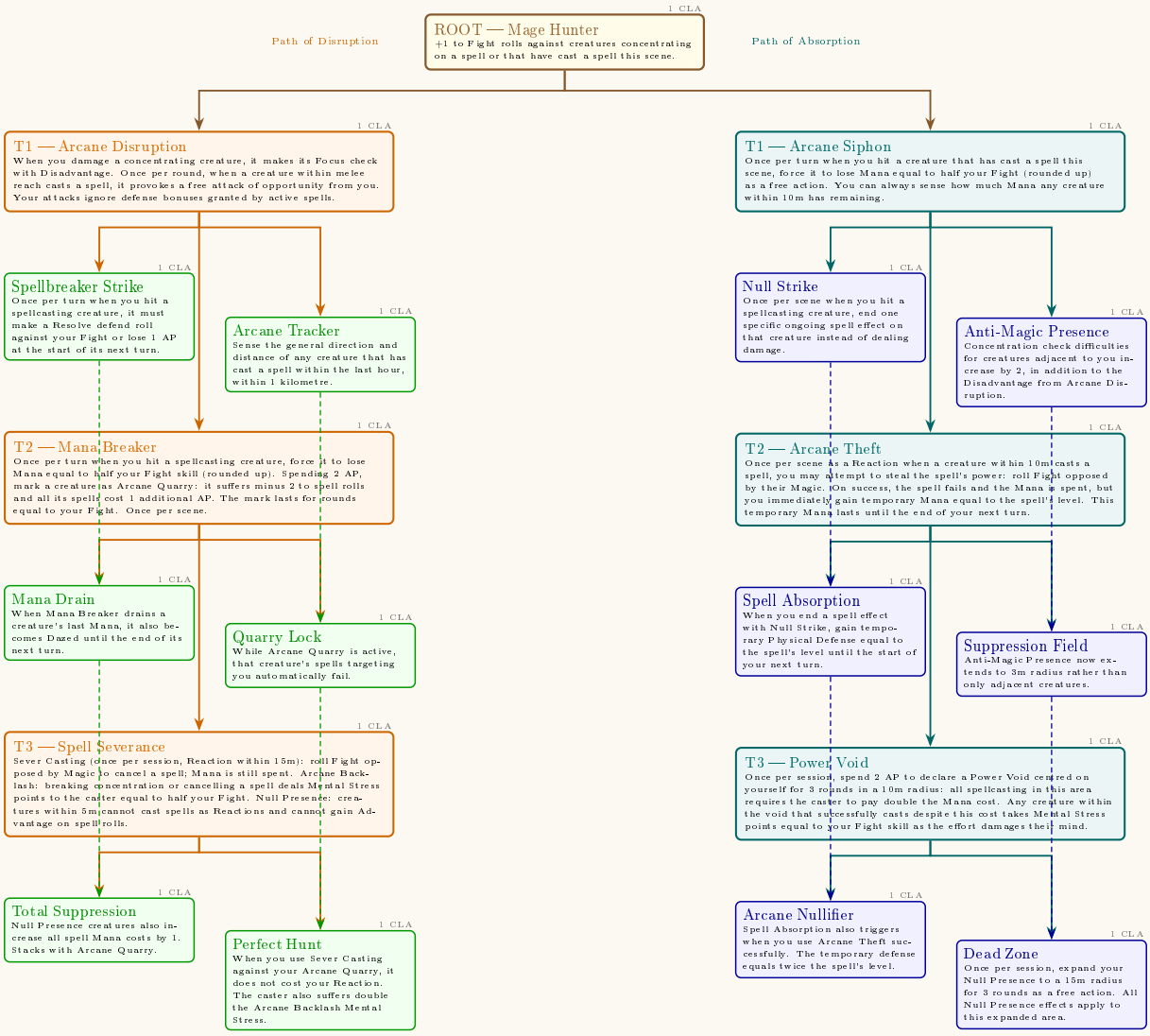
Assassins are precision killers, striking from the shadows with lethal efficiency. Their abilities focus on hit-and-run tactics, exploiting vulnerabilities, and vanishing before retaliation is possible. In ELDRA, every kill opens a door.



Mage Hunter

Subclass of **Hunter**

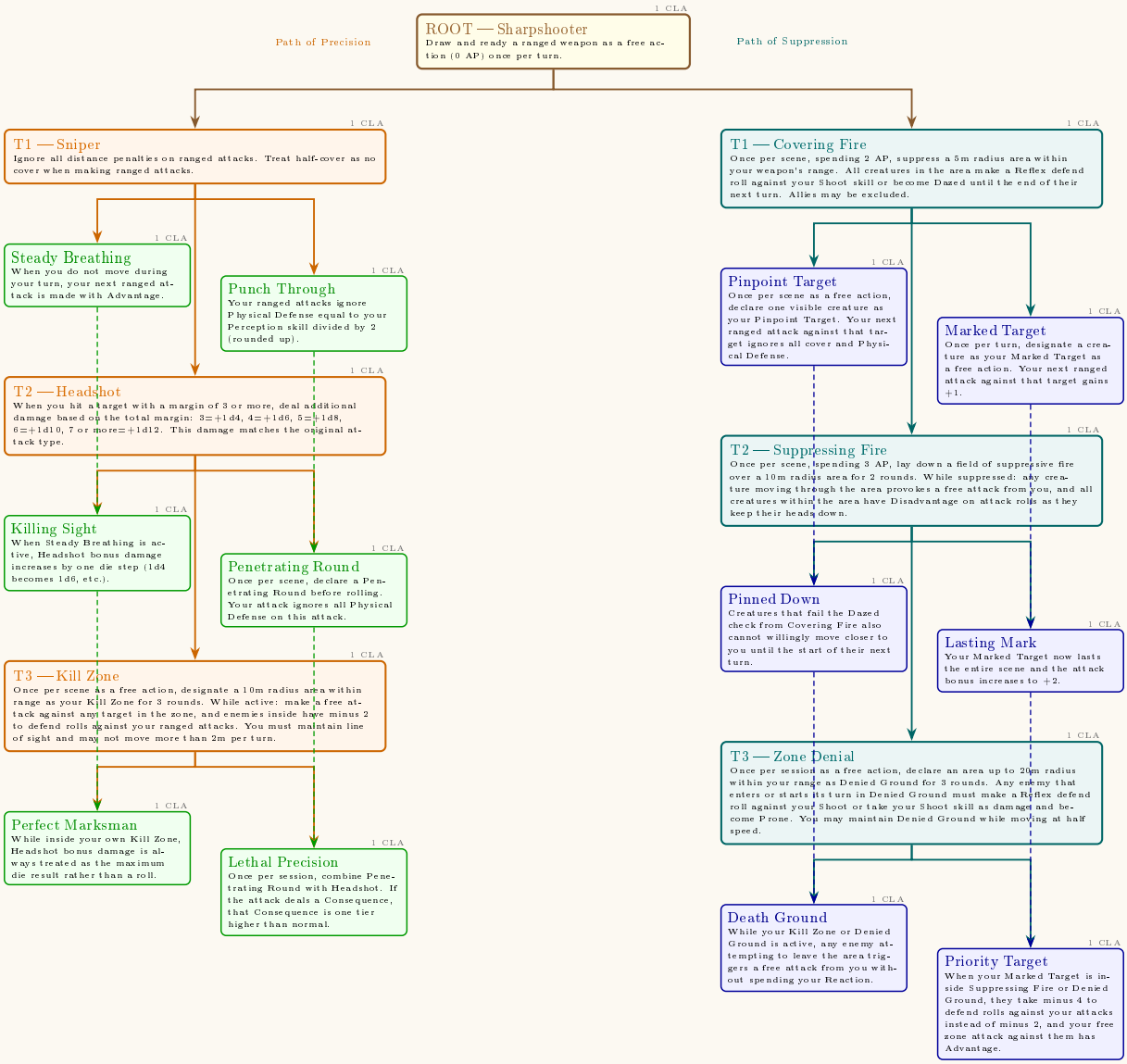
Mage Hunters are specialists trained to dismantle spellcasters and suppress arcane threats. In ELDRA, the Mage Hunter is the definitive counter-subclass — every tier makes them more dangerous specifically to those who rely on magic.



Sharpshooter

Subclass of **Hunter**

Deadly at range, Sharpshooters turn the battlefield into a hunting ground. Their precision leaves no room for mistakes and no chance for escape. In ELDRA, the Sharpshooter makes distance itself a weapon.



Shared Subclasses

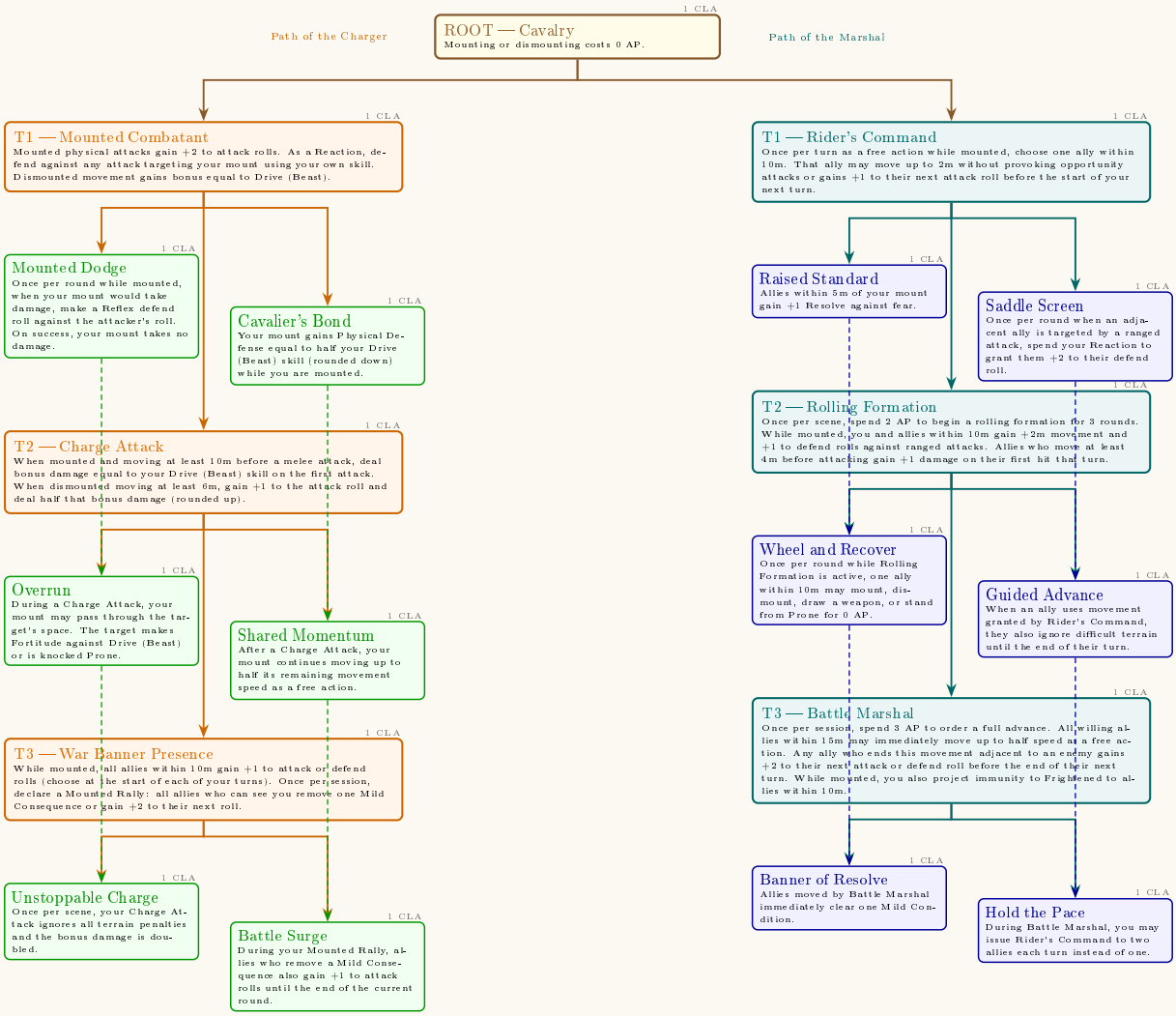
Nine subclasses belong to two Classes. Six are shared by neighbouring Classes and three by Classes that stand opposite each other on the circle. A shared subclass is one tree: a character from either Class takes it in the same way, with their own Class Feature beside it.

Subclass	Shared By	On the Circle	Page
Cavalry	Warrior and Guardian	neighbours	111
Paladin	Guardian and Mystic	neighbours	112
Summoner	Mystic and Arcanist	neighbours	113
Alchemist	Arcanist and Savant	neighbours	115
Rogue	Savant and Hunter	neighbours	116
Berserker	Warrior and Hunter	neighbours	117
Warmage	Warrior and Arcanist	opposites	118
Commander	Guardian and Savant	opposites	119
Ranger	Mystic and Hunter	opposites	120

Cavalry

Shared subclass of Warrior Guardian

Cavalry are fearsome riders trained to fight from the saddle. Whether leading charges or protecting their loyal mounts, they dominate the battlefield with speed, precision, and overwhelming momentum. In ELDRA, standing still is the only thing that makes them ordinary.

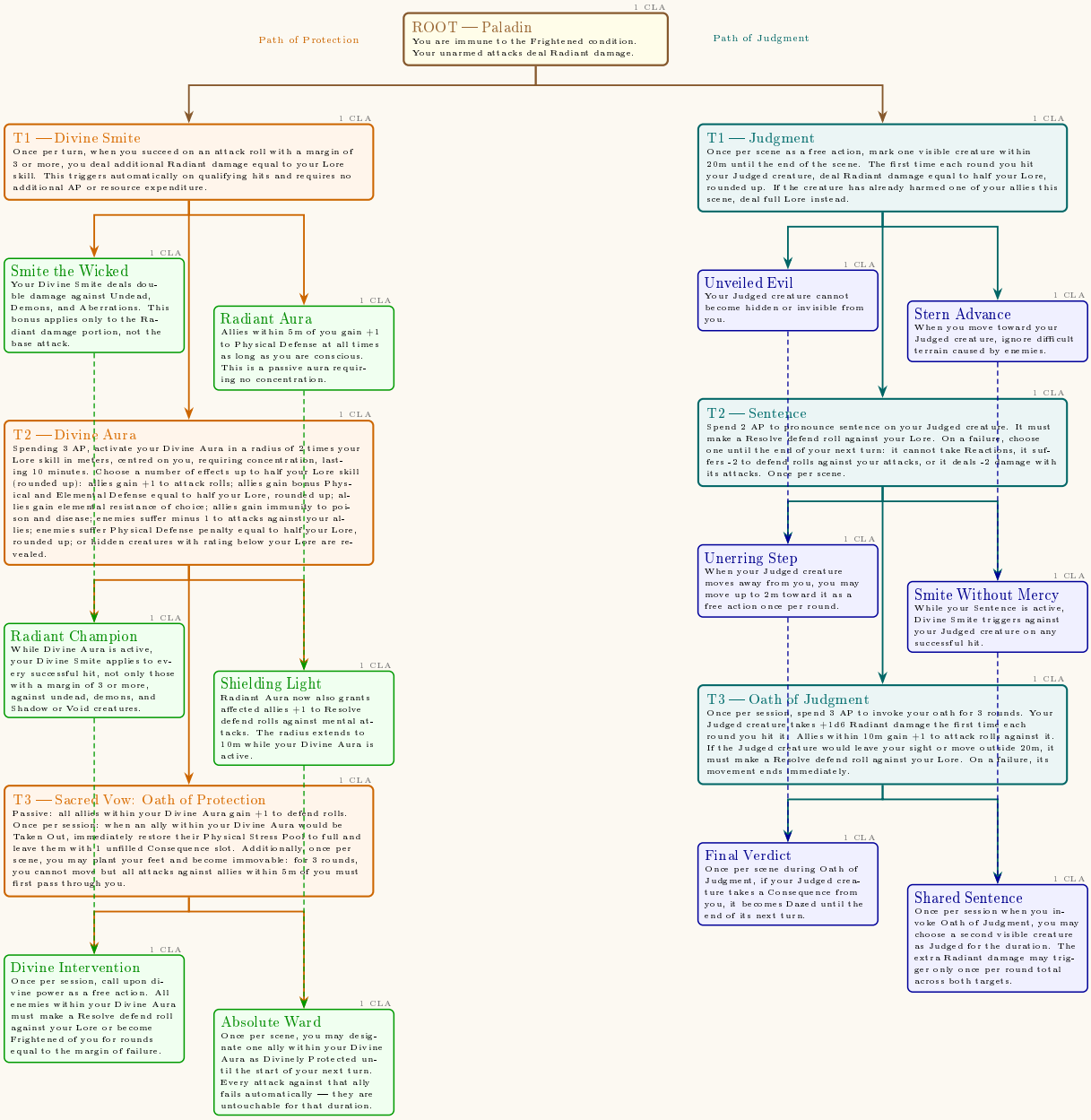


Paladin

Shared subclass of Guardian | Mystic

Paladins are oath-bound warriors who turn conviction into radiant force. They are not limited to one church or one god. A present-era paladin may serve a light faith, a mountain faith, a covenant tradition, a vampire order, a local shrine, or a personal vow recognized by no institution at all. Their power comes from the seriousness of the oath and from the discipline required to embody it under pressure.

In ELDRA, a paladin is not simply a symbol of purity. A paladin is a person who has made a promise so binding that reality has begun to answer it. Some defend communities. Some hunt oathbreakers. Some protect pilgrims or archives. Some become terrifying judges. Their danger is not that they are always right. Their danger is that once they commit, they are very difficult to move.



Summoner

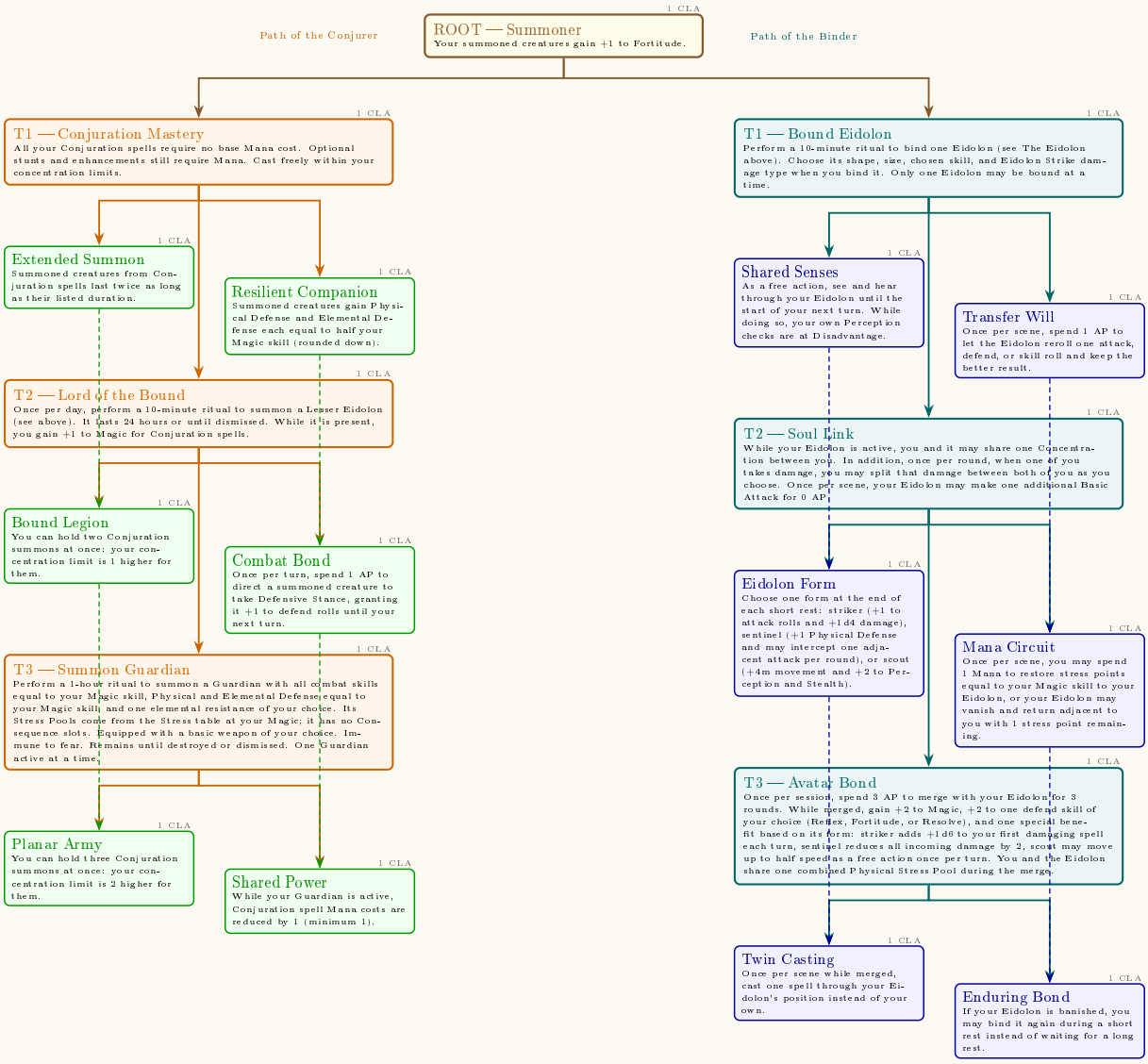
Shared subclass of Mystic Arcanist

Summoners call, bargain with, bind, or shape external presences. In the reconstruction age, this practice exists under the shadow of formal pacts and hard-learned boundaries. A responsible summoner writes precise terms, respects limits, and understands that calling a being into the world creates obligations. A reckless summoner creates problems other people have to survive.

The Eidolon. An Eidolon is a presence from beyond the world, held by your pact in a shape you choose: a beast, an armored figure, a living flame, a shadow. The Path of the Binder binds one (Bound Eidolon); it has the following traits.

- Size and speed: Medium or Small (your choice at binding); speed 8 m.
- Skills: one skill of your choice equals your Magic; every other skill equals half your Magic, rounded down.
- Eidolon Strike: a melee attack with Fight that deals 1d6 + margin of success. Choose its damage type at binding: slashing, piercing, bludgeoning, fire, frost, or lightning.
- Stress and defenses: Physical Stress Pool 6 + your Magic; Mental Stress Pool 3; no Consequence slots; Physical and Elemental Defense 0.
- Turn: it acts right after yours (see Summoned and Raised Creatures) with 2 AP, which it can spend on Move, a Basic Attack, Defensive Stance, a Quick Utility action (fetching, carrying, or handing over an item, opening a door), or a Complex Utility action (2 AP: using one of its skills, such as Burglary on a lock). It has one Reaction per round.
- Beyond combat: it can scout, search, sneak, track, and carry, and it can Assist your skill rolls (+1, see Assisting Another Character). It cannot cast spells, use stunts or Weapon Techniques, or speak; it shares feelings and simple images with you through the bond.
- Command: you command it at no AP while it is within 30 m; farther away, it tries to return to you.
- Banishment: when its Physical Stress Pool drops to 0 it is banished, not killed. You can bind it again with the ritual after your next long rest.

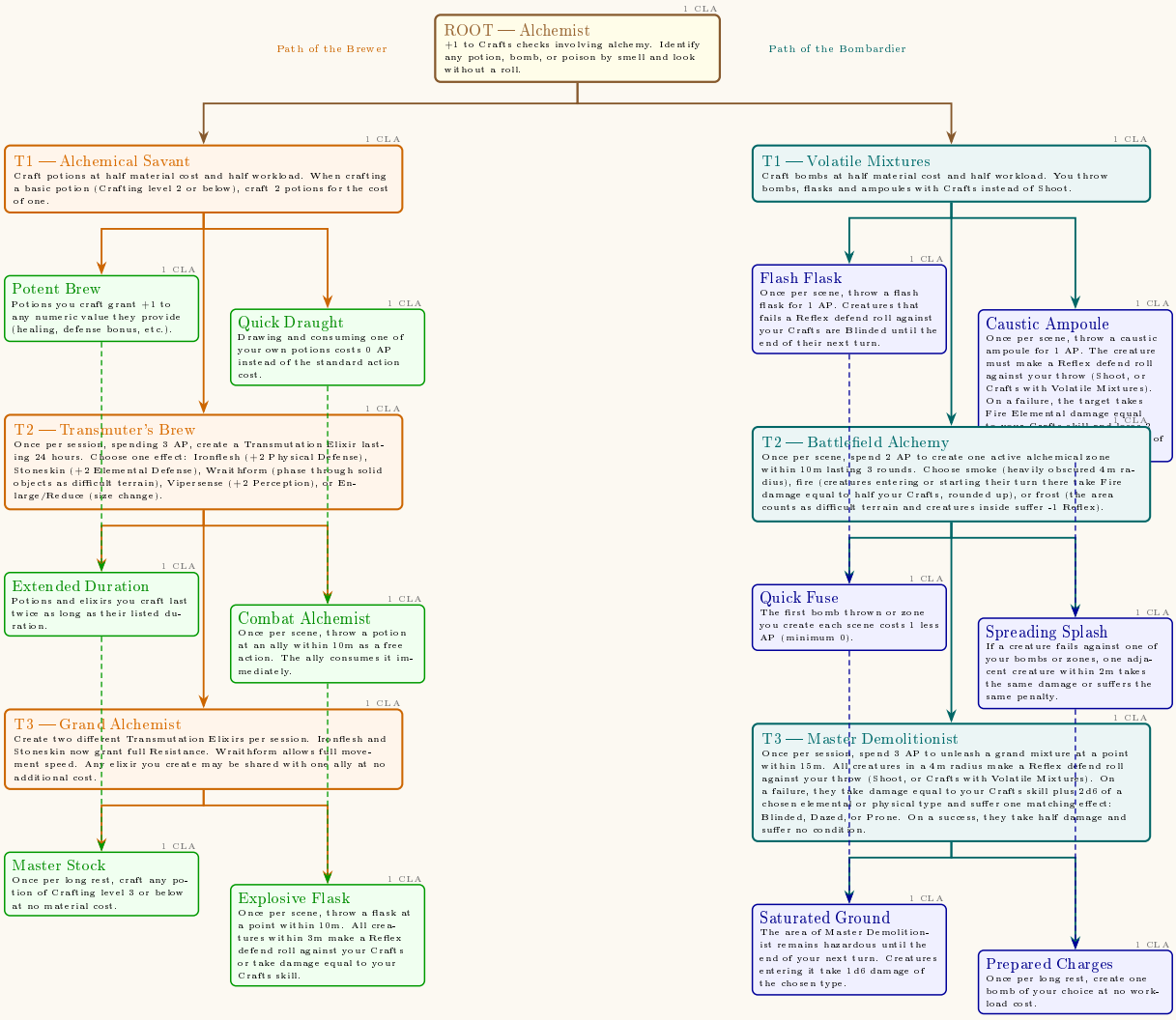
Lesser Eidolon. The Path of the Conjurer summons a smaller presence (Lord of the Bound) for 24 hours or until dismissed. It works like an Eidolon, except: it is Small; its chosen skill equals half your Magic (rounded down) and all other skills are +0; its Eidolon Strike deals 1d4 + margin; its Physical Stress Pool is 3 + half your Magic (rounded down); it has 1 AP on its turn; and the Binder's Eidolon nodes do not apply to it.


1 CLA
ROOT — Summoner
Your summoned creatures gain +1 to Fortitude.
Path of the Conjurer
Path of the Binder
1 CLA
T1 — Conjuration Mastery
All your Conjuration spells require no base Mana cost. Optional stunts and enhancements still require Mana. Cast freely within your concentration limits.
1 CLA
Extended Summon
Summoned creatures from Conjuration spells last twice as long as their listed duration.
1 CLA
Resilient Companion
Summoned creatures gain Physical Defense and Elemental Defense each equal to half your Magic skill (rounded down).
1 CLA
T2 — Lord of the Bound
Once per day, perform a 10-minute ritual to summon a Lesser Eidolon (see above). It lasts 24 hours or until dismissed. While it is present, you gain +1 to Magic for Conjuration spells.
1 CLA
Bound Legion
You can hold two Conjuration summons at once: your concentration limit is 1 higher for them.
1 CLA
Combat Bond
Once per turn, spend 1 AP to direct a summoned creature to take Defensive Stance, granting it +1 to defend rolls until your next turn.
1 CLA
T3 — Summon Guardian
Perform a 1-hour ritual to summon a Guardian with all combat skills equal to your Magic skill, Physical and Elemental Defense equal to your Magic skill, and one elemental resistance of your choice. Its Stress Pools come from the Stress table at your Magic; it has no Consequence slots. Equipped with a basic weapon of your choice. Immune to fear. Remains until destroyed or dismissed. One Guardian active at a time.
1 CLA
Planar Army
You can hold three Conjuration summons at once: your concentration limit is 2 higher for them.
1 CLA
Shared Power
While your Guardian is active, Conjuration spell Mana costs are reduced by 1 (minimum 1).
1 CLA
T1 — Bound Eidolon
Perform a 10-minute ritual to bind one Eidolon (see The Eidolon above). Choose its shape, size, chosen skill, and Eidolon Strike damage type when you bind it. Only one Eidolon may be bound at a time.
1 CLA
Shared Senses
As a free action, see and hear through your Eidolon until the start of your next turn. While doing so, your own Perception checks are at Disadvantage.
1 CLA
Transfer Will
Once per scene, spend 1 AP to let the Eidolon reroll one attack, defend, or skill roll and keep the better result.
1 CLA
T2 — Soul Link
While your Eidolon is active, you and it may share one Concentration between you. In addition, once per round, when one of you takes damage, you may split that damage between both of you as you choose. Once per scene, your Eidolon may make one additional Basic Attack for 0 AP.
1 CLA
Eidolon Form
Choose one form at the end of each short rest: striker (+1 to attack rolls and +1d4 damage), sentinel (+1 Physical Defense and may intercept one adjacent attack per round), or scout (+4m movement and +2 to Perception and Stealth).
1 CLA
Mana Circuit
Once per scene, you may spend 1 Mana to restore stress points equal to your Magic skill to your Eidolon, or your Eidolon may vanish and return adjacent to you with 1 stress point remaining.
1 CLA
T3 — Avatar Bond
Once per session, spend 3 AP to merge with your Eidolon for 3 rounds. While merged, gain +2 to Magic, +2 to one defend skill of your choice (Reflex, Fortitude, or Resolve), and one special benefit based on its form: striker adds +1d6 to your first damaging spell each turn, sentinel reduces all incoming damage by 2, scout may move up to half speed as a free action once per turn. You and the Eidolon share one combined Physical Stress Pool during the merge.
1 CLA
Twin Casting
Once per scene while merged, cast one spell through your Eidolon's position instead of your own.
1 CLA
Enduring Bond
If your Eidolon is banished, you may bind it again during a short rest instead of waiting for a long rest.

Alchemist

Shared subclass of Arcanist Savant

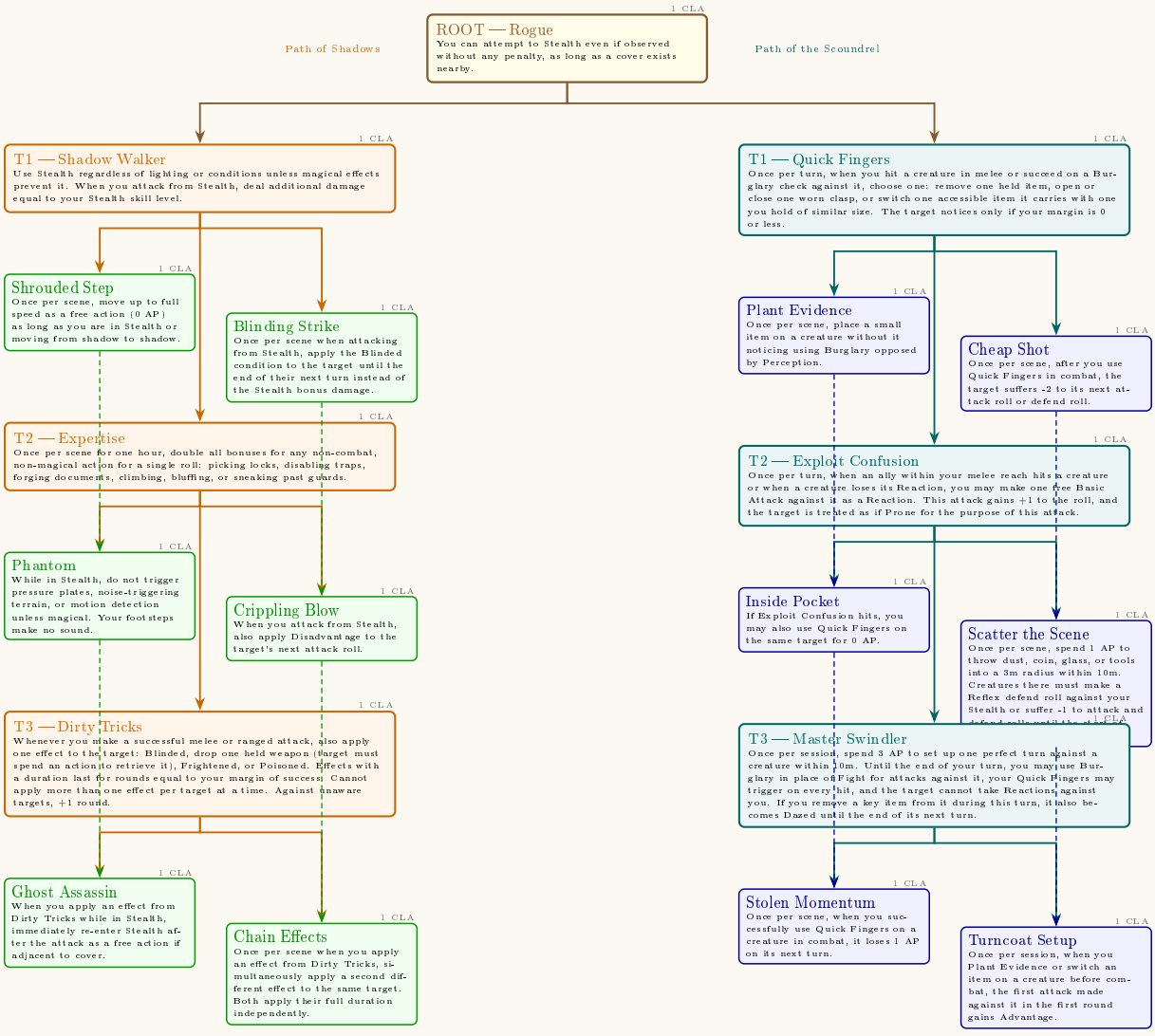
Alchemists are masters of potions, poisons, and transformative elixirs. In ELDRA, the Alchemist's power comes not from a single dramatic moment but from preparation — the right concoction at the right time changes everything.



