

The Empire of the Raven



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The Old World is in a new age of prosperity and exploration. Gold is flowing out of the Shieldwall Mountains, many colonists are flocking to the ships leaving for the New World, and fleets of merchant profiteers, backed by their powerful noble patrons have embarked on many quests to recover the lost treasures and gold of the Dark Continent.

Yet not all is well.

The Theocracy of Zadene who has split from the Church 200 years ago stirs trouble as there is talk of a fourth holy war between the Empire and the Theocracy. Those merchant fleets that do manage to return from the Dark Continent usually bring back stark raving madmen who saw the many Vile Horrors hidden away in its dark infested jungles. There are reports of entire colonies who have met horrific fates by some unknown horror in the New World.

The Empress, who has lived for over 800 years, demands answers and wants results. Those who please her are rewarded with titles and riches. Those who fail are sent to the oubliettes deep below the Royal Palace where they will rot to contemplate their failure.

The world of Raventerra is a world of magic, exploration, and where a fast swordarm and a faster dragonshot wins the day. It is also a world of terrible horror as the former Angel of Death, known as The Grim seeks to corrupt all under its sway.

Empire of the Raven is a game by Kitsune9 who participated in the Design an RPG in 7 Days Contest.

The Empire of the Raven

Table of Contents

Chapter 1: Character Generation	3
Chapter 2: Talents	9
Chapter 3: Gaining Experience and Advancement	13
Chapter 4: Equipment, Commerce and Adventuring Gear	14
Chapter 5: Combat	17
Chapter 6: Fortune and The Grim	22
Chapter 7: Powers and Magic	24
Chapter 8: Monsters of The Grim	29
Chapter 9: Campaign Setting	39
Chapter 10: How to Run a Campaign	44
Chapter 11: Secrets of the Campaign	46
Chapter 12: House Estovard's Desolate Tomb	48
Appendix: Character Sheet	

Chapter 1: Character Generation



The following steps are required to generate a character:

1. Determine ability scores though point or random methods.
2. Determine secondary ability scores and spend points to increase them.
3. Choose a race.
4. Choose a profession.
5. Buy ranks in skills.
6. Choose/buy talents.
7. Choose/buy powers.
8. Outfit your character with equipment.

Ability Scores

There are eight ability scores related to the character. They have a modifier to actions that typically range from -4 to +4. The eight ability scores are as follows:

Strength (Str) – physical brawn. Modifies melee attack rolls and damage from melee weapons.

Agility (Agl)—manual dexterity. Modifies ranged attack rolls.

Speed (Spd)—natural ability to react and move. Modifies initiative rolls and defense rating.

Perception (Per)—ability to use the five senses to detect things out of the ordinary.

Spirit (Spt)—how connected one is to the magical world and whether they possess an ancestry to dragons. Those with at least a 0 or higher Spirit can use magic and access powers. Spirit modifies powers, attack rolls with powers, and damage.

Intellect (Int) – the ability to reason and learn new skills. Modifies resistance to powers and insanity checks.

Endurance (End)-ability to withstand punishment from attacks. Modifies hit points.

Suave (Sua)-ability to naturally interact with others through physical charm, being quick of wit, and / or naturally charismatic.

You have 28 points to distribute among the eight ability scores. Points unused at character creation are lost. The costs are defined below. If you choose, you can use a random method. Roll 4d8, drop the lowest, and consult the table below for each ability score:

Ability Score Table

Modifier	Cost	Random Method (3d8)
-4	-4	3
-3	-3	4
-2	-2	5 - 7
-1	-1	8 - 10
0	0	11 - 16
+1	1	17 - 19
+2	4	20 - 22
+3	9	23
+4	16	24

Secondary Ability Scores

There are four secondary ability scores that can be modified. A character gets 30 points to increase their secondary ability scores. Points unused at character creation are lost. For a more experienced game, the GM can grant 45 or 60 points.

Attack (ATT) – the ability to use a weapon or power to attack an opponent. It is modified by Strength for melee attacks, Agility for ranged attacks, and Spirit for power attacks. The base score is +0. The cost to increase by +1 is 10 points.

Hit Points (HP) – the ability to withstand punishment before passing out and succumbing to death. All characters start out with 40 HP plus their Endurance modifier. The cost to increase by +2 is 5 points.

Sanity (SAN) – the ability to deal with the horrors of the world and resist the mental breakdown associated with succumbing to insanity. All characters start with 20 SAN plus their Intellect modifier. The cost to increase by +2 is 5 points.

Defense Rating (DR) – the ability to avoid being hit. All characters start out with a DR of 10 plus their Speed modifier. The cost to increase by +1 is 10 points.

Fatigue (FAT) – the ability to stay to remain in combat or perform other actions in a refreshed state without succumbing to exhaustion. All characters start out with a FAT score of 10 plus their Endurance modifier. The cost to increase by +1 is 3 points.

Other Attributes

Movement (MOV) – how fast a character can move. All humans move at a rate of 40 feet per round in a single move. They can run 5x that speed so long as they do no other actions. Running however costs 1 FAT point (see Fatigue in Combat).

Fortune – how many Fortune points a character has that can be used during an adventure. All characters start out with at least 1 Fortune point at the beginning of every adventure though some talents grant more. Fortune points left over at the end of an adventure are converted into experience points (see Gaining Experience and Advancement).

The Grim – how many Grim points a character has at the start of the adventure. Most characters start out with 0 Grim points, but some talents can have characters cursed with more. Grim points accumulate from the end of one adventure to the next.



Races of the Old World

There are three human races with distinct differences. Two of the races were hunted almost to extinction by the Church, but since the Reawakening Movement, they are only viewed with suspicion and no longer sanctioned by the Purge of the Unclean.

Dragon-marked. These humans have some kind of ancestry with the dragons of old. During the Purge of the Unclean by the Church, they were considered born of the Blood Gods or The Grim and thought to be considered ill omens. Many of them were hunted and murdered on the spot over the period of the two centuries of the Purge, but since the Reawakening Movement, the Church only views them with suspicion. Dragon-marked are still barred from attending services and in some of the nations outside the Empire, they are little more than second-class citizens. They have the distinctive features of having gold eyes with cat-like irises. Many ignorant folk attribute all sorts of powers to dragon-marked folk, but rarely have any powers.

Benefit: +1 to Spirit (cannot raise a modifier above +4), -1 penalty to Agility (cannot lower a penalty below -4). They also get access to one dragon talent (see talents).

Runicward. These humans are born with runic symbols all over their bodies. During the Purge of the Unclean, the Church would hunt them with the same zeal as the dragon-marked were hunted. The symbols have no meaning other than they represent the mystical language of magic and arcane power.

Benefit: +1 to Spirit (cannot raise a modifier above +4), -1 penalty to Endurance (cannot lower a penalty below -4). They get a free power (see powers).

Human. The most numerous of the three races. They are currently the race that holds the most political, economic, and religious power within the Old World.

Benefit: +1 to any ability (cannot raise a modifier above +4). They get one free talent (see talents) and can choose any skill with 1 rank for free.

Professions of the Old World

While there are numerous vocations, professions, there are five callings a character can choose for adventuring in the world that sets them above being mundane.

Soulbiter Assassin

Most kill for profit, some kill for pleasure, others kill for a higher purpose to rid the world of undesirables, but the one thing that binds them all is that they've made a pact with an otherworldly entity to put a lien on their souls for the ability to deal death to their targets. When given a contract, they are soul bound to honor their contract to the letter or else they face a flaming conflagration of their body and soul for failure.

Skills: 15 points

Powers: 10 points

Shadowjump (power): A soulbiter assassin and hide and jump between shadows that are within 30 feet of each other. This power can be scaled by 5 points to increase the range of the shadows by 5 feet.

Poisoner (talent): A soulbiter assassin can manufacture poisons discreetly and with mundane herbs to paralyze his victim. The soulbiter assassin must spend 1 gold dragon (gd) on materials to make the poison and can be used to be applied to any bladed weapon. A successful attack with the weapon renders the victim paralyzed for 1 round plus 1 round for each bonus of Intellect (minimum 1 round). This talent can be scaled by 5 points to add to the duration of 1 round or by 20 points to make the poison automatically reduce the target to suffer half their original HP. Undead, non-living guardians, or large monsters are immune to the poison.



Ravenmarked Armsman

A sacred and special order of fighters and war masters who are trained in all aspects of combat and defense. Anyone can wield a weapon on the battlefield, but these men and women take to the next inhuman level where it is considered an art form. They are all known by a special tattoo across the left or right side of their face, a dark raven. Because of the mystical abilities to fight so well, a ravenmarked armsman will be able to tell if a fellow warrior is truly ravenmarked or a fool who has a tattoo (though magical disguises can fool them).

Skills: 10 points

Powers: 5 points

Hone of the Raven Edge (power): you get this power for free (see Powers).

Control Mishap (talent): you are so proficient in using any kind of weapon that you can avoid most mishaps with them. Should you use a gunpowder weapon, you only have a mishap a natural 3 with a dragon-shot and a mishap with a natural 4 or less with a spitfire (see Equipment, Commerce and Adventuring). If you roll The Grim (a natural 8 on The Grim die), from any other attack, you do not suffer a mishap, but still earn a Grim point.

Sanctified Ecclesiast

The Church of the Great Mother of All Creation has many orders of knights, healers, clergy and monks, but none of them are more important and integral to the Church ranks than the sanctified ecclesiast. Words are power and through the Power of the Great Mother, a sanctified ecclesiast can use Her Teachings and Edicts and transform them into retributive punishment upon the heretics and those vile creatures of The Grim.

Skills: 15 points

Powers: 20 points

Discern Heretic (power): you can discern and see through the masks that heretics

wear to keep their vile activities a secret. You can only discern heretics who have Spirit modifiers less than 0. You can scale this power to detect more powerful and hidden heretics by 20 points and add +1 to the Spirit modifier (thus 20 points allows you detect heretics who have a +0 Spirit modifier, another 20 points allows you detect heretics who have a +1 Spirit modifier and so on to a maximum of +3 Spirit modifier).

Holy Retribution (talent): your martial teachings against undead provides you a bonus of +1 to ATT and damage against them. Also, any weapon you use is effective against undead that can only be affected by magic. You can scale this talent by 5 points to add +1 to ATT and damage.

Dragon-touched Magi

When the Purge of the Unclean ended and the Reawakening Movement began, the Church realized that those who possessed magical ability of the ancient dragons could be an asset. Thus a special council of magi has been set up with the express purpose to integrate those power wielders into servants to the Church and nobility. Many dutifully serve for the Empress, but a few are rogue and must be hunted down.

Skills: 15 points

Powers: 20 points

Choose any power as a starting power (see powers)

Choose any dragon talent as a starting talent (see talents).

Merchant Profiteer

The wheels of the world turn by two things – the need to explore the ancient ruins of the world and to reclaim the old magic and artifacts of ages past and commerce for the sake of profit. Nations need money and they need incredible magical power to keep their rivals at bay and the Empress' appetite for such things is the strongest of all. Bands of adventurers, explorers, and rogues under the patronage or assistance of the merchant profiteer, along with the backing a powerful noble patron, drives them into the harsh and dark climates of the Dark Continent all the way to the Wretched Wastes of The Grim. Those that



survive (and do not go mad from their explorations) come back laden with treasures to please the Empress and their patrons. Those that fail either meet death in their explorations or in the deepest dungeons of the patrons who backed them.

Skills: 20 points

Powers: 5 points

Seal the Deal (power): When negotiating any deal or using the Communication skill, you get a +1 bonus to your skill check. You can scale this power by 3 points by adding +1 to the roll.

Second Chances (talent): Failure to acquire the riches or accomplish the mission of a patron often has harsh consequences. You can automatically be granted a second chance should you and your adventuring band have failed in a task. To be granted a third, fourth, and so on chance, you must make a Communicate skill against a Target Number of 15 plus 2 for every failure incurred (if you've failed twice before, your Target Number is 19 to be given another chance without being thrown into prison).

Skills of the Old World

There are nine skills. They are modified by an ability score. The target number to succeed in any task is defined by the GM; however, the GM is free to assign special modifiers of -3 to +3 depending upon the circumstance to the skill check.

Skill Challenge Table

Difficulty	Target Number
Easy	10
Normal	15
Challenging	20

Each profession starts out with a number of skill points in which to spend on skills. Each rank purchased provides a +1 bonus to the skill roll.

Skill Cost Table

Rank	Cost
1	1
2	2
3	3
4	5
5	7
6	9
7	12
8	15
9	20
10*	25

*This is the highest rank in any skill that can be achieved normally.

Acrobatics (Agl) – jumping, walking along narrow ledges and balancing on tightropes are the standard abilities of this skill.

Athletics (Str or End) – climbing, running long distances, bashing down doors, lifting gates, bending bars are examples of this skill. The character can use whichever ability is the better or the GM can assign which ability governs the use of this skill.

Blasphemy (Int) – the study and research into heretical knowledge, knowledge that can cause one to go mad from learning about things that mortals were not meant to know is known as blasphemy. The penalty for being caught performing such vile research can range from a night in the stocks to burning at the stake depending the nature of the research. Despite the risk, the benefit is that the researcher is prepared with the knowledge to deal with the horrors in the world. Use of this skill can earn Fortune and Grim points.

Communicate (Sua) – the skill to gather information, intimidate, bluff, or negotiate all fall under communicate.



Traps (Per) – many of the ancient ruins are trapped with elaborate mechanisms designed to ensnare and / or kill would-be trespassers and tomb raiders. The ability to find and disable traps is a skill high in demand.

Herbalism (Int) – this skill allows characters to find natural herbs to make medicines to treat disease, remove (or manufacture) poisons, or heal wounds.

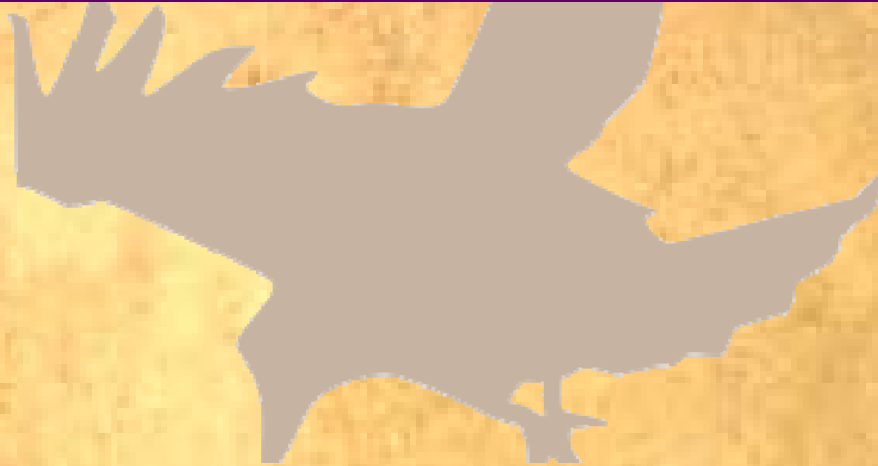
Research (Int) – this is a general knowledge skill of a study that will not warrant punishment such as mining, engineering, archeology, magic writings, history, politics, etc.