Rogue

Shared subclass of Savant Hunter

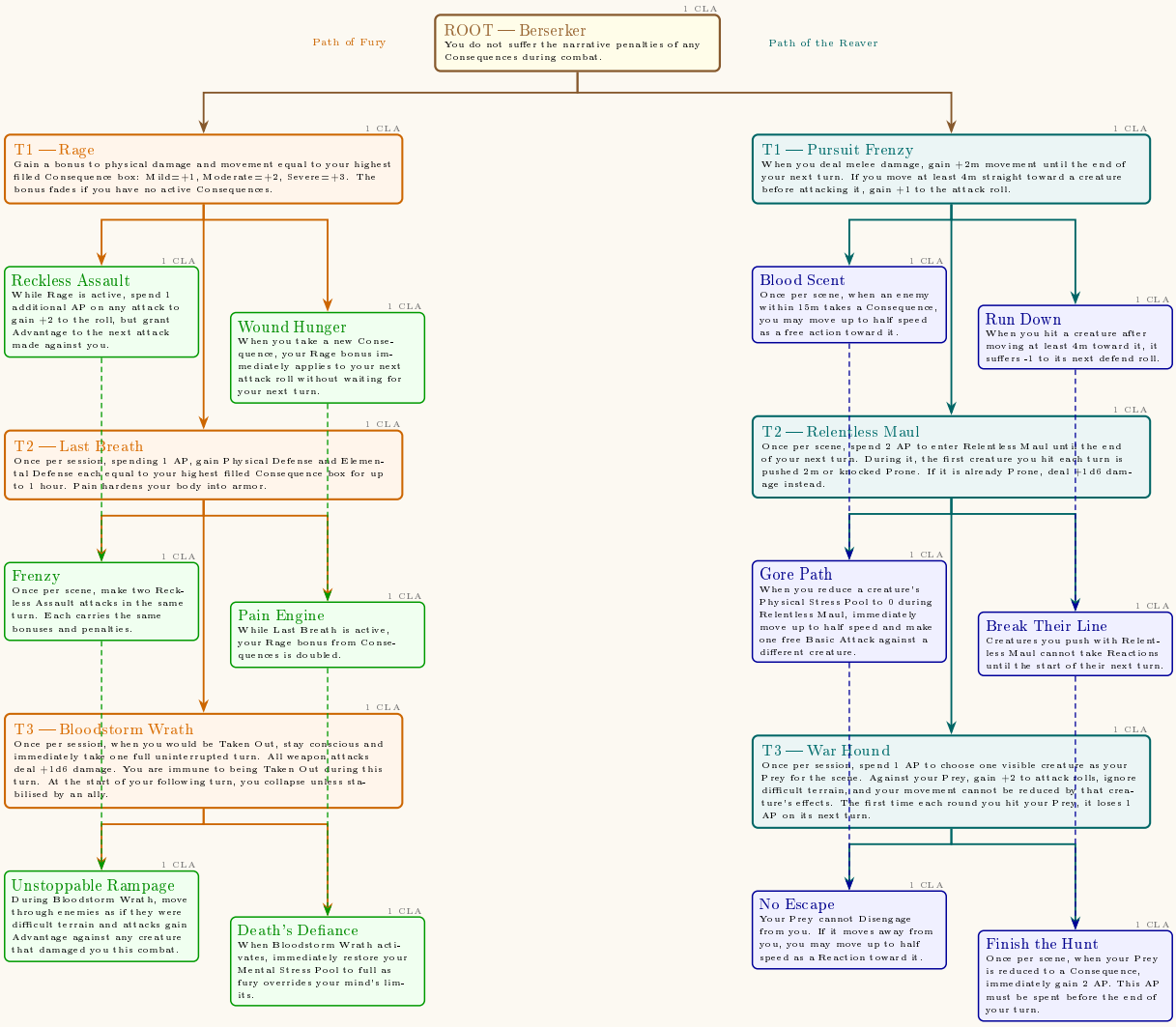
Masters of shadows, deception, and precision, Rogues slip through danger with ease, striking where it hurts most and vanishing before the enemy knows what hit them. In ELDRA, the Rogue's power is leverage — they rewrite the conditions of every encounter in their favor.



Berserker

Shared subclass of Warrior Hunter

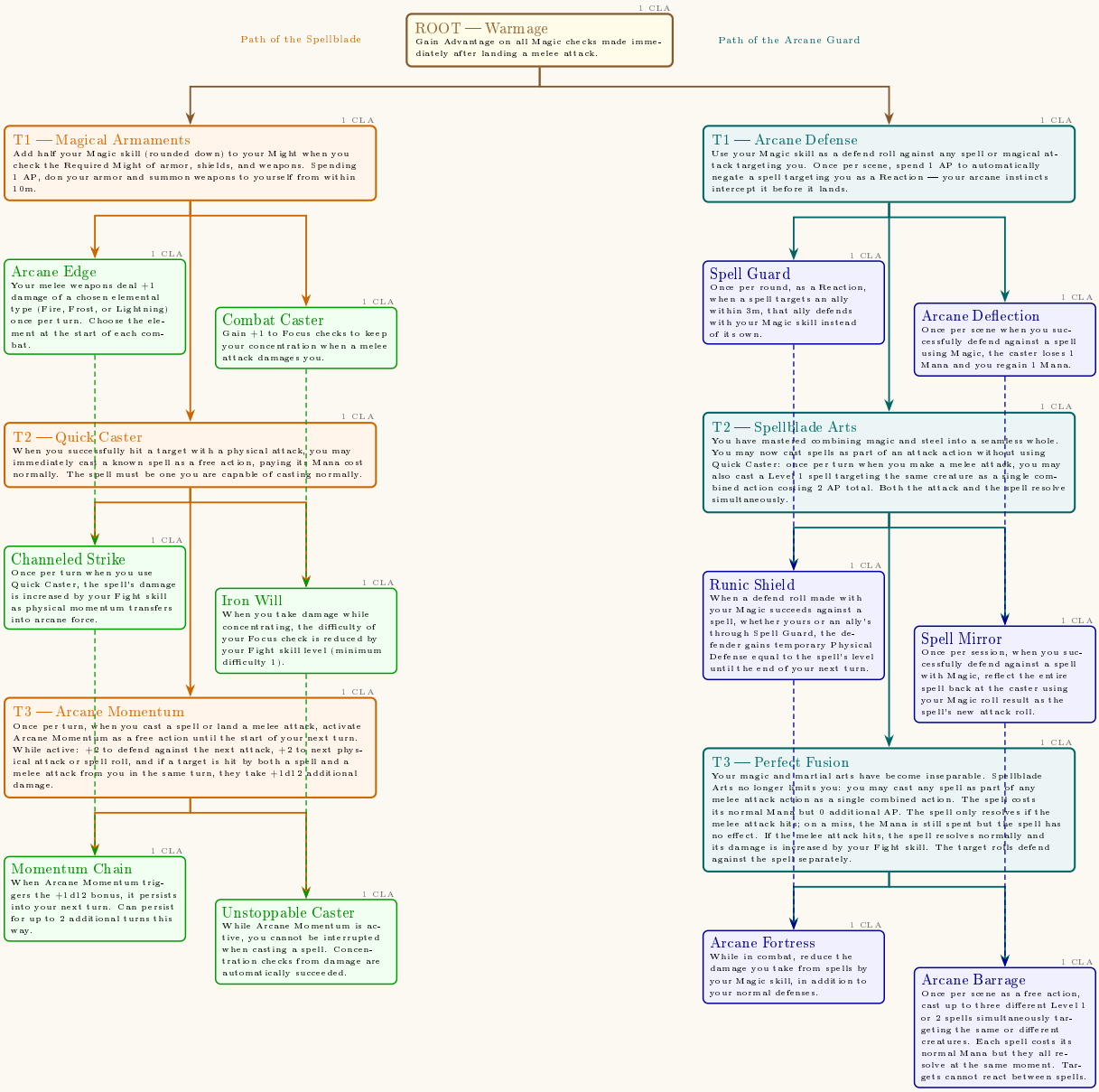
Berserkers are warriors who embrace pain and fury as weapons. They thrive in the heart of battle, drawing strength from their wounds and unleashing devastating force on their enemies. In ELDRA, near-death becomes a weapon.



Warmage

Shared subclass of **Warrior** **Arcanist**

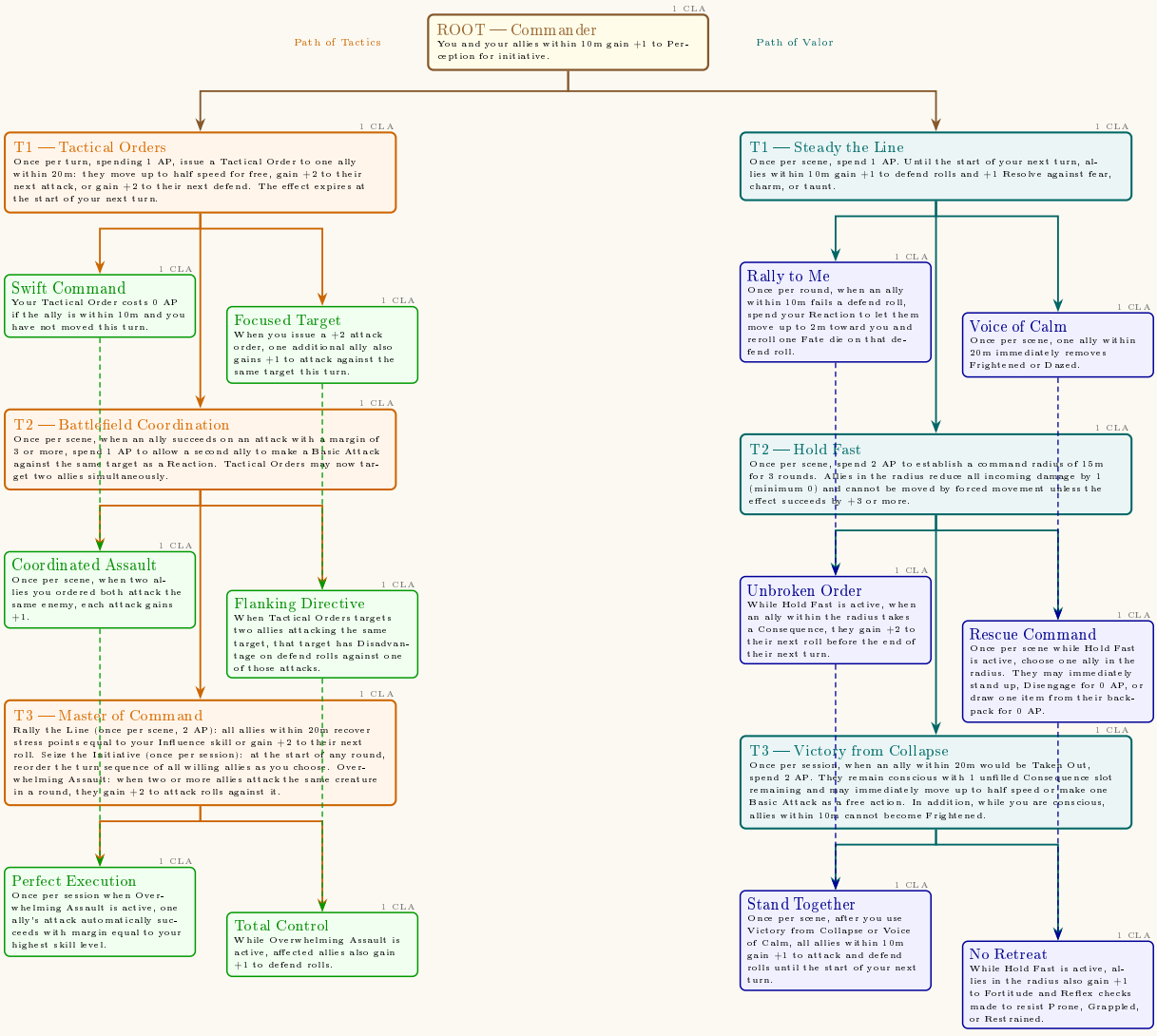
Warmages seamlessly blend martial prowess with arcane power, wielding blades and spells with equal precision. In ELDRA, the Warmage is the only subclass that genuinely does two things at once — every ability makes the combination of weapon and spell more than the sum of its parts.



Commander

Shared subclass of Guardian Savant

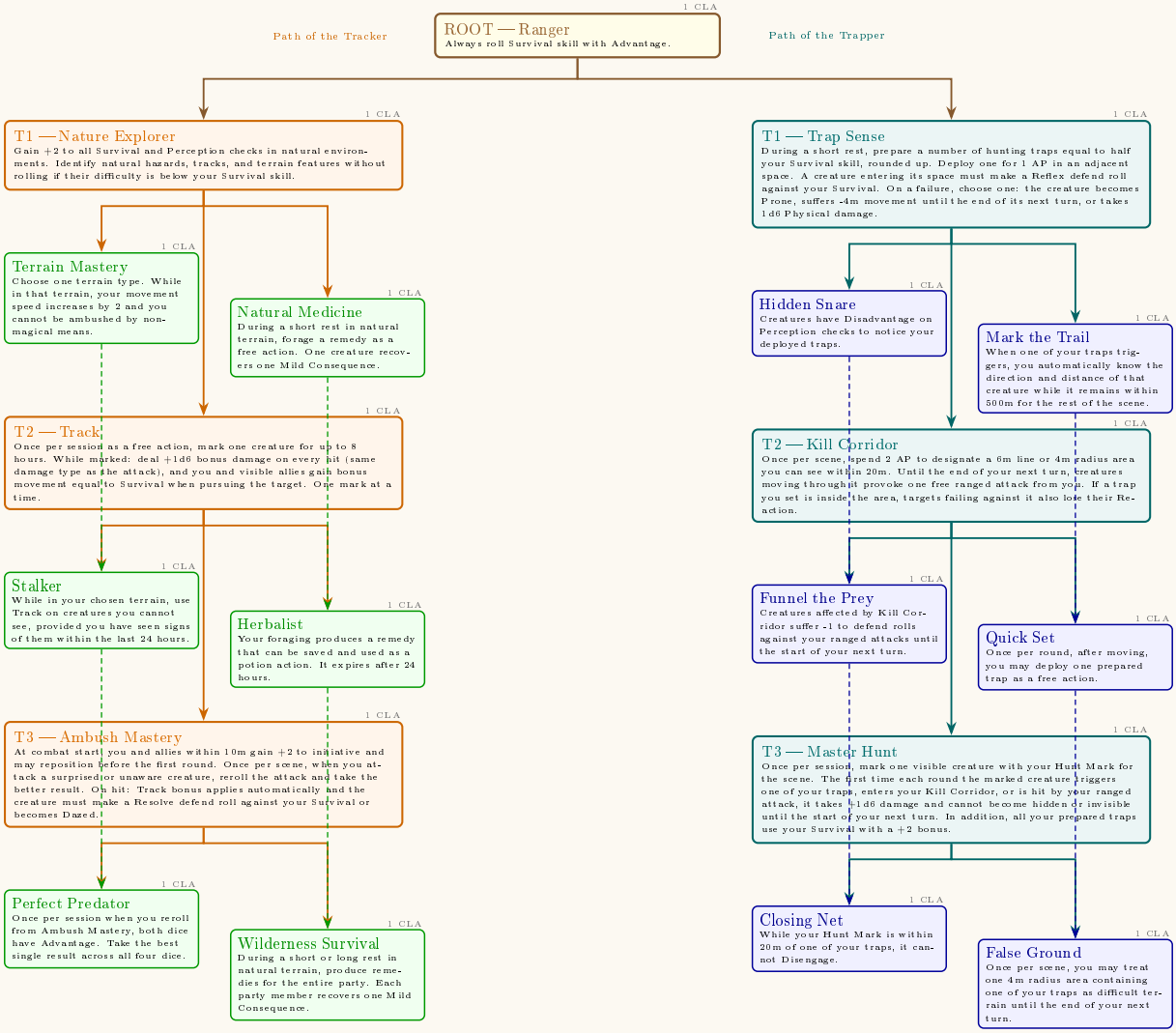
Commanders are masters of battlefield control, directing allies with precision and authority. In ELDRA, the Commander is arguably the most powerful subclass in a full party — every ability multiplies the effectiveness of the people beside them.



Ranger

Shared subclass of Mystic Hunter

Rangers excel at navigating natural terrain, hunting elusive prey, and striking with deadly precision from the shadows of the wild. In ELDRA, the Ranger is the subclass that owns its environment.



Skills

Skills in ELDRA represent the core abilities and expertise of characters. Each skill defines what a character can achieve through training, natural talent, or supernatural influence. From physical prowess to arcane mastery, skills are the building blocks of every character's unique capabilities.

Skill rolls are made when characters attempt actions where success is uncertain. The result of the roll, combined with the relevant skill level, determines the outcome. Skills are also used in combat to attack, defend, and resist various effects, as well as to interact with the world in meaningful ways.

Burglary

The Burglary skill covers your character's aptitude for stealing things and getting into places that are off-limits.

You can case a location with Burglary, to determine how hard it will be to break into and what kind of security you're dealing with, as well as discover any vulnerabilities you might exploit. You can also examine the work of other burglars to work out how a heist was done and what the evidence they left behind tells you.

Contacts

The Contacts skill is the skill of knowing and making connections with people. It presumes proficiency with all means of networking available in the setting.

You use Contacts to find someone you need to find. Whether that's old-fashioned "man on the street" type of work, polling your information network, or searching archives, you're able to hunt down people or somehow get access to them.

Crafts

The Crafts skill represents your ability to create, repair, and modify physical objects using a variety of tools, materials, and knowledge. This skill covers everything from traditional blacksmithing and construction to magical item creation, potion brewing, alchemy, medical procedures, and even intricate handcrafts.

The Crafts skill requires a specialization, meaning it must be chosen with a specific focus such as Crafts (Alchemy), Crafts (Blacksmithing), or Crafts (Jewelry). This specialization reflects your character's mastery in that particular field and determines what you can create or repair effectively. If you are not specialized in a certain area, you are not capable of crafting or repairing items within that category.

Specializations in Crafts:

- Alchemy: Potions, oils, and elixirs.
- Blacksmith: Metal armor, shields, and weapons.
- Fletcher: Leather armor, bows, crossbows, arrows, staves, rods, wands, and traps.
- Gunsmith: Firearms and bombs.
- Masonry: Stonework and construction.
- Jewelry: Gemcraft and precious adornments.
- Scribe: Scrolls, maps, and books.

Demonism

The Demonism skill determines your level of demonic prowess, granting you access to various abilities and traits unique to demons. These abilities include physical mutations, supernatural senses, and powerful dark magic.

For the complete list of benefits and traits unlocked by increasing your Demonism skill, refer to the Demon page in the Peoples section.

Drive

The Drive skill is all about operating vehicles and things that go fast.

The Drive skill requires a specialization, meaning it must be chosen with a specific focus such as Drive (Beast), Drive (Vehicles), or Drive (Ships). This specialization reflects your character's mastery in that particular field and determines what you can operate effectively. If you are not specialized in a certain area, you are not capable of driving or controlling vehicles or mounts within that category.

This skill is divided into three main specializations:

- Beast: Mastery over riding and controlling animals such as horses, dire wolves, and other mounts.
- Vehicles: Expertise in maneuvering carriages, wagons, and other land-based vehicles.
- Ships: Skill in piloting boats, ships, and other watercraft, navigating through various conditions.

Your proficiency in Drive allows you to perform complex maneuvers, maintain control under pressure, and escape or pursue with efficiency.

Fight

The Fight skill covers all forms of close-quarters combat, both unarmed and using weapons. It represents your ability to attack, parry, and maneuver in melee engagements with precision and skill.

The Fight skill requires a specialization, meaning it must be chosen with a specific focus such as Fight (Brawler/Martial Artist), Fight (Slashing Weapons), Fight (Piercing Weapons), or Fight (Bludgeoning Weapons). This specialization reflects your character's mastery in that particular combat style.

What the specialization does: it decides which Weapon Techniques you can learn. It does not limit the weapons you can fight with: you attack with any melee weapon, or unarmed, without a penalty. Some abilities give extra benefits with weapons you are specialized in.

Throwing Weapons: Throwing weapons are not tied to any specialization. Their ranges are listed under Ranged Weapons.

Specialization List:

- Brawler/Martial Artist: unarmed strikes; opens the Unarmed Weapon Techniques.
- Slashing Weapons: swords, axes, scythes, whips and other slashing weapons; opens the Slashing Weapon Techniques.
- Piercing Weapons: daggers, rapiers, spears, javelins and other piercing weapons; opens the Piercing Weapon Techniques.
- Bludgeoning Weapons: morningstars, hammers, mauls, staves, rods and other bludgeoning weapons; opens the Bludgeoning Weapon Techniques.

  A weapon with more than one damage type, such as the Halberd (S/P/B), counts as each of its types.

Focus

The Focus skill represents your character's ability to channel, sustain, and control magical or elemental forces. It measures concentration, precision, and the mental strength needed to wield powerful spells.

Focus is the skill used for:

- Concentration checks: When you take damage while concentrating on a spell, roll Focus against half the damage taken (rounded down). On a failure, concentration is lost.
- Magical damage bonus: When you deal damage with a spell, you gain bonus damage equal to your Focus skill level.
- Spell learning: Your Focus skill level determines how many additional spells you may learn beyond your base known spells (see Spell Knowledge Limits in the Spells section).

Fortitude

The Fortitude skill represents your character's toughness, health, and ability to withstand physical hardship. It measures raw endurance, vitality, and resistance to sickness, poison, or environmental extremes.

Fortitude is the skill used when resisting the effects of disease, toxins, exhaustion, starvation, or harsh environments. It also determines your Physical Stress Pool.

Fortitude	Physical Stress Pool
+0	3
+1	6
+2	10
+3	15
+4	21
+5	28
+6	36
+7	45

Influence

Influence represents your ability to manipulate, inspire, deceive, intimidate, and understand others. This skill encompasses all forms of social manipulation, whether through charm, cunning, or force of will.

You can use Influence to:

- Win people over in negotiations, social interactions, or debates.
- Manipulate emotions, instilling fear, trust, or loyalty.
- Intimidate others into compliance or submission.
- Convince or persuade individuals to take actions they wouldn't normally consider.
- Deceive through lies, misdirection, or clever wording.

The strength of your Influence skill determines how easily you can sway others and resist attempts to manipulate you in return.

Lore

Lore represents your knowledge of the world, ranging from the supernatural to the scholarly. You understand the workings of ancient magic, dark creatures, secretive organizations, and the arts. This skill encompasses everything from occult knowledge to academic understanding, allowing you to call upon centuries of wisdom in any situation.

Lore is a general skill: you use it for every topic, with no penalty. You may also choose one specialization from the list below and record it in parentheses next to the skill, for example Lore (Occult). You roll with Advantage on Lore rolls about your specialized topic.

Specializations:

- Occult — Knowledge of dark magic, curses, demonic pacts, and supernatural beings.
- History — Understanding of historical events, ancient civilizations, and key figures.
- Medicine — Proficiency in healing techniques, surgery, and understanding ailments.
- Academics — Mastery of literature, science, and scholarly pursuits.
- Religion — Knowledge of faiths, rituals, divine beings, and sacred texts.

Magic

Magic represents your proficiency in acquiring and casting spells, as well as the extent of your mana reservoir. This skill determines your understanding of arcane energies and your ability to manipulate them to produce magical effects.

Magic also sets your maximum Mana: your Magic skill multiplied by itself (Magic +3 gives 9 Mana). The Mana section of Game Mechanics explains spending and recovering it.

Your mastery over magic influences the strength and efficiency of your spellcasting, allowing you to tap into deeper reserves of power and execute more complex incantations.

Might

The Might skill represents your character's physical power, strength, and capacity to wield weapons and armor effectively. It measures your force in melee combat as well as your ability to lift, carry, or break objects.

Might is the skill used for grappling contests, breaking barriers, lifting and carrying, and meeting the Required Might of armor and weapons. It also adds to your melee damage.

Melee damage bonus. When you hit with a melee attack, add:

- One-handed weapon: half your Might, rounded down.
- Two-handed weapon: your full Might. A weapon counts as two-handed when you wield it in both hands.
- Light weapon (no Required Might: Dagger, Staff, Rod, Wand, Whip): half your Might, rounded down, even when you hold it in both hands.
- Off-hand attack: no Might bonus, unless a stunt such as Dual Wielder lets you add it.
- Unarmed strike: half your Might, rounded down, is the strike's damage in place of a weapon die, so you do not add the Might bonus again (see Unarmed Strikes).
- Improvised weapon: no Might bonus; the weapon deals 1d4 (see Improvised Weapons).

Perception

Perception is the skill used when methodically gathering information, analyzing clues, and uncovering hidden truths. Whether searching for hidden traps, unraveling mysteries, or piecing together evidence from a crime scene, this skill lets you explore the world with a keen eye for detail and intuition for what might be hidden just beneath the surface.

Initiative: Perception sets the turn order in combat. At the start of every combat, everyone rolls Perception plus any initiative bonuses; the highest result acts first (see Initiative and Turn Order in Combat Mechanics). Your initiative bonus, written in the Initiative box of the character sheet, is your Perception rating plus bonuses such as the Commander's root.

Ambushes: Perception against the ambushers' Stealth decides whether you notice an ambush before it is sprung; creatures who fail are surprised.

Damage: When using ranged weapons, you gain bonus damage equal to your Perception skill level.

Reflex

The Reflex skill represents your character's quickness, agility, and reaction speed. It measures your ability to evade danger, respond to threats, and avoid attacks.

Reflex is the skill used to defend against melee and ranged attacks, to avoid traps, or to react to sudden hazards.

Resolve

The Resolve skill represents your character's mental resilience, focus, and determination. It measures your ability to resist fear, charm, coercion, or other attempts to break your will.

Resolve is the skill used for mental defend rolls and for resisting mental stress. It determines your Mental Stress Pool and is called upon whenever you must withstand psychological or supernatural pressure.

Resolve	Mental Stress Pool
+0	3
+1	6
+2	10
+3	15
+4	21
+5	28
+6	36
+7	45

Shoot

Shoot is the skill of using ranged weaponry, whether in combat or while targeting objects. It covers everything from precise sniping with bows to heavy fire with firearms, reflecting your expertise in striking from a distance.

The Shoot skill requires a specialization, meaning it must be chosen with a specific focus such as Shoot (Bows), Shoot (Crossbows), or Shoot (Firearms). This specialization reflects your character's mastery in that particular combat style. Like Fight's, it decides which Ranged Weapon Techniques you can learn (those compatible with your bows, crossbows, or firearms); you can shoot any ranged weapon without a penalty.

Stealth

Stealth allows you to avoid detection, both when hiding in place and when moving about unseen. This skill represents your ability to blend into shadows, move silently, and avoid attention in various environments, whether urban, wilderness, or magically obscured.

Stride

The Stride skill represents your character's mobility, speed, and locomotion ability. It measures how far and how fast you can move under your own power, whether running, climbing, swimming, or jumping.

Stride determines your character's base movement speed, which is 8 meters per turn, plus +1 meter per Stride skill level. It also determines your character's base jumping distance in meters, which is equal to half of their total movement speed (rounded down). Stride is used for physical actions that rely on covering distance quickly, such as sprinting, leaping, vaulting, or racing.

Survival

Survival represents a character's ability to thrive in the wilderness and adapt to harsh environments. It covers essential skills such as hunting, animal handling, foraging, tracking, navigation, setting up camp, and enduring the challenges of nature. Characters with this skill are capable of finding food, avoiding natural hazards, and navigating the wilds without the need for civilization's comforts.

Vampirism

Vampirism determines your level of vampiric prowess. You can see all of the benefits of the Vampirism skill in the Vampire page.

Spells

Magic in ELDRA is not a single substance owned by one tradition. It is the pressure left behind by creation, divine injury, planar contact, mortal will, abyssal contract, death, memory, and the living world

itself. A spell is what happens when a trained mind gives that pressure shape.

This is why spellcasters in ELDRA are not restricted to one social role. A knight may learn spells. A scholar may carry a blade. A priest may cast through faith, a warlock through pact, a witch through inherited practice, a mage through theory, and a druid through the living presence of the land. The rules use one spellcasting system so that the table can play smoothly, but characters in the world may understand their magic in very different ways.

What a Spell Is

A spell is concentrated intent made repeatable. The caster does not need material, somatic, or verbal components unless a specific spell, ritual, class feature, or tradition says otherwise. Words, gestures, tools, holy symbols, diagrams, blood, and circles may still matter culturally or ritually, but they are not the default engine of spellcasting. The engine is will shaped through training.

Mana represents the amount of magical pressure a caster can safely gather, hold, and release. A character with high Magic does not merely know more tricks; they can survive deeper contact with forces that would burn, distort, exhaust, or hollow out a weaker caster.

Your maximum Mana equals your Magic skill multiplied by itself. The Mana section of Game Mechanics explains how Mana is spent and recovered.

Magic After the War

Before the reconstruction age, many people believed magic came from a simple divine hierarchy: gods above, priests beneath them, mortals beneath priests. That belief was useful to the old order, but it was incomplete. Some divine powers were conscious. Some were wounded. Some were absent. Some were nothing more than anchored power without a living will behind it. The magic was real even when the explanation was false.

The war of revelation broke that certainty. In the present age, scholars and clergy generally agree that magic can be real without proving that the caster's theology is fully correct. A prayer may work because a god answers. It may work because a sacred place still holds power. It may work because the caster's vow has become strong enough for reality to answer. It may work because a pact was written precisely enough to bind something that does not care about worship at all.

For play, this means magic should feel powerful, personal, and socially meaningful. Casting a spell is never only a technical act. It reveals something about where the caster learned, what they trust, what they risk, and which parts of ELDRA's broken history they are willing to touch.

Common Sources of Spell Practice

Most spellcasters learn through one or more of the following traditions.

- Arcane study treats magic as pattern, formula, language, resonance, and repeatable method.
- Religious casting shapes magic through vow, doctrine, sacred presence, prayer, and ritual office.
- Pact magic draws power through agreements with demons, spirits, patrons, ancestors, or other external powers.
- Land magic works through the memory, health, spirits, and living presence of ELDRA itself.
- Blood magic uses inheritance, hunger, sacrifice, bloodline, or bodily transformation as a conduit.
- Abyssal magic relies on contract, appetite, predation, and the strange metaphysics of the Abyss.
- Folk magic survives in households, villages, borderlands, family rites, charms, curses, and seasonal practice.

These categories often overlap. A vampire priest may practice blood magic through religion. A gnome scholar may treat folk charms as recoverable theory. A warlock may be more lawful than a temple official. A witch may preserve a prayer older than the church that now condemns it.

Schools of Affinity

The spell schools are not only academic labels. They are currents of intent. When a character declares a School of Affinity, they are identifying the kind of magic that answers them most naturally.

- Abjuration is the assertion of limits: protection, refusal, containment, and warding.
- Conjuration is the art of presence: calling, anchoring, summoning, and making distance negotiable.
- Divination is the pursuit of hidden knowledge: memory, possibility, truth, and pattern.
- Elemental is raw force: fire, frost, lightning, pressure, weather, and violent change.
- Illusion is the architecture of perception: image, belief, fear, concealment, and misdirection.
- Necromancy is the boundary of life and death: remains, spirits, endings, hunger, and return.
- Restoration is renewal: healing, cleansing, repair, resilience, and the refusal to let damage have the final word.
- Transmutation is transformation: matter, body, form, motion, and the belief that no state is final.

A School of Affinity is not a school uniform. It is the shape of a caster's inner gravity. Changing it should require a major story event: conversion, trauma, revelation, oath-breaking, divine contact, abyssal rewriting, or another transformation deep enough to change how the character reaches for power.

Learning Spells

Characters learn spells through training, recovered texts, teachers, scrolls, inscriptions, artifacts, religious offices, pact terms, or inherited practice. The same spell may look different depending on where it was learned. A healing spell taught by a village midwife, a sun-priest, and a battlefield surgeon may share rules while carrying very different language and moral expectations.

The Game Master should treat spell sources as worldbuilding opportunities. A scroll found in a ruin may reveal who built the ruin. A forbidden spell may expose which institution tried to bury it. A spell taught by a demon may work perfectly and still leave the caster responsible for the agreement that made the lesson possible.

Magic and Consequence

ELDRA's magic should not feel clean simply because the rules make it playable. Necromancy may be lawful in one context and horrifying in another. Summoning may be safe if the pact is precise and disastrous if it is vague. Radiant force may heal, reveal, judge, or burn. Abyssal magic may protect a community through strict contracts while still carrying the taste of predation. Restoration may save a life without removing the political consequences of who was saved and who was not.

When magic appears in a campaign, ask what it changes. Who trusts it? Who fears it? Who regulates it? Who remembers what similar magic did in the old age? These questions make spells part of ELDRA rather than tools floating above the setting.

Casting Rules

Spellcasting Rules

- All spells in ELDRA are divided into five levels of power, from Level 1 (basic spells) to Level 5 (formidable and rare magic).
- Each spell has an associated Mana Cost equal to its spell level. For example, a Level 3 spell costs 3 mana to cast.
- A spellcaster's maximum Mana equals their Magic skill multiplied by itself (see Mana in Game Mechanics).
- Spells may also have optional Stunts or Enhancements, which may be activated by paying additional mana as described in the spell entry.
- Spell effects can vary in range, duration, and target depending on the spell's level and classification.
- Some spells deal Mental damage and name a condition, such as Frightened, Charmed, or Paralyzed. Unless the spell says otherwise, that condition applies only if the target takes a Mental Consequence from the spell's Mental damage. If the Mental Stress Pool absorbs the damage, no condition applies. A condition that a spell or stunt applies through a failed defend roll without Mental damage, such as Restrained, Prone, Blinded, Dazed, or Poisoned, applies at once.

Declaring a School of Affinity

When a character first gains the Magic skill, they declare one of the eight schools described above — Abjuration, Conjuration, Divination, Elemental, Illusion, Necromancy, Restoration, or Transmutation — as their School of Affinity. This declaration is permanent. A School of Affinity is not a curriculum; it is a reflection of the self. It cannot be untrained or swapped out. If the character's story demands a shift so profound that their inner nature has genuinely changed, this is a matter for the Game Master to adjudicate as a significant narrative milestone, not a mechanical transaction.

Affinity Benefits A character with a declared School of Affinity gains the following three benefits, which apply exclusively to spells belonging to their chosen school:

- Reduced Mana Cost. Spells from your School of Affinity cost 1 less Mana to cast (minimum 1) and cannot be stacked with other mana reduction abilities. Your intent within this current of magic flows without resistance; the same effect costs you less of yourself to produce.
- Bonus Spell Stunts. For each spell you know whose listed schools include your School of Affinity, choose one free stunt from that spell's own listed Spell Stunts. A multi-school spell qualifies if any listed school matches. This affinity-granted stunt is linked to that spell and does not use a general stunt slot.
- Affinity Mana Pool. You gain a separate Mana Pool equal to half your Magic skill (rounded up, minimum 2), usable only on spells from your School of Affinity. This pool refills on a short rest.

Interaction with Spells of Multiple Schools Some spells list more than one school (e.g., Illusory Dragon: Conjuration, Illusion). If a spell lists your School of Affinity among its schools, it qualifies for all three Affinity benefits in full.

Example Serath is a caster with a Magic skill of +3 (Mana Pool: 9) and a School of Affinity in Necromancy. She also has a separate Affinity Mana Pool of 2, usable only on Necromancy spells.

She casts Blight (Level 3, Mana Cost 3). Because it is a Necromancy spell, it costs her only 2 Mana. She can pay that from her standard pool, or draw on her Affinity Pool instead — spending 2 Affinity Mana and preserving her standard reserves.

Later, the encounter ends and the party takes a short rest. Serath regains 3 Mana in her standard pool (equal to her Magic skill), and her Affinity Mana Pool of 2 fully refills — ready to support the next casting of a Necromancy spell.

Spell Knowledge Limits

Characters in ELDRA learn spells following a Tiered Progression based on their Magic skill level. The number of known spells is limited, with higher-level spells being rarer. At each spell level, a character knows one fewer spell than at the level below. For example, a character with a Magic skill level of 3 knows: 1 spell from Level 3, 2 spells from Level 2, 3 spells from Level 1.

Learning Additional Spells: In addition to their base known spells, characters may learn additional spells by:

- Paying a number of Experience Points equal to the spell's level.
- A character can only learn a number of additional spells this way equal to their Focus skill level.

Training Requirements:

- To learn a new spell (regardless of how it is acquired), a character must first find a magical scroll, inscription, or artifact containing the spell.
- The spell must then be studied and practiced for a number of weeks equal to its level (e.g., a Level 3 spell requires 3 weeks).

Spell Keywords Some spells include one or more keywords that further define how they function:

- Flexible — When you cast a Flexible spell, you may choose to spend additional mana beyond its base cost. The total mana you can spend cannot exceed your Magic skill level. The potency of the spell increases as you spend more mana. Exact scaling is defined in the spell's entry.
- Concentration — Your concentration limit is 1: you can hold one Concentration effect at a time. Some abilities raise this limit. Holding several effects needs no roll. When you take damage while concentrating, make a Focus skill check against half the damage taken (rounded down) for each effect

you hold. On a failure, that effect ends. Losing consciousness or dying ends all of your Concentration effects at once.

- Ritual — You may cast a spell with the Ritual keyword by spending additional time, usually 10 minutes or more, instead of mana. Ritual casting may offer additional benefits or increased potency, depending on the spell description.
- Elemental — The spell deals the extra damage and the effect of its element (see Elemental Damage). If the spell does not name an element, choose Fire, Frost, or Lightning when you cast it.

Spell Format Each spell includes the following:

- Name and Level
- Mana Cost
- Range
- Duration
- Keywords (if any)
- Effect Description
- Optional Upgrades or Stunts

Note: All spellcasters follow the same core casting rules unless their class, stunts, or abilities modify them.