Scout (Per) – this ability allows one to track their quarry, hunt for small game, or avoid ambushes. This ability only works in the wilderness. In the depths of ruins, sewers, or underground vaults, this ability is useless.

Subterfuge (Agl) – sneaking, hiding, opening locks, shadowing someone without being seen are all types of subterfuge.



Chapter 2: Talents



All professions have special talents that they can access. Common folk such as regular merchants, tradesmen, men-at-arms, never get access to talents. Talents are considered a cross between a skill and power. Talents are defined by the following descriptors:

Type: Dragon or Raven. Dragon talents are special talents with those humans who have more dragon blood in them than most while the rest of humanity are simply associated as ravens. Only dragon-marked humans can access dragon talents, but anyone can access raven talents.

Profession: the profession that can take this talent at the base cost. A profession that is not listed can take this talent, but the cost is doubled.

Cost: the number of points to purchase the talent initially.

Description: what the talent does and if it can be scaled.

Listed below is a sample of talents:

Awaken the Soul

Type: Raven

Profession: Merchant profiteer, ravenmarked armsman

Cost: 5

Description: You have the ability to inspire others to follow your lead into battle or to brave the dangers of the horrors that wait in the darkest regions of the world. If you are a ravenmarked armsman, you inspire allies by your banner and ability to lead into battle in which all your allies gain a +1 to melee ATT as long as you give a rousing speech for 3 rounds. For merchant profiteers, your inspiration allows your allies to brave the horrors of the world and reduce any SAN damage by 2 points as long as you give a rousing speech for 3 rounds. The effects last for 10 minutes plus 1 minute per modifier of Suave.

Cling to Life

Type: Raven

Profession: All

Cost: 5

Description: Should you need to make an Endurance check to remain alive, you get a flat +3 to the roll.

Chapter 2: Talents

The Empire of the Raven

Raven Sight

Type: Raven

Profession: any

Cost: 3

Description: You have keen eyesight. You can extend the range of any ranged weapon by 20%. You can scale this power by 5 points by adding another 20% to the original base range. The most you can increase the range is 100%.

Stance of the Wind

Type: Raven

Profession: All

Cost: 5

Description: You increase your DR by +1.

Steel Mind

Type: Raven

Profession: All

Cost: 7

Description: You gain +10 SAN and you reduce any SAN damage to you by 2 points (to a minimum of 1 point of SAN damage). You can scale this talent by 7 points to add +2 SAN and reduce SAN damage by another 2 points.

Strength of the Dragon

Type: Dragon

Profession: any

Cost: 3

Description: You gain +1 to Strength modifier (to a maximum of +4 modifier).

Suffer the Tribulations of Evil

Type: Raven

Profession: All

Cost: 3

Description: You gain a flat +10 HP.

Tainted by The Grim

Type: Raven

Profession: ravenmarked armsman

Cost: 3

Description: You always start out with an adventure with at least 1 Grim point, but you get a +1 to all your ATT. You can scale this talent by 5 points to increase your ATT by +1, but you increase your starting Grim points by +1. You can never increase your ATT beyond +5 with this talent. It is a well-kept secret that the orders of the ravenmarked armsman give into their anger and thus open themselves to the corrupting nature of The Grim. Should the Church ever find out, a jihad upon all ravenmarked armsmen is likely to follow. It is also the reason why so many ravenmarked armsman eventually fall in the corrupting grasp of The Grim, though most common folk simply believe it's because of the propensity to commit violence (and relish in war).

The Intuitive Mind

Type: Raven

Profession: All

Cost: 5

Description: You pick one skill. For ranks 2 – 5, you reduce the cost of buying a new skill by 1 point. For ranks 6 – 10, you reduce the cost of buying a new skill by 3.

True Magical Nature

Type: Dragon

Profession: dragon-touched magi

Cost: 5

Description: Powers come to you more easily than most. When you buy new powers or scale them, you can reduce the cost by 1 point. You must pay at least 1 point for any new power or to scale an existing power.



Chapter 2: Talents

The Empire of the Raven

Cutting Wound

Type: Raven

Profession: ravenmarked armsman

Cost: 10

Description: With any bladed, piercing or magical power, if you roll a natural 8 on the Damage die, you can elect to have your opponent bleed for 2 points per round until their wound is attended to instead of rolling for additional damage. You can scale this talent by 10 points by increasing the bleeding damage by +2.

Dirty Fighter

Type: Raven

Profession: ravenmarked armsman, soulbiter assassin, merchant profiteer

Cost: 10

Description: With a melee weapon and if you attack first, you can inflict an additional 5 points of damage with your weapon with a successful attack. You can only do this when your opponent is unaware of you.

Fated

Type: Raven

Profession: any

Cost: 3

Description: At the start of each adventure you always start out with 2 Fortune points (see Fortune and The Grim). You can scale this talent by 15 points to add +1 Fortune point. You can never start out with more Fortune points than 5 though the use of this talent.

Flames of the Dragon

Type: Dragon

Profession: All

Cost: 15

Description: Once per day, you can spit out flames from your mouth into an opponent up to 10 feet away from you. This is considered a ranged attack and if successful, you do 5 points of damage plus the Dam-

age die. You can scale this power by 10 points to increase the damage by +5.

Marksman

Type: Raven

Profession: ravenmarked armsman, soulbiter assassin, merchant profiteer

Cost: 10

Description: You can reduce any ranged penalty to your attack roll by 1 (to a maximum of -1 penalty to any roll). You can scale this talent by 10 points by reducing the penalty by another +1. No penalty can be reduced to less than -1.

Quick to React

Type: Raven

Profession: ravenmarked armsman

Cost: 3

Description: You gain a +2 to initiative rolls and you automatically have your weapon in hand if it's sheathed (no action needed to draw the weapon).

Rage of the Beast

Type: Raven

Profession: ravenmarked armsman, soulbiter assassin

Cost: 5

Description: For a short time, you fly into a rage inflicting additional damage upon your enemies. For 1 round plus 1 round per Endurance modifier (minimum 1 round), you can inflict an additional 5 points of damage. However, you cannot use any powers while in a rage nor can you use any skill or ability that requires concentration. If your opponents are all slain while in a rage, you attack the nearest creature. You can only fly into a rage once per day as it's a taxing experience. You can scale this talent by 10 points to increase the duration by 1 round or by 15 points to add another time to be able to rage within a 24 hour period.



Two-weapon Armsman

Type: Raven

Profession: ravenmarked armsman, soulbiter assassin, merchant profiteer

Cost: 10

Description: You can fight with two weapons. Your offhand weapon must be small melee weapon or a dragonshot. You attack with your second weapon with a -3 penalty instead of a -6 penalty (see Combat).

Unforgiving Murder

Type: Raven

Profession: soulbiter assassin

Cost: 20

Description: If you catch your opponent unaware of your presence and with a successful attack, you can automatically assassinate any living creature who has $\frac{1}{2}$ your HP or less. Should the target have more than $\frac{1}{2}$ your HP, you roll damage normally but get to add +10 damage to the roll. Opponents who are on alert by being enjoined in battle cannot be assassinated as their senses are heightened enough to not be caught unaware. Note: a soulbiter assassin must have at least four other talents before choosing this one and any other profession that takes this must have at least six other talents. You can scale this talent by 15 points by adding another +10 points of damage on any assassinate attempt.

Wealth and Title of Nobility and Office

Type: Raven

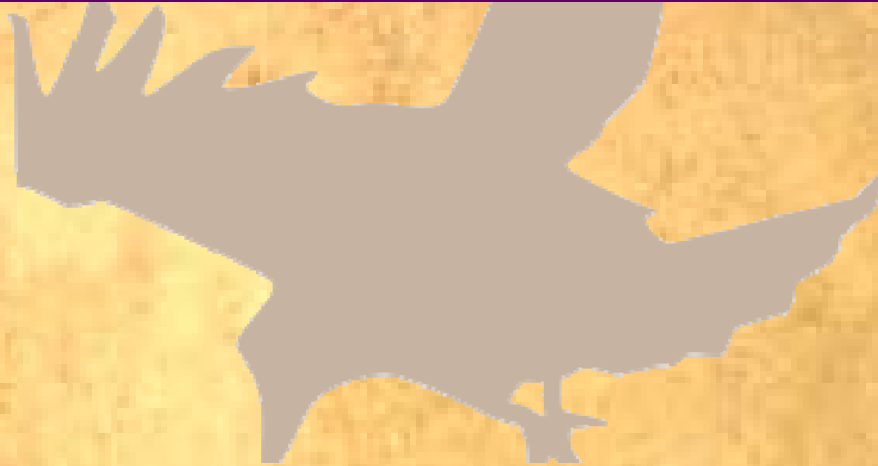
Profession: Any

Cost: 10

Description: You start out with play with 500 silver reals and you can consider yourself the minor child of a minor noble family within the Empire. Regardless of where you fall in line to inherit the estate, your title grants you the right to bear arms and wear armor within the Empire and her client states though that will still not stop town militia to question you whenever

you're encountered. Note: you can only take this talent at character creation or after six successful adventures as recognition by your patron for services well-done. The GM is also free to award this talent as part of a story award at any point. Should the GM do so, then this talent does not count against your limit.

Chapter 3: Gaining Experience and Advancement



As characters go out and explore the world, brave its hazards and terrible horrors, they gain knowledge of abilities and improve their skills. After the completion of one adventure (as defined by the GM), all characters gain the following:

- +10 HP plus their Endurance modifier.
- +5 FAT plus their Endurance modifier (minimum 1 point gained).
- 1 free talent accessible by their profession (maximum number of talents any character can have is 10). When a talent is free as part of character advancement, a character can only choose talents available to their profession.
- 15 experience points plus their Intellect modifier plus any unspent Fortune points at the end of the adventure (minimum 1 experience point gained regardless of penalties) that can be used to increase skills, buy additional talents, buy powers, increase secondary ability scores, or scale currently possessed talents and powers. These points can be saved for later and are not lost.

Chapter 4: Equipment, Commerce and Adventuring Gear



The Old World is once again a continent for commerce and trade. Merchant fleets to explore the Dark Continent are funded out of the coffers of the Empress, the Church through their holdings earn revenues to build more cathedrals, and tradesmen have the freedom to go where they please and offer their services and trade in order to earn a living.

Currency

The Empire uses mostly coinage; however, large transactions are governed by paper currency and letters of credit through various counting houses backed by the Imperial Treasury. Paper currency is in its infancy in the Empire, but isn't too widespread because using magic to counterfeit or forge bank notes is a relatively easy task though most users of magic tend to pursue other forms of employment than use their power for petty thievery. Also, there is little incentive to produce paper currency given that gold and other precious minerals are flowing out of the Shieldwall Mountains and the success of a few adventuring bands out of the Dark Continent and elsewhere is bringing back ancient yet very valuable treasures that are easily smelted down and stamped into the new coinage of the Empire.

Most of the peasant folk of the Empire barter and use relatively little coinage so characters who venture to a village or a hamlet to sell their goods are likely to be offered services or commodities in exchange instead of actual coin.

As a rule, most villagers and common folk have no need for armor or weapons unless the weapon can serve as another purpose (such as axe that can be used to chop wood).

The coinage of the realm is as follows:

2 brass pieces (bp or bits) = 1 copper coin (cc or crow)
100 copper crows = 1 silver real (sr or raven)
100 silver reals = 1 gold real (gd or dragon)

The Empire uses the silver standard for all transactions. Gems, jewelry are not considered cash though they can be quite valuable when used to barter or trade. 20 coins equals 1 pound.

Chapter 4: Equipment, Commerce and Adventuring Gear

The Empire of the Raven

The currencies of the Theocracy of Zadene are not detailed here. The Empire and the theocracy have respective laws that possession of the other nation's currency is a crime. The Empire will throw the possessor in prison while the Theocracy of Zadene typically accuses the possessor on charges of spying before summary execution. The client fiefs have long ago stopped issuing their own currencies and use the Empire's currency. Trade between the Empire and the Theocracy of Zadene does not occur, though the theocracy does trade with the Empire's client states. The Empire has tolerated this....for now.

Starting Wealth

All characters start out with 100 silver reals (sr) worth of equipment.

Standard Adventuring Gear

A character who wants to have standard adventuring trappings which consists of rope, a backpack, several torches, flint, some rations, two sacks, a bedroll, and a waterskin can pay 20 sr. The GM may allow a few more things to be added to the standard gear or to swap out some items for others (light having a lantern and oil instead of torches).

Armor

Armor is defined by its type, damage reduction, Speed limitation, and cost. There are three types of armors – light, medium, and heavy. The player can describe what kind of armor that his character wears. Damage reduction reduces the damage of any successful hit. Regardless of the type of armor, the wearer will always at least suffer 1 HP regardless of protection. Speed limit makes reaction harder to do while in armor thus the maximum modifier a character can have from their Speed ability score is listed by the type of armor worn. Cost is stipulated in silver reals (sr).

Light and medium armors are commonly available. Heavy armor is typically reserved for the nobility and only when they are preparing themselves for battle. Characters who openly wear heavy armor in towns and cities will be questioned by the town militia unless they can provide proof that the need is legitimate.

Armor Table

Type	Damage Reduction	Speed Limit	Cost
Light	5	+4	50 sr
Medium	10	+3	150 sr
Heavy	15	+2	650 sr

Melee Weapons

Melee weapons are defined by type – small, one-handed, two-handed; damage, and cost in silver reals (sr).

Melee Weapon Table

Type	Damage	Cost
Small	5	15 sr
One-handed	10	35 sr
Two-handed	15	100 sr

Small weapons are knives, daggers, a garrote, sap, etc. They are easily concealable in a boot or some other place. Most common folk carry a knife or a dagger for everyday use.

One-handed weapons could be a short sword, a rapier, a hand-axe. They are not easily concealed unless the character is wearing a lot of clothing or a cloak. Possession of such weapons risk being fined unless its part of a profession (having a hand axe to chop wood because someone's vocation is a woodsman is okay while carrying a short sword is harder to explain).

Two-handed weapons are large swords, large axes, bardiches, glaives, and spears. They cannot be concealed and when traveling, the weapon is stored on the mount. Possession of these weapons is illegal unless the character can provide

Chapter 4: Equipment, Commerce and Adventuring Gear

The Empire of the Raven

proof of patronage, but even with proof, the town guard is likely to keep a close eye on the character.

Ranged Weapons

Ranged weapons are defined by type – small, thrown, crossbows and bows; damage, rate of fire (how many times you can attack per round), range, and cost in silver reals (sr).

Regarding range of a weapon, the first number represents range in feet that a character shoot or throw the weapon without any penalty to the attack, beyond the first number, the character suffers a -3 penalty to the attack. The second number is the maximum distance a character can shoot or throw the weapon.

Ranged Weapon Table

Type	Damage	ROF	Range	Cost
Small	3	2/1	15/45	5 sr
Thrown	5	1/1	35/105	35 sr
Crossbow	25	1/3	80/240	200 sr
Bow	10	1/1	100/300	150 sr

Small ranged weapons are darts and throwing knives.

Thrown weapons are melee weapons that can be used in melee or be thrown such as javelins and throwing axes. Small hand crossbows fall into this category.

Crossbows are powerful bows that are cranked but slow to load. They are also illegal to possess unless the character has the patronage of a noble.

Bows are typically hunting weapons and commonly seen by hunters and peasants alike.

Gunpowder Weapons

Gunpowder weapons are in their own special category even though they are ranged

weapons. While there are many variations pistols and rifles, the Empire uses two basic types, dragonshots (pistols) and spitfires (rifles). Both types of weapons are single shot weapons. A misfire occurs regardless of the skill of the user if the attack roll is natural 5 or less (for a dragonshot) or a natural 6 or less (for a spitfire). The misfire is that the gun needs to be cleaned and reloaded.

Gunpowder Weapons Table

Type	Damage	ROF	Misfire	Cost	Range
Dragonshot	20	1/3	<5	800 sr	70/210
Spitfire	30	1/4	<6	1,600 sr	150/450

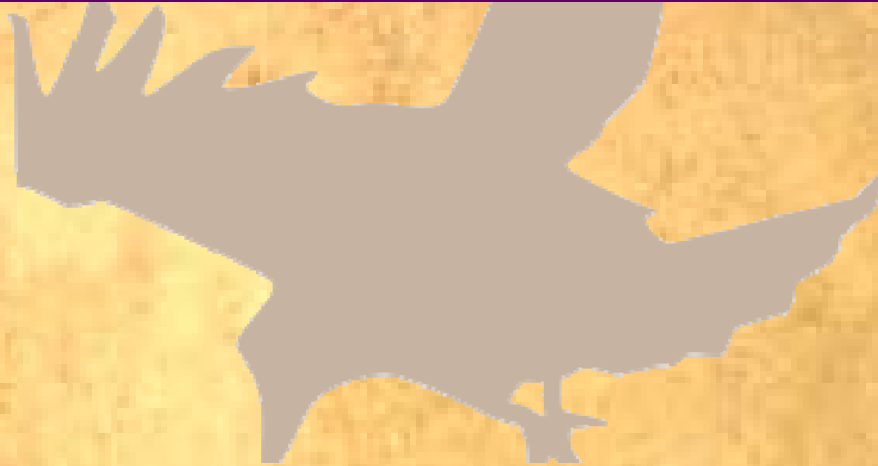
Dragonshots are somewhat concealable (they are large enough to be the size of some one-handed weapons), but spitfires cannot be concealed. Possession of a firearm is illegal unless the character has the patronage of a noble or in the military.

Other Gear

Healing salve (20 sr) – this terribly pungent salve helps bind wounds, prevent infection, and can help a character regain consciousness. Monsters that track by scent can easily track characters that used this within 24 hours. A healing salve can be used to treat a wound restoring 1d8 HP plus the character's rank in the Herbalism skill. A healing salve is only so effective against wounds and that it can only be used twice per day on a character.

Antidote (50 sr) – this liquid slows the heart to purge the effects of any poison.

Chapter 5: Combat



Combat is measured by rounds and each round last 10 seconds. The order of combat is as follows:

1. Roll for Initiative. 1d8 plus Speed modifier plus any Talents or magical abilities. If the die is a natural 8, it explodes. The highest initiative goes first. Should there be any ties, actions are considered “simultaneous” in which both combatants will get to do their actions regardless of outcome that affects them.
2. Combatants get two actions. They can move or perform some other minor action (like retrieve something from a satchel) and attack, take two moves, or take two attacks. Regardless of how fast an opponent is, only one magical attack or power can be used in a round.
3. Opponents who are knocked unconscious and dying have their Endurance checks resolved at the end of the round.
4. All combatants then mark off their fatigue points.

The 3d8 System

To resolve attacks (melee, ranged, or magical), roll 3d8 and add the results; however one d8 should be a **red die** (called the **Damage die**), another d8 should be a **white die** (called the **Fortune die**), and the last d8 should be a **black die** (called **The Grim die**).

To make a melee attack:

3d8 plus ATT bonus plus Strength modifier => target's Defense Rating.

To make a ranged attack:

3d8 plus ATT bonus plus Agility modifier => target's Defense Rating.

To make an attack with a power:

3d8 plus ATT bonus plus Spirit modifier
=> target's Defense Rating.

The Damage Die

All attacks have a base 1d8 damage (the red die or the Damage die). Should you roll 3d8 and the attack hits, look at the Damage die for base damage plus the weapon's damage. Should the Damage die be a natural 8, it explodes and you can roll the damage die again adding to the original result. If it comes up a natural 8 again, you can keep rolling.

The Fortune Die

Sometimes, the Great Mother favors you as you could be fated for great things slaying the minions of The Grim and the Blood Gods. Should you roll a natural 8 on the white die (the Fortune die), you earn a Fortune point in which you can spend on your action immediately or save during the adventure (see Fortune and The Grim).

The Grim Die

The Grim wonders the world seeking to enthrall all in its folds driving many to madness or to be so corrupted that one loses their humanity and becomes one of the vile horrors of the world. Violence is a natural conduct to corrupt. Should you roll a natural 8 on the black die, you've earned a Grim point. Secondly, if your attack misses, you suffer some minor misfortune that the GM can roll or pick.

Raising or reducing damage

If an attack is successful, look at the Damage die (roll again if it's a natural 8), add weapon or power damage. You can spend a Fortune point which will grant you an additional 1d8 damage and will explode should you roll a natural 8. If you are the recipient of an attack and you suffer dam-

age, you can reduce damage by spending a Fortune point in which you reduce damage by 1d8. Should you roll a natural 8, the die explodes and can reduce damage further. However, regardless of how much damage you manage to reduce, you suffer a minimum of 1 point from any successful attack. The same rule applies to your opponents who use Fortune points to reduce their damage (if they have any).

The Rule of 1

Regardless of the level of protection one has against an attack (HP or SAN), the minimum damage an attack inflicts will always be 1. This applies to both HP and SAN damage.

Fighting with Two Weapons

Any character can fight with two weapons so long as they follow these rules:

The offhand weapon must be a small melee weapon or a dragonshot.

The penalty for fighting with two weapons is -2 to the primary weapon and -6 to the offhand weapon; however, if the character has Two-Weapon Armsman talent, the primary weapon has no penalty to attacks and the offhand weapon only has a -3 to attacks.

The character can elect to use the offhand weapon to parry incoming attacks. If they do so, they cannot attack with it, but increase their DR by +2. They still suffer a -2 penalty to attack rolls with their primary weapon (or no penalty with Two-Weapon Armsman).

Charging

Any character can charge an opponent that is at least 20 feet up to double their movement away with a melee weapon. If they do so, they get a +2 to hit (ravenmarked armsman get a +4 bonus to hit), but they spend 3 Fatigue points on the action (see Fatigue below).



A character who has 0 FAT cannot charge.

Fatigue

As a character moves and fights, combat can be a taxing affair. All characters start out with 10 Fatigue points (FAT) plus their Endurance modifier. Fatigue is always assessed at the end of the combat round. A character who uses up their fatigue points then begins to lose HP. Penalties from loss of fatigue and HP are cumulative.

Once a character uses up all their FAT, they suffer a -2 penalty to all ATT, skill checks, and attribute checks. This penalty remains until the character can rest for at least 1 hour.

A single attack or power uses up 1 Fatigue point for the round. If a character attacks twice, they use up 2 Fatigue points. A character who does nothing but move (not running) uses up no Fatigue points. Skill checks and attribute checks normally do not use up Fatigue points unless the GM warrants it.

A character who runs for the entire round (at 5x their movement) loses 1 FAT; however, a character cannot run if they do not have a FAT points left.

A character who no longer has any FAT left then loses 1 HP at the end of each round.

Push Attack

For melee and power attacks, a character can “put everything they got” into one attack. Such an attack costs 3 Fatigue points (instead of 1) or 5 HP (instead of 1 if they no longer have FAT points left), but they can add an additional damage die. If they miss on the attack, the push is wasted and

the character must still pay the points.

A character can only push once per round.

Recovering Fatigue

A character who has a chance to rest for 1 hour recovers their Endurance modifier in FAT (minimum 1 point). A character who has a chance to rest for 2 hours recovers all their FAT. HP lost from fatigue are also recovered and should be tracked separately. You can also recover fatigue during combat by spending Fortune points (see Fortune and The Grim).

Death and Dying

A character who is reduced to half their original HP suffers a -2 penalty to all attacks, damage, powers, and checks. A character who is reduced to 5 or less HP falls unconscious and is considered dying where they lose 1 HP each round. A character who reaches 0 or less HP must make an Endurance checks against a Target Number of 15. If they succeed, they have stabilized and stay at 0 HP until they are provided any healing. If they fail, they die.

Natural Healing

A character who is wounded and rests for 8 hours (no meaningful activity) will heal back 5 HP plus their Endurance modifier (minimum 1 HP). A character who rests for 24 hours (no meaningful activity) will heal back 20 HP plus their Endurance modifier.

Losing SAN

Many vile horrors of The Grim are so frightening that mere knowledge of their existence is disturbing, but to encounter one is a mind-shattering experience. Undead, abominations, other-worldly alien beings that have insane anatomies all cause one to lose SAN.

Anytime a character encounters or learns something horrific that can cause them to lose SAN, they must make an Intellect check against a Target Number of 15. Failure and success are de-



finished by the table below:

SAN Loss Table

Action	Success/Fail
Successful use of Blasphemy	1/4
Resting in an infested ruin or vault	1*
Encounter a minor Vile Horror	1/5
Encounter a major Vile Horror	4/10
Encounter a terrible Vile Horror	8/15
Encounter The Grim	20/40

*Characters who sleep in infested ruins, underground vaults, and other horrible places automatically lose 1 point of SAN per day with no Intellect check. Also, characters cannot naturally recover lost SAN while staying and adventuring in such places.

Insanity

A character who is reduced to half their original SAN score must roll an Intellect check against a Target Number of 15. If they succeed, they earn 1 Grim point, but suffer no mental breakdown. If they fail, they earn 1 Grim point and the GM rolls 1d8 and consults the table below to determine what type of mental breakdown the character suffers. The GM is free to choose the type of breakdown as well. A character who is reduced to 0 SAN must make another Intellect check against a Target Number of 20. If they succeed, they automatically suffer a mental breakdown and earn 1 Grim point but stay at 1 SAN point.

Mental Breakdown Table (roll 1d8 or GM pick)

Roll	Result
1	Rage
2	Paralyzed
3	Hallucinate
4	Panicked
5	The Tremors
6	Bloodlust
7	Depressed
8	Catatonia

If they fail, they are permanently insane, screaming, unable to take any actions and usually are put out of their misery by their comrades.

Descriptions of Insanity

Rage: The victim is so angry from the images and knowledge that they can no longer concentrate and murderously deal with the situation. They will attack the nearest creature, screaming vile curses for the horror to go away. While raging, the victim cannot use any skills, ability or power and cannot concentrate. The rage lasts for 1d8 rounds.

Paralyzed: The victim feels utterly helpless and their legs give out. To the victim, they no longer feel their legs and they are screaming and crying out. If attacked, they can defend themselves while prone. The paralyzation lasts for 1d8 minutes.

Hallucinate: The victim sees a random ally for what he really is – one of the Vile Horrors of The Grim. The character will take sensible measures to deal with the threat (that is use magic or powers if that's what they are good at or use their complement weapons if they are of another profession). The hallucination will last for 1d8 minutes.

Panicked: The victim drops whatever they are holding and flees at all possible as far away from the scene for 1d8 hours. If escape is not possible, the victim just curls up into a ball and becomes catatonic.

The Tremors: The victim is clearly disturbed by the knowledge and can't stop shaking. Any ability that requires an attack roll or a skill check based on Agility or Strength suffers a -2 penalty. The effect lasts for 1d8 hours.

Bloodlust: The victim will spend an extra round to ensure that their opponents are murdered. If there are clear instructions to take their opponents alive, he ignores this. If an opportunity arises where the victim can kill one of his wound-



ed comrades without raising suspicion, he will take it. Bloodlust will last for 1d8 days.

Depressed: The victim begins to realize the futility of life knowing that the horrors of the world will eventually win. The character will always go last in combat, suffers a -3 penalty to attacks and damage and will never spend Fortune points to increase the effectiveness of their attacks and damage or mitigate damage against them (though the victim can spend Fortune points to cancel opponents who use Grim points against them). The severe depression lasts for 1d8 days.

Catatonia: The victim simply “shuts off” and no longer reacts to any kind of stimuli. They fall to the ground and curl up into a ball. They take no actions while catatonic and considered completely helpless. They remain in their state for 1d8 hours.

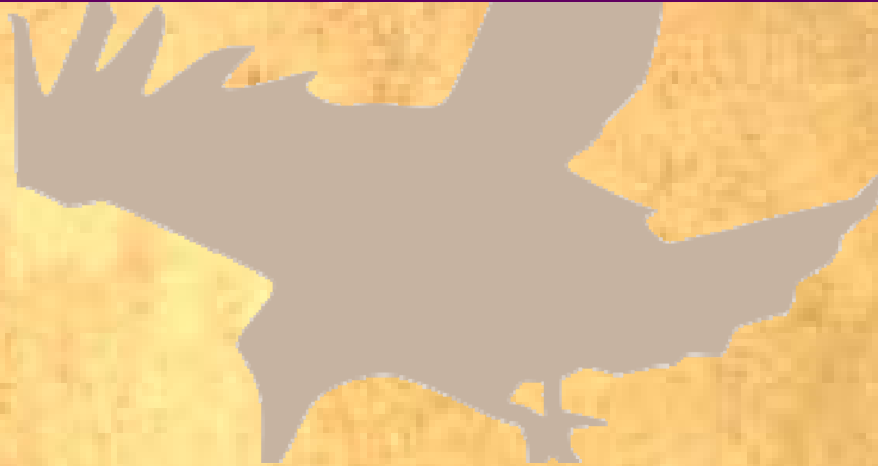
Healing Sanity

While the stress of adventuring can drive one to irrevocable insanity, those that manage to get to a safe haven such as the inn of a well-protected village or town can begin the process of healing. Only if the character who feels safe and has sanctuary can rest and recover lost SAN.

A character who rests for 24 hours recovers 5 SAN. A character who rests for an entire month will restore all lost SAN.



Chapter 6: Fortune and The Grim



The Great Mother favors those who fight in her name while The Grim seeks to corrupt all through misfortune and violence. Anytime you make an attack roll (or in some special circumstances, a skill check), if the white die (the Fortune die) is a natural 8, you earn a Fortune point. If the black die is a natural 8, you earn a Grim point. Should you roll a natural 8 on both the white and black dice, you gain 2 Fortune points and 2 Grim points.

Fortune Points

You can use fortune points to swing actions in your favor or mitigate the effects of actions taken against you. For each adventure, you start out with 1 Fortune point (unless you have a talent that increases it). If you roll a natural 8 on the Fortune die in any attack roll, you gain a Fortune point in which you can immediately spend or save to be used at some point later in the adventure. All unused Fortune points at the end of the adventure are converted to experience points.