Level 1 Spells

Absorb Elements

Level: 1
School: Elemental
Keywords: Flexible, Elemental
Range: Touch
Duration: 1 hour
Mana Cost: 1+

You touch a willing creature and grant it enhanced resistance against one elemental type: Fire, Frost, or Lightning. The target gains a bonus to the chosen Elemental Defense equal to the total mana you spent on the spell. The effect lasts for up to 1 hour.

Bestow Curse

Level: 1
School: Necromancy
Keywords: None
Range: Touch
Duration: Magic skill in turns
Mana Cost: 1

You curse a creature with an ill effect, causing persistent trouble or hardship. The target makes a Resolve skill check against your Magic skill. On a failure, the target is Cursed. The curse lasts a number of turns equal to your Magic skill.

Once you curse a creature, you cannot curse the same creature again until its curse ends or is removed. You may have a maximum number of active curses equal to your Magic skill level.

Choose one of the following curse effects:

- Curse of Misfortune: The target suffers Disadvantage on their next roll each turn (attack, defend, or skill check).
- Curse of Frailty: The target reduces all Physical and Elemental Defenses by 1.
- Curse of Rot: At the start of each of the target's turns, they take 1 necrotic damage.

- Curse of Silence: The target cannot speak or communicate verbally. This may interfere with casting or commanding.
- Curse of Clumsiness: The target's movement is halved.

Comprehend Languages

Level: 1
School: Divination
Keywords: None
Range: Touch
Duration: 1 hour
Mana Cost: 1

You grant a willing creature the ability to understand any spoken or written language. For the duration of the spell:

- The creature can understand the literal meaning of any spoken language they hear.
- The creature can read any written language they can see.
- Reading a page of text takes approximately 1 minute.

The spell does not decipher hidden messages, codes, or symbolic meanings—it only provides literal comprehension.

Conjure Animal

Level: 1
School: Conjuration
Keywords: Concentration, Flexible
Range: 20 meters
Duration: Concentration
Mana Cost: 1+

You summon a loyal animal companion whose might scales with the mana you spend. Choose one animal from the following list with a rating equal to or lower than the mana spent. The creature appears at a location you choose within 20 meters of you.

Mana	Animal
1	Wolf
2	Bear
3	Saber-Toothed Tiger
4	Elephant
5	Tyrannosaurus Rex

The animal remains for as long as you maintain concentration. You can communicate with the creature through basic commands and gestures, and it obeys to the best of its instincts and abilities. Summoned during a battle, it joins at once and acts right after your turn (see Summoned and Raised Creatures).

Courage

Level: 1
School: Restoration
Keywords: None
Range: Touch
Duration: 10 minutes
Mana Cost: 1

You instill supernatural bravery into a target creature you touch. The target gains a +2 bonus to all Resolve checks made against fear effects for the duration. If the target is already Frightened when you cast this spell, it may immediately attempt a new Resolve defend check to end the condition.

Detect Life and Death

Level: 1
School: Divination
Keywords: Concentration
Range: Self (10-meter radius)
Duration: Up to 10 minutes
Mana Cost: 1

For the duration of the spell, you sense the presence of any living or undead creature within 10 meters of you. This sense provides a faint aura indicating direction and number but not identity or precise location. The spell's effect is blocked by barriers of sufficient density:

- 1 decimeter of stone
- 1 centimeter of common metal
- 1 millimeter of lead
- 1 meter of wood or dirt

Detect Magic

Level: 1
School: Divination
Keywords: Concentration
Range: Self (10-meter radius)
Duration: Up to 10 minutes
Mana Cost: 1

For the duration of this spell, you sense the presence of magical energy within 10 meters. If any magic is detected, you may use an action to identify the source, revealing a faint aura around visible creatures or objects that bear magical properties. You also learn the associated school of magic, if any. The spell's effect is blocked by barriers of sufficient density:

- 1 decimeter of stone
- 1 centimeter of common metal
- 1 millimeter of lead
- 1 meter of wood or dirt

Disguise Self

Level: 1
School: Illusion
Keywords: None
Range: Self
Duration: 1 hour
Mana Cost: 1

You make yourself—including clothing, armor, weapons, and other belongings on your person—look different for up to 1 hour or until you dismiss the illusion as an action. You may appear up to 30 centimeters shorter or taller and may look thinner, fatter, or somewhere in between. Your form must maintain the same general anatomy (e.g., two arms, two legs, one head).

This illusion does not hold up to physical interaction. For example:

- Illusory clothing or armor can be seen, but not touched.
- Illusions of changed size or shape do not alter your actual physical form.

A creature may use its action to inspect you. If they do, they must succeed on an Perception skill check opposed by your Magic skill to recognize the disguise.

Elemental Weapon

Level: 1
School: Elemental
Keywords: Elemental
Range: Self
Duration: 10 minutes
Mana Cost: 1

You conjure a one-handed melee weapon made of elemental energy in your hand. The weapon deals damage as it is a normal weapon, plus bonus Elemental Damage equal to your Magic skill.

When casting the spell, choose an element: Fire, Frost, or Lightning. The weapon's bonus damage is of that element type and applies the associated elemental effect.

The weapon remains for up to 10 minutes or until you dismiss it. You may only wield one elemental weapon created this way at a time.

False Life

Level: 1
School: Necromancy
Keywords: None
Range: Self
Duration: 1 hour
Mana Cost: 1

Bolstering yourself with necromantic energy, you gain temporary stress points equal to twice your Magic skill that last for up to 1 hour. Damage is subtracted from these temporary stress points first. Once depleted, they vanish and cannot be restored. You may not benefit from more than one False Life effect at a time.

Firebolt & Frostbite & Sparks

Level: 1
School: Elemental
Keywords: Elemental
Range: 40 meters
Duration: Instant
Mana Cost: 1

You hurl a bolt of elemental power at a creature or object you can see within range. Choose Fire, Frost, or Lightning as the damage type. The target must make a Reflex defend roll contested by your Magic skill. On a failure, the target takes elemental damage equal to the margin of failure.

Force Ward

Level: 1
School: Abjuration
Range: Self
Duration: Until triggered or 1 hour
Mana Cost: 1
Keywords: None

You wrap your will around yourself like hardened shell, manifesting an invisible barrier of compressed force. The ward does not glow or announce itself — it simply exists, patient, waiting to be needed.

The next time you take Physical damage before the spell ends, reduce that damage by an amount equal to your Magic skill. After absorbing damage once, the ward is consumed and the spell ends.

Hardening

Level: 1
School: Transmutation
Keywords: Concentration,Flexible
Range: Self
Duration: 1 hour

Mana Cost: 1+

You harden your flesh, armor, or magical shielding to better withstand physical harm. For the duration, you gain a bonus to your Physical Defense equal to the total mana spent when you cast this spell. The effect is subtle but potent, manifesting as reinforced muscle, skin, or force barriers.

Harm

Level: 1
School: Necromancy
Keywords: Flexible
Range: 40 meters
Duration: Instant
Mana Cost: 1+

You sacrifice a portion of your vitality to deliver necrotic pain to another. You take necrotic damage equal to the total mana spent when you cast the spell, which cannot be reduced or resisted in any way. One creature of your choice that you can see within range takes necrotic damage equal to the damage you took.

The target must make a Resolve defend roll contested by your Magic skill. On a success, it only takes half damage.

Healing

Level: 1
School: Restoration
Keywords: Flexible
Range: Touch
Duration: Instant
Mana Cost: 1+

A creature you touch regains a number of physical stress points equal to your Magic skill plus the total mana you spent when you cast the spell.

Hunter's Mark

Level: 1
School: Divination
Keywords: Concentration
Range: 30 meters
Duration: Up to 1 hour
Mana Cost: 1

You choose a creature you can see within 30 meters and mystically mark it as your quarry. For up to 1 hour:

- The target takes +1 additional damage whenever it is hit by a physical attack.
- You gain a +1 bonus to all Perception checks to find or track the marked target.

Kinetic Leap

Level: 1
School: Transmutation
Keywords: Flexible, Concentration
Range: Self
Duration: Up to 1 minute
Mana Cost: 1+

You flood your body with stored kinetic energy, temporarily overcoming natural physical limits. For up to 1 minute, your jumping distance is multiplied by a factor equal to the total mana spent when you cast the spell. This multiplier applies to both horizontal and vertical jumps. You must maintain concentration to sustain the effect.

Light

Level: 1
School: Illusion
Keywords: None
Range: Touch
Duration: Up to 1 hour
Mana Cost: 1

You touch one object that is no larger than 3 meters in any dimension. For up to 1 hour, the object sheds bright light in a 6-meter radius and dim light for an additional 6 meters. The light may be any color of your choice.

Mark of Refusal

Level: 1
School: Abjuration
Range: 30 meters
Duration: Until triggered or end of scene
Mana Cost: 1
Keywords: None

You imprint a sigil of denial on a creature you can see within 30 meters. The mark is invisible to all but you. The marked creature does not know it has been marked.

The first time the marked creature makes an attack roll or skill check before the spell ends, it does so with Disadvantage. After the penalty has been applied once, the mark is consumed and the spell ends.

Phantom Blade

Level: 1
School: Conjuration
Range: Self (5-meter reach)
Duration: Concentration, up to 1 minute
Mana Cost: 1
Keywords: Concentration

You conjure a blade of compacted force that orbits within arm's reach, moving with the fluid precision of your intent rather than your hand. The blade has no hilt, no weight, and makes no sound — it is pure will given an edge.

For the duration, once per turn as part of your attack action you may direct the blade to strike a creature within 5 meters. Make a Magic skill roll contested by the target's Reflex skill. On a success, the target takes Physical damage equal to your Magic skill. This attack does not use your Fight skill and does not count as a Basic Attack for the purposes of AP limits.

Purify Food and Drink

Level: 1
School: Restoration
Keywords: None
Range: 3 meters
Duration: Instantaneous
Mana Cost: 1

All nonmagical food and drink within a 2-meter radius sphere, centered on a point of your choice within 3 meters of you, is purified and rendered free of poison and disease. This includes spoiled or contaminated materials, which are restored to a safe and edible condition.

Rift Step

Level: 1
School: Conjuration
Range: Self
Duration: Instantaneous
Mana Cost: 1
Keywords: None

You tear a pinhole in the fabric of space and step through it before it seals. There is no flash, no sound — one moment you are here, the next you are there. The world does not notice.

You instantly teleport to any unoccupied space you can see within 8 meters. This movement does not provoke reactions or opportunity attacks.

Speak with Animals

Level: 1
School: Divination
Keywords: None
Range: Self
Duration: 1 hour
Mana Cost: 1

You attune your senses and voice to the natural world, allowing you to comprehend and produce the sounds, gestures, and emotional signals that animals use to communicate. For the duration:

- You can understand the intent, emotional state, and basic information conveyed by any Beast you can see or hear.
- Beasts can understand you in return, though their comprehension is limited to concepts within their natural experience — they understand danger, territory, hunger, and loyalty, but not abstract ideas such as politics, magic theory, or written language.
- You gain Advantage on all Survival skill checks involving animal handling, calming, or directing Beasts for the duration.

This spell does not compel animals to cooperate, obey, or act against their instincts. A hostile or frightened animal may still attack even if it understands you. Communication is possible, but trust must be earned through roleplay or a successful Influence or Survival roll at the GM's discretion.

Note: Creatures with the Demon, Vampire, or Undead trait are not Beasts and are not affected by this spell, even if they resemble animals in form.

Time Alter

Level: 1
School: Transmutation
Keywords: Flexible, Concentration
Range: Self
Duration: Up to 1 minute
Mana Cost: 1+

You separate the passage of time within your body from the 'flow of time' in the outside world, allowing you to move faster than the human eye can see. For up to 1 minute, you gain a bonus to your movement speed equal to 2 $\times$ the total mana you spent when you cast the spell. You must maintain concentration to keep the effect active.

Vampiric Touch

Level: 1
School: Necromancy
Keywords: Concentration
Range: Self
Duration: Up to 1 minute
Mana Cost: 1

Your prayer empowers you with divine shadow. For up to 1 minute, your weapon attacks deal an additional 1d4 necrotic damage on a hit. Additionally, you heal an amount equal to half the damage you dealt with your weapon attacks during the duration of the spell. You must maintain concentration to sustain this effect.

Level 2 Spells

Animate Dead

Level: 2
School: Conjuration, Necromancy
Keywords: None
Range: 50 meters (15-meter radius from target point)
Duration: Until destroyed
Mana Cost: 2

This spell creates undead servants. Choose up to a number of piles of bones or corpses equal to your Magic skill within 15 meters of a point you can see within 50 meters. Each target rises as a skeleton (if bones) or a zombie (if corpse).

Limit. The undead from this spell count against the limit in Undead you control (Combat Mechanics): at most as many undead as your Magic skill, from all sources together. All of them obey you. If a new casting would take you over the limit, your oldest undead crumble into lifeless remains first. Example: with Magic +3 you can keep 3 undead. If you have 3 and raise 2 more, your 2 oldest crumble.

The undead use the Skeleton or Zombie entry in the Bestiary, except that their physical skills (Fortitude, Might, Reflex, Stride, Fight, and Shoot) equal half your Magic skill (rounded up) and they have no Consequence slots, so they are destroyed when their Physical Stress Pool is reduced to 0. They are immune to Frightened, Poisoned, and all forms of mental control.

Commanding. On each of your turns, you can mentally command any of them within 20 meters, at no AP cost. If you issue no command, they act only in self-defence; once given a command, they pursue it until completion.

In combat. Undead raised during a battle join it at once and act right after your turn (see Summoned and Raised Creatures).

Blur

Level: 2
School: Illusion
Keywords: Concentration
Range: Self
Duration: Up to 10 minutes
Mana Cost: 2

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, all creatures have a -1 penalty to their attack rolls against you. This effect ends early if you lose Concentration. Creatures that do not rely on sight (e.g., blindsight, tremorsense) are immune to this effect.

Calm

Level: 2
School: Restoration
Keywords: Concentration
Range: 10 meters
Duration: 1 minute
Mana Cost: 2

You attempt to suppress strong emotions in a creature. Choose a creature you can see within 10 meters. The target must make a Resolve defend roll contested by your Magic skill. On a failure, the target becomes calm and non-hostile for the duration (does not require the Mental Stress Pool to be at 0). It will not take aggressive actions and avoids conflict. The effect ends early if the creature is attacked, harmed by a spell, or sees an ally being harmed.

Clairvoyance

Level: 2
School: Divination
Keywords: Concentration
Range: Line of sight or familiar target
Duration: Up to 1 minute
Mana Cost: 2

You can see and hear a distant creature or location of your choice as if you were physically present. Choose a location within your line of sight or a creature you are familiar with. For the duration, you perceive a 60-meter radius centered on the target. You can observe the area as if standing there, though you cannot interact with it physically or magically. Requires uninterrupted concentration.

Conjure Atronach

Level: 2
School: Conjuration
Keywords: Concentration, Elemental
Range: 30 meters
Duration: Until concentration ends
Mana Cost: 2

You summon an elemental atronach into an unoccupied space within 30 meters. Choose an elemental type: Fire, Frost, or Lightning. The atronach acts right after your turn (see Summoned and Raised Creatures) and may cast the corresponding spell (Firebolt, Frostbite, or Sparks) using your Magic skill for attack rolls.

The atronach lasts as long as you maintain concentration and has 3 AP.

Debilitate

Level: 2
School: Necromancy
Keywords: None
Range: 40 meters
Duration: 1 hour
Mana Cost: 2

You channel dark energy to weaken the physical resilience of a target creature, making them more vulnerable to harm. Choose a creature within 40 meters that you can see. The target must make a Fortitude defend roll contested by your Magic skill. On a failure, their Fortitude skill is reduced by 2 for 1 hour. This affects rolls only, not the Physical Stress Pool.

Detect Truth

Level: 2
School: Divination
Keywords: Concentration
Range: Self
Duration: Up to 10 minutes
Mana Cost: 2

For up to 10 minutes, you gain a +2 bonus to all Influence skill checks made to determine whether a creature is telling the truth. This includes interrogations, subtle persuasion, reading microexpressions, or resisting deceptive charm.

Dispel Magic

Level: 2
School: Abjuration
Keywords: Flexible
Range: 40 meters
Duration: Instantaneous
Mana Cost: 2 (base), scalable

Choose one creature, object, or magical effect within 40 meters of you. Any spell on the target that you are capable of casting automatically ends. For all other magical effects, make a Magic skill check contested by the spell level of each effect. On a success, the spell is dispelled.

If you spend an additional mana beyond the base cost, you gain a +1 bonus to your Magic skill check per extra two mana spent.

Elemental Rune

Level: 2
School: Elemental
Keywords: Elemental
Range: Touch
Duration: Until triggered
Mana Cost: 2

You inscribe a 2-meter-radius glyph on a surface or within an object that can be closed to conceal the glyph. The glyph is nearly invisible and requires a successful Perception skill check contested by your Magic skill to be found.

Starting from your next turn, you can trigger the glyph as a free action. When triggered, the glyph erupts with elemental energy in a 2-meter-radius sphere centered on the glyph. Each creature in the area must make a Reflex defend roll contested by your Magic skill. On a failure, the target takes elemental damage of the chosen type equal to the margin of failure.

Fear

Level: 2
School: Illusion
Keywords: None
Range: 20 meters
Duration: Varies (see below)
Mana Cost: 2

You project a phantasmal image of a creature's worst fears. Choose a creature you can see within 20 meters. The creature must make a Resolve defend roll contested by your Magic skill. On a failure, the creature takes mental damage equal to the margin of failure. If it receives a Mental Consequence from this damage, the creature also becomes Frightened. The duration of the frightened condition is determined by the severity of the consequence:

Consequence Level	Frightened Duration
Mild (+2)	1 minute
Moderate (+4)	1 day
Severe (+6)	1 week

Feign Death

Level: 2
School: Necromancy
Keywords: None
Range: Touch
Duration: Up to 1 hour
Mana Cost: 2

You touch a willing creature and place it in a cataleptic state that is indistinguishable from death. For up to 1 hour, the target appears dead to all outward inspection and to spells that determine life signs or magical vitality. While under the effect:

- The target is blinded, incapacitated, and its movement speed becomes 0.
- The target gains resistance to all damage.
- If the target is affected by a disease or poison, those effects are suspended until the spell ends.

Groundshock

Level: 2
School: Elemental
Range: 20 meters
Duration: Instantaneous

Mana Cost: 2
Keywords: Elemental

You drive lightning into the earth and let it find its own path. The current does not travel through the air — it travels through the ground itself, erupting beneath the feet of those who stand on it.

Choose a point on the ground you can see within 20 meters. All creatures standing on solid ground within a 4-meter radius of that point must make a Fortitude skill check contested by your Magic skill. On a failure, a creature takes Lightning damage equal to the margin of failure and is knocked Prone. Creatures that are not in contact with the ground (flying, levitating, or elevated) are unaffected.

Lesser Restoration

Level: 2
School: Restoration
Keywords: None
Range: Touch
Duration: Instantaneous
Mana Cost: 2

You touch a creature and end one harmful affliction. You may remove either one disease or one condition affecting the target. Valid conditions include:

- Fatigued
- Frightened
- Paralyzed
- Poisoned
- Stunned

This spell does not heal damage or consequences, only the listed conditions.

Non-Detection

Level: 2
School: Divination
Keywords: None
Range: Touch
Duration: 8 hours
Mana Cost: 2

You render a creature, place, or object magically hidden from detection. Choose one target within reach—a willing creature, a location, or an object no larger than 3 meters in any dimension. For the duration, the target cannot be:

- Detected by divination magic,
- Perceived by magical scrying or tracking spells,
- Targeted by spells like Detect Magic, Detect Life and Death, Clairvoyance, or similar effects.

This spell does not block non-magical observation or detection.

Order: Attack

Level: 2
School: Conjuration
Keywords: None
Range: Self and controlled creatures
Duration: Until the next successful hit
Mana Cost: 2

You bark a decisive command, igniting aggression in your summoned allies. When you cast this spell, you and each of your controlled minions or summoned creatures gain a +2 bonus to physical damage on their next successful attack. This bonus remains active until the attack lands. Creatures must be able to hear or otherwise sense your command to benefit.

Remove Curse

Level: 2
School: Restoration
Keywords: None
Range: Touch
Duration: Instantaneous
Mana Cost: 2

You unravel the threads of dark magic afflicting a creature or object. When you cast this spell, you identify the specific curse affecting the target, including the original caster (if known), its magical nature, and the materials or actions required to lift the curse.

If the curse requires special rituals or conditions to be lifted, the spell will reveal those prerequisites, but will not remove the curse until those conditions are fulfilled. Once the appropriate steps are taken, this spell may be cast again to complete the removal.

Searing Burst

Level: 2
School: Elemental
Range: Self (3-meter radius)
Duration: Instantaneous
Mana Cost: 2
Keywords: Elemental

You compress heat to a single point at the centre of your chest and release it in a violent radial eruption. The fire does not care for allegiance or cover — it fills every space around you equally.

All creatures within 3 meters of you must make a Reflex skill check contested by your Magic skill. On a failure, the creature takes Fire damage equal to the margin of failure.

Sealbind

Level: 2
School: Abjuration
Keywords: None
Range: Touch
Duration: Until dispelled
Mana Cost: 2

You magically seal a door, gate, chest, or other entryway. The sealed object is locked against all non-magical attempts to open it. Picking the lock requires a Burglary skill check contested by your Magic skill. The difficulty to force the object open through brute strength is increased by +5.

You may designate up to three creatures who can open the sealed object without a check. The seal remains until dispelled or you willingly end the effect.

Sending

Level: 2
School: Divination
Keywords: None
Range: Any distance on same plane
Duration: Instantaneous
Mana Cost: 2

You send a short message of twenty-five words or fewer to a creature that you are familiar with. The message can be spoken aloud or silently transmitted into the target's mind. The target hears the message as a magical whisper that only they can perceive.

The target may respond with a message of their own of up to twenty-five words, which you receive through the same magical channel. The spell fails if the target is on another plane or if you are not familiar with the target.

Ward Echo

Level: 2
School: Abjuration
Keywords: None
Range: Touch
Duration: 8 hours
Mana Cost: 2

You set a magical alarm on a door, window, or area no larger than a 20-meter radius. For the duration, the ward watches for movement or intrusion.

When a Tiny or larger creature enters the warded area without speaking a password you specify, the spell triggers. The alarm can either:

- Emit a loud ringing sound audible up to 100 meters away, or
- Alert you mentally (only if you are within 1 kilometer), waking you if you are sleeping.

You may choose to designate any number of creatures to be ignored by the ward.

Water Breathing

Level: 2
School: Transmutation
Keywords: None
Range: Self or Touch
Duration: 2 hours
Mana Cost: 2

For up to 2 hours, you or a willing creature you touch gains the ability to breathe underwater. The target retains its normal ability to breathe air as well, allowing for seamless movement between aquatic and terrestrial environments.

Level 3 Spells

Arcane Eye

Level: 3
School: Divination
Keywords: Concentration
Range: 30 meters
Duration: Up to 1 hour
Mana Cost: 3

You create an invisible, magical eye within the 30-meter range that hovers in the air and lasts up to 1 hour. You mentally receive visual information from the eye, which has normal vision and darkvision out to 20 meters. The eye can look in every direction. As an action, you can move the eye up to 10 meters in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but it can pass through an opening as small as 1 centimeter in radius.

Blight

Level: 3
School: Necromancy
Keywords: None
Range: 30 meters
Duration: Instantaneous
Mana Cost: 3

Necromantic energy washes over a creature of your choice that you can see within 30 meters of you, draining moisture and vitality from it. The target must make a Fortitude defend roll contested by your Magic skill. On a failure, the creature takes necrotic damage equal to the margin of failure. You also

heal for an amount equal to the post-mitigation damage you dealt. This spell has no effect on undead or constructs.

Special:

- If the target is a plant creature or a magical plant, it makes the Fortitude skill check with disadvantage, and the spell deals double damage.
- If the target is a nonmagical plant that isn't a creature, such as a tree or shrub, it withers and dies instantly without a check.

Conjure Barrage

Level: 3
School: Conjuration
Keywords: None
Range: Self (15-meter cone)
Duration: Instantaneous
Mana Cost: 3

You unleash a storm of conjured weapons in a 15-meter cone originating from you. When you cast the spell, choose Bludgeoning, Piercing, or Slashing. The weapons may take any mundane form appropriate to that damage type, but their form is cosmetic and does not use a weapon's damage dice, Required Might, range, properties, ammunition, or Weapon Techniques.

Every other creature in the cone must make a Reflex defend roll contested by your Magic skill. On a failure, it takes Physical damage of the chosen type equal to 2d4 + your Focus skill level + its margin of failure. On a success, it takes no damage. This is the spell's complete damage formula; do not add another magical-damage bonus. Physical Defense applies normally. The conjured weapons vanish immediately after the spell resolves.

Cure Wounds

Level: 3
School: Restoration
Keywords: None
Range: Touch
Duration: Instantaneous
Mana Cost: 3

You lay your hands on a creature, channelling restorative magic into their body. The target reduces one active Consequence by one severity tier (Severe → Moderate → Mild → healed). This spell can begin restoring moderate to severe injuries that would otherwise require long downtime.

Death Ward

Level: 3
School: Abjuration
Keywords: None
Range: Touch
Duration: Up to 2 hours
Mana Cost: 3

You touch a creature and grant it a measure of protection from death. For the duration, the first time the target would die as a result of taking damage, the target instead remains alive with 1 unfilled Consequence slot remaining. If the spell is still in effect when the target is subjected to an effect that would kill it instantly without dealing damage, that effect is negated against the target, and the spell ends.

Fireball & Icestorm & Electrical Discharge

Level: 3
School: Elemental
Keywords: Elemental
Range: 40 meters

Area: 5-meter radius
Duration: Instantaneous
Mana Cost: 3

Choose an area that you can see within 40 meters of you. Each creature in a 5-meter radius must make a Reflex defend roll contested by your Magic skill. On a failure, the target takes elemental damage of the chosen type equal to the margin of failure. The spell applies additional effects based on the chosen element.

Fury

Level: 3
School: Illusion
Keywords: Concentration
Range: 40 meters
Duration: Concentration, up to 1 minute
Mana Cost: 3

Target one creature that you can see within 40 meters of you. The creature must make a Resolve defend roll contested by your Magic skill. On a failure, the creature takes mental damage equal to the margin of failure.

If it takes a Mental Consequence, the creature becomes enraged for a number of turns equal to the mental damage taken as a Consequence. The enraged target must use its action on each of its turns to make an attack against a creature other than itself that you mentally choose.

Instant Summon

Level: 3
School: Conjuration
Keywords: None
Range: Unlimited (bonded item only)
Duration: Instantaneous
Mana Cost: 3

You can use your action to speak the name of an item you have previously bonded with using this spell. The item must not weigh more than 50 kilograms.

- If no creature is currently holding or carrying the item, it instantly appears in your hand, regardless of physical or planar distance.
- If another creature is currently holding or carrying the item, the spell does not summon it, but you immediately learn who possesses the item and roughly where they are.
- If you already have the item, you may choose to end the spell and send it back to its previous location.

Invisibility

Level: 3
School: Illusion
Keywords: Concentration
Range: Touch
Duration: 1 hour
Mana Cost: 3

A creature you touch becomes invisible for the duration of the spell. Anything the target is wearing or carrying is also invisible as long as it remains on their person.

- The spell ends early if the target makes an attack or casts a spell.
- The creature remains undetectable by sight and cannot be targeted by vision-based perception until the effect ends.

Life Transference

Level: 3
School: Restoration, Necromancy
Keywords: None
Range: 10 meters
Duration: Instantaneous
Mana Cost: 3

You sacrifice a portion of your vitality to restore another.

- You take necrotic damage equal to your Magic skill. This damage cannot be reduced or prevented in any way.
- One creature of your choice that you can see within 10 meters regains stress points equal to twice the damage you took.

Null Mantle

Level: 3
School: Abjuration
Range: 30 meters
Duration: Instantaneous
Mana Cost: 3
Keywords: None

You reach into the magical field surrounding a creature and tear it clean. Not dispelling individual spells so much as stripping the surface of the target's arcane state entirely — all the borrowed power, all the layered effects, all at once.

Choose a creature you can see within 30 meters. Make a Magic skill check contested by the target's Focus skill.

- On a success, all active spell effects currently enhancing the target end immediately. This includes buffs, ongoing concentration effects cast by the target, and any magical conditions with a duration (such as Charmed or Frightened) that were inflicted by a spell.
- Effects that are part of a creature's innate traits or class features are not affected.

Magma Surge

Level: 3
School: Elemental
Range: 25 meters
Duration: Instantaneous
Mana Cost: 3
Keywords: Elemental

You reach down through the earth with your will and find the heat that has always been there, patient and ancient. You give it permission to rise.

Choose a point on the ground you can see within 25 meters. Molten rock erupts in a 3-meter radius around that point. All creatures in the area must make a Reflex defend roll contested by your Magic skill.

- On a failure, the creature takes Fire damage equal to the margin of failure and is coated in molten residue, taking 1d4 Fire damage at the start of each of its turns for 2 turns. The molten residue cannot be extinguished by mundane means (water, smothering) but can be ended by Remove Curse or similar magic.
- The area becomes difficult terrain until the end of the scene.

Penumbral Pendulum

Level: 3
School: Necromancy
Keywords: None
Range: Begins at 20 meters
Duration: Instantaneous

Mana Cost: 3

You summon a massive spectral pendulum of shadow, its deadly arc sweeping through the battlefield.

- The pendulum spans a 1-meter width and 10-meter length, starting from a point 20 meters away from you.
- All creatures in the area of effect must make a Reflex defend roll contested by your Magic skill.
- On a failure, the target takes necrotic damage equal to the margin of failure.
- Undead creatures in the area are instead healed by an amount equal to your Magic skill.

See Invisibility

Level: 3
School: Illusion
Keywords: Concentration
Range: Self
Duration: 1 minute
Mana Cost: 3

You gain heightened perception into hidden truths and veiled threats.

- For the duration, you can see invisible creatures and objects within 30 meters.
- You can also perceive through illusions created by magical effects or spells.
- To discern an illusion's true form, you must succeed on a Perception skill check contested by the caster's Magic skill.

Sleet Storm

Level: 3
School: Conjuration
Keywords: Concentration
Range: 30 meters
Area: 10-meter radius
Duration: Concentration, up to 1 minute
Mana Cost: 3

Freezing rain and sleet fill the area.

- The area is obscured. A creature inside it cannot see farther than 2 meters.
- The ground in the area is difficult terrain.
- Mundane flames in the area go out.
- A creature that starts its turn in the area, or enters it, makes a Reflex defend roll against your Magic. On a failure, it falls Prone.

Speak with Dead

Level: 3
School: Necromancy
Keywords: None
Range: 10 meters
Duration: 10 minutes
Mana Cost: 3

You grant a semblance of life and intelligence to a corpse of your choice within range, allowing it to answer questions you pose.

- The corpse must still have a mouth and may not be undead.
- The spell fails if the corpse was targeted by this spell within the last 10 days.

- You may ask up to five questions during the duration.
- The corpse knows only what it knew in life, and its responses are typically brief, cryptic, or repetitive.
- The corpse is not compelled to tell the truth if it considers you hostile.
- This spell does not return the creature's soul—only a flicker of animating spirit.
- The corpse cannot learn new things or infer events after its death.

Unravel Form

Level: 3
School: Transmutation
Range: 30 meters
Duration: 1 round
Mana Cost: 3
Keywords: None

Matter is not as permanent as it believes itself to be. You remind a creature's body of this truth — loosening the binding forces that hold its physical form in coherent shape, letting it come slightly undone.

Choose a creature you can see within 30 meters. The target must make a Fortitude skill check contested by your Magic skill.

- On a failure, the creature takes Physical damage equal to the margin of failure plus your Magic Skill as its form partially destabilises.
- Until the start of your next turn, the target's Physical Defense is reduced by 2 as its material coherence wavers.
- This spell has no effect on undead, constructs, or creatures without a physical form.

Weight of Stone

Level: 3
School: Transmutation
Range: 30 meters
Duration: Concentration, up to 3 turns
Mana Cost: 3
Keywords: Concentration

You alter the gravitational relationship between a creature and the earth beneath it — not crushing it outright, but making its own body feel like a burden it was never built to carry.

Choose a creature you can see within 30 meters. The target must make a Fortitude skill check contested by your Magic skill.

- On a failure, the creature takes Physical damage equal to the margin of failure plus your Magic skill, and its movement speed is reduced to 0 until the start of its next turn.
- While the spell persists, the target must repeat the Fortitude check at the start of each of its turns. On a failure, it takes damage equal to the new margin of failure and its speed is again reduced to 0 until its next turn.
- Flying creatures that fail the initial check immediately lose the ability to fly and begin to fall.

Level 4 Spells

Call to Arms

Level: 4
School: Restoration
Range: 10 meters (radius)
Duration: 10 minutes
Mana Cost: 4
Keywords: Concentration

You rally the spirits of your allies with magical resolve. All allied creatures within 10 meters of you gain a +1 bonus to their Fight and Shoot skills for the duration of the spell.

You must concentrate to maintain the effects of this spell. If your concentration is broken, the spell ends immediately.

Corpse Explosion

Level: 4
School: Necromancy
Range: 20 meters
Duration: Instantaneous
Mana Cost: 4
Keywords: None

You cause all corpses within 20 meters of you to violently explode. Each explosion affects a 3-meter radius surrounding the corpse.

Each creature (excluding yourself) caught in the blast of an exploding corpse must make an Reflex skill check contested by your Magic skill. On a failure, the creature takes necrotic damage equal to the margin of failure.

Echo Read

Level: 4
School: Divination
Range: Touch
Duration: Instantaneous
Mana Cost: 4
Keywords: None

Every place that has held strong emotion or significant event keeps a residue of it — not memory exactly, but impression. The stones remember what passed between them. You know how to ask.

You touch a location, object, or corpse and receive a vision of the most significant event that occurred involving it within the past 30 days. The vision is sensory: you see, hear, and feel the impression of what happened, but you cannot interact with it.

The vision lasts up to 1 minute of perceived time and cannot be extended. After the vision ends, you gain the following from the GM:

- The number of creatures present during the event.
- The emotional tenor of the event (violent, fearful, celebratory, secretive).
- One specific concrete detail of the GM's choosing relevant to the event.

You may cast this spell on the same location or object multiple times, but each casting only ever reveals one event per cast, and repeated casts on the same object do not reveal the same event twice.

Elemental Cloak

Level: 4
School: Elemental
Range: Self (2-meter aura)
Duration: 1 minute
Mana Cost: 4
Keywords: Elemental, Concentration

When you cast this spell, you may designate any number of creatures you can see to be unaffected by its effects.

For the duration, particles of the chosen element swirl around you in a 2-meter radius. Any creature that enters the area for the first time on a turn or starts its turn within the area must make an Reflex skill check contested by your Magic skill. On a failure, the creature takes elemental damage equal to the margin of failure, of the type you selected when casting the spell.

Fate's Eye

Level: 4
School: Divination
Range: Self (20-meter radius)

Duration: Concentration, up to 10 minutes
Mana Cost: 4
Keywords: Concentration

For a few minutes you see the world as it actually is rather than as it presents itself. The layers of illusion, concealment, and enchantment become transparent. The threads connecting every living thing to its current condition glow faint and gold at the edge of your perception.

For the duration:

- You automatically see all invisible or concealed creatures within 20 meters, as though the See Invisibility spell were active.
- You perceive the current active spell effects on any creature within 20 meters (what spells affect them and their approximate remaining duration).
- You may see through mundane concealment (smoke, darkness, fog) within 10 meters. Magical darkness is not penetrated.
- Once per turn as a free action, you may declare one creature within 20 meters. Until the start of your next turn, all allies who can hear you gain Advantage on skill checks made to target or interact with that creature, as you relay what you perceive of its state and position.

Fly

Level: 4
School: Transmutation
Keywords: Concentration
Range: Touch
Duration: Up to 10 minutes
Mana Cost: 4

You touch a willing creature, granting it the ability to fly. For the duration of the spell, the target gains a flight speed equal to its base movement speed. The creature can hover in place and move freely in three dimensions.

While flying, the creature retains full control of its direction and altitude, and can take any actions normally available while walking. When the spell ends, if the creature is still airborne, it falls unless it has another means of staying aloft.

You may end this spell as a free action on your turn.

Glibness

Level: 4
School: Illusion
Range: Self
Duration: 1 hour
Mana Cost: 4
Keywords: –

For up to 1 hour, when you make a social skill check with Influence, you may choose to replace the number you roll with a +3. This substitution happens after rolling, but before results are declared.