A character can only spend one Fortune point per action. Listed below are examples of how Fortune points can be spent, but the GM can limit or add additional benefits:

- Add to the result of any skill, attribute, or attack roll. If the die comes up a natural 8, it explodes.
- Add to the damage of any successful attack. If the die is a natural 8, it explodes.
- Mitigate a successful attack roll against you by rolling a Fortune die to reduce a hit to a possible miss. If the result in a natural 8, it explodes. For example, if someone attacking you rolls a 20 and your DR is currently 18, you can spend a Fortune point and hope that you roll 3 or higher (20 – 3 or more = 17 or less which turns the attack into a miss).
- Mitigate damage from a successful attack by rolling a Fortune die to reduce the damage further. If the die results in a natural 8, it explodes. The minimum damage will always be 1 point regardless of the result of Fortune die.

- Mitigate SAN damage by rolling a Fortune die. If the die result is a natural 8, it explodes. The minimum SAN damage will always be 1 point regardless of the result of the Fortune die.
- Immediately cancel out 1 Grim point penalized against you.
- Immediately cancel out the effects of a Grim die used against you. Note: Opponents who can use Fortune dice against you, you cannot cancel their result with Fortune points of your own.
- Immediately recover Fatigue. You recover a number of points equal to the die roll. Should you roll an 8, it explodes. You cannot recover more than your maximum Fatigue points.

The Grim

The Grim wanders the world of Raventerra corrupting all those he finds, some very subtly, others quite quickly. As one commits violence, it through happenstance and misfortune that The Grim strikes. Should you roll a natural 8 on The Grim die (the black die), you have earned a Grim point. Grim points reflect the ability of The Grim to corrupt your nature against you to permanently and irrevocably turn you into one of his minions known as the Vile Horrors.

You start out each adventure with whatever Grim points you've accumulated. Should you reach a total of 13 points, then if you have any Fortune points, you must immediately spend them against your Grim total. For example, if you currently have 5 Fortune points and you just earned your 13th Grim point, you spend all your Fortune points and now you have 8 Grim points left over. If you have no Fortune

points in which to offset your 13 Grim points, you change into a minion of The Grim and your character immediately becomes a non-player character under the control of the GM. No magic or power can restore a corrupted character.

There are ways for you to further reduce your Grim points:

- Monsters of The Grim, known as Vile Horrors, can use one of your Grim Points to either increase their attack roll or their damage. If a natural 8 is a result, it explodes. However, it reduces your Grim total by 1 point. You can use a Fortune point to cancel this effect.
- Monsters of The Grim can use a Grim point to increase the SAN damage against you. If they roll a natural 8, the die explodes. You can use a Fortune point to cancel this effect.
- Monsters of The Grim can use a Grim point to immediately heal themselves of any damage you've inflicted upon them. If they roll a natural 8, the die explodes. You can use a Fortune point to cancel this effect.



Chapter 7: Powers and Magic



Only those who have some ancestry of dragons can use magic and powers. Even relics infused with magical power will not work for one who hasn't the faintest trace of dragon blood in them though they can still receive any beneficial effect of a power (like being the target to receive enhanced strength). To know whether one has a trace of dragon blood, one must have a Spirit modifier of at least 0.

Any character who has a Spirit modifier of less than 0 cannot use magical relics or use magical powers.

Powers are governed by the following descriptors:

Profession: Which profession can access this power at the base cost of points. Any profession who is not listed must pay double the base cost of points and double the points to scale the power if they want the power.

Range: All powers that require a target are line of sight (LOS) and suffer no penalties to range. Some powers are touch or personal. If some powers require a touch, it is considered no action.

Cost: For a character that chooses this power and if their profession is listed for it, they pay to have the power.

Description: What the power does and if the power scales. If the power does any kind of damage, an attack roll is required.

Regardless of the power, only one power per round can be activated and can remain active at any one time. Should a character activate a different power, the previous one is deactivated unless the effect was on someone else.

Powers that scale can keep adding points to increase their effectiveness, the effects are cumulative and stack.

Listed below are some sample powers.

Animal Transformation

Profession: Dragon-touched magi, sanctified ecclesiast

Range: Personal

Cost: 3

Description: You transform yourself into a small animal such as a cat, a raven, or a snake. All your equipment and clothing is molded into your new form and the power lasts for 1 hour plus 1 hour per bonus of your Spirit modifier. As a small animal, your attacks are ineffective against humans, but you get some benefits of the new animal form such as seeing in very little light as a cat or the ability to fly as a raven. You can scale this power by 3 points by adding 1 hour to the duration or by 6 points to change the range from personal to touch (only for a willing target).

Blood of the Giant

Profession: All except merchant profiteer

Range: Personal

Cost: 5

Description: You can enhance your Strength modifier by 2 points (to a maximum of +6 modifier regardless of other magic abilities) and increase your HP by +10. These temporary HP are deducted first. This power lasts only 5 minutes plus 1 minute per bonus of your Spirit modifier. You can scale this power by 5 points to change the range to touch, add to the Strength modifier by +1 (to a maximum of +6 modifier regardless of other magic abilities), add 5 minutes to the duration, or increase your HP by +5.

Claws of the Dragon

Profession: Dragon-touched magi

Range: LOS

Cost: 7

Description: This is a more powerful version of claws of the raven in which you can summon the ghostly image of dragon claws. If the attack roll is successful, you

do 5 points of damage plus the Damage die. You can scale this power by 5 points to increase the damage by another 5 points or by 8 points to add another target.

Claws of the Raven

Profession: Dragon-touched magi, soulbiter assassin

Range: LOS

Cost: 3

Description: A ghostly image of two raven claws spring forth from your hands to rake at your opponent within sight of you. If the attack roll is successful, you do 2 points of damage plus the Damage die. You can scale this power by 3 points to increase the damage by another 2 points or by 5 points to add another target.

Close Wounds

Profession: All

Range: Touch

Cost: 5

Description: Any wound in which the target is bleeding, unconscious and at risk of dying, or is suffering from an infection of the wound, this power automatically stops the bleeding, stabilizes an unconscious character and removes infection from any wound. It does not restore any lost HP. This power can be scaled by 5 points by adding another target within range.

Divine the Truth

Profession: Sanctified ecclesiast

Range: Personal

Cost: 7

Description: You are able to commune with the Great Mother (supposedly) and ask one question that will elicit a yes or no response. Any question that cannot be answered with a yes or no response, the power fails and the questioner suffers 1d8 damage for failing to obey the rules of the power. If a natural 8 is rolled on the damage, the die explodes. The answer to the question is always the truth. Note: questions that are asked about the Empress always fail and the Empress automatically knows the location and the identity of those who have inquired into her.

Dragonflight

Profession: All except ravenmarked armsman

Range: Personal

Cost: 10

Description: You have ghostly dragon-like wings spring out of your back allowing you to fly at a speed of 40 feet per movement action. You cannot hover while in flight and if you have to use any weapons while in flight, you suffer a -2 penalty to attack rolls. You can fly for 5 minutes plus 1 minute per bonus of your Spirit modifier. You can scale this power by 5 points to add 5 minutes to the duration or change the range from personal to touch.

Eye Blind

Profession: Soulbiter assassin

Range: Personal

Cost: 15

Description: You are able to turn yourself invisible. You can attack a target that doesn't notice you with a +4 bonus. However, once the target has been attacked, they are aware of you to some degree in which special talents and powers which only work while catching your opponent completely unaware will not work in this case (you still retain the +4 bonus to attack though). This power lasts for 1 round plus 1 round per modifier of your Spirit. You can scale this power by 10 points to increase the duration by another 1 round or you can scale by 15 points to change the range from personal to touch. This power is useless against monsters that rely upon scent. Also tactics used to give away your position such as being doused with flour or you carrying a light source makes this power useless as well.

Fool the Weak Mind

Profession: soulbiter assassin

Range: Personal

Cost: 3

Description: You can magically create a disguise to alter your appearance to look and sound like someone else. You must have seen or interacted with the person you intend to look like. For example, if you've never seen a runicward human, you cannot disguise yourself as one. Your disguise will last for 1 hour plus 1 hour per bonus of your Spirit modifier. For an opponent to see through your disguise, they get a Perception check against a Target Number of 20. You get to add your Spirit modifier as a penalty to their roll. The GM can assign a bonus of up to +5 to your opponent's roll if they are intimately familiar with the person you're disguising yourself as (for example, you're disguising yourself as a noble woman and you're attempting to fool her son or husband, they would be a +5 to their roll). If your opponent succeeds, they notice something about your power that is not right and then they see right through your illusion.

You can scale this power by 5 points by adding 1 hour to the duration. Note: For those who try to disguise themselves as the Empress, the power always fails and somehow she knows the location and the identity of the fool who tried such a feat.

Gateway

Profession: Dragon-touched magi

Range: Personal

Cost: 20

Description: You open a gateway between where you are and to a destination of your choice up to 100 miles plus 100 miles per bonus of your Spirit modifier. Only you can step through the gateway and it must be a location that you've been to before. You can scale this power by 10 points by allowing 1 additional creature to use the gateway or expand the distance by 100 miles.



Ghostly Dragon scale

Profession: ravenmarked armsman, sanctified ecclesiast

Range: Personal

Cost: 5

Description: You summon a ghostly suit of armor that looks to be made of shimmering dragon scales. The armor does not hamper your Speed in any way and provides a +4 bonus to your DR, but provides no protection should an attack against you succeed. You can scale this power by 7 points by adding +1 to the DR or making the armor resistant to damage by 2 points (in addition to the damage reduction of whatever normal armor you're wearing).

Hone the Raven Edge

Profession: ravenmarked armsman, soulbiter assassin, merchant profiteer

Range: Personal

Cost: 3

Description: With any non-magical weapon, you make it magical to combat creatures that can only be affected by magic (such as ghosts and apparitions), you provide yourself with a +1 bonus to ATT and damage. This power lasts for 1 hour plus 1 hour per bonus of your Spirit modifier. For 3 points, you can scale the duration to last another hour and for 6 points you can increase the ATT and damage by another +1.

Indomitable Will of Rock

Profession: All

Range: Touch

Cost: 5

Description: Should you suffer a loss of SAN from any kind of attack or experience, you can roll 1d8 to recover immediately. If you roll a natural 8, the die explodes. You must have this power in effect before you suffer damage, you cannot use this power to heal already existing SAN damage. You can scale this power by 8 points by adding another target or by 16 points by adding a range of 20 feet to any-

one you consider your ally.

Lightning Storm

Profession: Dragon-touched magi, sanctified ecclesiast

Range: LOS

Cost: 25

Description: You rain down lightning upon your enemies. You can target up 1 enemy plus 1 per bonus of your Spirit modifier whom you can see. Upon a successful attack roll, your bolt does 20 points of damage plus the Damage die. You can scale this power by 10 points by adding 1 enemy or increasing the damage by +5.

Nullify Power

Profession: Dragon-touched magi, sanctified ecclesiast

Range: LOS

Cost: 5

Description: You attack your target whom you suspect of having a power active and nullify if your attack roll is successful. You can scale this power by 10 points to add a second target, but only one attack roll is rolled against multiple targets.

Protection Against The Grim

Profession: All except ravenmarked armsman

Range: Touch

Cost: 5

Description: Should you roll a natural 8 on any attack roll that gives you a Grim point, you cancel out the point. Secondly, any creature who uses Grim dice against you, you can nullify one die. If either one of these conditions are met, the power is dispelled. You can scale this power by 10 points by keeping the power active for both effects or by 15 points by adding one die used against you.

Retribution of the Great Mother

Profession: Sanctified ecclesiast

Range: Personal

Cost: 10

Description: You summon a pillar of heat and light that is centered on you and spreads 20 feet in all directions. Anyone who you consider your enemy in the conflagration, you roll an attack roll once and apply the result against their DR. Should you succeed, you do 10 damage plus the Damage die; however, you and your allies suffer the Damage die's result (minimum 1 HP damage). You can scale this power by 4 points to increase the spread by 10 feet or increase the damage by 5 points.

Sense Vile Horror

Profession: All

Range: Personal

Cost: 2

Description: You have the ability to detect vile horrors, monsters of The Grim within 60 feet of you. Any kind of physical barrier that completely covers the vile horror that's between you and them prevents you from detecting them, but if they are invisible, hiding or in the cover of darkness, you can detect them. You can only detect their presence, you cannot pinpoint their location nor can you tell if there's more than one. For 5 points, you can scale this power to increase the range by another 60 feet or determine the number of vile horrors within your range.

Smite the Heretic

Profession: Sanctified ecclesiast

Range: LOS

Cost: 7

Description: Within an intense gaze and eyes that glow with a blinding light, your target feels their insides burst. With a successful attack roll, your target suffers 10 points of damage plus the Damage die. You can scale this power by 7 points by adding a second target or increasing the

damage by +5.

Summon Holy Light

Profession: All

Range: Personal

Cost: 1

Description: You summon a floating ball of light that hovers directly above your head. It illuminates everything within 60 feet. The power lasts for 8 hours plus 1 hour per bonus of your Spirit modifier. You can scale this power by 1 point to increase the illumination by 5 feet or increase the duration by 1 hour.

The Great Mother Judges Now

Profession: Sanctified ecclesiast

Range: LOS

Cost: 25

Description: This a more powerful version of smite the heretic power. With a successful attack roll, your target suffers 30 points of damage plus the Damage die. You can scale this power by 10 points by adding a second target or increasing the damage by +10. You can also scale this power by 20 points to convert the range to personal in which you emanate a burst of power to all within 30 feet of you (allies only suffer the Damage die). You make only one attack roll against all targets.

The Sharp Eyes of the Eagle

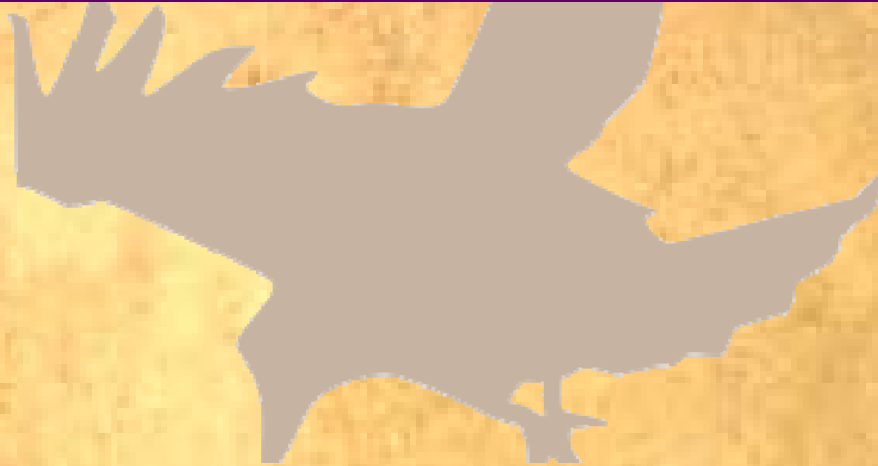
Profession: All

Range: Personal

Cost: 2

Description: You can magically enhance your ability to spot and notice things out of the ordinary. When using any ability or skill based on Perception, you gain a +5 bonus to the roll. This ability lasts only for 1 minute plus 1 minute per bonus to your Spirit modifier. You can scale this power by 2 points to add 1 minute to the duration or by 5 points to add another +1 bonus to the roll.

Chapter 8: Monsters of The Grim



Listed in this chapter is a short bestiary of 20 monsters; however, the GM can take the bestiaries from other games and convert them easily here. For some of the guidelines of conversion and what to include, the GM should consider the following:

- Undead, ogres, giants, trolls, abominations, aberrations are likely to be the most commonly encountered horrors of the world.
- Goblinoids such as gnolls, goblins, hobgoblins, orcs, etc. never exist. The same with other intelligent races such as gnomes, fairies, elves, dwarves and such.
- There are no good other-worldly creatures. One will never encounter a unicorn or an angel or some other creature associated with good. The creatures that dwell within the deepest recesses of the world are abhorrent, mind-shattering to behold, and utterly corrupted. They may be intelligent and cunning, but they will never negotiate with humans as they see them only as a source of food or something to manipulate for their own alien motivations.

Base Damage Table

Size	Single Attack	Multiple Attacks	Bonus HP	Base FAT	DR Modifier
Smaller than human	5	2	+0	10	+1
Human-sized	10	5	+0	15	+0
Larger than human	15	10	+15	25	-2
Massive	25	15	+25	35	-4
Humongous	40	20	+40	50	-6

If the creature has a hit die, that serves as the ATT modifier for their melee, range and power attacks. Attacks by weapons do damage according to the weapon tables above. Attacks by natural weapons do damage based upon the size of the creature. If they have only one attack, use the Single Attack damage, if they can attack more than once per round, use the Multiple Attack damage. See table below:

HP – monsters get 10 HP per hit die (minimum 10 HP for those with less than 1 hit die). Larger creatures get bonus HP equal according to their size from the table above.

Defense Rating – Monsters have a DR of 10 + their original hit die -2. Based upon their size, their DR rating is also affected.

Fatigue – Monsters that are living creatures have Fatigue points. Fatigue is 10 + their hit die + Base FAT as per the table above.

Thick Hides – Monsters tend to have thick hides. If they were noted to have a natural armor, they can reduce damage by 5 points if they are small size, 10 points if they are medium size, and 20 points if they are larger.

Powers – it's up to the GM to determine if the creature has any powers, but no monster will have any talents or usable skills. If the GM needs to make an attribute check for the monster, use their hit die as the bonus modifier to the roll.

Fortune points and Grim points – monsters never have any Fortune points (opponent non-player characters who are not corrupted have Fortune points). Monsters can use Grim points that the characters currently possess against them; however a monster can only use 3 Grim points per character in any one battle and can only use one Grim point per round for any given action. During a monster's actions, it can never earn Fortune or Grim points (NPC combatants can though).

Using Grim Points Against Multiple Victims

If a monster has a power that can affect more than one character, it can spend a Grim point to affect all the characters, but

only if one of the victims has at least 1 Grim point. Any one of the victims can spend a Fortune point to cancel the Grim point being used.

For multiple victims, the one with the **highest tally** of Grim points is deducted first. For victims who use a Fortune point to cancel, the one with the **highest tally** of Fortune points is used. For ties, the GM can pick or the players can roll a die.

Victims who have no Grim points – monsters can still use Grim points against characters who have 0 Grim points, but can only spend 1 point against a character per battle. If a monster uses a Grim point that can affect multiple characters and none of them have any Grim points, then the monster can only spend 1 point for the entire battle.

The Bestiary

Monsters of The Grim have the following stats:

DR (Defense Rating) – there are two numbers notated like x/x. The first number is needed to hit the monster. The second number is how much damage the monster is able to absorb before damage is applied to its HP.

HP (Hit Points) – a creature that reaches 0 hp is dead or destroyed. HP is expressed as two numbers – the original value and half value. At half value, the creature fights with a -2 penalty to all ATT, damage, powers, and checks.

CK (Attribute Checks) – this is a rough number that the GM can assign as a modifier should a monster need to make some kind of attribute check.

MOV (Movement) – the monster's ability to move in a single action.

INIT (Initiative) – the modifier to the monster's initiative score.



SZ (Size) – how big the monster is. It also determines their bonus HP. Size affects DR.

ATT (Attack) – this is the modifier to the roll for all three types of attacks – melee, ranged and power. If a monster has a bonus or a penalty of one or more type of attack, the format will look like this: +x/+x/+x.

DAM (Damage) – how much damage a monster does for a single attack. Monsters that have single attacks can only attack once per round though some monsters have multiple attacks. If a monster has more than one attack, the damage is expressed as “x/x/x” (in the example of three attacks).

FAT (Fatigue) – how many fatigue points the monster has before it becomes exhausted. Certain types of creatures such as undead and golems never fatigue and thus the score is expressed as “—”.

Abilities – all abilities and / or powers the monster has are listed here. Monsters that have the ability to cause SAN loss are detailed first as two numbers – the number of points lost if a successful Intellect check is rolled and the second number is the number of points loss if that Intellect check has failed. The Target Number to make the Intellect check is listed.

Description – the physical description and background of the monster is detailed here.

Abhorrent Rat

DR 11/5

CK +2

INIT +1

ATT +2

DAM 7

FAT 22

Abilities

Cutting wound – each time a rat makes a successful bite attack, they deliver a very sharp wound. The victim will bleed for 1 HP each round per wound received. The blood loss will stop after 1d8 rounds.

Description – Abhorrent Rats are abnormally large rats and a cunning intelligence. They can easily command normal rats (see rat swarm) to collect food and shiny things for it. Abhorrent Rats can be encountered in packs but that is rare as they typically fight for control of the rat colonies. Abhorrent Rats are typically encountered in the sewers or bowels of any city, but can be found in ruins as well.

Brain of N'grux

DR 12/20

CK +15

INIT +7

ATT +15

DAM 25

FAT 75

Abilities

SAN Loss – 8/15 (TN 29)

Brain Boil – with a successful attack of this power, all living creatures within 20 ft. radius suffer 20 DAM and 5 SAN. This is a fatiguing power thus costs 5 FAT to the brain.

Tentacle Slam – this is the standard attack of the brain of N'grux; however, it can reach targets up to 20 feet away.

Insanity Rupture – use of this power inflicts 10 SAN to all within sight of the brain. The Damage die is also SAN damage as well.

Description – the brain of N'grux is a rare creature from an alien plane of existence. It looks like a giant gangrene human brain with various tentacles that constantly move and wriggle. Their purpose here in the world and motivations are

HP 20

MOV 60 ft.

SZ Medium

HP 200

MOV 40 ft. (flying)

SZ Humongous



completely unknown though it is clear that they have cultists and various agents doing to their bidding. The brain is always encountered alone though there could be more than one in the world. Typically, they are worshipped and venerated by insane cultists who are easily dominated to do the brain's bidding. The brain will lair where it cannot be detected by magical means and will have elaborate defenses in its lair.

Cleaver Man

DR 16/5 **HP** 85
CK +8 **MOV** 20 ft.
INIT +4 **SZ** Medium
ATT +8
DAM 15
FAT 33

Abilities

SAN Loss – 1/5 (TN 18)

Devour – once per round, a Cleaver Man can open its gullet to make a melee attack. If the attack is successful, the victim is caught in the Cleaver Man's giant gullet mouth for 30 DAM and then suffers 15 DAM each round thereafter while trapped. A trapped victim can spend their entire round to break free from the gullet with a Strength check against a TN of 20. A Cleaver Man cannot devour a victim larger than it. Once a victim is trapped in the Cleaver Man's gullet, the Cleaver Man will not take any other actions as they are focused on eating their next meal. The Cleaver Man's DR becomes 10 and cannot take any other actions until the victim is consumed. A victim who reaches 0 HP is immediately chopped up and consumed by the Cleaver Man (clothes, equipment and all).

Description – A Cleaver Man is a very large and fat human looking man that stands about 7 feet tall, dressed in bloody butcher's clothes with a protruding belly that holds a cavernous mouth filled with humongous teeth. Their eyes and mouths

are sewn shut with barbwire and they wield a vicious and oversized serrated meat cleaver. The origins of a Cleaver Man is that they usually were humans who enjoyed to eat so much that their slothful lifestyle corrupted them and transformed them into such terrible horrors. Such men had experimented or indulged in cannibalism before their transformation. As such, a Cleaver Man are typically encountered in communities where they dwell in slums, abandoned homes or on the fringe of society where they can waylay loners to be devoured.

Cojoined Devil

DR 23/15 **HP** 185
CK +17 **MOV** 50 ft.
INIT +8 **SZ** Large
ATT +17
DAM 20/20
FAT 57

Abilities

SAN Loss – 8/15 (TN 31)

Blood Drain – If the Cojoined Devil makes a successful attack with either of its bites, it immediately begins to drain blood. The victim is held firmly in its grasp and for the following 1d8 rounds, the victim's Endurance score drops by 1 modifier and the victim loses 10 HP. Should the victim reach -5 modifier in their Endurance score or 0 HP, the victim dies and becomes a dried husk. A victim who dies by such draining heals the Cojoined Devil 25 HP.

Description – A Cojoined Devil looks like two humanoids at the upper torso while their lower torso is a sickly giant worm that oozes when it moves. The Cojoined Devil attacks from its lamprey like mouths. Such creatures are not native to the world, but can be encountered anywhere. They are typically summoned in which they can provide a boost in personal power by making a pact with the summoner. Oftentimes, they will dwell beneath cities in the hopes of luring those who lust after power to come to the depths to meet their doom.



Deathwail Spider

DR 13/10 HP 50
CK +5 MOV 40 ft.
INIT +2 SZ Medium
ATT +5
DAM 15
FAT 30

Abilities

SAN Loss - 4/10 (TN 17)

Poison – Anyone hit from a deathwail spider's bite feels a terrible burning that wracks their nervous system. All attacks suffer -3 penalty for 1d8 minutes. A victim can resist the poison with an Endurance check TN 20.

Deathwail – Once a deathwail spider is killed, its last act is to scream horrifically with all its tiny voices. All who hear this must make an Intellect check against TN 20 or lose 1d8 SAN. A victim can only be affected by this effect once every 24 hours.

Description – Deathwail Spiders are horrific abominations that look like giant spiders but their backs are adorned with a hard bulbous shell. Atop of the shell are dozens of little human faces, akin to babies that scream and wail in unison. The spider sees through the dozens of little faces and cannot be surprised. Deathwail spiders do not spin webs and can be encountered anywhere though usually they are more common in swamps than anywhere else.

Ebonrealm Daemon

DR 16/10 HP 115
CK +10 MOV 40 ft.
INIT +5 SZ Large
ATT +10
DAM 15/10/10
FAT 35

Abilities

SAN loss – 4/10 (TN 22)

Light Vulnerability – anytime an Ebonrealm Daemon is confronted with a holy relic or power that can unleash pure sunlight, the Ebonrealm Daemon suffers 30

DAM. Should the Ebonrealm Daemon ever be caught in natural sunlight, it is instantly destroyed.

Soulbind – an Ebonrealm Daemon can attempt to steal a victim's soul. Only once per day it can use this power and so long it does not currently possess a soul. It makes a normal attack and if succeeded, the victim must make an Endurance check TN 22 or immediately lose their soul. They are still considered alive, but under the control of the Ebonrealm Daemon who can command them to do anything, even if it would be against their will to do so. If the victim succeeds the Endurance check, they are immune to the power for 24 hours, but still suffer the Damage Die in damage.

Description – a large horned humanoid that looks to be made of black smoke, the creature has elongated claws and horns and glowing white hot eyes. Sometimes, these beings roam the world and willing to make pacts with unsuspecting individuals for their souls. If such a pact is made, the person who sells their soul becomes a soulbiter assassin. An Ebonrealm Daemon typically attacks by goring and using its two claws, but will use its soulbind power the strongest opponent to use as an agent against their comrades. Ebonrealm Daemons can be encountered anywhere except during the day unless deep under the ground as they take no chances of being exposed to sunlight.

Fleshcarved Ghoul

DR 18/10 HP 100
CK +10 MOV 60 ft.
INIT +5 SZ Medium
ATT +10
DAM 10/10
FAT --

Abilities

SAN Loss – 4/10 (TN 22)

Death's Visage – A Fleshcarved Ghoul can focus its gaze upon all who view it and drain them of 10 DAM.

Wasting Death – Any living creature who is hit by a fleshcarved ghoul loses 1 HP per hit per round. The character is considered to have an infectious wound. Cumulative hits results in cu-



mulative loss of HP.

Undeath – A living creature slain by a Fleshcarved Ghoul will rise as a zombie under its control. If the fleshcarved ghoul has been slain before the creature rises, it will mindlessly attack the nearest living creature.

Description – This humanoid creature looks like a desiccated human with black and rubbery skin that oozes pus and oil. It is normally covered in tattered rags. Fleshcarved Ghouls exist only to kill and can be found anywhere. Certain powerful curses by a sanctified ecclesiast can curse someone to become a Fleshcarved Ghoul.

Floating Jellyplast

DR 15/10 **HP** 110
CK +9 **MOV** 30 ft. (flying)
INIT +4 **SZ** Large
ATT +9
DAM 20
FAT 39

Abilities

SAN Loss – 1/5 (TN 19)

Poison – a successful attack from a jellyplast's stinger will paralyze a victim. The victim must make an Endurance check TN 19 or become paralyzed for 1d8 hours.

Description – a floating jellyplast looks like a jellyfish except that it flies and doesn't live in the water. They are mindless creatures that are typically encountered alone or in groups of up to 40. They are typically encountered in deep forests where there is plenty of moisture. The only exist to feed and reproduce. Should a jellyplast be reduced to half its HP, it will try to float away as it rarely fights to the death.

Gorgathon

DR 11/10 **HP** 50
CK +5 **MOV** 50 ft.
INIT +0 **SZ** Large
ATT +5
DAM 15
FAT 30

Abilities

SAN Loss – 1/5 (TN 15)

Snap Jaws – A gorgathon that makes a successful bite attack will snap its pincers on its target and hold it in place. Attacks against its victim while in its pincers are made at +4; however, the gorgathon cannot attack any other creature while it has one locked in its pincers. Those caught in its pincers can attempt to break free by spending a round and a Strength check TN 20.

Ooze – A gorgathon exudes a nauseous foul-smelling ooze that is slippery. Anyone who is making a melee attack against a gorgathon must make an Acrobatics check TN 20 to remain standing or else they fall. To stand back up they must make an Acrobatics check TN 20 and this counts as a move action.

Description – A gorgathon is a giant grey worm with a mouth that consists of tentacles and several oddly placed pincers along its body that are only designed to hook onto a meal. Gorgathons can be encountered anywhere but are typically found in Southern Wastes where it is hot and dry.