Additionally, any Influence skill check made to determine if you are telling the truth (such as Detect Truth) automatically succeeds in your favor, indicating that you are being truthful—regardless of what you actually said.

Gravity Well

Level: 4
School: Abjuration
Range: 30 meters
Duration: Concentration, up to 3 turns
Mana Cost: 4
Keywords: Concentration

You warp the gravitational field around a point you can see within 30 meters, creating a crushing zone of compressed force. The zone affects a 4-meter radius around that point for the duration.

- Any creature that enters the zone for the first time on a turn, or starts its turn inside it, must make a Fortitude defend roll contested by your Magic skill.
- On a failure, the creature takes Physical damage equal to the margin of failure plus 2d4 and its movement speed is halved until the start of its next turn.
- The zone counts as difficult terrain.
- You must concentrate to maintain the well. If concentration is broken, the zone collapses instantly.

Greater Restoration

Level: 4
School: Restoration
Range: Touch
Duration: Instantaneous
Mana Cost: 4
Keywords: –

You touch a creature and end all diseases or conditions currently afflicting it. This includes physical, magical, or mental conditions such as Poisoned, Paralyzed, Stunned, Charmed, Cursed, Frightened, Petrified, and others at the GM's discretion.

Healing Spirit

Level: 4
School: Restoration
Range: 20 meters
Duration: Concentration, up to 1 minute
Mana Cost: 4
Keywords: Concentration

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 1.5-meter cube you can see within 20 meters. The spirit takes the shape of a translucent beast of your choice.

For up to 1 minute, whenever you or another creature moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore a number of physical stress points equal to your Magic skill to that creature (no action required).

The spirit can heal a number of times equal to your Magic skill level. After healing that number of times, the spirit disappears.

On your turn, you may move the spirit up to 10 meters to a space you can see.

Iron Vessel

Level: 4
School: Conjuration
Range: 15 meters
Duration: Concentration, up to 10 minutes
Mana Cost: 4
Keywords: Concentration

You open a rift to the outer reaches of the Conjuration plane and pull through a construct of bound iron and compressed force — a shape roughly humanoid, roughly two meters tall, and absolutely without hesitation. It has no will of its own. It does not tire, question, or fear.

The Iron Vessel appears in an unoccupied space within 15 meters. It acts right after your turn (see Summoned and Raised Creatures). You may command it as a free action on your turn; without a command it holds position and defends itself.

Iron Vessel Statistics:

- Physical Stress Pool: Equal to twice your Magic skill level.
- Physical Defense: Equal to your Magic skill.

- Elemental Defense: 2
- Skills: Fight equal to your Magic skill, Fortitude equal to your Magic skill, all others at +0.
- Attack: The Vessel makes a Fight vs Reflex attack dealing Bludgeoning damage equal to the margin of success + your Magic skill.
- The Vessel cannot cast spells and has no Mana.
- If the Vessel's Physical Stress Pool is reduced to 0, it collapses and the spell ends.

Soulbind

Level: 4
School: Necromancy
Range: 20 meters
Duration: Concentration, up to 1 minute
Mana Cost: 4
Keywords: Concentration

Choose two creatures you can see within 20 meters of you. Each target must make a Resolve defend roll contested by your Magic skill.

- On a failure, the two targets have their life forces bound together for the duration.
- While bound, whenever one target takes Physical or Mental stress points, the other target also takes stress points equal to half that amount (rounded down).
- At the end of each of its turns, a bound creature may make a Resolve check for the difficulty of your Magic skill to break free.
- The spell ends immediately if your concentration is broken or if either target dies.

Paralyze

Level: 4
School: Illusion
Range: 30 meters
Duration: Concentration
Mana Cost: 4
Keywords: Concentration

Choose a creature that you can see within 30 meters of you. The target must make a Resolve defend roll contested by your Magic skill.

On a failure, the creature takes mental damage equal to the margin of failure. If the target suffers a Mental Consequence, it becomes paralyzed for a number of turns equal to the damage taken as a Consequence.

Mindshatter

Level: 4
School: Illusion
Range: 30 meters
Duration: Instantaneous
Mana Cost: 4
Keywords: None

You bombard a creature's mind with a cascade of fragmented, contradictory illusions, overloading its senses. The target must make a Resolve defend roll contested by your Magic skill.

- On a failure, the creature takes Mental stress points equal to the margin of failure plus d4.
- If the target suffers a Mental Consequence as a direct result of this spell, it also becomes Dazed until the end of its next turn.

Stoneform

Level: 4
School: Transmutation
Keywords: None
Range: Touch
Duration: Permanent
Mana Cost: 4

You touch a section of stone no larger than a 2-meter cube and reshape it into any form that suits your purpose. The shape must remain within the bounds of the original stone and cannot create complex mechanisms. You can form doors, windows, crude statues, or passageways through walls—provided the stone is of sufficient size and volume.

This spell is especially useful for sealing passages, creating simple tools, or constructing sturdy objects. Structures made with this spell are permanent unless altered by magic or force.

Stonewalk

Level: 4
School: Transmutation
Keywords: None
Range: Self
Duration: 10 minutes
Mana Cost: 4

You meld your body with the surrounding stone, allowing you to pass through natural rock and unworked earth as if it were water. For the duration of the spell, you may move through stone at half your normal movement speed. If you end your turn in solid stone, you are expelled to the nearest open space and take 2d10 Physical damage.

This movement does not disturb the stone around you, and you leave no tunnel or mark of your passage.

Sunlight Aura

Level: 4
School: Restoration
Range: Self (10-meter radius aura)
Duration: Concentration, up to 10 minutes
Mana Cost: 4
Keywords: Concentration

Sunlight spreads within a 10-meter radius sphere centered on you. The light spreads around corners and lasts for up to 10 minutes.

When a creature that is sensitive to sunlight (such as vampires) moves into the spell's area for the first time on a turn or starts its turn there, it must make a Fortitude defend roll contested by your Magic skill. On a failure:

- The creature takes one level of exhaustion.
- The creature emits a dim, greenish light in a 1-meter radius.

This glow makes it impossible for the creature to benefit from being invisible. The light and any levels of exhaustion caused by this spell disappear when the spell ends.

Telekinesis

Level: 4
School: Transmutation
Range: 20 meters
Duration: Concentration, up to 10 minutes
Mana Cost: 4
Keywords: Concentration

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for up to 10 minutes, you can exert your will on one creature or object that you can see within 20 meters of you.

You can try to move a creature or an object that weighs up to 50 × your Magic skill (in kilograms). The target must make a Fortitude defend roll contested by your Magic skill. If the target is an object that isn't being worn or carried, it automatically fails. Otherwise, the creature wearing or carrying the object must make the skill check.

- On a failure, you move the creature or object up to 10 meters in any direction, including upward (but not beyond the range of this spell).
- Until the end of your next turn, the creature or object is restrained in your telekinetic grip.
- On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature or object by repeating the contest.

Web

Level: 4
School: Conjuration
Range: 20 meters
Duration: Concentration, up to 1 hour
Mana Cost: 4
Keywords: Concentration

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 10-meter radius from that point for up to 1 hour. The webs are difficult terrain and lightly obscure their area.

- If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn.
- Webs layered over a flat surface have a depth of 1.5 meters.
- Each creature that starts its turn in the webs or that enters them during its turn must make a Reflex defend roll contested by your Magic skill.
  - On a failure, the creature is restrained as long as it remains in the webs or until it breaks free.
  - A creature restrained by the webs can use its action to make a Fortitude skill check contested by your Magic skill. On a success, it is no longer restrained.

Level 5 Spells

Absolute Negation

Level: 5
School: Abjuration
Range: Self (10-meter radius)
Duration: Instantaneous
Mana Cost: 5
Keywords: None

You press your will against the tide of all active magic in the space around you and refuse it. Every thread of arcane energy in the area is severed simultaneously — not redirected, not countered, but simply told that it no longer exists. The silence that follows is total.

All ongoing spell effects within 10 meters of you end immediately, including concentration spells, summoned creatures, persistent zones, and magical conditions inflicted by spells.

- For each spell effect ended this way, make a Magic skill check against a difficulty equal to the spell's level. Effects you could not overcome with this check are not dispelled; all others are.
- Any creature within the radius that has active magical enhancements (buffs, ongoing self-spells) that are dispelled takes Mental damage equal to your Magic skill as the severance lashes their mind.
- This spell cannot end effects that are part of a creature's innate or permanent magical nature.
- You may designate any number of creatures or effects to be excluded from the negation when casting.

Chain Lightning

Level: 5
School: Elemental
Range: 40 meters
Duration: Instantaneous
Mana Cost: 5
Keywords: Elemental

Choose a creature that you can see within 40 meters of you. The target must make a Reflex defend roll contested by your Magic skill.

- On a failure, the target takes Lightning damage equal to the margin of failure + 2d4.
- Three additional bolts then leap from the initial target to as many as three other targets, each of which must be within 10 meters of the first target.
- Each secondary target must also make a Reflex defend roll contested by your Magic skill.
- A creature or object may only be hit by one bolt.

Dragon Hide

Level: 5
School: Transmutation
Range: Self
Duration: Up to 10 minutes
Mana Cost: 5
Keywords: None

You manifest magical scales reminiscent of ancient dragons. For up to 10 minutes, you gain Resistance to all Physical and Elemental damage (take half damage, rounded down) including Necrotic and Radiant. This includes damage from weapons, environmental hazards, and offensive spells of elemental type. This does not apply to Mental damage.

Finger of Death

Level: 5
School: Necromancy
Range: 20 meters
Duration: Instantaneous
Mana Cost: 5
Keywords: None

You send negative energy coursing through a creature that you can see within 20 meters of you, causing it searing pain. The target must make a Fortitude defend roll contested by your Magic skill. On a failure, the creature takes necrotic damage equal to the margin of failure. A humanoid creature killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability. The zombie's physical skills, such as Fortitude, Might, Reflex, Stride, Fight, and Shoot, are equal to your Magic level. The zombie counts against the limit in Undead you control.

Frozen Tomb

Level: 5
School: Elemental
Range: 40 meters
Duration: Instantaneous or Until Dismissed
Mana Cost: 5
Keywords: Elemental

Choose a creature that you can see within 40 meters of you. The target must make a Reflex defend roll contested by your Magic skill. On a failure, the target takes Frost damage equal to the margin of failure plus 2d4.

If this damage kills the target or reduces its movement to 0, you may choose to freeze that creature in insoluble ice. While frozen, the creature cannot take damage, move, or take actions.

If you cast this spell on yourself, you take no damage and may dismiss the effect at will.

Hellfire

Level: 5
School: Elemental
Range: 40 meters
Duration: Up to Magic turns
Mana Cost: 5
Keywords: Elemental

Choose a creature that you can see within 40 meters of you. The target must make a Resolve defend roll contested by your Magic skill. On a failure, the target takes Fire damage equal to the margin of failure plus 2d4, and is wreathed in unholy flames.

While wreathed, the target takes 2d4 Fire damage at the end of each of its turns. These flames cannot be extinguished by non-magical means. The flames last for a number of turns equal to your Magic skill, after which they burn out.

Illusory Dragon

Level: 5
School: Conjuration, Illusion
Range: 40 meters
Duration: 8 hours
Mana Cost: 5
Keywords: Concentration, Elemental

By gathering threads of shadow material from the deepest reaches of ELDRA, you create a Huge shadowy dragon in an unoccupied space that you can see within 40 meters of you. The illusion lasts for 8 hours and occupies its space, as if it were a creature.

When the illusion appears, any of your enemies that can see it must succeed on a Resolve defend roll contested by your Magic skill. On failure, they take Mental damage equal to the margin of failure, if they take Mental Consequence, they become Frightened. The duration of the frightened condition is determined by the severity of the consequence. You can move the illusion up to 20 meters. At any point during its movement, you can cause it to exhale a blast of energy in a 15-meter cone originating from its space. Each creature in the cone must make a Reflex defend roll contested by your Magic skill, taking elemental damage of the chosen type equal to the margin of failure.

The illusion is tangible because of the shadow stuff used to create it, but attacks miss it automatically, it succeeds on all defend rolls, and it is immune to all damage and conditions.

Inevitable Doom

Level: 5
School: Divination
Range: 40 meters
Duration: 24 hours
Mana Cost: 5
Keywords: Concentration

You do not attack a creature. You look at it, and you see the moment it fails. Then you make that moment real.

Choose a creature you can see within 40 meters. The target must make a Resolve skill check contested by your Magic skill. On a failure, you place a Doom Mark on the target.

- While Marked, you are aware of the creature's exact location at all times, even through walls, at any range, as long as you are on the same plane.
- The first time the Marked creature fails any skill check or attack roll while the mark is active, the Doom triggers. The creature immediately takes Physical and Mental damage each equal to your Magic skill + d6.
- You may maintain the mark on only one creature at a time. Placing a new Doom Mark ends the previous one.

- The mark is invisible. The target does not know it has been marked unless it uses magic capable of detecting active spells.

Mass Paralyze

Level: 5
School: Illusion
Range: 30 meters
Duration: Variable
Mana Cost: 5
Keywords: None

All creatures that you can see within 30 meters of you must make a Resolve defend roll contested by your Magic skill. On a failure, the creature is Paralyzed (does not require the Mental Stress Pool to be at 0).

At the end of each of its turns, the target can make another Resolve skill check with a bonus equal to the number of turns it has remained paralyzed. On a success, the spell ends on that target.

Project Image

Level: 5
School: Illusion
Range: 60 meters
Duration: 24 hours
Mana Cost: 5
Keywords: None

You create an illusory copy of yourself that lasts for 24 hours. The copy can appear at any location within 60 meters of you. The illusion is a complete replica of you and has a Magic skill of +4. The illusion can move, cast spells, and interact with the environment as if it were you, but it cannot cause physical damage unless through illusionary spells or effects.

Resurrection

Level: 5
School: Restoration
Range: Touch
Duration: Instantaneous
Mana Cost: 5
Keywords: Ritual

You touch a dead creature that has been dead for no more than 24 hours and did not die of old age. If its soul is free and willing, the target returns to life. This spell:

- Neutralizes any poisons and cures all non-magical diseases the creature had when it died.
- Closes all mortal wounds and restores any missing body parts.
- Does not restore mana, stress, or consequences — those must be healed normally.

Casting this spell requires 1 hour of ritual with uninterrupted focus, usually in a calm, safe environment. You can only cast this spell once per long rest.

Sever Thread

Level: 5
School: Divination
Range: 30 meters
Duration: Variable (see below)
Mana Cost: 5
Keywords: None

Every living thing moves along a thread of fate — the sum of its choices, its momentum, its likelihood. You do not predict the thread. You reach into it and cut.

Choose a creature you can see within 30 meters. The target must make a Resolve skill check contested by your Magic skill.

- On a failure, the creature takes Mental damage equal to the margin of failure + d6 as the severance reverberates through its mind.
- For a number of turns equal to your Magic skill, the target must make all attack rolls and skill checks with Disadvantage, as its connection to likely outcomes is cut and chance turns against it.
- At the end of each of its turns, the target may attempt a Resolve vs your Magic check. On a success, the Disadvantage effect ends early. The Mental damage cannot be reversed.

Soul Rend

Level: 5
School: Necromancy
Range: 20 meters
Duration: Variable (see below)
Mana Cost: 5
Keywords: None

You reach into a living creature's essence and violently tear away a fragment of its soul. The target must make a Fortitude defend roll contested by your Magic skill.

- On a failure, the target takes Necrotic damage equal to the margin of failure plus 2d4.
- For a number of turns equal to your Magic skill, the target's maximum Physical Stress Pool is reduced by the stress points dealt. If this reduction would bring the maximum below the target's current stress points, it must immediately take a Consequence.
- A creature killed by Soul Rend cannot be resurrected by Resurrection or any spell of equal or lower level. Only divine intervention or equivalent power may restore such a creature.

Teleportation Circle

Level: 5
School: Conjuration
Range: Self (Circle within 3 meters)
Duration: Until end of your next turn
Mana Cost: 5
Keywords: Ritual

As you cast the spell, you inscribe a shimmering arcane circle on the ground. A glowing portal opens within the circle and remains open until the end of your next turn. Any creature that steps into the portal is instantly transported to a destination circle of your choice that you have previously marked or memorised.

The creature arrives within 1.5 meters of the destination circle, or the nearest unoccupied space if that space is occupied.

- You must know the exact destination in advance, and it must be within the same plane.
- This spell can only connect to established teleportation circles or places that you have prepared with a previous Teleportation Circle casting.
- The circle fades after the portal closes, leaving no lasting trace.

Void Collapse

Level: 5
School: Abjuration
Range: 40 meters
Duration: Instantaneous
Mana Cost: 5
Keywords: None

You tear a momentary rift in space at a point you can see within 40 meters of you, creating a violent gravitational implosion. All creatures within 8 meters of that point must make a Reflex defend roll contested by your Magic skill.

- On a failure, the creature is pulled up to 4 meters toward the center of the collapse.
- The creature takes Physical damage equal to the margin of failure + 5d4 from gravitational crushing.
- At the start of the creature's next turn, it must spend 1 AP to stabilize before taking any other action. This AP is lost from its pool regardless of other abilities.

Stunts

Stunts represent unique abilities or maneuvers that characters can perform, pushing the boundaries of their skills, class capabilities, and magical talents. Each stunt adds a distinct edge in combat, exploration, or social encounters, allowing for deeper specialization and creative problem-solving.

Characters may choose stunts from two primary categories:

- Skill Stunts — Associated with a particular skill, these stunts extend or amplify what the character can achieve through expertise.
- Spell Stunts — Focused on enhancing or modifying spellcasting abilities, providing more versatility and potency to magical effects.

While ELDRA provides a wide range of predefined stunts for each class, skill, and spell, players are encouraged to work with their Game Master (GM) to create custom stunts that fit their character concept and narrative goals. All custom stunts must adhere to the principles of game balance and should be evaluated for fairness and narrative impact.

Stunt Limitations: Characters begin with three general stunts at character creation, and may gain more as they progress. Free People stunts and affinity-granted Spell Stunts are recorded separately and do not use these general slots. Each stunt is a deliberate choice that reflects a character's training, talents, or supernatural affinity. To prevent excessive power scaling, the GM has the final say on the number and strength of stunts a character can possess.

Creating Custom Stunts: A custom stunt should:

- Enhance a specific skill, class feature, or spell in a meaningful way.
- Remain balanced in relation to existing stunts of the same tier.
- Align with the character's background and narrative growth.

Skill Stunts

Skill stunts are tied to a character's proficiency in specific skills. They allow characters to apply their expertise in new and creative ways, pushing the limits of what is possible with their chosen abilities. These stunts can augment both combat and non-combat scenarios, making characters more versatile and unpredictable.

Burglary Stunts

- Silent Entry You gain +2 to Burglary rolls made to pick locks or open doors without making noise. You may also ignore minor noise-based detection systems unless actively searched for.
- Quick Heist Once per scene, you may automatically succeed on a simple lockpicking or trap-disabling task without rolling, provided the difficulty is not higher than your Burglary skill.
- Inside Job Spend a few minutes studying a security system, a layout, or a pattern of patrols and roll Burglary. On a success, you and your allies gain +2 to your next roll against it. If you watched for 10 minutes or more first, the bonus applies to two rolls.

- Ghost Hands You gain Advantage on Burglary rolls to steal or plant small items on others without them noticing. If successful, the target cannot detect the theft unless aided by magic or a witness.
- Trap Whisperer You may use Burglary to detect and disarm magical traps if you have previously encountered a similar mechanism. Gain +2 to your roll if you have access to proper tools.

Contacts Stunts

- Old Favor Once per session, you may call in a favor from a contact in the area. This favor can take the form of information, minor resources, or access to restricted areas. The GM determines the availability and cost.
- Whispers on the Wind You gain +2 to Contacts rolls made to gather rumors or secrets in any populated settlement. This bonus applies even if the area is new to you.
- Underground Ties You may use Contacts to acquire illegal goods or find criminal allies. If successful, you may gain one black-market item or service without requiring a roll for price or legality.
- Name-Dropper When meeting someone for the first time, you can use Contacts instead of Influence if you have a shared connection. You also gain +1 to all social interactions with them for the rest of the scene.
- Mercenary Ties You gain a bonus +1 to Contacts rolls when gathering information about groups of mercenaries, sell-swords, or guards to assist with a specific task, such as providing protection or helping in combat.

Crafts Stunts

- Emergency Tinkering Once per scene, you may quickly repair or improvise a damaged item, granting it temporary usability for the remainder of the scene. Requires a successful Crafts roll against a difficulty set by the GM.
- Custom Fit Any item you craft for a specific character gains a +1 bonus to rolls made using that item, as long as it remains in that character's possession.
- Trick of the Trade When crafting something related to your specialization (e.g., Alchemy, Smithing), you may reduce either the material cost or workload by 25% (rounded down). You must choose which benefit you apply before starting the task.
- Improvised Solution You may substitute the Crafts skill for any other non-combat skill once per session when it makes narrative sense (e.g., disabling a trap using alchemical fumes or rigging a distraction device with tools).
- One-of-a-Kind Once per session, you may declare that a crafted item you produce is uniquely enhanced. Work with the GM to add a minor tag, flair, or situational bonus to the item, such as glowing in the dark, bypassing simple locks, or resisting basic environmental damage.

Demonism Stunts

- Infernal Insight Once per scene, you may consult the demonic voice within you. You gain +2 to any Lore or Influence roll, as your patron/demon instincts whispers forbidden knowledge into your mind.
- Hellfire Channeling When casting a spell, you may choose to convert its damage type to fire and add an additional +1d6 bonus damage. This stunt may only be used once per scene.
- Demonic Presence You gain +2 to all attempts to intimidate mortals. Additionally, those with a Resolve skill lower than yours cannot use Influence against you.
- Abyssal Endurance When you take stress points from a physical or elemental source, you may reduce the total damage by 4 (to a minimum of 1) as your body momentarily shifts into a hardened infernal form. This may be used once per scene.
- Unholy Pact You may bind your soul to another willing or helpless creature, allowing you to share senses, pain, or control. You establish the bond, which lasts one hour or until dismissed. You can see through their eyes and hear what they hear, and you may choose to take half of their incoming stress points (rounded down). You cannot have more than one Unholy Pact active.

Drive Stunts

- Drift Master You may ignore up to 2 points of penalty when making a Drive check to maneuver through tight spaces, sharp turns, or unstable ground with land-based vehicles.
- Saddle Whisperer When riding or commanding a beast (e.g., horse, direwolf), you gain +1 to Drive (Beast) checks and can calm a panicked mount for 1 AP.
- Storm Rider You gain +2 to Drive (Ship) checks made during dangerous weather or while navigating through rough seas.
- Combat Driver Once per scene, you may perform a special combat maneuver with a vehicle or mount—such as ramming, disarming, or blocking—using your Drive skill instead of Fight or Reflex. The effect must be approved by the GM and fit the situation.
- Engine Intuition You can instantly assess the condition of any vehicle, mount, or ship you can observe. Additionally, once per session, you may gain Advantage on a Drive roll after describing how you use that insight to exploit the vehicle's or creature's full potential.

Fight Stunts

- Weapon Expert You gain +1 to the physical damage you deal when using a weapon you are specialized in.
- Dual Wielder You can add your Might skill bonus damage to your off-hand attack.
- Multi Attack Once per turn, when you make a melee Basic Attack (1 AP), you can make two attacks instead of one, each with a −1 penalty. They can target the same creature or different creatures within your reach. If you are wielding two weapons, your off-hand attack joins them, for three attacks in total, all at −1 (instead of the usual −2 for the off-hand). Extra AP spent to Empower the attack applies to only one of the attacks, and the off-hand attack still adds no Might unless you have Dual Wielder.
- Counterblow Once per turn, when you successfully defend against a melee attack with Fight, you may immediately make a melee attack against your attacker with -2 penalty.
- Disarm Once per scene, if you succeed on a melee attack with a margin of 3 or more, you may choose to disarm the opponent instead of dealing damage. The opponent must retrieve the weapon as an action.
- Focused Strike When attacking an opponent who is affected by a Condition (such as Prone, Grappled, or Blinded), you gain +1 to your Fight roll.
- Parry and Riposte Once per turn, when you succeed with +3 or more on your defend against a melee attack, you can immediately make an attack against your attacker.
- Power Attack When you make a Fight attack, you may reduce your Physical and Elemental defense by -1 until the start of your next turn to add a bonus +1 to the attack roll.

Focus Stunts

- Focused Channel Once per scene, when a spell of yours deals damage, add your Focus skill to the damage a second time.
- Sustained Channeling Once per scene, when maintaining concentration on a spell or magical effect, you may ignore one failed roll to sustain it. The effect continues without interruption as though the roll had succeeded.
- Precise Empowerment When you spend AP on Spell Empowerment, the first extra AP you spend grants both +1 to the spell roll and +2 to damage, rather than one or the other. Subsequent AP spent still follow the standard rules.
- Twin Element Once per scene, when casting an Elemental spell, you may spend 1 additional AP to apply two elemental type effects simultaneously instead of one. Both effects must come from the elemental damage type list.
- Unyielding Concentration When you make a Focus check to maintain concentration after taking damage, make the check with Advantage.

Fortitude Stunts

- Unbreakable Form

  Once per scene, you may ignore the effects of one Consequence (Mild or Moderate) for the duration of the scene. The Consequence remains mechanically, but its penalties do not apply until the scene ends.

- Iron Stamina

  You gain an additional mild physical Consequence slot.

- Resilient Body

  You gain a +1 bonus to Fortitude when defending against poisonous effects, disease, or environmental toxins of any kind.

- Pain Tolerance

  Once per scene, when you would suffer stress points from physical damage, you may reduce the stress points taken by 1 (minimum 1).

- Lasting Endurance

  You gain Advantage on Fortitude rolls made to resist exhaustion, starvation, dehydration, extreme temperatures, or long-term physical strain.

Influence Stunts

- Second Try Once per scene, you may reroll an Influence-based check and choose either result.
- Commanding Presence When you use Influence to issue a direct command in a tense situation, you gain +1 to the roll. If the target is of lower status, rank, or morale than you gain +2 instead.
- Master Negotiator You gain a bonus +1 to Influence when negotiating deals or settlements, ensuring that both sides feel satisfied (even if you're really the one who comes out ahead).
- Charming Trickster When using Influence to deceive or mislead, you may declare a fictional advantage (such as a fake name, false authority, or made-up law) and roll with Advantage. If you fail, the falsehood is exposed immediately.
- Mind Games When you succeed with +3 or more on an Influence roll against a target, you can grant all your allies Advantage against the same target on all of their Influence rolls.

Lore Stunts

- Forbidden Scholar You may use your Lore skill to identify magical effects, ancient curses, or abyssal markings that are normally undetectable. Once per session, you may declare you've read a forbidden text containing insight into the current supernatural threat and gain +2 on one roll to exploit its weakness.
- Tomewalker When you spend time studying a written source (library, scroll, tablet, etc.), you may ask one additional question from the GM for every successful Lore roll. If you succeed with +3 or more, you uncover a secret the author did not intend to reveal.
- Ritual Codex You may create a temporary ritual circle in 10 minutes that grants +2 to your next Lore-based magical research, decoding, or sealing attempt.
- Arcanum Vault Once per session, you may declare that you've previously studied and copied the magical structure of a spell you've recently seen. You may now cast that spell one time using your Lore skill in place of Magic.
- Scholar's Focus When you use Lore against runes, wards, curses, or constructs, gain +2 to the roll. If you succeed, your allies gain Advantage on their first roll against the same obstacle.

Magic Stunts

- Quick Casting Once per session, you may cast a 1st level spell as a free action.
- Spell Mastery Choose one school of magic, such as Elemental, Illusion, or Restoration. You gain +1 to Magic rolls when casting spells of that school.

- Rune-Linked Casting You may inscribe a rune at a location as a 10-minute ritual. Once during the next 24 hours, you can cast a single known spell through that rune, as if you were physically present. Range and visibility must still be accounted for.
- Eldritch Shield When you cast a spell, you may spend 3 mana to create a temporary shield that absorbs elemental damage equal to your Magic skill level. This shield lasts until it absorbs its maximum amount of damage.
- Spellweaver's Edge If you cast a spell and succeed with a margin of 3 or more, you may immediately apply an additional effect from the spell's optional stunts, even if you normally couldn't afford it with mana.

Might Stunts

- Iron Grip

  You gain +2 to Might rolls when grappling or resisting attempts to disarm, push, pull, or drag you. Enemies attempting to break free from your hold do so at a Disadvantage.

- Overpower

  Once per scene, when you succeed on a Might roll by a margin of 3 or more against a creature, you may immediately knock the target prone or push them up to 2 meters.

- Crushing Hold

  While you have a creature grappled, that creature suffers a -1 penalty to Fight and Reflex rolls. This penalty ends immediately if the grapple is broken.

- Weight of the Titan

  Once per session, you can use your full body mass and strength to anchor an area or stop an enemy. You become immovable for 2 rounds, gaining immunity to forced movement and providing +2 Physical Defense to adjacent allies.

- Relentless Force

  When an enemy fails a defend against your Might-based action, they suffer Disadvantage on their next attempt to resist forced movement before the end of their next turn.

Perception Stunts

- Unerring Senses You can never be surprised. You always act in the first round of combat, even if ambushed. When rolling for initiative, roll twice and take the higher result.
- Truthseeker's Eye You gain +2 to Perception rolls to detect illusions, invisibility, magical concealment, or lies (when used in combination with social insight).
- Track the Minute Once per scene, you may ask the GM for a detailed sensory clue others missed—such as the exact number of footsteps, faint traces of a scent, or slight temperature shifts.
- Eagle Focus Once per session, you may gain supernaturally precise vision or hearing for 10 minutes. During this time, you ignore penalties for distance, lighting, or noise when using Perception.
- Sixth Sense When you fail a Perception roll, you may automatically succeed with it instead. You may use this once per scene.

Reflex Stunts

- Split-Second Dodge

  Once per scene, when you are hit by an attack, you may reduce the damage by 2 and move 2 meters in any direction without provoking opportunity attacks.

- Reactive Footwork

  When you successfully defend against an attack using Reflex, you may gain +1 on your next defend roll that requires Reflex.

- Slip the Blow

  When an enemy misses you with a melee attack, you may immediately reposition yourself by up to 2 meters as a free action.

- Instinctive Guard

  Once per session, when you would suffer a negative effect from a trap, area hazard, or environment, you may negate the effect for 1 round.

- Narrow Escape

  Once per scene, when you would be Taken Out by an attack you can see, you can negate all damage.

Resolve Stunts

- Steeled Mind You gain +1 to all Resolve rolls made as mental defend rolls against the following; conditions Frightened, Charmed, or Stunned. This bonus also applies when resisting any effect that would reduce your Mental Stress Pool to 0.
- Ironclad Will Your Mental Stress Pool maximum increases by your Resolve skill level.
- Unbreakable Once per scene, when your Mental Stress Pool is at 0 and you would be forced to take a Consequence, you may roll Resolve against difficulty +3. On a success, you absorb the overflow as Mental Stress instead, resetting your Pool to one stress point remaining.
- Defiant Presence Allies within 5 meters of you gain +1 to their Resolve defend rolls while you are conscious and not Dazed or Stunned. Your unwavering determination bolsters those around you against psychological and supernatural pressure.
- Force of Character Once per scene, when you are subjected to an effect that would impose the Charmed condition or otherwise coerce your actions through supernatural means, you may immediately re-roll your Resolve defend with Advantage against that effect.

Shoot Stunts

- Precision Shot When you make a ranged attack and succeed with a margin of 3 or more, you may reduce the target's Physical Defense by 1 until the end of their next turn.
- Rapid Shot You can make two Shoot attacks in a single turn, though you suffer a -1 penalty to both attacks.
- Shooting in Melee Your ranged attacks are not made with Disadvantage while a hostile creature is within your melee reach.
- Deadeye Each consecutive attack against the same target deals an additional +1 damage (can be stacked).
- Double Tap Once per scene, when you make a successful ranged attack, you may immediately make a second attack against the same or a different target within range with -2 penalty.

Stealth Stunts

- Fade into Shadows Once per scene, after taking any action, you may immediately roll Stealth as a free action. If successful, you become hidden again, even in partial cover.
- Ghost Walk You ignore any movement penalties from difficult terrain while Stealthed.
- Shadow Cloak You gain +2 to all Stealth rolls made in darkness, shadow, or heavily obscured areas. Magical darkness also grants this benefit.
- Vanishing Strike When you make a successful melee attack from Stealth, you may immediately move up to 2 meters without provoking opportunity attacks. If you reach cover, you may attempt to re-Stealth.
- Silent Dispatch Once per scene, when you eliminate a creature unaware of your presence, you may prevent any noise or visual disturbance. No other enemies become alerted unless they directly witness the action.

Stride Stunts

- Relentless Pace Attack

  When you spend at least 2 AP on movement on your turn, you gain +1 bonus to your next physical attack roll.

- Driving Advance

  Once per scene, when you move at least 4 meters in a straight line toward an enemy, you gain +2 damage on your next melee attack against that enemy this turn.

- Terrain Breaker

  You ignore movement penalties from difficult terrain caused by rubble, mud, snow, shallow water, or similar physical obstacles.

- Press the Line

  Once per round, when you move adjacent to an enemy and if the enemy decides to disengage, you can still hit with an opportunity attack.

- Enduring March

  When you spend three consecutive turns moving spending 2 AP, you gain resistance to the next source of physical damage you take.

Survival Stunts

- Beast Whisperer You gain Advantage on all Survival rolls made to interact with or calm wild animals. Once per session, you may pacify a hostile beast for one scene unless directly attacked.
- Wilderness Tracker You may always determine the number, size, and pace of any creature that has passed through natural terrain in the last 48 hours. If you succeed on a Survival check, you may also learn the direction and intent (fleeing, hunting, patrolling, etc.).
- Forager's Instinct Once per day while in a natural environment, you may find enough edible plants, clean water, and basic materials to sustain yourself and up to three others without a roll.
- Camouflage Master You may prepare a hiding spot for yourself or allies in the wild. Those benefiting from your camouflage gain +2 to their next Stealth roll while in the prepared area.
- Natural Resilience You gain +2 to defend against environmental hazards such as extreme heat, cold, poison plants, and disease while in a natural setting.

Vampirism Stunts

- Blood Speed When you successfully reduce a target's Physical Stress Pool to 0 with a melee attack, you may immediately move up to your full speed and make another melee attack as a free action. This stunt may only be used once per scene.
- Thirst for Power Whenever you feed on a creature (as defined by the Vampirism rules), you gain +1 to all skill rolls for the next minute. This effect cannot be stacked and replaces itself if used again.
- Night's Embrace While in total darkness or dim light, you gain +1 to Stealth and may move through shadows as if they were difficult terrain, ignoring obstacles such as fences or narrow walls up to 2 meters high.
- Predator's Instinct You gain +1 to Perception rolls made to detect blood, heartbeats, or fear. Additionally, you may always sense the direction of the nearest living creature within 30 meters if you are hungry.
- Crimson Rejuvenation Once per scene, when you feed on a fresh corpse or living creature, you may heal one physical Consequence immediately, instead of waiting for rest or care.

Spell Stunts

Spell stunts enhance a character's spellcasting prowess, enabling them to manipulate, modify, and empower their spells in unique ways. These stunts are designed to expand the tactical options available to spellcasters, allowing them to adapt their magic to various challenges and environments. Spell stunts are exclusive to those with access to the Magic skill and can dramatically shift the outcome of both combat and exploration.

Absorb Elements Stunts

- Elemental Feedback When a creature under the effect of Absorb Elements is hit by the chosen element, it may reflect a portion of the damage back. The attacker takes 2d4 damage of the same type.
- Elemental Fortification By spending 1 additional mana, the target becomes immune to the first instance of damage from the chosen element type during the spell's duration.
- Shared Resistance When you cast Absorb Elements, you may choose an additional target within 4 meters. The second target gains half the elemental defense bonus (rounded down).
- Reactive Ward Once per casting, the target can activate a temporary shield when struck by the chosen element, gaining Advantage on the next defend roll made against an attack of the same type.
- Absorbing Pulse If the target takes damage from the chosen element while the spell is active, they gain +1 to their next attack. This bonus fades if not used within the same scene.