Lurker of Yg'noth

DR 12/5 **HP** 40
CK +4 **MOV** 20 ft.
INIT +2 **SZ** Medium
ATT +4
DAM 10
FAT 22

Abilities

SAN Loss 4/10 (TN 14)

Paralysis – A Lurker of Yg'noth can stare at one victim and paralyze them. A successful use of their power means the victim is paralyzed for 1 round; however, on each following round thereafter, a victim can make an Intellect check with a TN of 15 to break the paralysis. If successful, the



victim is immune to this attack for 24 hours.

Constrict – A lurker can constrict a paralyzed victim by choking them to death. On the first round a victim is constricted, they lose half their current hp. On the second round, the victim is at 0 HP and must make an Endurance check at the end of the round to survive. On the third round, the victim dies as their neck completely snaps. A lurker cannot constrict a creature that does not need to breathe nor can it constrict a creature larger than Large size.

Rise of the Dead – A victim who died from a lurker's constriction will rise as a zombie 1d8 rounds later under its command. If the lurker has been killed before the zombie rises, then it will mindlessly attack the nearest living creature.

Description – Lurkers of Yg'noth look like three large green snakes intertwined together with a large bulbous eye at the end of "head". The creature moves by slithering and it can move up walls and across ceilings. Its favorite tactic is hiding in a ceiling, use it's paralysis power on a victim, drop down and constrict them to death. They are typically found deep in the vaults and sewers below cities in the Empire, but can also be encountered in shadow jungles of the Dark Continent.

Maiden in Chains

DR 19/10 **HP** 110
CK +11 **MOV** 40 ft.
INIT +5 **SZ** Medium
ATT +11
DAM 15
FAT 36

Abilities

SAN Loss – 1/5 (TN 21)

Chain Flail – A maiden's primary attack is the barbed chains that cover her body. She attacks by spinning violently attacking all within 10 feet reach of her. Those hit suffer 15 DAM; however each time she performs her chain flail, she loses 2 FAT.

Description – A maiden in chains looks like a grey-skinned naked human woman covered in barbed chains. The barbs cut into her flesh so she's constantly bleeding. Her eyelids are cut away from her face. They are women who have made a pact with a terrible power to get revenge for some perceived slight. They end up being cursed in this state and forced to serve as guardians for even greater evil beings. They can be encountered anywhere and are usually encountered as pairs.

Monstrosity of M'gulba

DR 16/15 **HP** 125
CK +10 **MOV** 70 ft.
INIT +5 **SZ** Large
ATT +10
DAM 10/10/10/10
FAT 40

Abilities

SAN Loss – 4/10 (TN 22)

See Through the Viel – a monstrosity of M'gulba can see through any magical power that provides invisibility or concealment of any kind. It is never surprised nor can it be blinded.

Grim Rot – If all four attacks hit an opponent, the opponent automatically earns a Grim point. The GM should also randomly determine an area of the body that is affected. Roll 1d8 and consult the table below:

Roll	Location	Effect
1	Head	Blinded for 1d8 minutes
2 - 3	Torso	Suffers 15 DAM
5	Right Arm	Loss of arm for 1d8 minutes
6	Left Arm	Lose of arm for 1d8 minutes
7	Left Leg	Must make an Acrobatics check TN 26 or fall prone and can only move 10 ft a round.
8	Right Leg	Must make an Acrobatics check TN 26 or fall prone and can only move 10 ft a round.

Summon Winter Flames – as a ranged attack, the monstrosity can magically summon blue flames that are horribly freezing to the touch. If the attack is successful, the victim suffers 40 DAM; however, this is very taxing on the monstrosity and they lose 5 FAT each time they use this power. They cannot use this power if they have no Fatigue points left.



Description – this very large humanoid monster has four legs that end in talons that are evenly spaced apart on its torso, four oversized arms evenly spaced apart on its torso, no head, but has many eyes of different shapes and sizes all around its upper torso. The monstrosity typically is encountered alone, exists only satisfy its base hunger for human flesh and lairs on the fringe of society. They are known to be worshipped by crazed cultists, but if food is in short supply, the monstrosity will eat its own followers.

Necromantic Golem

DR 15/10 HP 70
CK +7 MOV 20 ft.
INIT +0 SZ Medium
ATT +7
DAM 10
FAT --

Abilities

SAN Loss – 1/5 (TN 17)

Slam – Anyone hit by a necromantic golem must make an Endurance check or be stunned for 1 round. A stunned character suffers a -2 penalty to attacks, damage, DR and cannot use any skills or ability that requires concentration.

Description -

Rat Swarm

DR 9/5 HP 30
CK +3 MOV 50 ft.
INIT +1 SZ Large
ATT +3
DAM 8
FAT 21

Abilities

Engulf – A rat swarm enters into an area occupied by a victim and it automatically inflicts 8 DAM plus the Damage die (no attack roll needed).

Precision Weapon Immunity – precision weapons such as bows, dragonshots, etc. do only 1 HP of damage. Melee weapons do only half damage against a rat swarm. Ex-

plosives or powers that do area affect like damage do full damage against a rat swarm

Description – rat swarms are hundreds of regular rats that typically operate in unison to overwhelm their opponents through sheer numbers. They will attack anything if they are hungry enough. Rat Swarms are typically encountered in city sewers and ruins. Abhorrent Rats, if present, will control a Rat Swarm and observant characters can determine that there is an intelligence behind the Rat Swarm's behavior.

Rune Stalker

DR 13/0 HP 50
CK +5 MOV 50 ft.
INIT +2 SZ Medium
ATT +5
DAM 10
FAT 25

Abilities

SAN Loss - 1/5 (TN 15)

Chittering – Instead of attacking a rune stalker can begin to chatter very loudly. All who hear it must make an Intellect check TN 15 or wallow in despair. Runicwards get a +2 to their Intellect checks to resist. During their despair, a victim treats their Speed modifier as -4 and thus their DR is reduced effectively. The effect lasts 1d8 rounds after the rune stalker has stopped chittering. Victims who succeed their Intellect check are immune to the effect for 24 hours.

Invisibility – a rune stalker can make itself invisible, but the effect is draining. Each round while invisible, the runic stalker loses 2 FAT; however, it can attack while invisible. While invisible, a rune stalker gains a +4 bonus to attack rolls.

Sense Runicward – a rune stalker can sense any runicward within 5 miles with pinpoint accuracy.

Wound Bind – should a rune stalker be reduced to 0 HP, they suddenly get a surge in healing and gain back 25 HP. This power only works once per day but costs 5 FAT.

Description – Rune stalkers are humanoids with elongated claws and a face that consists of one oversized mouth with jagged teeth. Their naked bodies are covered in runes very much like how runicwards are covered in runes. Runic stalkers



can be encountered anywhere. Some scholars believe that the fate of corrupted runicwards turn them into runic stalkers. Runic stalkers typically exist to kill runicwards and hunt them voraciously. Should a runic stalker accomplish its task, it simply moves onto the next target. Rune stalkers can be encountered in groups and have been known to cooperate together when dealing with powerful or well-protected runicwards.

Shauggurth of the Blood Gods

DR 17/10 **HP** 90
CK +9 **MOV** 50 ft.
INIT +4 **SZ** Medium
ATT +9
DAM 10/10/10
FAT 26

Abilities

SAN Loss 4/10 (TN 21)

Discombobulate – A Shauggurth once per day can attack a living creature and if successful, the creature must make an Endurance check TN 20 or simply fall apart and die. If the victim succeeds the Endurance check, they still suffer normal damage.

Shift – A Shauggurth can make attacks against it harder by shifting and becoming out of focus. Once this power is activated, all attacks against a Shauggurth are made at -2 penalty.

Description – A bulbous mass of eyes and tentacles this horror has no real discernible anatomy. It attacks by whipping an opponent with up to three of its barbed eye-filled tentacles. Shauggurths typically originate from the Dark Continent, but foolish (and quite mad) merchant profiteers have captured live specimens and brought them to the Empire only for the creatures to escape from their holds and roam the dark alleyways of crowded cities.

Swampmurk Troll

DR 14/10 **HP** 75
CK +6 **MOV** 50 ft.
INIT +3 **SZ** Large
ATT +6
DAM 15
FAT 31

Abilities

Visceral Claw – should a troll hit, if they roll a natural 5 or more the Damage die, it explodes. Subsequent die rolls must still be a natural 8 to continue exploding.

Frenzy – a troll reduced to 10 or less HP goes into a frenzy and does 25 DAM instead of 15.

Description – These large, brutish and warty creatures are well known to dwell in swamps or murky areas deep in a forest. They are well known to move to areas where there are outlying villages to lure unsuspecting peasants to their doom. They possess a cruel animal cunning and can lay snares to trap the unwary. A swampmurk troll is typically encountered alone, though in rare cases as many as four can be encountered.

Shieldwall Giant

DR 25/20 **HP** 215
CK +19 **MOV** 60 ft.
INIT +9 **SZ** Massive
ATT +19
DAM 25
FAT 54

Abilities

Bile Spew – a shieldwall giant can spew out a horrendous acidic bile upon a creature within 40 feet. If an attack is successful, the character suffers 15 DAM plus 5 DAM for the next 5 rounds as acid eats through their skin unless completely doused in water (such as jumping in a river or a lake).

Description – One of the most creatures in all of the Empire, these humongous hideously deformed humanoids stand over 15 feet tall, wear tattered animal hides and carry large tree trunks or rocks for weapons. Normally, they stay within the confines of the Shieldwall Mountains and harass the mining consortiums but once during

the summer, they raid a local village for the express purpose of eating its inhabitants. More than one village was completely decimated only for travelers to find gnawed bones of what's left of the villagers and their livestock. Ancient legends tell that the giants used to be highly intelligent society, but since the arrival of The Grim, they became twisted and mutated. The remnants of their civilization can be found deep within the caves of the Shield-wall Mountains.

Worm of She Who Never Sleeps

DR 14/10 **HP** 105
CK +8 **MOV** 50 ft. (can burrow 50 ft)
INIT +4 **SZ** Massive

ATT +8

DAM 20

FAT 63

Abilities

SAN Loss – 8/15 (TN 24)

Swallow Whole – a victim is who bitten is automatically swallowed whole if they are large size or smaller. While inside, the victim suffers 10 DAM per round (no attack roll needed, but the Damage die can explode). Victims trapped must cut their way out of the Worm's gullet by inflicting 20 HP of damage. A worm can only swallow whole and digest one large creature, three medium creatures, or 12 or more smaller creatures at any one time.

Infection – a victim who has been swallowed whole is infected with a crippling disease. Their wounds ooze with a painful secretion. This makes all attack, damage and checks at -4 penalty and they lose 3 HP per round. A victim who falls to 0 HP dies as their body turns to a gangrenous lump of flesh.

Description – A very large and sickly worm with multiple stalks of eyes that burn with an intense gaze. The worm burrows through hard rock and earth to eat its prey, it is considered one of the favored

creatures of one of the Blood Gods known as She Who Never Sleeps. The worm is always active and always hungry. Typically, they are found in deep caverns, but have been known to hunt for prey in ruins and the undercities. They rarely come to the surface though there have been rumors of a homestead completely collapsed with its occupants eaten whole.

Zombie

DR 10/10

CK +2

INIT +0

ATT +2

DAM 10

FAT --

Abilities

SAN Loss – 1/5 (TN 12)

Maggot Slam – whenever a zombie hit a victim and scores a natural 8 on the Damage die, the victim is blinded for 1 round as maggots fly in their face momentarily distracted. A victim can spend the next round clearing his face of maggots or fight with a -6 penalty while blinded.

Fire Vulnerability – a zombie hit with any kind of fire attack, the initial Damage die automatically explodes, but further rolls need to a natural 8 to explode.

Create Zombie – a victim who dies from a zombie will rise as one 1d8 rounds later.

Description – the most common type of undead that only knows one thing – kill the living. Many vile horrors of the world can kill their victims and create zombies and they in turn can go out and kill more victims turning them into zombies. Regardless of how fresh a victim's corpse, maggots always burst from its skin, eye sockets, and mouth.

Chapter 9: Campaign Setting



The world of Raventerra has two large continents currently called the Old World and the New World. The Old World consists of The Empire, her client states, The Theocracy of Zadene, The Great Southern Wastes of the Blood Gods, The Dark Continent (a misnomer since it's actually part of the Old World), and the Wretched Wastes of The Grim.

Geography

The Empire (Empire of The Raven) – this is the largest of the nations as it actually consists of five former nations that feuded and fought for supremacy over eight centuries ago. However, a great and terrible dragon began terrorizing the nations and they put aside their differences to stand against the dragon. One lesser knight, the Lady Milarra d'vain Timurus, one of the greatest ravenmarked armsmen to have ever lived met the dragon and slew it on the battlefield. The nations, tired of fighting, and with no heir apparent and claimants alive, made her the Empress. That was eight centuries ago and she's still alive and vibrant, but the populace and The Church of the Great Mother do not speak against her for her power is greater than all the dragon-touched magi and sanctified ecclesiasts combined. The Empress has taken no consort and she has no heir.

The Client States of the Empire – smaller nations and numerous city states pay tribute to the Empress for her protection. They typically vie and rival one another, but none dare to seek the Empress' ire for it will be swift and destructive. There are currently eight smaller nations and five independent city-states. They are as follows:

1. **Bendoriland (nation)** – the largest of the client states and most devoted to the Empire. The nation is ruled by a king who hopes to be the Empress' consort someday. So far, his advances have been rebuffed.
2. **Custland (nation)** – A small and decadent nation where the Church has little political power because many of constant upheaval in the state of affairs. The Empress is greatly displeased with this nation as its eight noble houses are constantly feuding and they've missed several tributes to the Empire.