Bestow Curse Stunts

- Lingering Malice The curse lingers beyond its usual limit. When your curse ends, its effects persist for 1 additional hour or until the target completes a long rest.
- Twist of Fate Spend 3 additional mana to impose Disadvantage on all of the target's rolls involving a single skill of your choice (e.g., Fight, Resolve) for the duration of the curse.
- Hexbound Mark Whenever the cursed target is affected by another spell of yours, they suffer 1d4 additional necrotic damage. This effect can occur once per turn.
- Shared Suffering As long as the curse is active, whenever the target deals damage, you take half of that damage.
- Witchbrand The cursed creature glows faintly in your vision and cannot become invisible or hidden from you. This effect lasts as long as the curse is active.

Comprehend Languages Stunts

- Instant Fluency Reduce the reading time per page to a few seconds. The subject can skim and comprehend full texts at rapid pace.
- Cultural Insight Gain Advantage on Influence or Lore checks made when interacting with or studying the culture or society related to the language being translated.
- Echoed Meaning The caster also hears a whispered translation of all languages spoken within 10 meters for the duration, even if the spell was cast on someone else.
- Glyph Sight The creature can detect magically encrypted or hidden text (e.g., runes, invisible writing), though understanding the hidden meaning still requires a separate Lore or Magic check.
- True Intent Spend 1 additional mana when casting the spell. For the duration, the spell also reveals the speaker's emotional intent behind the words—helping detect lies, sarcasm, or fear.

Conjure Animal Stunts

- Packmaster Spend 1 extra mana to summon two animals of one level lower instead of one. They must act on the same turn and share one set of actions.
- Linked Senses You may see and hear through your summoned animal's senses until the start of your next turn.
- Feral Fury Once per turn, your summoned animal may gain Advantage on a Fight or Reflex contests.
- Primal Bond While the animal is present, you gain +1 to all Resolve defend checks and Survival skill rolls.
- Instinctive Reaction When you are surprised or caught off guard, your summoned animal can immediately take one reaction before you act—such as intercepting an enemy or defending you.

Courage Stunts

- Rally Cry Spend 2 additional mana to apply this spell to all allies within 4 meters of the target.
- Fearless Momentum While affected by Courage, the target also gains +1 to all actions involving Influence or Stride.
- Counter-Terror If the target succeeds a Resolve defend against a fear effect while Courage is active, the source of fear suffers -1 to its next action.
- Last Stand Valor Spend three additional mana when casting to grant the target temporary immunity to the Frightened condition for the duration.
- Heroic Surge The first time the target whose Physical Stress Pool drops to 0 while under the effect of this spell, they may take one final action before collapsing.

Detect Life and Death Stunts

- Echo Pulse Spend 1 additional mana to briefly extend the detection range to 30 meters for a single pulse.
- Vital Signature You can distinguish between types of lifeforms (beast, humanoid, undead, plant) within the detection range.
- Unseen Tether While concentrating, you may "mark" one sensed presence. You always know the direction to that creature for the duration.
- Pierce the Veil You may spend three mana to detect creatures hidden behind magical illusions or invisibility within range.
- Aura Imprint When the spell ends, you retain a faint memory of all detected presences, allowing you to track them for the next hour using the Perception or Survival skill.

Detect Magic Stunts

- Extended Detection Spend 2 mana to extend the range of the spell to 50 meters.
- Pulse of Revelation You may extend the aura visibility to all allies within 10 meters for 1 round. Everyone can see magical sources around them.
- Suppressive Glare You may concentrate harder to temporarily suppress minor magical effects. Spend 1 additional mana to block a magical effect of Level 1 or lower within range for 1 round (GM discretion applies).
- Resonant Sight You may use Detect Magic to track lingering magical auras, allowing a Survival or Perception check to follow a magical trail for up to an hour.
- Protective Ward Spend 3 mana to create a ward that blocks all detected magic within a 10-meter radius of the caster, preventing spells from affecting anyone within the area.

Disguise Self Stunts

- Voice Shift You may alter your voice, accent, and speech patterns to match your appearance while this spell is active. Gain +2 to Influence checks when impersonating someone.
- Tactile Blur Your illusion becomes harder to physically detect. Touch-based attempts to expose your disguise suffer a -2 penalty for the duration.
- Camouflaged Form When standing still or moving slowly in dim or shadowed environments, gain +2 to Stealth rolls for the duration.
- Identity Theft When observing someone for 10 minutes, you may mimic their appearance precisely. You gain +2 to any rolls to impersonate that specific individual.
- Quick Disguise You can cast Disguise Self for 0 AP.

Elemental Weapon Stunts

- Dual Channeling You may summon a second elemental weapon in your off-hand. You gain the benefits of dual-wielding and may apply elemental effects with both attacks.
- Overcharge Once per scene, you may increase the elemental damage by an additional +2 for one attack. If this attack hits, the elemental effect also lasts for one additional round.
- Elemental Reach You may extend the reach of your elemental weapon to 4 meters for one attack.
- Elemental Burst Once per scene, you can use the Elemental Weapon spell to create a two-handed melee weapon instead of a one-handed weapon. When you do, you deal double the bonus elemental damage. You ignore the weapon's Required Might.
- Arcblade Recall If disarmed or separated from your weapon, you can call it back to your hand as a free action.

False Life Stunts

- Fortified Flesh When you cast False Life, you also gain +1 to Physical Defense for the duration.
- Last Shell Once per scene, if you would be Taken Out, you may immediately reduce the damage by 6 as your necrotic shell shatters instead. This ends the False Life effect.
- Recastable Shell You may cast False Life again while the previous one is still active, replacing the old effect and resetting the temporary stress points.
- Shared Vitality You may cast False Life on a willing ally within touch range instead of yourself.
- Fleshbound Ward While your False Life stress point is active, you gain +1 to resist mental attacks, representing your unnatural endurance.

Firebolt & Frostbite & Sparks Stunts

- Burning Precision When the margin of failure is 4 or more, you deal an additional 1d6 of the same elemental type.
- Elemental Echo Once per scene, if you successfully hit a creature with this spell, you may cast the same spell again on a second target within 10 meters of the first without paying additional mana.
- Honed Element You gain a +2 bonus to your elemental damage when casting any of the three spells.
- Searing Mark The next time the target takes damage from any source, they take +1d4 bonus elemental damage of the same type as this spell.
- Arc Pulse If the target fails by 4 or more, the elemental energy arcs to another enemy within 5 meters, who then must roll an Reflex check vs your Magic or take half the original damage.

Force Ward Stunts

- Layered Shell
  When you cast Force Ward, the ward absorbs damage twice before it is consumed. The second absorption also reduces damage by your Magic skill.
- Warding Rebound
  When the ward absorbs damage, the creature that dealt it takes Physical damage equal to half the amount absorbed (rounded down) as the force snaps back.
- Extended Shell
  You may cast Force Ward on a willing creature you can touch instead of yourself. All other rules apply normally.
- Reactive Barrier
  You may cast Force Ward as a Reaction when you are about to take damage, provided you have not already used a Reaction this turn.
- Fortified Mind
  Force Ward also reduces the triggering Mental damage by your Magic skill when it absorbs. You choose which damage type it absorbs when the trigger occurs.

Hardening Stunts

- Reinforced Resilience While this spell is active, you gain resistance to falling damage or blunt force trauma (GM discretion).
- Stone Stance While standing still, your Physical Defense bonus from this spell is increased by +1.
- Reinforced Layer Once per turn, when you are hit by a melee attack, you may reduce the incoming damage by 2.
- Iron Focus While Hardening is active, you gain +1 to all Might checks
- Adaptive Density You may shift 1 point of the bonus granted by this spell from Physical Defense to Elemental Defense at any time as a free action.

Harm Stunts

- Pain Link If the target fails their Resolve defend by 3 or more, they also gain a Mild Consequence related to necrotic energy.
- Expendable Vitality When casting this spell, you may instead apply the damage you take to one of your summoned undead minions within 10 meters, destroying them instantly.
- Echo of Agony When the target takes damage from this spell, they suffer a –1 penalty to all actions until the end of their next turn.
- Grave Erosion This spell ignores temporary Physical Stress points or magical barriers granted by effects like False Life or Witch Ward.
- Blood for Power If you take 3 or more damage from casting this spell, you may immediately recover 1 Mana.

Healing Stunts

- Rapid Mending You may cast this spell for 1 AP instead of 2 AP.
- Healing Surge If the target's Physical Stress Pool is at 0, this healing spell also removes a Mild Consequence related to physical harm that happened in the same scene.
- Overflowing Vitality If this spell would restore more stress points than the target is missing, the overflow grants the target temporary stress points equal to the remainder for the next 10 minutes.
- Cleansing Light When you heal a creature, you may also remove one non-magical poison or disease affecting them.
- Group Recovery By spending 2 extra mana, you may apply the healing to up to 3 targets within 2 meters of you, splitting the total healing among them as you choose.

Hunter's Mark Stunts

- Keen Tracker You may use your Survival skill instead of Perception to track the marked creature.
- Shared Quarry You can allow one ally to also benefit from the damage bonus and tracking bonus for the marked target.
- Mystic Echo When the spell ends, you may spend 1 additional mana to immediately mark a new creature within range as a free action.
- Weak Point Insight The marked target suffers -1 to Physical Defense against attacks made by you.
- Harrowing Gaze Once per turn, when you deal damage to the marked target, you may force them to make a Resolve defend roll. If the target's Mental Stress Pool is at 0 and it takes a Mental Consequence from this effect, it gains the Frightened condition until the end of their next turn.

Kinetic Leap Stunts

- Controlled Ascent While Kinetic Leap is active, you may precisely control your vertical movement, allowing you to land safely on narrow ledges or unstable surfaces without requiring an additional check.

- Wallbound Momentum While under the effects of Kinetic Leap, you may treat vertical surfaces as valid jump origins, allowing you to leap again after contacting a wall or similar structure once per turn.
- Feathered Landing While Kinetic Leap is active, reduce any falling damage you take by an amount equal to the total mana spent to cast the spell.
- Extended Burst When you cast Kinetic Leap, you may spend 2 additional mana to double the spell's duration to 2 minutes. This does not increase the jump multiplier.
- Sudden Reversal Once per casting of Kinetic Leap, you may immediately change direction mid-jump, allowing you to reverse, curve, or redirect your leap without losing distance.

Light Stunts

- Beacon of Hope Allies within the bright light radius gain a +1 bonus to Resolve checks against fear effects.
- Radiant Trap You may set the light to activate only when touched, acting as a magical tripwire or distraction.
- Blinding Flash You flare the light briefly, forcing all creatures within 4 meters to make a Resolve defend or be Blinded until the end of their next turn. This is a sensory effect and does not require a Mental Consequence.
- True Color The light reveals hidden auras, glyphs, and magical illusions within its radius. You gain +2 to Perception when inspecting magically hidden objects.
- Dancing Lights You may cause the light to hover and move within a 10-meter radius of the original location, as long as you maintain a line of sight.

Mark of Refusal Stunts

- Persistent Denial The mark is not consumed after the first application. Instead, it applies Disadvantage once per turn to the marked creature's attacks for a number of turns equal to your Magic skill.
- Double Mark You may mark two creatures simultaneously when casting this spell by paying 1 additional Mana. Each mark functions independently.
- Branded The mark becomes visible to all creatures as a faint glowing rune, not just you. The marked creature is aware it has been marked. In exchange, you also learn the exact location of the marked creature at all times for the spell's duration, even through walls.
- Shattering Refusal When the mark triggers and the marked creature fails the penalized roll, it also suffers a -1 penalty to all skill rolls until the start of its next turn, as the magical rebuke disrupts its form.
- Redirected Mark Once per scene, you may transfer an active Mark of Refusal from its current target to a different creature within 30 meters as a free action.

Phantom Blade Stunts

- Twin Edge You conjure two blades instead of one. Each blade may strike a different target on the same turn. The second blade's attack is made with a -1 penalty to your Magic roll.
- Reaching Cut The blade's reach extends to 10 meters. It can strike targets you do not have line of sight to, provided they are within range and you are aware of their location.
- Serrated Phantom When the blade strikes a target, the wound lingers. The target takes 1 additional Physical damage at the start of each of its turns for a number of turns equal to the original damage dealt, to a maximum of 3 turns.
- Deflecting Orbit While Phantom Blade is active, once per turn when you are targeted by a melee attack you may interpose the blade as a Reaction, granting yourself +1 to your defense roll against that attack.
- Overdriven Edge By spending 1 additional AP when directing the blade to strike, you empower its strike. On a hit, the damage increases to Magic skill + 2.

Purify Food and Drink Stunts

- Field Cook's Blessing The purified food is also enhanced in taste and nourishment. Anyone who eats it regains 1 physical stress point if the food is consumed within 24 hours.
- Detect Contaminants Before casting, you may automatically detect whether the food or drink in the area is contaminated, even if only subtly.
- Preserve Rations The spell also preserves purified food from spoilage for the next 24 hours, even in harsh conditions.
- Cleanse Surfaces You may extend the spell to clean eating utensils, cookware, or containers in the area as well.
- Toxin Reversal You can also extract a usable dose of the neutralised poison into a vial (if you have one ready), which can later be used for crafting or analysis.

Rift Step Stunts

- Extended Rift The teleport range increases to 15 meters.
- Dragging Step When you teleport, you may bring one willing creature adjacent to you along. Both you and the creature appear at the destination.
- Disorienting Arrival Any creature within 2 meters of your destination must make a Resolve vs your Magic check. On a failure, the creature takes mental damage equal to the margin of failure. If its Mental Stress Pool is at 0 and it takes a Mental Consequence, it becomes Dazed until the end of your next turn as the spatial distortion rattles them.
- Afterimage For 1 round after teleporting, you leave behind a faint spatial echo at your origin point. Attacks against you have Disadvantage as enemies must determine which is real.
- Snap Return Once per scene, you may cast Rift Step as a Reaction when you are targeted by an attack, before the attack roll is made. If you do, the attacker must re-select a target.

Time Alter Stunts

- Blurred Movement While the spell is active, attackers suffer a -1 penalty to hit you with ranged attacks due to your rapidly shifting form.
- Ghost Dash You may pass through enemies' reach without provoking opportunity attacks while the spell is active.
- Temporal Slip Once per casting, you may gain an additional AP on your turn.
- Split-Step Spend 1 additional mana when casting to teleport up to 4 meters once per turn as part of your movement.
- Afterimage Dodge Once per scene while Time Alter is active, you may reroll a failed defend roll and take the better result.

Vampiric Touch Stunts

- Blood Overflow When you reduce a creature's Physical Stress Pool to 0 with a weapon attack while this spell is active, you gain a temporary 2 AP for this turn.
- Leeching Precision Increase the necrotic damage die from 1d4 to 1d6 by spending 2 additional mana.
- Dark Resilience While this spell is active, if you heal from it on your turn, you also gain +1 Physical Defense until the start of your next turn.
- Wound Transfer Once per casting, you may choose to transfer the healing from your necrotic strike to an adjacent ally instead of yourself.
- Aura of Hunger When you hit a creature with a weapon attack while the spell is active, you may cause one adjacent enemy to take 1 necrotic damage as shadow tendrils lash out.

Animate Dead Stunts

- Ritual Binding You may cast this spell as a Ritual which takes an hour to complete per servant, without spending the mana cost.
- Enhanced Animation One undead of your choice gains +1 to Fight or Shoot and +1 to Might for as long as it remains animated.
- Bone Shield Once per scene, you may command one of your animated undead to intercept a single attack targeting you. The undead takes the damage instead.
- Silent Servants Your undead move in unnatural silence. They gain +2 to Stealth checks and do not make noise while moving unless attacking.
- Necrotic Conduit When within 20 meters of one of your undead, you may cast a Necromancy spell through them, treating the undead's position as the origin point of the spell.

Blur Stunts

- Shifting Silhouette While Blur is active, you gain +1 to all Stealth rolls, as your flickering outline makes it harder to detect your true position.
- Mirage Form Spend 1 additional Mana when casting Blur to create an illusory double that remains stationary while you move. The double disappears if touched or after 1 minute. Attacks targeting you have a 50% chance to target the illusion instead.
- Flicker Step Once per turn while Blur is active, you may teleport 2 meter as a free action. This does not provoke opportunity attacks and may be used even when restrained.
- Veil of Confusion While Blur is active, any enemy that misses you with a melee attack must make a Resolve defend against your Magic skill or be Dazed until the end of their next turn.
- Extended Blur If you successfully defend against an attack while Blur is active, increase the duration of Blur by 1 minute. This can be triggered once per scene.

Calm Stunts

- Pacifying Presence While Calm is active on a creature, nearby hostile creatures within 5 meters of the target suffer -1 to attack rolls as long as they can see the calmed target.
- Lingering Tranquility When Calm ends naturally (not due to violence), the affected creature suffers Disadvantage on hostile actions against you for 1 minute.
- Mass Soothing Spend 3 additional Mana to attempt to calm up to three creatures within range. Each must make separate contested Resolve checks.
- Subtle Calm The target is unaware that magic was used.
- Peaceful Anchor As long as you maintain Concentration on Calm, you gain +2 to Resolve defend rolls against fear, charm, or emotional manipulation effects.

Clairvoyance Stunts

- Veil Sight You may see and hear through magical illusions, invisibility, and darkness as if they were not present. This does not reveal the source, only bypasses the concealment.
- Remote Echo Once during the spell's duration, you may magically project a single whispered sentence (10 words or fewer) to be heard at the target location.
- Lingering Vision When the spell ends, you retain a clear mental snapshot of the last moment seen. Gain +2 to any related Perception or Lore check made shortly after.
- Silent Witness While Clairvoyance is active, you gain +2 to Resolve checks to avoid distraction or mental interference, and cannot be startled by sounds or visions from your real surroundings.
- Warding Sight If an enemy becomes aware of your clairvoyant presence, you may immediately end the spell and gain +2 to your next Resolve or Reflex defend as a reflexive ward.

Conjure Atronach Stunts

- Empowered Summon When you summon the atronach, you may spend an additional 1 mana to increase its spell damage by +1 for the duration of the summoning.
- Elemental Bond As long as the atronach is active, you gain resistance to the element it is attuned to (Fire, Frost, or Lightning).
- Linked Will Once per scene, you may cast a spell through your atronach's position instead of your own. The spell must share its elemental type.
- Explosive Dispel When you end the spell or the atronach is destroyed, it explodes in an elemental burst. All creatures within 4 meters take 2d4 damage of the atronach's element (no resistance).
- Twin Invocation When casting Conjure Atronach to summon two atronachs instead of one spending twice the mana cost. Their Physical Stress Pools and damage are halved. You must concentrate as normal to maintain both.

Debilitate Stunts

- Withering Decay If the target fails the defend roll by a margin of 3 or more, they also gain a -2 penalty to their Physical Defense for the duration of the spell.
- Decay Tithe If a target under the effect of Debilitate's Physical Stress Pool is reduced to 0 or consequences, you regain 2 spent mana point.
- Spreading Weakness Once per scene, if your target fails their check against Debilitate, you may immediately cast a Level 1 Necromancy spell on the same target as a free action without paying its mana cost.
- Dreadful Aura While a target is affected by Debilitate, all allies within 4 meters of them gain +1 to attack rolls against that target due to their visible suffering.
- Lingering Rot When Debilitate ends, the target takes 1d6 necrotic damage from the residual energy if they were hit by any attacks during its duration.

Detect Truth Stunts

- Interrogator's Glare While this spell is active, if a creature lies to you and you succeed on an Influence check against them, they gain the Frightened condition until the end of their next turn.
- Unravel the Lie Once per casting, when you identify a lie, you may force the liar to reveal one true fact involuntarily.
- Layered Insight While this spell is active, you gain +1 to Resolve against illusions or social manipulation, as your mind is focused on truth.
- Echoes of Intention When someone speaks a partial truth, you gain a +2 bonus to your next roll made to press them further, provoke, or manipulate them into elaborating.
- Eyes of the Seer For the duration of the spell, you may use Influence instead of Perception when evaluating body language, voice tone, or emotional tells related to deceit.

Dispel Magic Stunts

- Arcane Sight After casting Dispel Magic, you gain magical sight for the next minute. You can see the auras of any active spell effects within 10 meters.
- Spellshatter When you successfully dispel a magical barrier or enchantment, the target takes 1d6 elemental damage of your choice per spell level of the dispelled effect (if the spell had a tangible presence, like a magical shield or prison).
- Backlash Nullification If you successfully dispel a spell affecting an ally, they gain +2 to defend against magic for the next turn, as the feedback disrupts further effects.
- Counter Spell You can use Dispel Magic as a reaction. Roll your Magic skill against the spell level. On a success, you can choose to spend an amount of mana equal to the mana cost of the spell you want to counter to dispel it.

- Disenchanting Touch If you touch a magical item when casting Dispel Magic, you can suppress its effects for 1 minute instead of dispelling a spell. Useful for disabling cursed or dangerous relics temporarily.

Elemental Rune Stunts

- Delayed Detonation When inscribing the rune, you may spend 1 additional mana to set a specific trigger condition such as movement, sound, or magical presence. The glyph will then activate automatically when the condition is met.
- Engraved Precision You may shrink the glyph to 1 meter radius and embed it onto an object (e.g., a weapon, coin, or door handle). This makes the glyph harder to detect and may enable clever traps or delivery methods.
- Double Bind You may inscribe two glyphs at once when casting the spell, each with its own triggering condition.
- Runic Empowerment Double the radius of the explosion to 4 meters.
- Silent Eruption When the rune is triggered, you may choose to suppress all sound and light from the explosion. This allows the damage to occur without alerting nearby enemies or disrupting stealth operations.

Fear Stunts

- Deep Dread You can give the target a disadvantage on their Resolve check when resisting this spell.
- Echo of Terror If the target becomes frightened by this spell, you may immediately attempt to cast Fear again on a different creature within 10 meters of the original target. This second casting does not cost additional mana.
- Nightmare Fuel If the creature fails its Resolve skill check against Fear by 3 or more, it is also paralysed with fear for 1 round.
- Terrorizing Gaze If a frightened creature takes additional mental damage from any source while the effect persists, you may choose to escalate its Consequence to the next severity level (GM discretion applies).
- Master of Fear You gain a +1 bonus to your Magic skill when casting Fear.

Feign Death Stunts

- False Corpse Preparation When you cast Feign Death, you may alter the body's appearance with minor illusory signs of decay or trauma, granting +2 to Influence or Stealth checks to convince others the corpse is real.
- Trigger Revival You may set a condition when casting this spell that will immediately end the effect early—such as hearing a keyword, feeling touch, or after a specific time.
- Echo of the Grave While under the effect of Feign Death, the target may still perceive magical or spiritual auras and may make one Perception or Lore check with Advantage during the duration.
- Tethered Spirit If you cast Feign Death on yourself, you can maintain awareness of your surroundings and use your Resolve skill to resist magical detection.
- Corpse Trap If an enemy touches or inspects a creature affected by Feign Death, you may immediately end the spell and allow the target to take a surprise action.

Groundshock Stunts

- Conductive Earth If the ground in the area is wet or metallic (GM discretion), all affected creatures make their Fortitude check with Disadvantage.
- Tremor Field The area of effect becomes difficult terrain for 1 round after the strike as the ground is cracked and buckled by the current.
- Chain Underground If a creature fails the Fortitude check, a secondary arc erupts from it. One creature adjacent to it must make a Fortitude vs Magic check or take 1d4 Lightning damage.

- Rooting Surge Creatures that fail the Fortitude check by 3 or more also become Restrained until the end of their next turn as the shock locks their muscles.
- Deep Current The radius increases to 6 meters and the shock travels through stone floors, metal grates, and other solid non-earth surfaces as well as natural ground.

Lesser Restoration Stunts

- Cleansing Pulse You may target an additional adjacent ally with this spell by spending 1 additional mana.
- Restorative Shield When you cast this spell, the target also gains +1 to all Resolve defend rolls until the end of their next turn.
- Rebounding Vitality If the condition removed was caused by an enemy within 10 meters, that enemy suffers Disadvantage on its next action.
- Spiritual Salve If the removed condition is Frightened, the target also gains temporary mental stress points equal to half your Magic skill (rounded down).
- Touch of Clarity If the removed condition is Stunned or Paralyzed, the target may take one immediate action spending 1 AP upon being restored.

Non-Detection Stunts

- False Aura You may choose to create a false magical aura for the target, making it appear as if it belongs to a different school of magic when examined by magical means.
- Warding Veil While under the effect of Non-Detection, the target gains +1 to Stealth rolls.
- Ghostwalk If the target is a creature, it ignores all magical alarms, glyphs, and wards designed to detect or trigger based on presence for the duration.
- Countermark You may target an enemy creature instead of an ally. If the enemy fails a contested Resolve vs your Magic roll, they become undetectable—but also unable to benefit from any friendly divination-based effects during the duration.
- Ghostly Presence When you cast Non-Detection on an object or place, you can choose to imbue it with a ghostly aura that causes it to appear haunted and unnerving to anyone who approaches. This imposes a -2 penalty to any Resolve checks made to investigate or interact with the target.

Order: Attack Stunts

- Pack Rush When you cast Order: Attack, your minions also gain +2 movement and may immediately move up to 3 meters toward their nearest enemy as a free action.
- Coordinated Strike If at least two minions strike the same target while under this spell, the second and subsequent attackers gain advantage on their attack rolls.
- Reallocate You collect the attack buff of you and your minions into a collective pool. Once per turn, you can use this stunt to reallocate the damage buff before the buffed character makes a hit.
- Echoing Orders You may apply the effect of Order: Attack to one additional minion per point of your Resolve skill above +2.
- Terrifying Roar When you cast this spell, all enemies within 5 meters of one of your affected minions must make a Resolve defend roll against your Magic skill or suffer a -1 penalty to their next defend roll due to intimidation.

Remove Curse Stunts

- Curse Tracker When you cast this spell, you may also learn the approximate distance and direction to the original caster of the curse, if they are on the same plane.
- Psychic Residue You receive a brief emotional imprint or visual flash of the moment the curse was placed. Gain +2 to your next Lore check related to this curse.
- Cleanse Echo If cast within 1 hour after a creature is cursed, this spell immediately removes any curse that does not require a task or component, even without identifying the source.

- Ritual Clarity If cast as a ritual, you may ask one specific question about the curse's magical origin or purpose and receive a truthful, albeit cryptic, answer.
- Protective Circle After identifying a curse, you can inscribe a temporary glyph that grants the target +2 bonus against recurring effects of the same curse for the next 24 hours.

Searing Burst Stunts

- Widened Flame The radius of Searing Burst increases to 6 meters.
- Selective Heat
  You may designate any number of creatures you can see when casting. Those creatures are unaffected by the burst.
- Superheated Air
  Creatures that fail the check also suffer Disadvantage on all Fortitude checks until the end of their next turn, as scorched lungs and seared eyes impair them.
- Ignition Point
  If two or more creatures fail the Reflex check, the area itself ignites for 1 round. Any creature that enters or starts its turn in the 3-meter radius takes 1 Fire damage automatically.
- Thermal Recoil
  The heat radiates outward with enough force to push. Creatures that fail the check are also pushed 2 meters directly away from you.

Sealbind Stunts

- Glyph Trigger You may inscribe a magical rune that detonates for 2d6 elemental damage when the seal is broken. You choose the damage type.
- Silent Ward The seal becomes completely invisible and undetectable unless the observer succeeds a Lore or Perception against your Magic skill level.
- Mental Warning You are mentally alerted if anyone tampers with or opens the sealed object.
- Unyielding Frame The object cannot be destroyed unless the spell is dispelled first.
- Blessed Pass
  You may allow a creature to bypass the seal once per day by speaking a specific word or touching the object in a unique way.

Sending Stunts

- Mental Echo You may choose to store the target's reply for up to 1 hour in your mind before retrieving it, allowing you to "recall" the message at a convenient time.
- Overheard Whisper You may allow up to two additional allies within 5 meters of you to hear both the outgoing and incoming message.
- Undetectable Transmission Your Sending spell becomes magically shielded. Any attempt to detect or intercept the message magically or psionically automatically fails.
- Unseen Link You may cast Sending to creatures you do not personally know. You should know where the creature lives and its full name. The success chance is determined by a luck dice determined by a GM.
- Message Fragment If your target is unconscious or sleeping but still alive, the message is delivered as a dream or lingering thought and can be recalled upon waking.

Ward Echo Stunts

- Elemental Pulse When triggered, the ward deals 2d4 elemental damage (of your choice) to the intruder. This damage type must be chosen when casting the spell.
- Silent Trip The ward can now mark intruders with a magical glyph only you can see (glowing faintly for 1 hour), allowing you to track who triggered it.
- Expanded Reach You may double the radius of the ward to 40 meters.

- Lingering Echo The mental alert lingers for 5 minutes after the trigger, giving you precise impressions of the intruder's location and appearance.
- Multi-Ward Sync You may link up to 3 Ward Echo spells at once. When one is triggered, you are informed of which one activated and may trigger the others in response.

Water Breathing Stunts

- Amphibian Agility While under the effect of Water Breathing, you gain +2 to Reflex rolls involving swimming or underwater movement.
- Aquatic Attunement You can communicate basic ideas with aquatic animals and creatures using gestures and resonance while the spell is active. This does not enable speech or mind-reading, but allows mutual understanding of intent.
- Bubble Shield As a reaction once while the spell is active, you may create a temporary air bubble that grants +2 Elemental Defense against one attack or spell involving water, steam, or pressure.
- Silent Diver You gain Advantage on Stealth rolls made underwater while this spell is active, as your movement becomes magically muffled and turbulence-free.
- Group Respiration By spending 1 additional mana when you cast this spell, you may affect up to three additional willing creatures within 5 meters.

Arcane Eye Stunts

- Piercing Gaze You may spend 1 additional mana when casting this spell to allow the eye to see through magical illusions and invisibility, as if affected by a permanent Detect Magic effect.
- Multi-Eye Surveillance You may cast this spell a second time while concentrating on the first. You can split your perception between the two Arcane Eyes and view them one at a time. Only one of them can be actively controlled during a turn.
- Eavesdropper's Gift While controlling the Arcane Eye, you may also receive muffled auditory input from the area it observes. This grants +2 to any Perception checks to overhear conversations or detect subtle sounds.
- Snap Recall As a free action once per turn, you may command the Arcane Eye to instantly return to your side, bypassing distance limits. This does not require line of sight, but the path must still be unobstructed.
- Mental Anchor Once per scene, if your Arcane Eye is destroyed or blocked by a solid barrier, you may re-summon it instantly within 5 meters of its last location. This does not interrupt your concentration.

Blight Stunts

- Withering Aura If you cast Blight on a plant creature or magical plant, you may spend 1 additional mana to cause all nonmagical plants within a 5-meter radius to instantly wither as well, creating difficult terrain.
- Necrotic Bloom When you reduce a living target's Physical Stress Pool to 0 with Blight, the target explodes in a burst of dark energy. All enemies, including the target, within 2 meters take 1d6 necrotic damage.
- Tainted Siphon When healing from damage dealt by Blight, you may transfer that healing to an ally within 10 meters instead of applying it to yourself.
- Crippling Drain If your target fails its defend roll by 3 or more, they also receive a -1 penalty to Might and Reflex for 1 minute.
- Soil to Dust You may cast this spell as a Ritual over 8 hour to permanently blight a natural area up to a 10-meter radius. Plants cannot grow there for 1 year, and the area becomes visibly tainted.

Conjure Barrage Stunts

- Piercing Volley A creature whose Reflex defend roll fails by a margin of 4 or more is also Dazed until the end of its next turn from the force of impact. This is a physical effect and does not require a Mental Consequence.

- Elemental Barrage When you cast Conjure Barrage, you may spend 1 extra Mana and choose Fire, Frost, or Lightning. Each creature that fails its defend roll takes an additional 1d4 damage of the chosen elemental type in addition to the spell's Physical damage. This does not give Conjure Barrage the Elemental keyword or apply the chosen element's additional effect.
- Scatter and Shred You may increase the cone's length from 15 meters to 20 meters. Creatures in the cone make their Reflex defend rolls with Advantage. A creature that fails also bleeds, taking 1 Physical damage at the start of its next turn.
- Phantom Barricade After you cast Conjure Barrage, residual energy lightly obscures the area of its cone until the start of your next turn. Enemies have Disadvantage on ranged attacks whose line passes through that area.
- Signature Armory If you shape the barrage as a weapon covered by one of your Fight or Shoot specializations, or as a weapon you are carrying, each creature that fails its defend roll takes bonus Physical damage of the spell's chosen type equal to your Fight or Shoot skill level, whichever is higher. This does not grant the spell any of that weapon's properties or Weapon Techniques.

Cure Wounds Stunts

- Restorative Surge Spend 1 extra mana to also heal the target's Physical Stress points equal to your Focus skill, in addition to the Consequence reduction.
- Cleanse the Pain When you cast this spell, you may also remove one negative condition affecting the target (such as Poisoned, Stunned, or Frightened).
- Blessed Reversal When you use Cure Wounds on a target who was Taken Out during combat, the target immediately regains stress points equal to your Magic skill and may take a free action.
- Twin Touch Spend three extra mana to apply the spell's healing effect to a second target within 3 meters of the first.
- Mender's Grace For the next 10 minutes after casting Cure Wounds, the target gains +1 to all Resolve defend rolls as their spirit is bolstered by lingering divine energy.

Death Ward Stunts

- Guardian's Gift When the Death Ward is triggered, the target also fully restores their Physical Stress Pool, recovering enough vitality to keep fighting.
- Shared Ward Spend three additional mana to apply the spell to a second creature within 3 meters of the first. Both wards are independent.
- Lingering Protection When Death Ward is triggered, the target also gains resistance to all damage types until the end of their next turn.
- Final Defiance When Death Ward triggers, the target may immediately take an action spending 2 AP.
- Warded Mind While the spell is active, the target also gains +2 to Resolve checks against mind-affecting effects, representing a subtle divine reinforcement of their resolve.

Fireball & Icestorm & Electrical Discharge Stunts

- Widened Blast Spend 1 additional mana to increase the affected radius from 5 meters to 8 meters.
- Overcharged Element You may reroll any damage die from the elemental bonus effect (e.g., 1d4 fire) and take the better result.
- Elemental Aftershock Targets who fail their defend roll by 4 or more are also Dazed until the end of their next turn. This is a physical effect of the elemental blast and does not require a Mental Consequence.
- Selective Strike You may allow one ally in the area to automatically succeed on the Reflex check.
- Lingering Zone The area of effect remains dangerous for 1 additional round. Any creature entering or ending their turn in the zone takes half of the original elemental damage again, rolling their corresponding Reflex checks.

Fly Stunts

- Aerial Evasion
  While flying, the target gains +2 to Reflex checks made to defend against area effects (like explosions or cones).
- Winged Charge
  The first melee attack the target makes after flying at least 10 meters deals +1d6 extra damage.
- Soaring Vigil
  While flying, the target has Advantage on Perception checks made to detect ground-based enemies or traps.
- Spiral Ascent
  When the target gains flight from this spell, it can immediately ascend up to 10 meters as a free movement.
- Wind Glide
  If the spell ends while the creature is in midair, it descends slowly, taking no fall damage and landing safely on the ground within 1 round.

Fury Stunts

- Bloodlust Loop If the enraged creature reduces another creature's Physical Stress Pool to 0 during its turn, the rage duration is extended by 1 round.
- Unleashed Madness Spend 1 additional mana to force the target to make its first attack immediately (as a reaction) if they fail the initial Resolve check.
- Sensory Override The target suffers a Disadvantage on all Resolve checks to resist being redirected or calmed while enraged.
- Chaotic Echo If the target succeeds the initial Resolve check by only 1 or 2 points, it still suffers 1d4 mental damage.
- Fractured Loyalty If the enraged creature targets one of its allies, the ally cannot use reactions to defend or aid against the attack.

Instant Summon Stunts

- Swift Summon You can cast this spell for 1 AP.
- Multiple Objects You can bond with and summon multiple objects with this spell, up to a maximum of two objects per point of your Magic skill.
- Reverse Recall Once per day, instead of summoning the item to you, you may teleport to its location as if by a teleportation spell, appearing within 1 meter of it.
- Ghost Grip If a creature is holding the item, you may attempt a contested Magic vs their Resolve check to wrench it away and summon it to your hand. On a success, the item teleports to you regardless of ownership.
- Mark of the Keeper While bonded, the item cannot be picked up or moved by other creatures unless you allow it. Attempting to do so triggers a magical pulse that alerts you instantly and reveals the thief's identity and location.