3. **Donnelly (nation)** – the only nation that outlaws adventuring (it is listed as a crime of banditry and tomb robbing), has strict laws regarding commerce, and literacy is strictly controlled. Donnelly frequently uses a secret police known as The Hounds to look for brigands, agitators, law-breakers.
4. **Seduxly (nation)** – this nation is commonly known as the Battlefield, for two of the three religious wars fought between the Empire and the Theocracy of Zadene have used Seduxly as their battlefield. The people are a downtrodden and oppressed where Seduxly follows the strict teachings of the Order of Zadene but pays homage to the Empire.
5. **Dragonysta (nation)** – supposedly the birthplace and ancient origins of the dragons, this is considered a “holy land” by the Church. It is also supposedly where the Great Mother had descended from Heaven to impart her Holy Libram and Edicts to the people. The Church’s headquarters, known as The Prioryclutch, is where the Holy Angelica and the 13 Archmothers of the Church conduct their business.
6. **Nabe (nation)** – the “ruined empire” is too small to have ever been considered an empire, but there is still a lot of archaeological evidence that the Nabes were powerful and may have once ruled all of the Old World at one time. While the king of Nabe pays tribute, he has publicly spoken against her for sending explorers into Nabe’s historical ruins in search of treasure and magic which he feels rightly belongs to Nabe and its people. The Empress responded by sending soubiter assassins against the vocal king.
7. **The Witch Isles (nation)** – at one point, these islands were a confederacy of smaller nations, but have since combined into one kingdom. The current throne is vacant and is occupied a Council of Magi-appointed regent until an heir can be found or a new king appointed. Many runicwards and dragon-marked humans are born here and many believe that this land is inherently magical. The current regent is a runicward and fiercely loyal to the Empress.
8. **Dhane (nation)** – this eastward land is somewhat of a barren and dry wasteland. Its people are hardy, insular, and quick to anger and violence. Unfortunately, those who are corrupted flee and occupy the Deep Warrens, a set of caves, ancient vaults, and ruins below the nation’s surface. Dhane is a nation constantly under siege from within.
9. **Ravengost (city-state)** – this city serves as a large port in the service of the Empire and much of the trade and flow of treasure from the Dark Continent comes through here. Currently, over 1 million people call this city home though the city can only reasonably accommodate half that. Because of that, many burgeoning neighborhoods and slums have sprout up outside the city’s walls. The city-state was able to protect itself many times against invasion, but reached an agreement with the Empress to remain independent so long as they pay tribute.
10. **Panterghast (city-state)** – this large city is currently home to over 1 million citizens. It is also derisively known as the City of Atheists and has been publicly excommunicated by the Holy Angelica over 50 years ago. Panterghast’s citizens are some of the most learned people of the Empire and boasts the highest literacy rate. There are no less than four colleges in the city devoted to a wide variety of subjects though mostly through science and medicine. As such, many of its citizens have been critical of the Church and its many byzantine rules and edicts that it boiled to a point of the violent ouster of many of Church’s priests and lay people 50 years ago. Right now, the only representation of the Church is a very regulated and taxed chapel called The Great Mother’s Holme. The cur-



rent government of Panterghast is an electorate of the city's elite where they choose a City Magistrate and 9 Council Members once every five years.

11. **Tusker's Reach (city-state)** – this city has about 200,000 people, but is well-known for its deep harbor and vast fleets. It is also, the only city to maintain a permanent presence in the Dark Continent. All other attempts at further expansion inland have met with failure. Tusker's Reach is also known as the City of Rats and Madmen for the city has always had a severe rat problem from sitting upon vast vaults and ancient sewers and many of the expeditions that manage to make it back alive often have men and women who have completely gone mad. Tusker's Reach has quite a few sanitoriums for those who can afford the care, but they also have "death houses" where those who cannot be cared for in any way are put out of their misery. It is rumored that main Guild of the Soulbiters Assassins is based here.
12. **Dragonheight (city-state)** – this city sits upon a very large floating island which floats high above surface of the Old World. It is a remnant of the power and testimony of what humans could do back in more ancient times. In the center of the city is the Water Spire, a large column of rock that spews out water that magically provides all of the city's water and allows the surrounding land to be irrigated for crops. However, the water runs off the island in several places. The way to get up to the island is use the large network of elevators, be able to fly or use the Dragon Gate which is wide enough to allow four wagons side-by-side to cross through. It is very cold and windy in the city and most people dress warmly all year round.

13. **Steambunker (city-state)** – This smog-filled city sits near the Shieldwall Mountains where most people belong to one of the several mining consortiums that operate in the area. Many of the buildings are coated in metal as the smog and smelting processes erodes brick and thatch far too easily. The average life expectancy for the citizens is significantly lower because many get the black lung and die. Steambunker is also known for its many orphans and workhouses. Adventurers flock to Steambunker to try to explore the Uncovered Vaults (which the mining consortiums are under strict orders and regulations to not explore as they are claimed by the Empress). Giants, horrendously deformed monstrosities that vaguely look human, roam the many mountain paths and passes to waylay and eat foolish human explorers.

The Theocracy of Zadene – a xenophobic theocracy that worships a very militant brand of the Great Mother. While the Purge of the Unclean ended two centuries ago, the nation of Zadene was founded upon it and much of the witch hunts, the fire branding confessions, and catch-22 executions are central to keep the populace under their control. It is a drab and grey land where joy and laughter are sins to be confessed or face the whip. The Empire and the Theocracy have fought three wars in the past two centuries and there are plans of a fourth one from both sides that could be set in motion any month from now.

The Dark Continent – a very large peninsula of nations long past and fallen into decline. The only thing remaining of them are their ruined cities, underground sewers and vaults where cities once stood, and diabolic ziggurats of their undead kings and queens hidden away in the depths of the jungles. What happened to these nations? No one really knows other than the Church's position was the Great Mother was displeased with their wicked idolatry and practice of heretical magic and the Lady of Creation punished them with choking jungles, plagues, and undeath.



However, in the darkest depths and hidden away in the vaults deep in the ground are magic and treasures the world has not seen in centuries. The Empress, against the Church's council, has sponsored bands of adventuring companies and merchant profiteer fleets to delve the jungles of the Dark Continent and find as much as these magical artifacts as possible. Those that come back with nothing to show for it are punished by being sentenced to the Pit of Agony, a terrible chasm where all go in to brave its depths, but none every make it out the other side. The Empress is not the only one who is interested in the Dark Continent. The Theocracy of Zadene, cultists of the Blood Gods, and vile horrors in service of The Grim all seek to explore the place and lay claim to the treasures of old.

The Wretched Wastes of The Grim – The Grim is Death itself, cast out of Heaven by the Great Mother for she cannot abide its stench. As such, The Grim wanders the earth, corrupting all those who commit violence to eventually transform into one of the many different kinds of vile horrors that roam the world. In the Holy Libram of the Great Mother, The Grim is said to have made his home in the most northern lands thus far to the north beyond the Shieldwall Mountains is a desolate and barren land filled with undead, cannibalistic tribes of human barbarians, and other horrors that drive normal men insane. Despite the horrendous danger, the Shieldwall Mountains themselves are rich with ores and rumored within the mountains were ancient societies believed to have incredible treasures. Most adventurers who have gone to explore the mountain range never come back for many giants call the Shieldwall Mountains home and they eat anything that is not a giant.

The New World

Across the Great Ocean to the west lies another vast continent rich with fertile soil, but also home to ancient and bizarre civilizations long gone. Many nations, pilgrims, and citizens of the Old World see the New World as a place to begin anew and flee the stifling control of the Church and are willing to brave monster-infested seas, disease, hunger and destructive storms to reach the New World, but life in the New World is anything but easy. Colonies have been attacked and many well-established colonies have completely disappeared though blood-splattered evidence left behind tells that whatever the colonists faced, they met a horrible end.

Religion

The Church

There is one grand religion and that is of the Great Mother, also known as the Lady of Creation, The Holy Judge. Her work is the Holy Libram of the Great Mother in which the Church preaches the lessons of the Great Mother's teachings. The Church depicts the Great Mother as a stern and harsh figure ready to judge and punish sin. Questioning, magic, seeking profit are frowned upon activities, but considered "necessary sins". At one time, the Church's authority was absolute and they wielded incredible political power all the way up to the period of time called the Purge of the Unclean. For two centuries, the Church embarked on a holy jihad to rid the world of all magic wielding creatures and monsters. Initially, the nobility backed the Church's efforts, because the Church was able to assist the nobility in putting down peasant rebellions, but when the Church began putting the nobility on the stake, then winds of change began stirring until the Empress finally had to intercede and demand that the Church stop their Purge. The Church is ruled by a Holy Angelica and her council of 13 Archmothers. The holy symbol of The Church is a raven on a purple field.



Chapter 9: Campaign Setting

The Empire of the Raven

The Church has been split when they ended the Purge for the Sacred Order of Mother Zadene did not want the Purge to end and they founded the Theocracy of Zadene. The Holy Angelica has since excommunicated the entire order, but they responded by setting up their own Holy Angelica to rule their nation.

The Blood Gods

Centuries ago, not everyone worshipped the Great Mother and there were supposedly many gods, but over time, the only gods left were the Great Mother and those gods of unfathomable evil and madness collectively known as the Blood Gods. Official documents differ, but it's believed that there are 9 to 16 of these entities though Church scholars often debate which one of the Blood Gods is actually a part of the pantheon or just a powerful servant in their service. Regardless, cultists who worship these alien beings are typically insane, psychopathic and murderous.

Within the Empire and its client states, worship of the Blood Gods is immediate execution.

The Grim

The Grim is not really a god, but actually the Angel of Death who was once in the service of the Great Mother, but according to Holy Libram, the Great Mother was displeased and cast The Grim out of Heaven and sent to wander Raventerra for all eternity. This made The Grim mad from being cut off from the divine realm that it found a new purpose, to corrupt all of mankind's souls and reshape the world into his image so that the Great Mother will have to bargain with him if she wants humanity's soul back.

There are few insane peasants that actively worship The Grim, mostly to pray to

curse their neighbors. Within the Empire and its client states, worship of The Grim is immediate execution. Even mentioning The Grim's name is considered blasphemy and can land one in serious trouble with the Church.



Chapter 10: How to Run a Campaign



This chapter gives the GM an idea of how to run a campaign.

1. The setting is about reclaiming ancient magic and technology in a race for political and religious dominance in the Old World and possibly in the New World as well. The Empress knows that the lost magic is incredibly powerful and she must find it before her rivals, particularly the Theocracy of Zadene does and figures out how to use it.
2. In terms of technological and societal progress, the GM should think of the late 17th Century when there was a drive to explore as much as North and South America as possible for colonization and exploration of gold. Science, medicine, astronomy, and biology are in various stages of growth, but many of them are publicly challenging the Church's view of nature and risking being burned at the stake for heresy.
3. Magic can only come internally and only because someone has some direct ancestry to a dragon. No one can be taught how use magical powers, it's inherent, but the Council of Magi and the mystical orders within the Church teach on how to control one's ability so that it does not consume or corrupt them.
4. A typical adventuring band has a merchant profiteer or has contact with a merchant profiteer who can connect the group to get access to weapons, armor, equipment from the patronage of a noble. The noble usually takes the adventurers' family members as collateral if the noble has to outfit the explorers. If the explorers return with riches, they usually can keep the equipment, give two shares to the noble, one share to the Church, and one share to the Empress.
5. Adventuring without the official sanction of a noble patron or belonging to a mercenary guild is illegal as possession of weapons and armor could constitute banditry. Every character knows this as banditry is a problem on the less-used roads of the Empire and the local militias mete out harsh justice to those caught committing such crimes.
6. A typical adventure is about exploration of a specific place and returning with the relics and treasures of the place. Failure to return with anything is met with punishment which is usually the character(s) rotting in prison. Oftentimes, competing or cutthroat adventuring bands will seek to

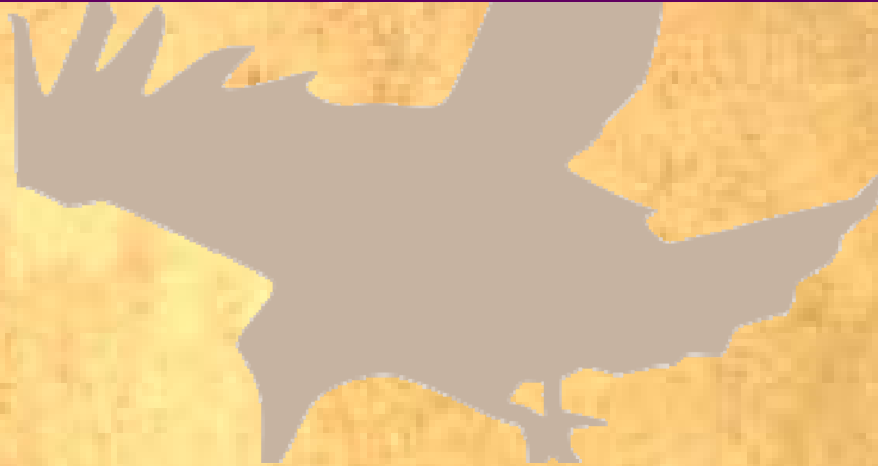
waylay each other from an expedition in order to avoid their patronage's dire punishment.

7. There are four ways for a character to be permanently "ended" in the campaign:

- Death (there is no active resurrection magic in the world of Raventerra though the GM can have characters make dark pacts with alien-like entities from other mind-blasting realms in exchange for a second chance in life. This is sometimes the case with soulbiter assassins).
- Going insane. Characters who fail their Intellect checks at 0 SAN are permanently insane. Oftentimes, when this happens in the deep wilderness or the most remote regions of the world, the humane thing is for fellow adventurers to put their comrade down.
- Being thrown in prison for failure in an expedition. Most noble patrons reward success with considerable wealth, titles and further employment, but punishment is usually harsh—imprisonment for life.
- Becoming completely corrupted by The Grim. Any character who reaches 13 Grim points and does not have any Fortune points to reduce their total transforms into a vile horror within a week. The character immediately becomes a non-player character.



Chapter 11: Secrets of the Setting



If you are a player of this campaign, this section is NOT FOR YOU.

Dragons and ravens are magical creatures

Dragons and ravens are the only truly magical creatures. The magic in the world comes from them. While most people believe that all the dragons are extinct, it's not true; otherwise, no one would be able to use magic and infused relics would cease to retain their magic as well (ravens can provide some magic, but only while in great numbers). Dragons still exist, but many of them are in the guise of being human. Some hold positions of power, others are more humble. Only the most powerful magic can be used to see through their human forms and reveal them to be dragons, but those who can perform such magic usually meet a horrible end from a contract given to a soulbiter assassin. The dragons can automatically detect one another within a mile of each other.

The Empress is a dragon

History states that the Empress slew the great dragon terrorizing the nations of the Empire; however the dragon and the Empress are one and the same. The dragon of long ago used powerful magic to create the illusion of the knight "slaying" her. While some within the Church are beginning think the Empress is not human (after all, she's lived for over 800 years), no one suspects she is a dragon let alone *the* dragon that was the cause to end the war between the five nations that eventually unified them into the Empire.

The Dark Continent used to greatly advanced

The nations of the Dark Continent were technologically advanced using the power of magic and steam. Think of the technology advanced now in our current time period, but powered by magic and steam. However, the nations became decadent, hedonistic, and worshipped the Blood Gods which made them barbaric, cannibalistic and devolve into many of aberrations and abominations. The monsters that the characters are likely to fight and face while exploring the Dark Continent are what are left of the human race that once ruled the Dark Continent.

The Church is responsible for The Grim

The Church teaches that The Grim is an Angel of Death and seeks to corrupt all. It was written in the Holy Libram of the Great Mother, but the truth was that the earliest orders of the Church were responsible for summoning it out of Heaven and releasing it upon the world in the hubris hopes that it would put them in absolute control of the Old World. It worked for a time, but when The Grim stopped actively being an Angel of Death and more of a corrupting spirit, The Church's authority began to erode over time.

The Holy Angelica is secretly a runicward

The current Holy Angelica of the Church, Mother Cadressa Servado is actually a runicward. The Church has a longstanding policy against all runicwards and dragon-marked humans from attending services let alone holding positions in the Church. The Holy Angelica has been brutally efficient in using soulbiter assassins to eliminate rivals and others who try to delve the truth.