Invisibility Stunts

- Silent Step While invisible, the target gains +2 to Stealth checks and leaves no sound when moving for the duration of the spell.
- Ghost Touch The target may interact with objects without becoming visible, as long as the interaction causes no damage and draws no attention.
- Lingering Fade When the spell ends due to an attack or spell cast, the invisibility lingers for 1 additional turn before fully fading.
- Shrouded Ally You may cast this spell as a reaction when an ally is targeted by an attack, rendering them invisible before the attack resolves. This can only be used once per scene.

- Veil of Illusion When the spell ends, the target is surrounded by an illusory afterimage, granting +2 to defend rolls until the end of their next turn.

Life Transference Stunts

- Shared Pulse You may choose to split the healing between two nearby allies within range, giving each half of the total stress recovery.
- Pain Echo After casting this spell, you gain +2 to your next Resolve check until the end of your next turn, as your spirit hardens from the self-inflicted pain.
- Vital Transfer Surge Spend 1 extra mana. Instead of healing stress, the spell reduces one Consequence on the target by one severity tier (Severe → Moderate → Mild → healed).
- Life Absorption When you take the necrotic damage from this spell, you also gain temporary stress points equal to half the amount of damage taken.
- Twinned Transference You may cast this spell on two targets simultaneously. Divide the healing evenly, and take 1.5x the normal necrotic damage (rounded up).

Null Mantle Stunts

- Scouring Pulse After stripping magical effects, the target takes Mental damage equal to your Magic skill as the abrupt severance of magical energy lashes its mind.
- Widened Null You may target two creatures simultaneously when casting Null Mantle. Make a separate Magic roll for each.
- Forcible Unbinding Null Mantle also ends concentration effects that the target has own from other creatures.
- Null Residue After Null Mantle is applied, the target cannot benefit from new spell effects until the end of its next turn, as the stripped magical state resists being replenished immediately.
- Redirected Stripping You may choose to redirect the stripped magical energy. If Null Mantle removes two or more effects, you gain a +1 bonus to your next Magic roll made before the end of your next turn.

Magma Surge Stunts

- Deep Fissure
  The eruption tears the ground open. The 3-meter radius also becomes a 2-meter-deep fissure. Creatures that fail the Reflex defend roll by a margin of 3 or more fall into the fissure and are additionally knocked Prone.
- Sustained Heat
  The molten residue lasts for a number of turns equal to your Magic skill instead of 2 turns.
- Eruption Point
  The radius of the surge increases to 5 meters.
- Molten Shrapnel
  When the magma erupts, fragments of superheated rock are launched outward. All creatures within 6 meters of the point (outside the main radius) must make a Reflex defend roll contested by your Magic skill or take 1d4 Fire damage from flying debris.
- Lava Pool
  After the initial eruption, the area remains lethally hot. Any creature that enters the affected area for the first time on a turn takes 1d4 Fire damage automatically for the rest of the scene.

Penumbral Pendulum Stunts

- Oscillating Doom Spend 1 additional mana to have the pendulum sweep back again at the start of your next turn, repeating the effect with the same area.
- Wailing Swing All creatures in the pendulum's area that failed the Reflex check must also make a Resolve check. On a failure, the creature takes mental damage equal to the margin of failure. If its

Mental Stress Pool is at 0 and it takes a Mental Consequence, it becomes Frightened until the end of their next turn.

- Focused Sweep Reduce the pendulum's sweep range by half but double the necrotic damage dealt on a failed defend roll.
- Graveborne Echo Any undead healed by the pendulum gain +2 to their next attack or defend roll until the end of their next turn.
- Delayed Arc You may delay the pendulum's strike by 1 round. When triggered, all targets roll with Disadvantage to avoid it.

See Invisibility Stunts

- Arcane Trace While concentrating on this spell, you can also see the faint trail of movement left by invisible or ethereal creatures.
- Unblinking Eye When you succeed on the Perception contest against an illusion, you may immediately reveal the illusion to all allies within 10 meters for 1 round.
- Warding Insight While the spell is active, you gain +1 to all defend rolls against attacks made by invisible or illusion-shrouded enemies.
- Revealing Light Spend 1 additional mana to make invisible objects or creatures you see glow faintly, shedding dim light and losing benefits of invisibility for 2 rounds.
- Unseen Threatsense While concentrating, you gain Advantage on Perception rolls to detect ambushes, hidden traps, or magically hidden areas within the range of the spell.

Sleet Storm Stunts

- Freezing Focus You may choose to spend 1 additional mana when casting. Creatures in the area also suffer a -1 penalty to all movement-related rolls for the duration of the spell.
- Icebound Trap When a creature fails its reflex check and falls prone, you may force that creature to also become restrained until it succeeds an additional Reflex check on a future turn.
- Chilling Smother The storm now extinguishes magical flames as well as mundane ones. Spend 1 additional mana to suppress magical light sources or fire-based effects of level 3 or lower within the storm.
- Glacial Anchor While concentrating on this spell, you may ignore all movement penalties caused by difficult terrain within the affected area.
- Stormcaller's Sight You can see clearly within your own Sleet Storm as if it were not obscured, and you gain +2 to ranged spell attacks made against targets inside the area.

Speak with Animals Stunts

- Voice of the Wild
  While this spell is active, animals you speak with will not attack you unless you threaten them directly. Hostile Beasts become neutral toward you for as long as you maintain conversation.
- Nature's Informant
  Once per casting, you can question every Beast within 100 meters at once about the last 24 hours. The GM tells you the most useful thing any of them noticed (who passed, how many, which way they went), limited by what those animals can sense and understand.
- Beast Empathy
  While this spell is active, you can sense the emotional state of any Beast within 10 meters without needing to speak to it directly — fear, aggression, hunger, or calm registers as a faint impression. This does not require line of sight.
- Pack Tongue
  When you make an Influence or Survival roll to calm, persuade, or direct a Beast, the result applies to every Beast of its pack, herd, or flock within 30 meters that can hear you, instead of only that one. One roll can turn a whole wolf pack.

- Compelling Presence
  Once per casting, when you successfully make a request of a Beast using this spell, you may spend 1 additional Mana to have the animal carry out that request as though it had been given a direct command. The animal completes one simple task of your choosing — fetching, guarding a location, leading you somewhere, or calling for others of its kind. Complex or suicidal tasks are still refused.

Speak with Dead Stunts

- Lingering Voice The spell duration increases to 30 minutes, allowing you to ask up to 10 questions instead of 5.
- Compelled Testimony Once per scene, you can compel the corpse to speak truthfully, even if it would normally lie to you. This does not bypass the corpse's lack of knowledge.
- Cryptkeeper's Ears You may cast this spell on a corpse that does not speak your language. The responses you receive are automatically translated to a language you understand.
- Residual Emotion You sense the emotional state of the corpse as it answers: fear, hatred, sadness, serenity, etc. This may help interpret ambiguous or misleading replies.
- Dying Sight If the corpse witnessed a violent event in the 24 hours before death, you may see a brief image or flashback through its eyes (GM discretion, once per casting).

Unravel Form Stunts

- Deep Dissolution The Physical Defense reduction increases from 2 to 3 and lasts for 2 rounds instead of 1.
- Elemental Vulnerability The destabilised form also loses 1 Elemental Defense for the duration, as the binding that gives the creature its natural resistances weakens alongside its structure.
- Cascading Unravel If the target fails by 3 or more, one additional creature within 5 meters of the target must make the same Fortitude check or suffer half the Physical Defense penalty (rounded down) for 1 round.
- Exposed Core While the target's Physical Defense is reduced by Unravel Form, any Piercing damage it takes ignores all remaining Physical Defense, not just the reduced amount.
- Persistent Unravelling At the end of the target's turn, if it has not received magical healing or ended the effect through any means, it takes 1 additional Physical damage.

Weight of Stone Stunts

- Crushing Gravity Creatures that fail the initial Fortitude check by 3 or more are also knocked Prone as their legs buckle under the imposed weight.
- Heavy Arms The target also suffers a -1 penalty to attack rolls while under the effect of Weight of Stone, as the strain of movement impairs its striking capability.
- Grounding Field The effect extends to two targets instead of one. Make separate Magic rolls for each.
- Tectonic Grip While concentrating on Weight of Stone, the target cannot be moved by any external force — push effects, teleportation, and forced movement all fail while the weight anchors it to the ground.
- Sudden Release When Weight of Stone ends for any reason, the sudden release of gravitational pressure causes the target to lurch. It must make a Reflex vs difficulty 2 check or fall Prone.

Call to Arms Stunts

- Rallying Shout When you cast Call to Arms, all affected allies also immediately gain 1 AP (once per scene).
- Marching Orders Affected allies may reroll initiative checks and take the better result while under the effect of this spell.
- Hold the Line Allies affected by Call to Arms gain +1 to Physical Defense if they did not move during their last turn.

- Inspiring Presence While concentrating on this spell, you may cast Restoration spells on allies within range for 1 AP.
- Blood-Bound Resolve When an ally under the effect of Call to Arms takes damage, they gain +1 to their next attack roll (once per turn, does not stack).

Corpse Explosion Stunts

- Chain Detonation If a creature is affected by more than one exploding corpse, it must make a separate Reflex roll for each. Damage from each explosion stacks.
- Putrid Blast A creature that fails its Reflex check also becomes Poisoned until the end of its next turn due to toxic decay vapors.
- Unholy Echoes For each creature whose Physical Stress Pool is reduced to 0 by this spell, you regain stress points equal to your Magic skill or may apply Grave Touch if you have it.
- Blood Sigil Detonation You may choose to mark one corpse ahead of time with a blood sigil. When that corpse explodes, affected creatures take an additional 1d6 necrotic damage.
- Corpsefire Conflagration You may spend 1 additional mana when casting this spell. All corpses explode with fiery force instead of necrotic energy, dealing fire damage and igniting flammable materials in the area.

Echo Read Stunts

- Deep Archive The range of events Echo Read can perceive extends from 30 days to 1 year.
- Directed Query Instead of the most significant event, you may specify a creature by name or description. If that creature was involved in any event at the location within range, the spell reveals the most recent event involving them instead.
- Lingering Impression After the vision, you retain a heightened sensory awareness of the location for 1 hour. You gain +2 to all Perception checks made in or immediately around the same space.
- Residual Trace After casting Echo Read on a creature or object, you can sense the direction and approximate distance to any other objects or locations connected to the event you witnessed for up to 24 hours.
- Forced Extraction You may cast Echo Read on a living, unwilling creature instead of a location or object. The target must make a Resolve vs your Magic check. On a failure, you receive a vision of the target's most emotionally significant memory from the past 30 days. On a success, the spell fails and the Mana is spent.

Elemental Cloak Stunts

- Repulsing Current When a creature fails its Reflex check, you may push it 2 meters away from you as a free action.
- Burning Momentum While the cloak is active, you gain +2 to your movement speed and may move through enemy-occupied spaces without triggering opportunity attacks.
- Lingering Heat A creature that fails its Reflex check takes 1d4 additional elemental damage at the start of its next turn.
- Elemental Shroud You gain resistance to the elemental damage type you chose for the cloak while the spell is active.
- Vortex Pulse Once per scene, you may use your action to pulse the cloak outward in a 5-meter radius. All affected enemies must reroll their Reflex checks against your Magic skill. Damage applies as normal on failure.

Fate's Eye Stunts

- Piercing Sight Fate's Eye also penetrates magical darkness and illusions within 10 meters. Illusions you observe while the spell is active appear visibly unstable to you.
- Tactical Reading You may use the declaration feature twice per turn instead of once, designating two different creatures simultaneously.

- Vulnerability Scan When you declare a creature, you also learn its current Physical and Mental Stress Pool levels and whether it has any active Consequences — information you may relay to allies.
- Preemptive Read Once per scene while Fate's Eye is active, you may predict an incoming attack. Before an attack roll is made against you or an ally within 20 meters, you may grant that creature +2 to their defend roll for that specific attack.
- Extended Sight The radius of Fate's Eye increases to 30 meters. The mundane concealment penetration also increases to 20 meters.

Glibness Stunts

- Golden Tongue Once per scene, you may treat your next Influence check as if you had a +4 instead of +3. This stacks with bonuses from other stunts or effects.
- Convincing Cover While Glibness is active, you may disguise outrageous or improbable claims as believable, imposing Disadvantage on any attempts to question your identity or story.
- Flawless Deflection When targeted by a magical or mundane attempt to extract truth (e.g., interrogation or magical questioning), you may automatically succeed on your Resolve defend roll once per scene.
- Charm Offensive When you successfully influence a creature under Glibness, you may declare that the target becomes Friendly for the next 10 minutes unless attacked or contradicted.
- Echoed Words You may have a magically altered version of your spoken sentence repeat up to 10 minutes later in another nearby location. You may use this once per scene to create distraction or confusion.

Gravity Well Stunts

- Crushing Depth
  Creatures that fail the Fortitude check by 3 or more are also knocked Prone as the force crushes them downward.
- Inward Pull
  At the start of each of your turns while concentrating, you may pull all creatures currently inside the zone 2 meters toward the center as a free action.
- Widened Field
  The radius of the zone increases to 6 meters.
- Dense Core
  Creatures within 2 meters of the center of the well have Disadvantage on all attack rolls, as the gravitational distortion impairs their physical motion.
- Collapse
  When the spell ends (for any reason), you may cause the well to collapse outward. All creatures within the zone must make a Reflex vs Magic check or be pushed 4 meters away from the center and knocked Prone.

Greater Restoration Stunts

- Timely Restoration You can restore the target to their maximum health, removing all physical and mental impairments, but this stunt can only be used if the target is within one round of death.
- Restorative Wave Spend 1 additional Mana to apply Greater Restoration to all allied creatures within 2 meters of the target instead of just one.
- Lingering Clarity The creature restored by this spell gains +1 to Resolve skill checks for the next hour, reflecting their renewed mental resilience.
- Stabilizing Touch If you use this spell on a creature whose Physical Stress Pool is at 0 or that is suffering a Severe Consequence, you may immediately stabilize them without requiring a separate check.
- Sacred Removal If the condition or disease was caused by a spell or magical curse, you may learn the school of magic that originated the effect and its caster level (if applicable).

Healing Spirit Stunts

- Restorative Aura Spend 1 additional Mana when casting the spell to allow the spirit to heal twice per turn instead of once—this may apply to different creatures or the same creature twice.
- Spirit Bond You may choose to link yourself to the spirit. As long as the spirit is active, you gain +1 to all Resolve defend rolls.
- Soothing Form When summoned, you may cause the spirit to take on a particularly calming appearance. Allies within 5 meters of the spirit gain +1 to checks against fear and stress effects.
- Guided Drift When moving the spirit on your turn, you may move it up to 20 meters instead of 10.
- Spiritual Bloom When the spirit disappears (after expending all of its healing charges), it emits a gentle pulse that grants stress points equal to the caster's Magic skill to all allies within 3 meters.

Iron Vessel Stunts

- Armored Frame The Iron Vessel's Physical Defense increases by 2 and it gains Resistance to Bludgeoning damage, as you reinforce its conjured structure with denser layering.
- Overbuilt Strike Once per turn, you may spend 1 AP to direct the Vessel to make an Empowered Attack instead of a standard one, adding +2 to the damage roll.
- Twin Vessels You conjure two Iron Vessels instead of one. Each has half the Physical Stress Pool (rounded up) of a single Vessel. Both act right after your turn and share your concentration.
- Self-Destruct Protocol As a free action, you may command the Vessel to detonate itself. All creatures within 3 meters must make a Reflex vs your Magic check or take Physical damage equal to the Vessel's remaining Physical Stress Pool. The spell ends immediately.
- Bound Sentinel The Vessel does not require concentration. Instead, it persists for the full 10 minutes unless destroyed, and can be given standing orders (defend this area, follow that creature) that it will carry out without further direction.

Soulbind Stunts

- Blood Leash
  When a bound creature attempts to move more than 10 meters away from the other, it must make a Fortitude check for the difficulty of your Magic or become Restrained until the start of its next turn.
- Shared Agony
  When one bound target takes a Consequence, the other target also gains a Consequence at one tier lower (Severe → Moderate, Moderate → Mild). This cannot trigger a Mild Consequence on the second target if the first target only took a Mild one.
- Necromantic Conduit
  You may choose to include yourself as one of the two bound targets. If you do, you may redirect any stress points you would take to the other bound creature instead, once per turn.
- Soul Fracture
  When Soulbind ends for any reason, both bound targets immediately take Mental stress points equal to your Magic skill as the severed connection lashes back.
- Extended Tether
  The casting range increases to 30 meters.

Paralyze Stunts

- Deep Lock You may increase the duration of the paralysis by +1 turn.
- Will Lock Targets affected by this spell have -1 to their Resolve skill for the duration of the paralysis.
- Body Stasis While the target is paralyzed, it also gains Vulnerability to physical damage, taking double damage from physical attacks.
- Psychic Snap If the target successfully resists the spell, you may choose to deal 2 mental stress points instead of causing no effect.

- Lingering Grasp When the spell ends, the target suffers Disadvantage on its next movement-based action (e.g., escaping, dodging, or repositioning).

Mindshatter Stunts

- Fractured Reality
  If the target fails by 2 or more, it must spend 1 AP on its next turn doing nothing as it struggles to distinguish illusion from reality. This AP loss is declared before any other action.
- Cascade Hallucination
  On any failure, the target also suffers two Disadvantage on all Perception skill checks until the end of the current scene, as phantom images linger at the edge of its vision.
- Identity Erosion
  If the target is already suffering from any Mental Consequence when this spell is cast, treat the margin of failure as 2 higher solely for the purpose of determining stress points dealt.
- Reflective Torment
  You may choose a second creature within 5 meters of the primary target. That creature takes Mental stress points equal to half the primary margin of failure (rounded down) as psychic backlash without requiring a separate check.
- Shattered Focus
  If the target is currently concentrating on a spell or magical effect, it must immediately make a Focus check against a difficulty equal to the stress points dealt or lose concentration entirely.

Stoneform Stunts

- Reinforced Design Structures or objects you form gain resistance to physical damage for the next 24 hours.
- Camouflaged Stonework Any doors or panels created appear indistinguishable from the surrounding stone. Detection requires a successful Perception vs your Magic skill.
- Rapid Carving You may cast this spell for 1 AP.
- Lock and Seal You may seal a passage in such a way that it can only be opened by your touch or voice for 24 hours.
- Sculpted Terrain You may form spikes, pits, or uneven terrain within a 2-meter radius, turning the area into difficult terrain.

Stonewalk Stunts

- Silent Tunnel You may leave a narrow tunnel behind you. It collapses after 10 minutes.
- Burrow Ambush When emerging from stone, you gain Advantage on your next melee attack.
- Echo Sense While inside stone, you gain +2 to Perception checks to detect movement or life within 10 meters.
- Stone Cloak You may hide inside stone indefinitely, but you cannot take any actions except listening or waiting.
- Stone Step Once per turn, you may teleport up to 5 meters through stone instead of walking, ignoring difficult terrain.

Sunlight Aura Stunts

- Radiant Burn When casting this spell, you can also deal 1d6 Radiant damage to creatures affected by the spell.
- Blessed Shelter Allies within the aura gain +1 to all Resolve defend rolls against fear and charm effects while the aura is active.
- Sunfire Vortex Once per scene, you can cause the light to flare violently, forcing all creatures within the aura to reroll their Fortitude check immediately.

- True Sight While the aura is active, you and all allies within it can see through magical darkness and illusions as if they were normal light.
- Solar Mark When a creature fails its Fortitude check, it becomes marked by sunlight for the rest of the scene, making it easier to track and target—it takes -1 penalty to Stealth.

Telekinesis Stunts

- Mental Slam When a creature fails the contested check, you may slam it into a surface. The creature takes additional 1d4 bludgeoning damage per 3 meters height and becomes dazed until the end of its next turn.
- Sustained Grip You may use a 1 AP (instead of 2) to maintain your telekinetic hold on a creature or object.
- Multigrasp You may target two smaller objects or creatures instead of one, as long as their total weight does not exceed your limit.
- Shield Throw When holding an object with Telekinesis, you may hurl it as a ranged weapon. Make a Magic skill attack dealing 1d10 + Magic bludgeoning damage in a line or arc (GM's discretion).
- Suspension Field When you successfully restrain a creature with Telekinesis, you may hold it in the air to prevent melee engagement. Allies have advantage when attacking that target with ranged or magic attacks until it escapes.

Web Stunts

- Sticky Trap When a creature fails its initial Reflex check, you may increase the difficulty of the next Fortitude check it makes to escape by +2.
- Web Anchor You may cause the webs to cling tightly to surrounding surfaces even if no solid anchor is initially present, preventing collapse on the next turn. This allows you to cast Web in open space or mid-air.
- Dense Weave You may concentrate the webs into a more compact structure, reducing the affected area to a 3-meter cube, but creatures in this area have Disadvantage on all escape attempts.
- Entangling Snare When a creature becomes restrained by the webs, you may choose to also reduce its speed to 0 on its next turn, even if it escapes the web afterwards.
- Burning Fuse You may cause the webs to become flammable. If ignited (by fire or Fire-element spell), the entire cube of webs burns in one round, dealing 2d6 fire damage to all creatures still inside.

Absolute Negation Stunts

- Total Silence After Absolute Negation resolves, the area within 5 meters of you becomes magic-resistant for 1 round. Any spell cast into or within that area by an enemy costs 1 additional Mana and the caster must make a Focus vs your Magic check or the spell fails.
- Cascade Severance If Absolute Negation dispels 2 or more effects, you immediately regain Mana equal to half the spell's base cost (2 Mana, rounded down) as the raw arcane energy rebounds into you.
- Expanding Void The radius of Absolute Negation increases to 15 meters.
- Scouring Null The Mental damage dealt to creatures whose buffs are stripped increases to Magic skill + 1d6, as the negation tears through them more aggressively.
- Negation Anchor For a number of turns equal to your Magic skill after casting, you gain +2 to all Resolve and Focus defense rolls as the magical field around you remains suppressed and hostile to incoming arcane force.

Chain Lightning Stunts

- Conductive Storm When you cast Chain Lightning, you may target up to five secondary targets instead of three, provided each is within 10 meters of the initial target.
- Overload If a creature fails its defend check by 3 or more, you may cause it to become Stunned until the end of its next turn in addition to taking damage. This is a physical effect of the electrical shock and does not require a Mental Consequence.

- Forking Current You may choose to have the lightning bolts bounce off metal surfaces or water, allowing you to bend the arcs around corners or cover. You must still have a line of sight to the initial target.
- Arc Surge The primary bolt deals margin of failure + 3d4 Lightning damage instead of + 2d4.
- Static Field When casting Chain Lightning, all creatures within 4 meters of any affected target (primary or secondary) must make an Reflex vs Magic check or take 1d12 Lightning damage from static discharge.

Dragon Hide Stunts

- Hardened Plate While Dragon Hide is active, you may become completely immune to Critical Hits and conditions caused by Physical attacks.
- Reflexive Shedding Once per scene, when you are hit by an attack, you may choose to shed your outer scale layer as a reaction. The attack's damage is reduced to 0, but you lose the Dragon Hide effect entirely.
- Dragon's Breath While under the effect of this spell, spending 1 AP, you can exhale a cone of fire that deals Elemental damage equal to your Magic skill to all targets within a 5-meter cone range. This attack does not count as a spell cast, and you can cast an additional spell this turn.
- Elemental Mirror Once per scene, if you are hit by an Elemental damage type while Dragon Hide is active, you may reflect half the post-mitigation damage back to the attacker (rounded up).
- Scale Adaptation When you cast this spell, you may choose to gain an additional elemental immunity (Fire, Frost, or Lightning) for the duration. You cannot change this choice once made.

Finger of Death Stunts

- Mark of the Grave When you cast Finger of Death, you may apply a Death Mark to the target. If the target fails the roll and survives, it gains -2 to all defend rolls against necrotic effects for the rest of the scene.
- Lingering Agony On a failed defend roll, the target also takes 1d6 necrotic damage at the start of its next turn. This lingering effect can stack if affected multiple times.
- Corpse Bound Servant When a creature is killed by Finger of Death and rises as a zombie, you may increase its skills (Fortitude, Might, Fight, Reflex, Stride) by one.
- Necrotic Resonance If the target is already under the effect of another necromancy spell, you deal an additional +2 necrotic damage per level of that spell.
- Twilight Bloom When a creature is killed by Finger of Death, you may choose to explode its corpse in a 3-meter radius, dealing 1d12 necrotic damage to all creatures in the area (except yourself). This consumes the corpse and prevents zombification.

Frozen Tomb Stunts

- Deeper Cold The spell deals margin of failure + 3d4 Frost damage instead of + 2d4.
- Brittle Shatter If you cast Frozen Tomb on a creature already affected by a Frost effect, you may shatter the frozen target on death, dealing 4d6 Frost damage in a 4-meter radius.
- Preservation Coil If you freeze yourself with Frozen Tomb, you gain immunity to all effects and recover stress points equal to your Magic skill per turn while frozen. You may remain encased for up to 10 minutes, dismissing the spell at will.
- Absolute Zero If the target fails its defend roll by 5 or more, it also gains the Paralyzed condition for 1 round, even if not frozen entirely. This is a physical effect of extreme cold and does not require a Mental Consequence.
- Crystalline Prison When a creature is frozen by this spell, it also emits an aura of cold for 1 turn. All creatures that start their turn within 4 meters of the frozen creature take 2d4 Frost damage automatically.

Hellfire Stunts

- Infernal Chain When you successfully wreathe a target in Hellfire's flames, the flames may jump to another creature within 5 meters. That creature must make a separate Resolve defend roll contested by your Magic skill or also be wreathed in the same flames.
- Unholy Blaze If the target is already suffering from any mental Consequence, the initial Fire damage from Hellfire is increased by +3, representing the flames feeding on internal torment.
- Firebrand Curse While a creature is wreathed in Hellfire's flames, all healing effects it receives are halved. This includes spells, potions, and other magical or natural healing.
- Hotter Flame The first Fire damage of the spell is margin of failure + 3d4 instead of + 2d4.
- Pyroclasmic Roar Once per cast, when a creature wreathed by this spell takes its ongoing Fire damage, you may choose to unleash a burst of flame around it. All other creatures within 2 meters take 1d6 Fire damage.

Inevitable Doom Stunts

- Catastrophic Trigger When the Doom triggers, the target is also knocked Prone. If the target's Mental Stress Pool is at 0 and it takes a Mental Consequence from the Doom's damage, it also becomes Dazed until the end of its next turn as the sudden simultaneous damage overwhelms it.
- Cascading Doom When the Doom triggers, all creatures within 5 meters of the target must make a Resolve vs your Magic check or take Mental damage equal to your Magic skill as the psychic detonation radiates outward.
- Inescapable The Doom Mark persists through death — if the marked creature is resurrected while the mark is active, the mark remains. The Doom triggers on the first failed roll after resurrection as normal.
- Double Doom You may maintain two Doom Marks simultaneously. You must concentrate on both. If your concentration is broken, both marks end.
- Witnessed Inevitability When the Doom triggers, all creatures that can see the target must make a Resolve vs your Magic check. On a failure, the creature takes mental damage equal to the margin of failure. If its Mental Stress Pool is at 0 and it takes a Mental Consequence, it becomes Frightened of you until the end of their next turn, as the catastrophic collapse of fate is witnessed in real time.

Illusory Dragon Stunts

- Piercing Terror When a creature fails its initial Resolve defend against the dragon, it also takes 1d6 mental damage.
- Shifting Fear Once per round, you may redirect the frightened condition from one creature to another within 10 meters of the dragon if the new target fails its Resolve contest against your Magic.
- Shadow Breath You can spend three mana to allow the Illusory Dragon to exhale a blast of shadow energy that deals additional damage equal to your Magic skill to each creature in the cone for free AP.
- Echoing Roar When a creature succeeds its Resolve defend against the illusion, it still suffers a -1 penalty to its next action, due to lingering psychological shock.
- Phantom Onslaught If three or more enemies are frightened by the illusion at the same time, you gain +2 to your Magic skill for the purpose of the dragon's breath cone attacks until the end of your next turn.

Mass Paralyze Stunts

- Overwhelming Suppression When at least three creatures are affected by this spell, they all receive a -1 penalty to their defend rolls against the spell until the end of your next turn.
- Twitch of Pain While paralyzed, targets also take 1 mental damage at the start of each of their turns.
- Mind Lock Once per scene, you may prevent one affected creature from rolling to break the paralysis on its next turn.

- Warding Bind Allies within 5 meters of a paralyzed target gain +1 to defend rolls, empowered by the stasis field around the target.
- Selective Paralysis You can choose any number of creatures to be not affected by this spell.

Project Image Stunts

- Distant Casting Once per scene, you may cast a spell through your image as though you were in its location. The range of the spell is measured from the image, not you.
- Mirror Swap You may instantly swap positions with your image as a free action, provided both are within 60 meters of one another.
- Convincing Echo Your image becomes more believable. All enemies must pass a Resolve defend against your Magic to discern which is the real you for the next minute. Until then, they cannot willingly target you with attacks or spells.
- Double Trouble Once per scene, you and your illusory copy can coordinate your actions perfectly, allowing you to cast a spell twice in a single action, spending the mana cost of the spell only once.
- Exploding Apparition When your image is dispelled or dismissed, you may cause it to explode in a burst of arcane light. All creatures within 3 meters must succeed a Resolve defend against your Magic, or be blinded for 1 round.

Resurrection Stunts

- Second Chance By spending an additional 2 Mana, you can extend the range of the spell to resurrect a creature that has been dead for up to 1 week.
- Protective Binding The resurrected creature gains a temporary +2 bonus to all defend rolls until the end of the scene, as a residue of the divine energy that pulled them back.
- Shared Life You may choose to take one Consequence (Mild, Moderate, or Severe — player's choice) permanently to heal one Consequence of the same severity on the resurrected creature.
- Soul Beacon You may cast this spell on a corpse even if its soul has wandered. Spend an additional five mana to attempt to summon the soul back. The soul must make a Resolve defend roll against a Difficulty set by the GM (usually 3 + the number of days the creature has been dead). On success, the spell works.
- Remembrance Seal The revived creature gains a permanent +1 to Resolve checks against fear or death effects, having now faced death and returned.

Sever Thread Stunts

- Frayed Ends When Sever Thread's Disadvantage effect ends (naturally or early), the target must make one final Resolve vs difficulty 5 check. On a failure, the target takes mental damage equal to the margin of failure. If its Mental Stress Pool is at 0 and it takes a Mental Consequence, it suffers Dazed for 1 turn as the fate thread snaps back.
- Tangled Fate You may choose a second target within 5 meters of the primary. That creature takes Mental damage equal to half the margin of failure (rounded down) as fraying threads of fate lash outward.
- Severed Luck While under the Disadvantage effect, the target also cannot benefit from Advantage on any roll — sources of Advantage are negated entirely rather than simply cancelled out.
- Extended Severance The duration of the Disadvantage effect increases from a number of turns equal to your Magic skill to a number of scenes equal to half your Magic skill (rounded up), as the damage to the fate thread festers rather than closing.
- Fate Consumption If the target's Physical or Mental Stress Pool is reduced to 0 while under Sever Thread, you immediately regain 5 Mana as the consumed fate thread feeds back into your own reserves.

Soul Rend Stunts

- Soulsteal
  When you deal stress points with Soul Rend, you immediately recover Mental stress points equal to the stress dealt, as the stolen soul fragment restores your own psyche.
- Unraveling Touch
  If the target is already suffering from any Consequence when Soul Rend is cast, treat the margin of failure as 2 higher solely for the purpose of stress points dealt.
- Lingering Void
  The reduction to the target's maximum Physical Stress Pool persists for a number of days equal to your Magic skill rather than turns, as the torn soul is slow to mend.
- Twin Rend
  You may choose a second creature within 10 meters of the primary target. That creature takes Necrotic damage equal to half the margin of failure (rounded down). The secondary target does not suffer the Physical Stress Pool maximum reduction.
- Soul Devour
  If Soul Rend kills its target, you immediately regain Mana equal to your Magic skill.

Teleportation Circle Stunts

- Quick Circle You can cast this spell as a normal spell action (2AP) instead of a ritual.
- Double Anchor You may designate a second known circle as an alternate destination when casting. Choose which destination to send each creature to as they step through.
- Arcane Displacement Enemies who attempt to follow you through the portal must make a Resolve skill check contested by your Magic skill. On a failure, they are redirected to a random location within 100 meters of your target location.
- Recall Point Once per session, after casting this spell, you may mark the location as a recall point. Until your next long rest, you may cast this spell from anywhere and instantly teleport to that spot.
- Safe Arrival You and your allies teleport with perfect stability. For 1 turn after arriving, all incoming damage is reduced by your Magic skill (minimum 1). This effect represents arcane shielding during the transitional phase.

Void Collapse Stunts

- Event Horizon
  The radius of the collapse increases to 12 meters. Creatures that fail by 3 or more are pulled directly to the center of the collapse rather than only 4 meters toward it.
- Singularity
  Any creature pulled to within 1 meter of the collapse's center must make an additional Fortitude for the difficulty of your Magic level or become Restrained for 1 turn as the residual gravitational forces lock them in place.
- Inverse Field
  Instead of pulling creatures inward, you may choose to invert the collapse, pushing all creatures outward by 4 meters. Creatures that fail are also knocked Prone.
- Resonant Collapse
  If two or more creatures fail their check, each of them takes an additional 1d6 Physical damage for each other creature that also failed, as they collide and are crushed against one another.
- Spatial Rupture
  The area within the collapse radius becomes difficult terrain until cleared, as the rift leaves behind warped, unstable ground. Structures and objects in the area take double damage from the collapse.

Bestiary

Creatures in ELDRA are defined by a Rating from 1 to 7, representing their overall power and danger. Rating also determines which abilities may summon, transform into, or raise them:

- Druid Wild Shape — the Druid may transform into a Beast whose Rating is equal to or lower than their Magic skill.
- Conjure Animal — the summoned beast's Rating equals the mana spent.
- Necromancer Minions — raised undead have all combat skills equal to the Necromancer's Lore skill, regardless of their original Rating.
- Summoner Guardian — the Guardian's attributes equal the Summoner's Magic skill.

All creatures use the same core rules as player characters unless stated otherwise: they have 3 AP per turn, their movement is 8 + Stride meters unless the entry lists another speed, and their Physical and Mental Stress Pools come from the standard tables (by Fortitude and Resolve), with the Consequence slots listed in the entry. Damage listed for attacks is the weapon dice and bonus only — the margin of success is added on top as normal. The two terms used throughout are:

- Defense — a passive numerical value (Physical Defense, Elemental Defense) from natural armor that reduces incoming damage.
- defend roll — an active opposed skill check made when a creature is attacked.

Multi-Slot Consequences. High-Rating creatures may have multiple slots at the same tier (e.g., Mild $\times 2$). Each slot absorbs damage independently up to its tier value (Mild +2, Moderate +4, Severe +6).

Swarm Rules. Swarms are composed of many tiny creatures acting as a single entity. They follow these rules unless stated otherwise:

- Single-target resistance: Single-target attacks deal half damage to a swarm.
- Area vulnerability: Area-of-effect attacks deal damage twice.
- Swarming Mass: Swarms have 3 Consequence slots. When each Consequence slot is filled, the swarm's Physical Stress Pool resets to its maximum and the swarm suffers a cumulative penalty: first — all damage halved; second — Disadvantage on all attack rolls; third — the swarm must succeed on a Resolve check vs the margin of incoming damage or disperse entirely.
- Occupy: A swarm can enter the same space as any creature it is fighting.

Creature Types: Beast, Undead, Demon, Humanoid, Construct, Dragon, Elemental, Aberration, Plant.

Sizes (see Combat Mechanics for full definitions): Tiny, Small, Medium, Large, Huge, Gargantuan.

Rating 1

Bat

Rating: 1 Type: Beast Size: Tiny

Bats are small, nocturnal creatures that nest in caves, ruins, and the eaves of abandoned buildings. Alone they are harmless; disturbed in large numbers they become a disorienting nuisance, and their bites can carry disease.

Fight +1	Reflex +2	Stealth +3	Perception +2	Resolve +1
Physical Defense 0	Elemental Defense 0	AP 3	Move 8m / Fly 12m	
Physical Stress 3	Mental Stress 6	Consequences none		

Attacks

- Bite (Fight +1, 1 AP) — 1d4−1 piercing damage (minimum 1).

Special Abilities

- Night Vision — +2 to Perception in low-light conditions.
- Echolocation — Cannot be Blinded by darkness. Disadvantage on Perception rolls in areas of magical silence.

Giant Rat

Rating: 1 Type: Beast Size: Small

Giant Rats haunt sewers, ruins, and the cellars of forgotten buildings. A pack of them in a confined space can overwhelm an unprepared traveller. Their bites carry filth and disease.

Fight +1	Reflex +1	Stealth +1	Perception +1	Survival +1
Fortitude +1	Stride +1			
Physical Defense 1	Elemental Defense 0	AP 3	Move 9m	
Physical Stress 6	Mental Stress 3	Consequences Mild		

Attacks

- Bite (Fight +1, 1 AP) — 1d4 piercing damage.

Special Abilities

- Disease Carrier — On a hit, target makes Fortitude vs 2 or becomes Poisoned until end of scene.
- Swarm Instinct — When 3 or more Giant Rats attack the same target in one round, each gains +1 to its attack roll for that round.
- Squealing Retreat — When the Rat's Physical Stress Pool is reduced to 0, it lets out a shriek. All other Giant Rats within 10m gain Advantage on their next attack roll.

Goblin

Rating: 1 Type: Humanoid Size: Small

Goblins are wiry, cunning scavengers who compensate for their physical weakness with numbers and dirty tricks. They are rarely dangerous alone but become a genuine threat in packs, exploiting every opening and fleeing the moment the odds turn against them.

Fight +1	Shoot +1	Reflex +2	Stealth +2	Perception +1
Fortitude +1	Stride +1			
Physical Defense 1	Elemental Defense 0	AP 3	Move 9m	
Physical Stress 6	Mental Stress 3	Consequences Mild, Moderate		

Attacks

- Rusty Blade (Fight +1, 1 AP) — 1d4 slashing damage.
- Thrown Rock (Shoot +1, 1 AP, range 10m) — 1d4 bludgeoning damage.

Special Abilities

- Pack Tactics — Advantage on attack rolls when at least one ally is adjacent to the target.
- Cowardly — When reduced below half its Physical Stress Pool, must succeed on Resolve vs 2 or use its next action to move away from the nearest threat by the safest available route.
- Nimble Escape — Once per turn, after making an attack, may move up to half speed as a free action.

Hawk

Rating: 1 Type: Beast Size: Tiny

Hawks are sharp-eyed aerial predators, prized as hunting companions and scouts. On their own they are a minor threat but their diving talons can blind or unsettle opponents well above their weight class.

Fight +3	Reflex +4	Stealth +2	Perception +5
Resolve +1	Fortitude +1		
Physical Defense 1	Elemental Defense 0	AP 3	Move 6m / Fly 16m
Physical Stress 6	Mental Stress 6	Consequences Mild, Moderate	

Attacks

- Talon Strike (Fight +3, 1 AP) — 1d4−1 piercing damage (minimum 1). On a hit with a margin of 2 or more: target is Blinded until the end of their next turn.

Special Abilities

- Dive Attack — When attacking after moving at least 10m downward, the attack gains +2 damage.
- Sharp Eyes — +2 to Perception when spotting prey or hidden creatures from above. Advantage on Perception checks in daylight.

Horse

Rating: 1 Type: Beast Size: Large

Horses are the most common riding mount across settled lands. Bred for endurance and steady temperament rather than combat, a well-trained horse can carry a rider and their gear across vast distances, but will shy from open violence unless specifically conditioned to it.

Fight +1	Reflex +1	Perception +2	Resolve +1
Might +2	Fortitude +1	Stride +3	
Physical Defense 1	Elemental Defense 1	AP 3	Move 12m
Physical Stress 6	Mental Stress 6	Consequences Mild, Moderate	

Attacks

- Kick (Fight +1, 1 AP) — 1d4 + 2 bludgeoning damage.

Special Abilities

- Dash (2 AP, once per scene) — Move up to three times its base speed (36m) in a straight line. The horse cannot take any other action this turn.
- Sure-Footed — +2 to Stride when navigating rough or uneven natural terrain.
- Skittish — −1 to all rolls while adjacent to hostile creatures, unless calmed by its rider (Drive (Beast) vs 2).

Imp

Rating: 1 Type: Demon Size: Tiny

Imps are the smallest and most cunning of demonic entities, often sent as spies, familiars, or advance scouts. They prefer harassment over open combat, using their ability to fly and their venomous sting to antagonise foes before retreating into the shadows.

Fight +1	Reflex +2	Stealth +2	Perception +1	Magic +1
Physical Defense 1	Elemental Defense 2	AP 3	Move 6m / Fly 8m	
Physical Stress 3	Mental Stress 3	Consequences Mild		

Attacks

- Sting (Fight +1, 1 AP, Armor Pierce 1) — 1d4 piercing damage. On a hit: target makes Fortitude vs 2 or takes 1 additional poison damage at the start of their next 2 turns.

Special Abilities

- Devil's Sight — Sees through magical darkness and illusions of level 1 or lower.
- Shapeshift — Once per scene, the Imp may take the form of a Tiny beast (rat, raven, spider). Stats remain unchanged.
- Infernal Resistance — Resistance to fire damage; immune to poison.

Rat

Rating: 1 Type: Beast Size: Tiny

Ordinary rats are a fixture of cities, dungeons, and anywhere food is stored carelessly. A single rat is barely worth noticing; a rat cornered or defending a nest is less negligible, and their bites can carry wasting disease.

Fight +1	Reflex +2	Stealth +2	Survival +3
Physical Defense 0	Elemental Defense 0	AP 3	Move 8m
Physical Stress 3	Mental Stress 3	Consequences none	

Attacks

- Bite (Fight +1, 1 AP) — 1d4−1 piercing damage (minimum 1).

Special Abilities

- Scavenger — +2 to Stealth when searching for food or hiding in cluttered environments.
- Carrier of Disease — On a hit, the target makes a Fortitude check vs the margin of success. On a failure, the target contracts a wasting disease: −1 to Fortitude until treated.

Skeleton

Rating: 1 Type: Undead Size: Medium

Animated by necromantic residue or deliberate magic, Skeletons are the most basic form of undead servitude. They retain no memory of life and fight mechanically until destroyed. Their bony frames shrug off blades but shatter under heavy blows.

Fight +1	Shoot +1		
Might +1	Fortitude +1		
Physical Defense 2	Elemental Defense 0	AP 3	Move 8m
Physical Stress 6	Mental Stress none	Consequences Mild, Moderate	

Attacks

- Short Sword (Fight +1, 1 AP) — 1d6 + 1 slashing damage.
- Shortbow (Shoot +1, 1 AP, range 60/180m) — 1d4 + 1 piercing damage.

Special Abilities

- Undead — Immune to poison, disease, fear, exhaustion, and all Mental Stress.
- Brittle Frame — Bludgeoning attacks deal +2 additional damage against Skeletons.
- Mindless — Cannot be Charmed, Frightened, or affected by any mind-altering effect.

Spider

Rating: 1 Type: Beast Size: Tiny

Common spiders are ubiquitous across ELDRA — found in cellars, caves, and the corners of any room left untouched long enough. They are not dangerous individually but their venom causes irritation and their webs create significant hazards in enclosed spaces.

Fight +1	Reflex +1	Stealth +2	Perception +2
Physical Defense 0	Elemental Defense 0	AP 3	Move 6m / Climb 6m
Physical Stress 3	Mental Stress 3	Consequences Mild	

Attacks

- Bite (Fight +1, 1 AP) — 1d4−1 piercing damage (minimum 1). On a hit: target makes Fortitude vs 2 or suffers −1 to their next roll.

Special Abilities

- Spider Climb — Moves freely along walls and ceilings without any roll required.
- Webslinger — Can use webs to entangle enemies equal to or smaller in size. Target makes Fortitude vs Fight +1 or is Restrained (Fortitude vs Fight +1 to escape, costs 1 AP).

Vine Crawler

Rating: 1 Type: Plant Size: Small

Vine Crawlers are predatory plant creatures that lurk motionless in undergrowth, mimicking ordinary foliage until prey passes close enough to ensnare. They are slow and unintelligent but remarkably patient, and their thorned vines can restrain creatures far larger than themselves.

Fight +1	Stealth +3	Perception +1	
Might +1	Fortitude +1		
Physical Defense 2	Elemental Defense 0	AP 3	Move 4m
Physical Stress 6	Mental Stress none	Consequences Mild, Moderate	

Attacks

- Vine Lash (Fight +1, 1 AP, Reach 2m) — 1d4 + 1 slashing damage. On a hit with a margin of 2 or more: target is Grappled (escape as Grapple).

Special Abilities

- Camouflage — Advantage on all Stealth checks in natural terrain. Creatures that have not spotted the Vine Crawler cannot benefit from Advantage when attacking it.
- Rooted — Cannot be moved more than 2m by any forced movement effect.
- Fire Vulnerability — Takes double damage from fire. Any fire damage ends its Grapple automatically.

Vulture

Rating: 1 Type: Beast Size: Small

Vultures circle the battlefields and wastelands of ELDRA, patient as death itself. They rarely attack living prey but will harry injured creatures and mob anything they believe is about to become carrion.

Fight +1	Reflex +3	Stealth +4	Perception +5	Resolve +1
Fortitude +1				
Physical Defense 1	Elemental Defense 1	AP 3	Move 4m / Fly 20m	
Physical Stress 6	Mental Stress 6	Consequences Mild, Moderate		

Attacks

- Talons (Fight +1, 1 AP) — 1d4−1 piercing damage (minimum 1).

Special Abilities

- Carrion Hunter — +2 to Perception when spotting wounded or dead creatures. Advantage on Perception rolls to detect injury or death within 1 km.
- Aerial Scavenger — +2 to Stealth when flying above enemies at altitude.
- Coward's Instinct — Will not attack a target with a full Physical Stress Pool unless it is already engaged with another creature.

Weasel

Rating: 1 Type: Beast Size: Tiny

Weasels are fast, aggressive predators far out of proportion to their size. They are tireless hunters, capable of following prey into burrows and narrow gaps, and will fight creatures many times their own size when cornered.

Fight +2	Reflex +1	Stealth +2	Perception +2	Resolve +1
Stride +1	Lore +1			
Physical Defense 1	Elemental Defense 1	AP 3	Move 9m	
Physical Stress 3	Mental Stress 6	Consequences Mild, Moderate		

Attacks

- Teeth and Claws (Fight +2, 1 AP) — 1d4−1 piercing damage (minimum 1).

Special Abilities

- Quick Strike — +1 to Fight when attacking after moving at least 5m.
- Nimble — +2 to Reflex when avoiding traps or navigating tight spaces. Can move through gaps as small as 10 cm.

Wolf

Rating: 1 Type: Beast Size: Medium

Wolves are apex hunters of the dark forests surrounding civilised settlements. Fast, coordinated, and relentless, a lone wolf is dangerous; a pack is lethal, using flanking and attrition to wear down prey far larger than themselves.

Fight +2	Reflex +1	Perception +1	Survival +2	Resolve +1
Might +1	Fortitude +1	Stride +2		
Physical Defense 1	Elemental Defense 1	AP 3	Move 10m	
Physical Stress 6	Mental Stress 6	Consequences Mild, Moderate, Severe		

Attacks

- Bite (Fight +2, 1 AP) — 1d4 + 1 piercing damage. On a hit with a margin of 2 or more: target must succeed on Reflex vs Fight +2 or be knocked Prone.

Special Abilities

- Pack Tactics — +2 to Fight when a target is already engaged with another Wolf.
- Keen Scent — Advantage on Perception checks involving smell. Cannot be surprised by hidden creatures it can smell.
- Trip — When the Wolf knocks a target Prone, it may immediately move up to 2m as a free action without provoking opportunity attacks.

Rating 2

Bear

Rating: 2 Type: Beast Size: Large

Bears are powerful, territorial predators that can sustain tremendous punishment and deal devastating blows in return. They are not naturally aggressive but when provoked they are extraordinarily dangerous, able to make two attacks per turn and shrug off wounds that would incapacitate lesser creatures.

Fight +4	Reflex +2	Perception +3	
Might +4	Fortitude +3	Stride +2	Resolve +1
Physical Defense 5	Elemental Defense 1	AP 3	Move 10m / Climb 8m
Physical Stress 15	Mental Stress 6	Consequences Mild, Moderate, Severe ×2	

Attacks

- Bite (Fight +4, 1 AP) — 1d6 + 4 piercing damage.
- Claw (Fight +4, 1 AP) — 1d6 + 4 slashing damage.

Special Abilities

- Savage Assault — The bear may make one Bite and one Claw attack per turn (1 AP each). Both attacks may not target different creatures.
- Climbing Mastery — Advantage on Stride checks for climbing.
- Terrifying Roar (1 AP, once per scene) — All enemies within 10m make Resolve vs 3. On failure, they are Frightened until the end of their next turn.

Dire Wolf

Rating: 2 Type: Beast Size: Large

Dire Wolves are ancient, massive predators that haunt the deep wilderness. They are twice the size of a common wolf, with jaws strong enough to crush bone and the cunning to drive prey into ambushes.

Fight +2	Reflex +2	Perception +2	Survival +2
Might +2	Fortitude +2	Stride +2	
Physical Defense 2	Elemental Defense 0	AP 3	Move 10m
Physical Stress 10	Mental Stress 3	Consequences Mild, Moderate	

Attacks

- Savage Bite (Fight +2, 1 AP) — 1d8 + 2 piercing damage. On a hit with a margin of 2 or more: target must succeed on Reflex vs Fight +2 or be knocked Prone and Grappled (escape as Grapple).

Special Abilities

- Pack Tactics — Advantage on attack rolls when an ally is adjacent to the target.
- Terrifying Howl (1 AP, once per scene) — All enemies within 15m make Resolve vs 2. On failure, Frightened until end of their next turn.
- Relentless Pursuit — Ignores difficult terrain when chasing a target it has already attacked this scene.

Dolphin

Rating: 2 Type: Beast Size: Medium

Dolphins are swift, intelligent aquatic creatures. In the waters of ELDRA, some have been corrupted by dark energy, becoming aggressive and territorial. Even uncorrupted, a pod of dolphins defending young can ram hard enough to stun a swimmer.

Fight +2	Reflex +5	Stealth +1	Perception +4	Resolve +2
Might +2	Fortitude +2			
Physical Defense 2	Elemental Defense 0	AP 3	Move 4m / Swim 16m	
Physical Stress 10	Mental Stress 10	Consequences Mild, Moderate, Severe		

Attacks

- Ram (Fight +2, 1 AP) — 1d6 + 2 bludgeoning damage. On a hit: target makes Fortitude vs 3 or is pushed 2m.

Special Abilities

- Echolocation — +2 to Perception when detecting creatures underwater. Cannot be surprised while submerged.
- Aquatic — In water, all rolls made with Advantage. Cannot breathe air; must surface every 30 minutes.

Elk

Rating: 2 Type: Beast Size: Large

Elk are large, proud herd animals whose antlers can impale a man and whose charge can shatter bones. They are not predators but their territorial aggression during rutting season makes them exceptionally dangerous, and their stamina far exceeds that of most pursuit mounts.

Fight +3	Reflex +2	Perception +4	Resolve +1	Lore +1
Might +4	Fortitude +3	Stride +3		
Physical Defense 2	Elemental Defense 1	AP 3	Move 11m	
Physical Stress 15	Mental Stress 6	Consequences Mild, Moderate, Severe		

Attacks

- Gore (Fight +3, 1 AP) — 1d6 + 4 piercing damage.

Special Abilities

- Charge — When the Elk moves at least 10m in a straight line before attacking, it deals +2 damage and target makes Fortitude vs Might +4 or is knocked Prone.
- Sure-Footed — +2 to Stride when navigating rough or uneven terrain. Ignores difficult terrain from natural sources.

Leech Swarm

Rating: 2 Type: Beast Size: Large (swarm)

Leech Swarms form in stagnant marshes and cursed waterways, drawn toward warmth and the scent of blood. They flow under doors, through cracks, and into armor gaps. They follow the Swarm Rules described in the Bestiary introduction.

Fight +2	Reflex +1	Perception +1	
Fortitude +2			
Physical Defense 1	Elemental Defense 0	AP 3	Move 5m / Swim 8m
Physical Stress 10	Mental Stress none	Consequences ×3 (Swarming Mass)	

Attacks

- Engulf (Fight +2, 1 AP) — 1d4 piercing damage. On a hit: target is Grappled (escape as Grapple against +2). While Grappled, the swarm automatically deals 1d4 piercing at the start of each of the target's turns.

Special Abilities

- Swarm (see Swarm Rules) — Immune to single-target physical attacks; double damage from area effects.
- Seep — Armor provides no Physical Defense against the swarm's attacks.
- Fire Vulnerability — Takes double fire damage. Any fire damage disperses a Grapple automatically.

Moose

Rating: 2 Type: Beast Size: Large

Moose are the largest of the cervid family, standing taller than most horses and possessed of an aggression that belies their herbivorous nature. Their antlers are capable of disemboweling an armored soldier and their bulk makes them nearly impossible to stop once they build momentum.

Fight +2	Reflex +1	Perception +2	Survival +3	Resolve +1
Might +4	Fortitude +3	Stride +2		
Physical Defense 3	Elemental Defense 1	AP 3	Move 10m	
Physical Stress 15	Mental Stress 6	Consequences Mild, Moderate, Severe		

Attacks

- Gore (Fight +2, 1 AP) — 1d6 + 4 bludgeoning damage.

Special Abilities

- Charge — When the Moose moves at least 10m straight before attacking, it deals +2 damage.
- Sure-Footed — +2 to Survival when navigating rough terrain or deep snow.
- Massive — Immune to forced movement from non-magical sources.

Orangutan

Rating: 2 Type: Beast Size: Medium

Orangutans are intelligent, powerful great apes with a solitary nature and a territorial streak. They are excellent climbers and opportunistic fighters, preferring to hurl objects from height before descending to close quarters if provoked.

Fight +3	Shoot +3	Reflex +4	Perception +2	Influence +1
Might +3	Fortitude +2	Stride +1	Lore +1	
Physical Defense 2	Elemental Defense 1	AP 3	Move 9m / Climb 12m	
Physical Stress 10	Mental Stress 3	Consequences Mild, Moderate, Severe		

Attacks

- Fists (Fight +3, 1 AP) — 1d4 + 3 bludgeoning damage.
- Thrown Rock (Shoot +3, 1 AP, range 15m) — 1d4 + 3 bludgeoning damage.

Special Abilities

- Climbing Mastery — +2 to Stride when climbing or swinging. Can climb at full movement speed without a check.
- Powerful Grapple — +2 to Fight when grappling an opponent.

Orc Warrior

Rating: 2 Type: Humanoid Size: Medium

Orc Warriors are the backbone of tribal raiding parties: brutish, aggressive, and sustained by a cultural belief that pain is simply the price of combat. Their natural toughness makes them difficult to put down quickly.

Fight +2	Shoot +2	Reflex +1	Perception +1
Might +2	Fortitude +2	Stride +1	
Physical Defense 3	Elemental Defense 1	AP 3	Move 9m
Physical Stress 10	Mental Stress 3	Consequences Mild, Moderate	

Attacks

- Greatclub (Fight +2, 1 AP) — 1d8 + 2 bludgeoning damage.
- Javelin (Shoot +2, 1 AP, range 10/30m) — 1d4 + 2 piercing damage.

Special Abilities

- Aggressive — Once per turn, may move up to full speed toward an enemy as a free action (0 AP).
- Savage Resilience — Once per scene, when its Physical Stress Pool is reduced to 0, may make Fortitude vs 2. On success, stays conscious with 1 stress point for 1 additional round.
- War Chant (1 AP, once per scene) — All allied Orcs within 10m gain +1 to their next attack roll.

Shadow

Rating: 2 Type: Undead Size: Medium

Shadows are the remnants of souls consumed by darkness, stripped of body and left as animate hatred. They haunt lightless places, draining the strength from the living. A creature drained to nothing by a Shadow rises as a new Shadow the following midnight.

Fight +2	Reflex +2	Stealth +3	Perception +1
Fortitude +1	Stride +1		
Physical Defense 0	Elemental Defense 3	AP 3	Move 8m / Fly 8m
Physical Stress 6	Mental Stress 3	Consequences Mild, Moderate	

Attacks

- Strength Drain (Fight +2, 1 AP) — 1d6 cold damage (bypasses Physical Defense). On a hit: target's Might is reduced by 1 for the scene (max −3). A target reduced to Might −3 is Paralyzed.

Special Abilities

- Incorporeal — Physical weapon attacks deal half damage. Magical attacks deal full damage.
- Shadow Step (1 AP) — Teleport between areas of dim light or darkness within 10m.
- Sunlight Weakness — In bright light, all rolls at Disadvantage.
- Death Spawn — A creature whose Physical Stress Pool is reduced to 0 by Strength Drain rises as a Shadow at the next midnight unless burned or exposed to direct sunlight.

Swarm of Bats

Rating: 2 Type: Beast Size: Large (swarm)

A Swarm of Bats is a disorienting, screeching mass of leathery wings and snapping teeth. They are used as a weapon by vampires and certain dark ritualists who can command them. Disturbing a colony in an enclosed space without torchlight is a death sentence for the unprepared. Follows the Swarm Rules.

Fight +1	Reflex +2	Stealth +3	Perception +2	Resolve +1
Physical Defense 0	Elemental Defense 0	AP 3	Move 4m / Fly 12m	
Physical Stress 3	Mental Stress 6	Consequences ×3 (Swarming Mass)		

Attacks

- Biting Mass (Fight +1, 1 AP) — 2d4 piercing damage.

Special Abilities

- Swarm (see Swarm Rules) — Single-target attacks deal half damage; area effects deal damage twice.
- Night Vision — +2 to Perception in low-light conditions.
- Blinding Flutter — Any creature that ends its turn inside the swarm must succeed on Perception vs 2 or suffer −1 to attack rolls until it leaves the swarm's space.

Swarm of Cockroaches

Rating: 2 Type: Beast Size: Medium (swarm)

A Swarm of Cockroaches is a living carpet of chitinous bodies that strips food, contaminates water, and overwhelms the senses of anything caught in its path. They cannot be reasoned with, cannot be intimidated, and are very hard to fully destroy. Follows the Swarm Rules.

Fight +2 Fortitude +1	Stealth +2	Survival +3	
Physical Defense 2	Elemental Defense 0	AP 3	Move 6m
Physical Stress 6	Mental Stress 3	Consequences ×3 (Swarming Mass)	

Attacks

- Stinging Mass (Fight +2, 1 AP) — 2d4 piercing damage.

Special Abilities

- Swarm (see Swarm Rules) — Single-target attacks deal half damage; area effects deal damage twice.
- Numbing Swarm — Targets hit by the swarm suffer a −1 penalty to attack rolls until the end of their next turn.
- Swarm Camouflage — +2 to Stealth in areas with heavy cover, foliage, or refuse.

Swarm of Rats

Rating: 2 Type: Beast Size: Large (swarm)

A Swarm of Rats is a writhing mass of gnashing teeth and claws that strips flesh from bone with terrifying efficiency. They are drawn to blood and noise and can squeeze into almost any space. Follows the Swarm Rules.

Fight +1 Stride +1	Reflex +2	Stealth +2	Survival +3
Physical Defense 0	Elemental Defense 0	AP 3	Move 9m
Physical Stress 3	Mental Stress 3	Consequences ×3 (Swarming Mass)	

Attacks

- Biting Mass (Fight +1, 1 AP) — 2d4 piercing damage.

Special Abilities

- Swarm (see Swarm Rules) — Single-target attacks deal half damage; area effects deal damage twice.

- Carrier of Disease — On a hit, target makes Fortitude vs the margin of success or contracts a wasting disease: −1 to Fortitude until treated.
- Scavenger's Delight — +2 to Stealth in dark places, sewers, or near refuse.

Warhorse

Rating: 2 Type: Beast Size: Large

Warhorses are selectively bred and rigorously trained for battle, conditioned from foals to remain steady amid the noise and chaos of combat. They are expensive, loyal, and capable of fighting alongside their rider rather than simply carrying them into the fray.

Fight +3	Reflex +2	Perception +2	Resolve +2
Might +3	Fortitude +2	Stride +3	
Physical Defense 3	Elemental Defense 1	AP 3	Move 12m
Physical Stress 10	Mental Stress 10	Consequences Mild, Moderate, Severe	

Attacks

- Trampling Hooves (Fight +3, 1 AP) — 1d6 + 3 bludgeoning damage.
- Bite (Fight +3, 1 AP) — 1d4 + 3 piercing damage.

Special Abilities

- Dash (2 AP) — Move up to three times its base speed (36m) in a straight line. The warhorse cannot take any other action this turn.
- War-Trained — Immune to the Frightened condition from combat noise, explosions, or the sight of blood.
- Charge — After moving at least 10m in a straight line before attacking with Trampling Hooves, deal +2 bonus damage, and the target makes Fortitude vs Might +3 or is knocked Prone.
- Loyal Mount (Reaction, once per scene) — When its rider is hit by an attack, the warhorse may interpose itself and take the damage instead.

Zombie

Rating: 2 Type: Undead Size: Medium

Zombies are the most common product of unchecked necromantic energy. Slow, strong, and utterly relentless, they overwhelm through attrition. They feel no pain and continue to fight even after suffering wounds that would fell a living creature.

Fight +1			
Might +2	Fortitude +2		
Physical Defense 3	Elemental Defense 0	AP 2	Move 5m
Physical Stress 10	Mental Stress none	Consequences Mild, Moderate	

Attacks

- Slam (Fight +1, 1 AP) — 1d8 + 2 bludgeoning damage.

Special Abilities

- Undead — Immune to poison, disease, fear, exhaustion, and Mental Stress.
- Undead Fortitude — Once per scene, when its Physical Stress Pool is reduced to 0, make Fortitude vs 2. On success, survives with 1 stress point remaining.
- Slow — 2 AP per turn instead of 3. Cannot take the Disengage action.

Rating 3

Atronach

Rating: 3 Type: Elemental / Construct Size: Medium

Atronachs are elemental constructs conjured and bound by powerful spellcasters, or occasionally formed spontaneously in areas of intense magical saturation. They exist only to enact their bound purpose and are immune to the social and psychological pressures that affect living creatures. Each Atronach is aligned to a specific element chosen when it is created.

Fight +1	Reflex +1	Magic +3	Resolve +2
Might +1	Fortitude +1		
Physical Defense 1	Elemental Defense 3	AP 3	Move 8m
Physical Stress 6	Mental Stress 10	Consequences Mild, Moderate, Severe	

Choose an element at creation: Fire, Frost, or Lightning. The Atronach is immune to its chosen element.

Attacks

- Elemental Slap (Fight +1, 1 AP) — 1d4 + 1 damage of its chosen element.
- Firebolt / Frostbite / Sparks (Magic +3, 1 AP, range 40m, costs 1 Mana) — The target makes a Reflex defend roll vs Magic +3. On failure: elemental damage equal to the margin of failure.

Special Abilities

- Mana Pool — The Atronach has 9 Mana and may cast its elemental spell freely within that pool.
- Construct — Immune to poison, disease, fear, exhaustion, and all Mental Stress.
- Elemental Form — Immune to its chosen element. Vulnerability to the opposing element (Fire ↔ Frost; Lightning is vulnerable to Frost).

Banshee

Rating: 3 Type: Undead Size: Medium

Banshees are the tormented spirits of those who died in profound grief or anguish, bound to the place of their death by unresolved sorrow. Their wail is the echo of a suffering so intense it tears at the minds of the living.

Fight +3	Reflex +3	Perception +3	Magic +3	Resolve +3
Fortitude +2				
Physical Defense 0	Elemental Defense 3	AP 3	Move 8m / Fly 8m	
Physical Stress 10	Mental Stress 15	Consequences Mild, Moderate, Severe		

Attacks

- Corrupting Touch (Fight +3, 1 AP) — 2d4 necrotic damage (bypasses Physical Defense).
- Wail of Anguish (2 AP, 10m radius, once per scene) — All living creatures in range make Resolve vs Magic +3. On failure: take Mental Stress points equal to the margin. A creature whose Mental Stress Pool is at 0 is reduced to 0 Physical Stress Pool.

Special Abilities

- Incorporeal — Physical weapon attacks deal half damage. Magical attacks deal full damage.
- Undead — Immune to poison, disease, fear, and exhaustion.
- Tethered Grief — Bound to the place of its death within a 30m radius. If forced beyond 30m, loses all Special Abilities until it returns.

Giant Spider

Rating: 3 Type: Beast Size: Large

Giant Spiders haunt ruins, caves, and the canopies of cursed forests. Patient ambush predators, they spin near-invisible webs to capture prey and rely on venom to immobilise victims before feeding.

Fight +3	Reflex +2	Stealth +3	Perception +4
Might +1	Fortitude +1	Stride +1	
Physical Defense 3	Elemental Defense 1	AP 3	Move 9m / Climb 9m
Physical Stress 6	Mental Stress 3	Consequences Mild, Moderate, Severe	

Attacks

- Venomous Bite (Fight +3, 1 AP) — 1d6 + 2 piercing damage. On a hit: target makes Fortitude vs 3 or is Poisoned until end of scene.
- Webslinger (Fight +3, 1 AP, range 10m) — No damage. Target makes Fortitude vs Fight +3 or is Restrained until they break free (Fortitude vs Fight +3, 1 AP).

Special Abilities

- Spider Climb — Moves freely along walls and ceilings without any roll required.
- Web Sense — While in contact with its web, detects any creature touching the web regardless of line of sight.
- Ambush Predator — When attacking from Stealth, gains Advantage on the attack roll and deals +1d4 bonus damage on a hit.

Gorilla

Rating: 3 Type: Beast Size: Large

Gorillas are the largest of the great apes — massively built, surprisingly intelligent, and capable of terrifying violence when provoked. They are social creatures with complex group hierarchies and a memory for perceived threats.

Fight +4	Reflex +4	Perception +2	Influence +1	Lore +1
Might +3	Fortitude +3	Stride +1	Resolve +3	Crafts +1
Physical Defense 4	Elemental Defense 1	AP 3	Move 9m / Climb 12m	
Physical Stress 15	Mental Stress 15	Consequences Mild, Moderate, Severe		

Attacks

- Fists (Fight +4, 1 AP) — 1d6 + 3 bludgeoning damage.

Special Abilities

- Powerful Grapple — +2 to Fight when grappling an opponent.
- Intimidating Roar (1 AP) — +2 to Influence when attempting to scare an enemy. Target makes Resolve vs Influence or is Frightened for 1 round.
- Climbing Mastery — +2 to Stride when climbing or swinging. Ignores difficult terrain that involves vertical movement.

Hell Hound

Rating: 3 Type: Demon Size: Medium

Hell Hounds are demonic hunting beasts bred in the lower Abyss and unleashed into the mortal world to run down the enemies of their masters. They think, they coordinate, and they never give up a scent. Their breath weapon is used to flush prey from cover before a coordinated takedown.

Fight +3	Reflex +2	Perception +3	Survival +3
Might +3	Fortitude +3	Stride +3	
Physical Defense 3	Elemental Defense 2	AP 3	Move 11m
Physical Stress 15	Mental Stress 3	Consequences Mild, Moderate, Severe	

Attacks

- Infernal Bite (Fight +3, 1 AP) — 1d8 + 3 piercing + 1d6 fire damage.
- Fire Breath (2 AP, 4m cone, once per round) — All creatures in cone make Reflex defend roll vs Fight +3. On failure: 2d4 fire damage. On success: half.

Special Abilities

- Pack Tactics — Advantage on attack rolls when an ally is adjacent to the target.
- Fire Immunity — Immune to all fire damage.
- Infernal Tracking — Cannot be shaken from a scent trail by any mundane means.

Ogre

Rating: 3 Type: Humanoid Size: Large

Ogres are massive, brutish humanoids of low intelligence and tremendous strength. They rely on overpowering opponents through sheer force, often wielding improvised weapons. They can be cunning in a crude way.

Fight +3	Shoot +3	Reflex +1	Perception +1
Might +4	Fortitude +3	Stride +1	
Physical Defense 4	Elemental Defense 1	AP 3	Move 9m
Physical Stress 15	Mental Stress 3	Consequences Mild, Moderate, Severe	

Attacks

- Greatclub (Fight +3, 1 AP) — 2d6 + 6 bludgeoning damage. On a hit: target makes Fortitude vs 3 or is knocked back 2m and falls Prone.
- Hurled Boulder (Shoot +3, 1 AP, range 20m) — 1d12 + 6 bludgeoning damage.

Special Abilities

- Mighty Swing (2 AP) — Makes a single attack roll against all creatures adjacent to it. Each creature hit takes full damage.
- Brute Force — When scoring a margin of 3 or more on an attack, deals +3 additional damage.
- Dim-Witted — −2 to all Influence and Lore checks. Cannot be Charmed by spells lower than level 3.

Raptor

Rating: 3 Type: Beast Size: Medium

Raptors are pack-hunting dinosaurs, built for explosive speed and coordinated ambush. They communicate through rapid vocalisations and eye contact, flanking prey with a precision that suggests genuine tactical reasoning. Alone they are dangerous; in a pack of three or more they are lethal.

Fight +4	Reflex +5	Stealth +4	Perception +3	Resolve +1
Might +2	Fortitude +2	Stride +4		
Physical Defense 3	Elemental Defense 2	AP 3	Move 12m	
Physical Stress 10	Mental Stress 6	Consequences Mild, Moderate, Severe		

Attacks

- Bite and Claw (Fight +4, 1 AP) — 1d8 + 2 piercing/slashing damage.

Special Abilities

- Pounce — When the Raptor moves at least 10m before attacking, it deals +2 bonus damage. Target makes Reflex defend roll vs Fight +4 or is knocked Prone.
- Pack Hunter — +2 to Fight if another Raptor is attacking the same target this turn.
- Leaping Strike — May move up to 4m as a free action immediately after making a successful attack.

Saber-Toothed Tiger

Rating: 3 Type: Beast Size: Large

Saber-Toothed Tigers are the apex predators of ancient wilderness and the cold reaches of ELDRA. Massively muscled, blindingly fast over short distances, and possessed of extraordinary hunting instinct, they stalk prey with methodical patience before ending the chase in a single explosive lunge.

Fight +3	Reflex +2	Stealth +3	Perception +1
Might +2	Fortitude +2	Stride +2	
Physical Defense 2	Elemental Defense 2	AP 3	Move 10m
Physical Stress 10	Mental Stress 3	Consequences Mild, Moderate, Severe	

Attacks

- Saber Bite (Fight +3, 1 AP) — 1d6 + 2 piercing damage.
- Claw Rake (Fight +3, 1 AP) — 1d6 + 2 slashing damage.

Special Abilities

- Savage Assault — May make one Saber Bite and one Claw Rake per turn (1 AP each).
- Bombshell — +2 bonus damage on any attack made against a target that is unaware of the Tiger (surprise or Stealth attack).
- Pounce — When the Tiger moves 6m or more before attacking, target makes Reflex defend roll vs Fight +3 or is knocked Prone and Grappled (escape as Grapple).

Stone Golem

Rating: 3 Type: Construct Size: Large

Stone Golems are hand-crafted guardians, animated by rune-work and bound to protect a location or serve a master. They do not sleep, do not hunger, and cannot be reasoned with. Their slow, methodical advance and near-impervious bodies make them exceptionally dangerous in enclosed spaces.

Fight +3	Perception +2		
Might +4	Fortitude +3		
Physical Defense 5	Elemental Defense 3	AP 3	Move 6m
Physical Stress 15	Mental Stress none	Consequences Mild, Moderate, Severe	

Attacks

- Stone Fist (Fight +3, 1 AP) — 2d6 + 6 bludgeoning damage. On a critical hit: target is also Dazed until end of their next turn.
- Tremor Stomp (Fight +3, 2 AP) — All creatures within 3m make Reflex defend roll vs Fight +3 or are knocked Prone.

Special Abilities

- Construct — Immune to poison, disease, fear, exhaustion, and all Mental Stress.
- Magic Resistance — Advantage on all defend rolls against spells.
- Immovable — Cannot be forcibly repositioned by any non-magical effect.
- Slow — Cannot Disengage. Cannot use Empowered Attacks.

Rating 4

Chimera

Rating: 4 Type: Beast Size: Large

A Chimera is a grotesque fusion of lion, goat, and dragon, bound together by ancient magical catastrophe. All three heads operate with a degree of independence, giving the creature an unnerving ability to track multiple targets simultaneously. No head likes the others, but all three agree on the value of violence.

Fight +4	Reflex +3	Perception +3	
Might +4	Fortitude +4	Stride +3	
Physical Defense 4	Elemental Defense 2	AP 3	Move 10m / Fly 12m
Physical Stress 21	Mental Stress 3	Consequences Mild, Moderate, Severe	

Attacks

- Lion Bite (Fight +4, 1 AP) — 1d10 + 6 piercing damage.
- Dragon Bite (Fight +4, 1 AP) — 1d10 + 6 piercing + 1d6 fire damage.
- Ram Horns (Fight +4, 1 AP) — 1d8 + 6 bludgeoning damage. On a hit: target is knocked back 2m.
- Three-Head Strike (3 AP, once per turn) — Makes one Lion Bite, one Dragon Bite, and one Ram Horns attack, each against the same or different targets.
- Fire Breath (2 AP, 6m cone, once per round) — Reflex defend roll vs Fight +4. On failure: 2d6 fire damage. On success: half.

Special Abilities

- Three Heads — Cannot be flanked. Makes no Perception checks at Disadvantage due to facing direction.
- Aerial Predator — Advantage on attack rolls against targets on the ground while the Chimera is airborne.

Elephant

Rating: 4 Type: Beast Size: Huge

Elephants are among the largest and most dangerous land beasts in the natural world. Intelligent, long-memoried, and extraordinarily powerful, they are capable of calculated aggression when threatened. A charging elephant can shatter stone walls and scatter entire formations of soldiers.

Fight +4	Reflex +1	Perception +3	Influence +2	Lore +2
Might +5	Fortitude +4	Stride +3	Resolve +3	
Physical Defense 4	Elemental Defense 2	AP 3	Move 11m	
Physical Stress 21	Mental Stress 15	Consequences Mild, Moderate, Severe ×2		

Attacks

- Gore (Fight +4, 1 AP) — 1d6 + 5 piercing damage. On a hit with a margin of 3 or more: target is flung 4m and knocked Prone.
- Trunk Grab (Fight +4, 1 AP, Reach 3m) — No damage. Target is Grappled (escape as Grapple).
- Stomp (Fight +4, 1 AP) — 1d6 + 5 bludgeoning damage. May only be used against a Prone target.
- Trampling Charge (2 AP) — Move up to full speed in a straight line. All creatures in the path make Reflex defend roll vs Fight +4. On failure: 2d6 + 5 bludgeoning damage and knocked Prone. If target is already Prone after the charge, may make one free Stomp against them.

Special Abilities

- Massive — Immune to forced movement from non-magical sources.
- Thick Hide — Once per scene, reduce incoming damage by 4.
- Charge Requirement — Trampling Charge requires moving at least 10m in a straight line before the attack.

Orca

Rating: 4 Type: Beast Size: Huge

Orcas are the apex predators of the world's oceans — intelligent, methodical, and utterly relentless. They hunt in coordinated groups, using echolocation and strategic positioning to herd prey before delivering killing blows. In the corrupted waters near ELDRA's coastal reaches, lone rogue Orcas of terrifying size have been reported hunting ships.

Fight +4	Reflex +5	Stealth +1	Perception +3	Lore +2
Might +4	Fortitude +4	Resolve +2		
Physical Defense 4	Elemental Defense 2	AP 3	Move 4m / Swim 16m	
Physical Stress 21	Mental Stress 10	Consequences Mild, Moderate, Severe ×2		

Attacks

- Bite (Fight +4, 1 AP) — 1d10 + 4 piercing damage.
- Body Ram (Fight +4, 2 AP) — 1d10 + 4 bludgeoning damage. Target makes Fortitude vs Might +4 or is knocked 3m and Prone.

Special Abilities

- Apex Predator — +2 to Fight against creatures smaller than itself.
- Echolocation — +2 to Perception when detecting creatures underwater. Cannot be surprised while submerged.
- Aquatic Dominance — In water, all rolls made with Advantage.

Owlbear

Rating: 4 Type: Beast Size: Large

An Owlbear is the product of a magical experiment that should never have been repeated: the fusion of a great owl and a bear into something that has the aggression of both and the restraint of neither. They are fiercely territorial, nearly impossible to track quietly due to their exceptional senses, and capable of rotating their heads almost completely around.

Fight +4	Reflex +3	Stealth +1	Perception +2	Resolve +1
Might +4	Fortitude +4	Stride +3		
Physical Defense 2	Elemental Defense 2	AP 3	Move 11m	
Physical Stress 21	Mental Stress 6	Consequences Mild, Moderate, Severe ×2		

Attacks

- Bite (Fight +4, 1 AP) — 1d10 + 4 piercing damage.
- Claw (Fight +4, 1 AP) — 1d10 + 4 slashing damage.

Special Abilities

- Savage Assault — May make one Bite and one Claw attack per turn (1 AP each).
- Keen Senses — +2 to Perception when detecting hidden or invisible creatures. Cannot be surprised.
- Screech (1 AP, once per scene) — All creatures within 10m make Resolve vs 4 or are Frightened until the end of their next turn.

Abyssal Drake

Rating: 4 Type: Demon Size: Large

Abyssal Drakes are demonic predators whose silhouettes resemble dragons at a distance. They are not true dragons, nor are they descended from the powers that shaped the planes. Their bodies are shaped by abyssal evolution, shadow-rich flesh, and predatory adaptation. In present ELDRA, they are most often encountered near unmanaged crossings, abandoned pact sites, or territories where demonic authorities have failed to enforce their own agreements.

Fight +4	Reflex +4	Stealth +3	Perception +3	Magic +2
Might +3	Fortitude +4	Stride +2	Resolve +1	
Physical Defense 4	Elemental Defense 3	AP 3	Move 8m / Fly 12m	
Physical Stress 21	Mental Stress 6	Consequences Mild, Moderate, Severe		

Attacks

- Shadow Bite (Fight +4, 1 AP) — 1d10 + 4 piercing + 1d6 necrotic damage.
- Shadow Claw (Fight +4, 1 AP) — 1d8 + 4 slashing damage. On a hit with a margin of 3 or more: target is Blinded until end of their next turn.
- Void Breath (2 AP, 8m cone, once per round) — All creatures make Resolve defend roll vs Magic +2. On failure: 2d6 necrotic damage (bypasses Physical Defense). On success: half.

Special Abilities

- Shadow Step (1 AP) — Teleport between areas of dim light or darkness within 15m.
- Darkness Aura — Bright light within 4m of the Drake is reduced to dim light.
- Incorporeal Shift (2 AP, once per scene) — Becomes incorporeal until start of its next turn. Immune to physical damage while incorporeal.

Troll

Rating: 4 Type: Humanoid Size: Large

Trolls are a living argument against the idea that wounds matter. Their bodies regenerate with terrifying speed. The only reliable way to stop a Troll is fire or acid, which disrupt the magical regeneration that sustains them. Many an adventuring party has learned this lesson the hard way.

Fight +4	Reflex +2	Perception +2	
Might +4	Fortitude +4	Stride +2	
Physical Defense 4	Elemental Defense 1	AP 3	Move 10m
Physical Stress 21	Mental Stress 3	Consequences Mild, Moderate, Severe	

Attacks

- Claw (Fight +4, 1 AP) — 1d8 + 6 slashing damage.
- Bite (Fight +4, 1 AP) — 1d12 + 6 piercing damage.
- Multi-Claw (2 AP) — Makes two Claw attacks against the same or different targets.

Special Abilities

- Regeneration — At the start of each of the Troll's turns, it recovers 2 Physical Stress points. Does not function on turns where it took fire or acid damage.
- Fire & Acid Vulnerability — Takes double damage from fire and acid. Regeneration does not function while burning or coated in acid.
- Troll Stench — Creatures starting their turn adjacent to the Troll make Fortitude vs 3 or suffer −1 to attack rolls until they move away.

Vampire Spawn

Rating: 4 Type: Undead Size: Medium

Vampire Spawn are a legacy of the old vampire order: bound, partially transformed servants created by older turned vampires through domination rites. They are not the same thing as born-vampires, and in present surface vampire society their creation is illegal. Spawn still appear in old estates, hidden extremist cells, forgotten facilities, and the private arsenals of vampires who never accepted the new order.

Fight +4	Reflex +4	Stealth +3	Perception +3	Magic +2
Might +3	Fortitude +3	Stride +3	Resolve +1	
Physical Defense 4	Elemental Defense 2	AP 3	Move 10m / Climb 10m	
Physical Stress 15	Mental Stress 6	Consequences Mild, Moderate, Severe		

Attacks

- Claw (Fight +4, 1 AP) — 1d8 + 4 slashing damage.
- Vampiric Bite (Fight +4, 2 AP) — 1d6 + 3 necrotic damage (bypasses Physical Defense). The Spawn recovers Physical Stress points equal to the damage dealt. After using Bite, cannot take another action or reaction this round.

Special Abilities

- Undead — Immune to poison, disease, fear, and exhaustion.
- Spider Climb — Moves freely along walls and ceilings.
- Blood Frenzy — Advantage on all attack rolls against targets that have taken any stress (not at full Physical Stress Pool).
- Sunlight Weakness — In direct sunlight, all rolls at Disadvantage and takes Physical Stress points equal to Fortitude at end of each turn.

Wyvern

Rating: 4 Type: Beast Size: Large

Wyverns are large aerial reptiles whose resemblance to dragons is superficial. They have no relationship to the true dragons who shaped the planes, no divine essence, and no place in dragon theology. Their danger is physical: speed, venom, height, and the instinct to snatch prey before the prey understands it has been chosen.

Fight +4	Reflex +3	Perception +4	
Might +4	Fortitude +4	Stride +3	
Physical Defense 5	Elemental Defense 2	AP 3	Move 8m / Fly 14m
Physical Stress 21	Mental Stress 3	Consequences Mild, Moderate, Severe	

Attacks

- Bite (Fight +4, 1 AP) — 1d12 + 6 piercing damage.
- Stinger (Fight +4, 1 AP, Reach 2m) — 1d8 + 6 piercing damage. On a hit: target makes Fortitude vs 4 or takes 2d4 poison damage and is Poisoned for 3 rounds.
- Aerial Dive (2 AP) — Fly up to 8m and immediately make a Bite or Stinger attack with +2 damage.

Special Abilities

- Flyby — Does not provoke opportunity attacks when flying past creatures.
- Snatch — When the Wyvern Bites a target of Medium size or smaller, may Grapple them as a free action and carry them while flying.
- Poison Immunity — Immune to all poison and disease effects.

Rating 5

Basilisk

Rating: 5 Type: Beast Size: Large

Basilisks are eight-legged lizards of immense size whose gaze has the power to petrify living flesh into stone. They are slow and methodical hunters, relying on their petrifying abilities to immobilise prey before feeding at leisure.

Fight +4	Reflex +2	Perception +4	Survival +3
Might +4	Fortitude +5	Stride +2	
Physical Defense 6	Elemental Defense 2	AP 3	Move 8m
Physical Stress 28	Mental Stress 3	Consequences Mild ×2, Moderate, Severe	

Attacks

- Venomous Bite (Fight +4, 1 AP) — 2d8 + 6 piercing damage. On a hit: target makes Fortitude vs 5. On failure: Slowed for 2 rounds. On two consecutive failures: target is Petrified.
- Petrifying Gaze (2 AP, range 10m, once per round) — One visible target makes Reflex defend roll vs Perception +4. On failure: Paralyzed for 1 round. If Paralyzed on two consecutive rounds by this effect: target is Petrified.

Special Abilities

- Petrification — See the Petrified condition. A Supreme Potion of Restoration also ends it.
- Reflection Blindness — If the Basilisk sees a clear reflection of itself, it must succeed on Fortitude vs 4 or be Stunned for 1 round.
- Armored Scales — Physical Defense 6 comes from natural armor; no worn armor required.

Flesh Golem

Rating: 5 Type: Construct Size: Large

A Flesh Golem is a horror assembled from the corpses of many different individuals and animated by a bolt of controlled lightning. Unlike Stone Golems, Flesh Golems retain a fragment of the fractured souls stitched into them — enough to suffer, not enough to think. When badly damaged, this suffering fragments into uncontrollable berserk fury.

Fight +5	Reflex +2	Perception +2	
Might +5	Fortitude +5	Stride +2	
Physical Defense 5	Elemental Defense 2	AP 3	Move 8m
Physical Stress 28	Mental Stress none	Consequences Mild ×2, Moderate, Severe	

Attacks

- Slam (Fight +5, 1 AP) — 2d10 + 7 bludgeoning damage.
- Double Slam (3 AP) — Makes two Slam attacks against the same target.
- Berserk Charge (2 AP) — Rush up to 8m and Slam with +3 additional damage.

Special Abilities

- Construct — Immune to poison, disease, fear, exhaustion, and Mental Stress.
- Lightning Absorption — Takes no damage from lightning; instead recovers 1d8 Physical Stress points.
- Fire Vulnerability — Takes double damage from fire.
- Berserk — When reduced to 2 or fewer stress points in its Physical Stress Pool, attacks the nearest creature including allies. The creator may attempt Resolve vs 3 (1 AP) to direct it.

- Final Surge — When its Physical Stress Pool reaches 0 with consequences remaining, may make one free Slam as a Reaction before collapsing.

Revenant

Rating: 5 Type: Undead Size: Medium

A Revenant is a mortal returned from death by a singular, overwhelming purpose: vengeance. It remembers who killed it. It remembers why. It will not stop until that person is dead, and it cannot be permanently destroyed while they live.

Fight +5	Reflex +3	Perception +4	Magic +3
Might +4	Fortitude +4	Stride +3	Resolve +1
Physical Defense 5	Elemental Defense 3	AP 3	Move 9m
Physical Stress 21	Mental Stress 6	Consequences Mild ×2, Moderate, Severe	

Attacks

- Vengeful Strike (Fight +5, 1 AP) — 2d8 + 6 slashing damage. Against the Revenant's sworn target: add +1d6 Radiant damage and ignore all Physical Defense.
- Ghostly Grasp (Fight +5, 1 AP) — 2d6 + 4 necrotic damage (bypasses Physical Defense). On a hit with a margin of 3 or more: target makes Resolve defend roll vs Magic +3 or is Stunned until end of their next turn.

Special Abilities

- Sworn Target — The Revenant designates one creature as its sworn target. Advantage on all rolls against that target.
- Undying Vengeance — If destroyed while its sworn target lives, reforms within 1d4 days at full strength.
- Undead — Immune to poison, disease, fear, and exhaustion.
- Aura of Despair (passive, 6m) — Enemies within range suffer −1 to all rolls.

Storm Giant

Rating: 5 Type: Humanoid Size: Huge

Storm Giants dwell in the highest mountain peaks and the deepest ocean trenches, holding themselves apart from the world of lesser beings. Ancient, philosophical, and deeply patient. When they fight, they bring the weather with them.

Fight +5	Reflex +3	Perception +4	Lore +3	Magic +3
Might +5	Fortitude +5	Stride +4	Resolve +1	
Physical Defense 5	Elemental Defense 4	AP 3	Move 12m	
Physical Stress 28	Mental Stress 6	Consequences Mild ×2, Moderate, Severe		

Attacks

- Greatsword (Fight +5, 1 AP) — 3d6 + 7 slashing damage.
- Lightning Strike (Magic +3, 1 AP, range 30m) — 2d6 lightning damage. On a hit: target makes Fortitude vs 5 or is Stunned until end of their next turn.
- Thunderclap (2 AP, 8m radius) — All creatures make Fortitude defend roll vs Fight +5. On failure: 2d8 thunder damage and Dazed until end of their next turn. On success: half damage.

Special Abilities

- Lightning Immunity — Immune to lightning damage.

- Storm's Wrath (Reaction) — When struck by a melee attack, the attacker takes 1d6 lightning damage.
- Titanic Presence — All creatures within 15m at start of scene make Resolve vs 5 or suffer −1 to all rolls.

Tyrannosaurus Rex

Rating: 5 Type: Beast Size: Huge

The Tyrannosaurus Rex is the undisputed apex predator of any region it inhabits. It does not stalk, it does not hide, and it does not wait. It approaches in full view, relying on pure physical superiority. The ground shakes when it walks.

Fight +6	Reflex +4	Perception +4	Survival +2	Influence +3
Might +5	Fortitude +5	Stride +3	Resolve +1	
Physical Defense 6	Elemental Defense 3	AP 3	Move 11m	
Physical Stress 28	Mental Stress 6	Consequences Mild ×2, Moderate, Severe ×3		

Attacks

- Jaw Crush (Fight +6, 1 AP) — 1d12 + 7 piercing damage. On a hit: target is Grappled in the jaws (escape as Grapple). While Grappled: automatically deals 1d12 + 7 piercing at the start of each of its turns.
- Tail Sweep (Fight +6, 2 AP, 3m arc) — All creatures in arc make Reflex defend roll vs Fight +6 or take 1d12 + 7 bludgeoning damage and are knocked Prone.

Special Abilities

- Savage Assault — May make one Jaw Crush and one Tail Sweep per turn. Both attacks cannot target the same creature.
- Massive — Immune to forced movement from non-magical sources.
- Ferocious Presence — At start of combat, all creatures within 15m make Resolve vs 5 or gain Frightened for 2 rounds.
- Bloodlust — Advantage on all attack rolls against targets that have taken any stress (not at full Physical Stress Pool).

Dragon Echo

Rating: 5 Type: Dragon Size: Large

A Dragon Echo is not a living true dragon. It is a temporary or semi-stable remnant produced by dragon-residue zones, failed rituals, damaged relics, or the lingering memory of the old war. Echoes can be fought, studied, dispersed, or bound, but they do not breed and do not represent a surviving dragon species.

Fight +5	Reflex +4	Perception +5	Magic +3
Might +5	Fortitude +5	Stride +3	Resolve +1
Physical Defense 6	Elemental Defense 4	AP 3	Move 10m / Fly 16m
Physical Stress 28	Mental Stress 6	Consequences Mild ×2, Moderate, Severe	

Choose an element (Fire, Frost, or Lightning) at creation. The Dragon is immune to its chosen element.

Attacks

- Bite (Fight +5, 1 AP) — 2d8 + 7 piercing damage.
- Claw (Fight +5, 1 AP) — 2d6 + 7 slashing damage.

- Breath Weapon (2 AP, 10m cone or 20m line) — All creatures make Reflex defend roll vs Magic +3. On failure: 3d6 elemental damage (chosen type). On success: half. Recharges on a result of 4+ on a d6 at the start of the Dragon's turn.
- Wing Buffet (Reaction) — When a creature enters melee reach, target makes Reflex defend roll vs Fight +5 or is knocked back 4m and Prone.

Special Abilities

- Draconic Presence — All creatures within 20m at start of scene make Resolve vs 5 or gain Frightened for 2 rounds.
- Draconic Resilience — Natural armor provides Physical Defense 6.
- Magic Sense — Passively detects magical auras within 30m.

Rating 6 — Boss Creatures

Rating 6 creatures are boss-tier threats designed for a full party encounter. They use Legendary Resistance, defined below.

Legendary Resistance. Each Rating 6+ creature has a Legendary Resistance value (e.g., "Legendary Resistance 3× per scene"). When the creature would fail a defend roll, it may instead choose to succeed. Each use consumes one of its Legendary Resistance charges for the scene. Charges refresh at the start of the next scene. The decision to use a Legendary Resistance must be made after the roll is made but before damage or effects are applied.

Ancient Vampire Lord

Rating: 6 Type: Undead Size: Medium

An Ancient Vampire Lord is a surviving relic of the old age: an old turned vampire who learned rule, secrecy, predation, and ritual control under the previous courtly order. Such beings are rare in the present era. Some joined the new vampire settlement. Some entered abyssal society. The most dangerous ones went underground, where they preserve forbidden rites, bound spawn, and older ideas of vampire supremacy.

Use the original Ancient Vampire Lord statistics unless a campaign wants a full mechanical redesign. Replace any lair action that creates new Vampire Spawn with old bound spawn emerging from prepared hiding places; it should not imply that present-era vampire society accepts spawn creation.

Fight +6	Reflex +6	Stealth +5	Perception +5	Influence +6
Might +5	Fortitude +5	Stride +5	Magic +5	Resolve +3
Physical Defense 7	Elemental Defense 4	AP 3	Move 12m / Fly 12m / Climb 12m	
Physical Stress 28	Mental Stress 15	Consequences Mild ×2, Moderate ×2, Severe		

Legendary Resistance 3× per scene.

Attacks

- Crimson Blade (Fight +6, 1 AP) — 2d10 + 7 slashing damage.
- Vampiric Drain (Fight +6, 2 AP) — 3d6 necrotic damage (bypasses Physical Defense). Recovers Physical Stress points equal to the damage dealt. After using this, cannot take another action or reaction this round.
- Dominating Gaze (Magic +5, 2 AP, range 20m) — Target makes Resolve defend roll vs Magic +5. On failure: Charmed for the scene. Target may reroll at the end of each of their turns.
- Mist Form (1 AP, Reaction, once per scene) — Transforms into mist until start of its next turn. Immune to all damage while in Mist Form.

Special Abilities

- Regeneration — Recovers 3 Physical Stress points per turn. Does not function in direct sunlight or on turns where Radiant damage was received.
- Master Vampire — All vampire spawn within 100m gain +2 to attack rolls and defend rolls.
- Shapechanger — May take the form of a bat swarm or a wolf as a 1 AP action. Stats remain unchanged.
- Sunlight Weakness — In direct sunlight, all rolls at Disadvantage; takes Physical Stress points equal to Fortitude at end of each turn.
- Lair Actions (at initiative count 20, choose one): vines erupt Restraining one creature (Reflex defend roll vs 4); all light sources within 20m extinguished; 1d4 Vampire Spawn emerge from shadows.

Death Knight

Rating: 6 Type: Undead Size: Medium

A Death Knight is an oath-warrior whose binding vow has survived the death, corruption, or spiritual collapse of the person who made it. Some were paladins. Others were cult champions, failed saint-guards, divine soldiers, or executioners bound to dead institutions. Their power is not proof that their oath was righteous. It is proof that the oath was strong enough to keep moving after everything humane in it had failed.

Use the original Death Knight statistics. The creature should be tied to a broken oath, destroyed institution, or failed divine binding rather than to paladins as a universal corruption path.

Fight +6	Reflex +4	Perception +4	Lore (Religion) +5	Magic +5
Might +5	Fortitude +5	Stride +3	Resolve +2	
Physical Defense 8	Elemental Defense 4	AP 3	Move 9m	
Physical Stress 28	Mental Stress 10	Consequences Mild ×2, Moderate ×2, Severe		

Legendary Resistance 2× per scene.

Attacks

- Hellfire Blade (Fight +6, 1 AP) — 2d10 + 7 slashing + 1d6 necrotic damage (necrotic bypasses Physical Defense).
- Corrupted Smite (once per turn, triggers on a margin of 3 or more) — Deals additional Radiant damage equal to Lore, doubled against living creatures.
- Hellfire Blast (Magic +5, 2 AP, range 20m) — 2d8 necrotic + fire damage (bypasses all Defenses).

Special Abilities

- Undead — Immune to poison, disease, fear, and exhaustion.
- Crushing Aura (passive, 10m) — Living creatures starting their turn in range make Fortitude vs 5 or suffer −1 to all rolls until start of their next turn.
- Marshal Undead (2 AP, once per scene) — All undead within 20m immediately take a free turn out of initiative order.
- Hellfire Resurrection — On the round after being destroyed, roll a d6. On 5+, the Death Knight rises with 2 stress points remaining. May only occur once.

Greater Demon of the Pit

Rating: 6 Type: Demon Size: Large

A Greater Demon of the Pit is a senior abyssal power whose strength is matched by the seriousness of its agreements. In unmanaged regions it may appear as an apex predator or tyrant. In treaty-bound territories, the same kind of demon may be a military patron, territorial lord, or dangerous but lawful pact authority. Fighting one is rarely random. Someone broke terms, crossed territory, or became useful as an example.

Fight +6	Reflex +4	Perception +5	Magic +5	Resolve +3
Might +6	Fortitude +6	Stride +4		
Physical Defense 7	Elemental Defense 5	AP 3	Move 10m / Fly 14m	
Physical Stress 36	Mental Stress 15	Consequences Mild ×2, Moderate ×2, Severe		

Resistance: Fire, Poison. Vulnerability: Radiant (double damage).

Legendary Resistance 2× per scene.

Attacks

- Abyssal Cleave (Fight +6, 1 AP) — 2d12 + 9 slashing damage.
- Hellfire Lance (Magic +5, 2 AP, range 30m) — 3d6 fire + necrotic damage (bypasses Elemental Defense). Target makes Reflex defend roll vs Magic +5 for half.
- Infernal Chains (Fight +6, 2 AP, range 10m) — Target is Grappled and Restrained. While Restrained: takes 1d8 fire damage per turn. Escape as Grapple.

Special Abilities

- Magic Resistance — Advantage on all defend rolls against spells.
- Terrifying Form — All creatures within 15m at scene start make Resolve vs 5 or Frightened for 2 rounds.
- Aura of Corruption (passive, 6m) — Creatures starting their turn in range make Fortitude vs 4 or lose 1 stress point from their Physical Stress Pool without receiving damage.
- Void Return — If destroyed outside the Abyss, reforms within 1d4 days unless killed with Radiant damage.

Sea Serpent

Rating: 6 Type: Beast Size: Gargantuan

Sea Serpents are ancient predators from the depths of the world's oceans. They are not supernatural creatures — they are simply what happens when an apex predator lives long enough and grows large enough that it has nothing left to fear.

Fight +6	Reflex +4	Perception +5	Survival +5	Resolve +0
Might +7	Fortitude +6	Stride +3		
Physical Defense 7	Elemental Defense 3	AP 3	Move 8m / Swim 18m	
Physical Stress 36	Mental Stress 3	Consequences Mild ×2, Moderate ×2, Severe		

Resistance: Cold.

Legendary Resistance 2× per scene.

Attacks

- Jaw Crush (Fight +6, 1 AP) — 3d8 + 10 piercing damage. On a hit: target is Grappled (escape as Grapple).
- Constrict (Fight +6, 1 AP, Reach 4m) — 2d10 + 10 bludgeoning damage. On a hit with a margin of 2 or more: target is Grappled and Restrained.
- Tail Smash (Fight +6, 2 AP, 5m arc) — All creatures in arc make Reflex defend roll vs Fight +6. On failure: 2d8 + 10 bludgeoning and knocked Prone.
- Swallow Whole — When a Grappled creature in its jaws is hit again by Jaw Crush with a margin of 3 or more, the target is swallowed: it becomes Blinded and Restrained, and takes 2d6 acid damage per turn. Escape: Might vs 7 (1 AP).

Special Abilities

- Massive — Immune to all forced movement.
- Aquatic Dominance — In water, all rolls made with Advantage.
- Capsize (3 AP, must be in water) — All vessels and creatures within 10m make Fortitude vs 6 or are capsized and thrown into the water.

Rating 7 — Mythic Creatures

Rating 7 creatures are mythic-tier threats and should serve as the culmination of a full campaign arc. They have both Legendary Resistance (defined in the Rating 6 intro) and Legendary Actions, defined below.

Legendary Actions. Each Rating 7 creature has a Legendary Action value (e.g., "Legendary Actions 3× per round") and a list of available Legendary Actions in its stat block. After any other creature's turn ends, the Rating 7 creature may take one of its Legendary Actions out of initiative order without spending AP. It may use up to its listed number of Legendary Actions per round, and may not use more than one between any pair of other creatures' turns. The Legendary Action allowance refreshes at the start of each round.

Ancient Dragon Remnant

Rating: 7 Type: Dragon Size: Gargantuan

An Ancient Dragon Remnant is not a surviving member of a dragon species. It is a unique mythic event: a coherent mass of dragon memory, banishment residue, relic power, and wounded cosmology taking the shape of a dragon because the world still remembers dragons as the form of impossible force. A Remnant should be unique to a campaign arc and should raise theological consequences by existing at all.

Fight +7	Reflex +5	Perception +7	Magic +6	Resolve +2
Might +7	Fortitude +7	Stride +5		
Physical Defense 9	Elemental Defense 6	AP 3	Move 12m / Fly 20m	
Physical Stress 45	Mental Stress 10	Consequences Mild ×2, Moderate ×2, Severe ×2		

Choose an element. Immune to that element. Spells of level 1–2 have no effect on it.

Legendary Resistance 3× per scene. Legendary Actions 3× per round (choose one per use):

- Detect — Makes a Perception check.
- Wing Strike — All creatures within 4m make Reflex defend roll vs Fight +7 or knocked back 6m and Prone.
- Tail Lash — One creature within 6m takes 1d12 + 10 bludgeoning damage.

Attacks

- Bite (Fight +7, 1 AP) — 3d10 + 10 piercing damage.
- Claw (Fight +7, 1 AP) — 2d8 + 10 slashing damage.
- Legendary Breath (2 AP, 15m cone or 30m line) — Reflex defend roll vs Magic +6. On failure: 5d6 elemental damage. On success: half. Recharges on 5–6 on a d6 at start of turn.
- Wing Buffet (Reaction) — When a creature enters melee reach, Reflex defend roll vs Fight +7 or knocked back 6m and Prone.

Special Abilities

- Draconic Terror — All creatures within 30m at scene start make Resolve vs 7 or gain Frightened for 3 rounds.
- Massive — Immune to all forced movement.
- Lair Actions (at initiative count 20, choose one): earthquake (Reflex defend roll vs 5 or Prone); elemental surge (20m radius, 2d6 elemental damage, Reflex defend roll vs Magic +6 for half); two Young Dragons summoned acting on initiative 15.

Demon Overlord

Rating: 7 Type: Demon Size: Huge

A Demon Overlord is a sovereign abyssal power. In the present era, such beings are rarely encountered as wandering monsters. They are territorial authorities, ancient pact-holders, military patrons, or catastrophic breaches in the negotiated boundary between ELDRA and the abyssal plane. Some are enemies of abyssal vampire society. Some are its reluctant partners. All of them understand that an agreement can be sharper than a blade.

Fight +7	Reflex +5	Perception +6	Influence +7	Magic +7
Might +7	Fortitude +7	Stride +5	Resolve +4	
Physical Defense 8	Elemental Defense 7	AP 3	Move 12m / Fly 16m	
Physical Stress 45	Mental Stress 21	Consequences Mild ×2, Moderate ×2, Severe ×2		

Immunity: Fire, Poison. Vulnerability: Radiant (double damage). Immune to spells of level 1–3.

Legendary Resistance 3× per scene. Legendary Actions 3× per round:

- Abyssal Bolt (Magic +7, range 30m) — 2d6 fire + necrotic damage (bypasses Physical Defense).
- Infernal Command — All demons within 20m gain +2 to their next attack roll.
- Void Step — Teleports up to 20m to any visible location.

Attacks

- Hellfire Greatsword (Fight +7, 1 AP) — 3d10 + 10 slashing + 2d6 fire damage (fire bypasses Physical Defense).
- Soul Rend (Magic +7, 2 AP, range 30m) — Target makes Resolve defend roll vs Magic +7. On failure: 3d8 necrotic damage (bypasses all Defenses) and target's Magic skill reduced by 1 for the scene.
- Infernal Eruption (3 AP, 15m radius) — Reflex defend roll vs Magic +7. On failure: 4d6 fire + necrotic damage (bypasses all Defenses). On success: half. Recharges on 5–6 at start of turn.
- Dominion Command (2 AP, once per scene, 30m radius) — All humanoids in range make Resolve defend roll vs Influence +7. On failure: Charmed for 3 rounds, must attack the Overlord's enemies.

Special Abilities

- Abyssal Lord — All demons within 50m gain +2 to all rolls.
- Corrupting Presence (passive, 8m) — Living creatures starting their turn in range make Fortitude vs 6 or suffer −1 to all Defenses for the scene (max −3).
- Hellish Return — If destroyed outside the Abyss, reforms within one week unless killed with Radiant damage or its true name is spoken aloud at the moment of destruction.
- Lair Actions (at initiative count 20, choose one): infernal chains Restrain two creatures (Reflex defend roll vs 5); all magical effects of level 4 or lower within 20m Dispelled; the Overlord recovers 3 Physical Stress points.

Shadow Leviathan

Rating: 7 Type: Beast Size: Gargantuan
Unique creature.

The Shadow Leviathan is a single creature, older than ELDRA itself, that has absorbed so much necrotic energy over its existence that it has become part void. It surfaces only when it hungers, which is rarely, but the event reshapes coastlines. It has been mistaken for an island. Ships have been built on it.

Fight +7	Reflex +4	Perception +6	Survival +6	Resolve +4
Might +7	Fortitude +7	Stride +3		
Physical Defense 9	Elemental Defense 5	AP 3	Move 10m / Swim 22m	
Physical Stress 45	Mental Stress 21	Consequences Mild ×2, Moderate ×2, Severe ×2		

Resistance: all damage types except Radiant. Vulnerability: Radiant (double damage).

Legendary Resistance 4× per scene. Legendary Actions 3× per round:

- Tail Thrash — All creatures within 8m make Reflex defend roll vs Fight +7 or take 2d10 + 10 bludgeoning damage and are knocked Prone.
- Shadow Surge — Moves up to 12m as a free action.
- Void Gaze — One creature within 30m makes Resolve defend roll vs 6 or gains Frightened for 2 rounds.

Attacks

- Crushing Maw (Fight +7, 1 AP) — 4d8 + 10 piercing damage. On a hit with a margin of 3 or more: the target is swallowed — becomes Blinded and Restrained, and takes 3d6 acid damage per turn. Escape: Might vs 8 (1 AP).
- Void Tide (3 AP, 20m radius, once per scene) — Fortitude defend roll vs 7. On failure: 4d6 necrotic damage (bypasses all Defenses) and Dazed for 2 rounds. On success: half damage only.
- Shadow Form (1 AP, once per scene) — Becomes incorporeal until start of its next turn. Immune to physical damage while incorporeal.

Special Abilities

- Mythic Resilience — When its Physical Stress Pool is reduced to 0 for the first time, it resets to full and the Leviathan enters Shadow Phase: physical attacks deal half damage; necrotic attacks deal full damage; gains Phase Walk and +2 to all rolls.
- Massive — Immune to all forced movement.
- Abyssal Tide Roar (Reaction) — When the Leviathan takes Radiant damage, all creatures within 20m make Fortitude defend roll vs 7 or take 2d8 sonic damage and are knocked Prone.
- Ocean Sovereign — In water, all rolls made with Advantage.

Void Harbinger

Rating: 7 Type: Aberration Size: Large

A Void Harbinger is something that should not exist in the physical world. Its presence causes space and time to begin breaking down in its immediate vicinity. Spells misfire. Time stutters. Creatures near it lose track of where they are in the sequence of cause and effect. It does not have goals a mortal mind can understand — it simply unmakes.

Fight +6 Might +5	Reflex +7 Fortitude +6	Perception +7	Magic +7	Resolve +4
Physical Defense 6 Physical Stress 36	Elemental Defense 7 Mental Stress 21	AP 3 Consequences Mild ×2, Moderate ×2, Severe ×2	Move 0m / Fly 14m (hover)	

Legendary Resistance 3× per scene. Legendary Actions 3× per round:

- Void Pulse — One creature within 20m makes Resolve defend roll vs Magic +7 or suffers −2 to all rolls until end of its next turn.
- Phase Shift — Teleports up to 20m to any perceived location.
- Temporal Rift — One creature makes Resolve defend roll vs 6 or has its next turn delayed by 1 round.

Attacks

- Void Touch (Fight +6, 1 AP) — 2d8 + 5 necrotic damage (bypasses all Defenses).
- Reality Tear (Magic +7, 2 AP, range 20m) — Target makes Resolve defend roll vs Magic +7. On failure: displaced 1d4 rounds into the future (misses those turns, reappears at last known position).
- Mind Shatter (3 AP, 15m radius, once per scene) — Resolve defend roll vs Magic +7. On failure: Mental Stress points equal to margin + 1d6, and gain one random Condition.

Special Abilities

- Phase Walk — Passes through solid objects freely. Cannot end its movement inside solid matter.

- Void Presence — All spells and magical effects within 10m have a 50% chance to fail at the GM's discretion.
- Unraveling Aura — Creatures ending their turn within 4m make Fortitude vs 6 or have their highest active magical effect immediately ended.
- Beyond Comprehension — Creatures that look directly at the Harbinger make Resolve defend roll vs 5 or gain Frightened.