Chapter 12: House Estovard's Desolate Tomb



This is a short adventure using the rules of The Empire of the Raven rpg and designed for the GM to get a feel for the game's setting.

GM's Background

Baron Jose d'gon Ulduardo-Estovard family's fortunes are dwindling. His brother, the incompetent and slothful Mayd Ulduardo-Estovard, has incurred large gambling debts and the family needs to get them paid. Going through his family's vaults and hidden libraries from the prying eyes of the Church, he's found a map that details the location of an ancestor's tomb hidden in the nearby hills. The tomb supposedly holds many of the fortunes of banditry that was sequestered away upon the death of the family's founder, a bandit known as Leon Estovard. Baron Estovard seeks out a local merchant profiteer to find adventurers, possibly ones who have their own equipment, take the map, find the tomb and plunder it. Of course, nothing that is ever planned is done without the knowledge of rivals or others and Baron Estovard's fiercest enemy, Lady Lleida Blasco-Demenez is enlisting an adventuring band of her own to trail the characters, kill them and take the treasure for themselves.

The Tomb's History

The story of Leon was that he was a marauding bandit who preyed the major trade routes between two duchies. Leon and his mercenary army of cutthroats were so effective that one of the dukes sued for peace to enlist him against a rival duke in a naked grab for land and resources. In exchange for a full pardon, land and titles of his own, Leon was to bring an end to the ducal war. Leon succeeded and his fiefdom was set up in the Estovard Hills and he was granted the title of Baron. After Leon built his manor house he took the last name of Estovard. The baron also constructed a secret hideout within the Estovard Hills and went back to banditry. This time, Leon's carnage went too far as he pillaged a convent. The Church, commissioned two dozen sanctified ecclesiasts along with hundreds of holy warriors and men-at-arms to kill Leon and his men. Over a period of two months, the Church trapped the remnants of the murderous bandit and his men in their hideout and slew them all, cut off their heads and then performed sacred rites to curse them into undeath so that they will always be tormented. As their last act, they sealed the hideout.

Normally, the baron would have lost his title and land, but Leon's son, Oso d'puma Estovard, was instrumental in assisting the Church's yihadista (holy warriors of the Church) in bringing his father down. As compensation, Leon's son got to retain the titles and land. The younger Estovard made a map of to the hideout's location because the Church didn't want to spend time looking for Leon's hidden treasures other than seizing what was in the store-rooms of the hideout. However, Oso knew his father secreted most of his treasures and that they were still in the hideout. The younger Estovard never got a chance to hire men to reopen the hideout, deal with the undead and look for the treasure because he was fatally poisoned by his wife. Over time, the map and its history was buried deep in the librams of the Estovard secret library and the hideout became known as the Estovard tomb.

Act 1. Setting up a Meeting

GM's Note: This adventure assumes the characters know each other and that they are together as a group though their individual motivations are up to them. If the GM wishes to have a different kind of introduction, he'll have to work that in. If the characters have a merchant profiteer amongst them, he hears of Baron Estovard's request looking for a party of adventurers to go on an expedition for him that's local and offers 2 gold dragons per adventurer (up to 10 gold dragons maximum for a party). Otherwise, they are approached by a merchant profiteer at a local street and vendor fair while visiting Estovard Village.

When the characters meet with Baron Estovard, he's a person who stands on ceremony and expects formal recognition of titles and respect of someone his station. If

any of the characters want to gather information on the Baron, they can perform a Communicate skill check against a TN 10. For every 2 points above TN 10, they learn an additional fact.

Fact 1: Baron Estovard's family must have fallen on hard times. He's raised the taxes on the landed farmers three times this year who in turned have raised the taxes on the peasants. He's also cancelled Harvest Festival this year though he did not give any reason why. The baron himself is a stern man who stands on ceremony at all times. When meeting him, refer to him by his titles or spend the night in the stocks. He's in his 40's and a devout worshipper of the Great Mother. He allows the local Church clergy to enforce blasphemy laws with impunity.

Fact 2: The baron's brother, Mayd Ulduardo-Estovard, has racked up considerable gambling debts in which House Estovard must cover or else face charges in the Imperial Court.

Fact 3: The baron has had many dalliances with dozens of the local serving girls and with some of the wives of the landed farmers. Some of the children are spitting images of the baron. It's tolerated because rebellion will be harshly quelled. Supposedly, the baron's wife, the Lady Condressa Tielvena-Estovard, poisoned a few of the serving girls whom she suspected of having an affair with the baron.

Fact 4: The Baron's mortal enemy and fiercest rival, the Lady Lleida Blasco-Demenez, is a rivalry that has spanned for the past two centuries since the founding of the Estovard line. It is rumored that the rival baroness has agents in Estovard Village. Conspiring with the enemy is an immediate execution for the conspirator and their family.

Baron Estovard expects to meet the characters personally to determine if they have the mettle to go into the Estovard Hills, a place of lawlessness, banditry and vile horrors. He demands absolute respect of his station, but treats the characters a little above unwashed peasants. Baron Estovard



cuts to the chase fairly quickly and states that he wants to recover the lost treasures of the Estovard family because he's learned that his rival, the Baroness Lleida Blasco-Demenez is searching for the tomb and plans to plunder it. Baron Estovard doesn't elaborate any further, but provides the characters with a map and states that they need to find the hidden chambers within the tomb and recover the treasures. Baron Estovard does indicate that the tomb has been magically sealed and to take along mining tools to break through the sealed entrance.

In addition to the 2 gd per character (up a max of 10 gd for the whole party), the Baron will grant 1 share to each surviving character, but the Baron states that he's entitled to 20 shares plus all magical relics (if any). A character who manages to perform a Communicate check TN 15 can negotiate with the Baron get him to come down to 15 shares plus all magical relics (he does not budge on this point) *or* 2 gd and 50 sr per character (maximum 12 gd for the party). The baron will not negotiate for any upfront fees or advances. Secondly, if any of the adventurers have roots in Estovard Village, the Baron makes it a point to arrest the family members and hold them as "collateral" to ensure that the adventurers do their job.

Act 2. Getting Lost and Bandits in the Wilds

The trek through the Estovard Hills will consist of 2 days on horseback (four days on foot). The trails wind and twist and there is significant undergrowth that makes the trek slow going. While the characters have the map, it's not very accurate and there's a chance that the characters can get lost. After 8 hours of trekking through the hills, the characters must make a Scout check against an initial TN 15. If they fail, consult the Lost Table below:

If the characters get lost initially, then the chance to get back on the correct trail after the 1st failure is a Scout check TN 17. Failure of that roll means the characters lose 1 day and this time they realize they are lost. The next check is a Scout check TN 19 and failure means that the characters actually exit out of the hills having never found the tomb and they lost 1 day. The last Scout check is TN 21 and failure means that they've become so hopelessly lost that they have to start over at Estovard Village to get their bearings again.

At some point, to be determined by the GM, while wandering in the hills, the characters will run into some bandits who occupy a run-down tower atop a cleared hill. The bandits will have a clear view of anyone coming up the path or the hill toward the tower, so unless the characters approach invisible, the bandits will not be surprised by them (unless the GM wants to award special preparations into the characters' plans on approaching the tower).

Lost Table (Scout Check)

TN	Time Lost	Notes
15	1 day	
17	1 day	characters realize they are lost
19	1 day	characters exit out of the hills
21	1 day	characters are hopelessly lost and must start over at Estovard Village



8 Bandits Agl +0, End +2, Int +0, Per -1, Spd +0, Spt -2, Str +1, Sua +0, INIT +2, ATT (+2/+1/-1), HP 13, DR 10/5, FAT 15, SAN 10, Fortune 1; Talents – Quick to React; Weapons – Bow (DAM 10, 15 arrows), Sword (DAM 10); Equipment – Long bow with 15 arrows, sword, dagger, light armor, pouch containing 1 sr, 30 cc, and 10 bp.

One of the bandits has a secret stash of coins and other equipment. Underneath a flagstone (Perception check TN 15), will find the cache that contains 344 sr, 733 cc, and 219 bp. Also there

are 8 swords and 200 arrows for the bows lying about in the ruin along with enough crates containing dried foodstuffs and a couple of ale barrels that will feed 1 man for 45 days. Lastly, one of the bandits has a horse tethered to a wall.

If any of the bandits are captured and questioned, they can help the characters with any landmarks on the map as they know the area quite well. Give the characters a +5 bonus for each Scout check if they take along a bandit prisoner, or +2 to the next Scout check only if they get information from the bandit.

Act 3. The Tomb of Leon Estovard

After two days on horseback or four days on foot, the characters will find the entrance to Leon Estovard's hideout that eventually became his tomb. Much of the entrance is completely overgrown, but the characters can easily perceive that the entrance to the tomb has been walled up and sealed. The characters will need mining tools to break down the sealed entrance. This will take four hours of work

(minimum two characters with a Str +0 modifier).

Area 1 Great Hall. Once the characters break open the seal, the air inside is foul, stagnant and reeks of death and rot. Vermin will scatter away from the characters' light sources (there were small air shafts that allowed vermin to get in the tomb. Inside this hall is a well-worn statue of the Great Mother with a stern look and a sword in her hand. The statue stands 30 feet from the sealed entrance and there are 12 smashed skeletons by the statue's feet. Should anyone enter the chamber, the statue turns and attacks. The statue will not chase after anyone who flees the great hall into any of the side chambers or outside the tomb.

Guardian Statue DR 10/10, HP 45, CK +4, MOV 20 ft., INIT +0, SZ Medium, ATT +4, DAM 10, FAT --;

Abilities

Cannot Use Grim Points – Guardian statues are constructs and not monsters. They cannot use Grim points against the characters nor do they have Fortune points.

Regenerate – At the end of round, a guardian statue heals itself 5 HP as long as it has 1 HP left. Once it's been reduced to 0 HP, it is destroyed and cannot regenerate.

Description – A guardian statue is a creation of the Church designed to serve as guardians for important rooms in their temples and tombs. Most guardian statues bear resemblance to the Great Mother, but some can be of patron saints or past Holy Angelicas. The guardian statue attacks with a stone weapon that is part of its body and can be created with complex commands (such as, "Kill all who trespass except me, the Bishop of Levistro whom you see here, and anyone who utters the passphrase, 'Glory to the Great Mother!'"). While guardian statues are not considered intelligent, they are cunning enough to avoid making stupid mistakes such as walking into a pit or other obvious dangers.

Area 2. Ransacked Storage. Leon and his bandits stored a great deal of their stolen goods here, but it was mostly mundane items (foodstuffs, gear, some weapons). When the Church slew Leon and his men, they ransacked the store room. Small rodents scatter about the chamber, but there is nothing of interest.

Area 3. Ransom Hold. This chamber was used once as a jail for the bandits to ransom those they captured alive back to their families. Inside this chamber are various steel cages designed to hold a single man. The cages are completely rusted and anyone with a Strength modifier of +2 or more can break the bars to the cages. Several emerald spiders have taken up residence in this chamber, their green sticky webs covers the cages and the hundreds of rat corpses that dangle in their webs.

3 Emerald Spiders DR 15/5, HP 20, CK +2, MOV 60 ft., INIT +2, SZ Small, ATT +3, DAM 5, FAT 17;

Abilities

Sticky webs – the webs of an emerald spider are very sticky. Anyone who is fighting near or in the webs of an emerald spider suffers a -2 penalty to all melee and ranged attacks and can only move at half speed.

Emerald poison – a successful bite from an emerald spider hits the victim with a nerve-wracking poison. The victim must make an Endurance check TN 16 or suffer a terrible burning sensation. They begin to lose 1 point to their Endurance score at the end of each round. Should the character reach -5 in their Endurance, they must make another Endurance check TN 16 or lose 50% of their original HP. Should that bring the character to less than 5 HP, they fall on the ground unconscious. On the following round, while unconscious, they must make another Endurance check TN 16 or die. Should the character succeed at

any check, the poison has stopped working.

Description – large spiders about the size of a child with chitinous green crystals that adorn their body. The crystals emanate a green glow that provide illumination similar to candlelight. Emerald spiders have large mandibles that secrete a poison into its victim. A soulbiter assassin, through their training in poisons, can extract an emerald spider's gland to coat one weapon with the poison for a one-time use.

Area 4. Old Barracks. The destroyed bunks and cots suggest that up to 20 men may have slept in this chamber at one time, but everything is rotted and smashed to bits.

Area 5. Animal pens. When the bandits captured livestock, they would put them in this chamber for slaughter later. Sometimes this chamber would double-up as a torture chamber since there are chains with large hooks here. When the Church attacked the hold, they took the livestock, but a dead prisoner hung on one of the hooks and is now a rotted skeleton with only the upper torso still attached to the hook while the rest of the body has fallen onto the floor as dust and bones. Unfortunately for the victim, the Church cursed the place with undeath, the curse also befell the unfortunate prisoner who is now a firebones. The firebones lays dormant until someone begins investigating the chamber in which it ignites and attacks.

Firebones DR 15/0, HP 35, CK +3, MOV 30 ft. (fly), INIT +3, SZ Small, ATT +4, DAM 5, FAT --;

Abilities

SAN Loss 1/5 (TN 13)

Fire attack – firebones attack by whipping out a flicker of flame to any opponent it is next to. This is a melee attack that does 5 DAM; however the person is one fire and will burn for 5 DAM unless they stop and put themselves out as a move.

Fire burst – a firebones can use a Grim point against all characters in line of sight that will do 20 DAM. It can only do this once per day.



Area 6. Banquet Hall and Kitchen. This chamber is well-ventilated with numerous small holes leading out the hill. Vermin and other creatures who do not burrow have made their way into the tomb through these small shafts. There is a very large heavy wooden table that has been turned over and used as a barrier between the entrance and the great hall (Area 1). The table has numerous arrow shafts bored into the wood as well as axe and sword marks. Scattered about the chamber are the various bones and remnants of the bandits who died fighting. However, in this chamber is a large ornate magic circle covered in various glyphs and symbols. Anyone who successfully does a Research check TN 15 knows that this is the circle used to curse the entire tomb into undeath. It is no longer magical.

Area 7. Leon Estovard's Bedchamber. This used to be Leon's own bedchamber. At one time it was opulent; however most of the furniture has been reduced to cinders and ransacked. Even though the Church yihadista killed Leon and everyone in Area 6 and 8, Leon as an undead fleshcarved ghoul tends to stay in this chamber. It tried to get to the sealed entrance its tomb, but the statue guardian proved to be more than a match for Leon and the others so they no longer go to the great hall.

Leon is likely to hear the characters exploring banquet hall (area 6) and will either go out and investigate or wait in ambush in his bedchamber.

Lesser Fleshcarved Ghoul (Leon Estovard) DR 15/5, HP 50, CK +5, MOV 60 ft., INIT +2, SZ Medium,

ATT +5, DAM 10/10, FAT --

Abilities

SAN Loss – 4/10 (TN 17)

Death's Visage – A Fleshcarved Ghoul can focus its gaze upon all who view it and drain them of 10 DAM.

Wasting Death – Any living creature who is hit by a fleshcarved ghoul loses 1 HP per hit per round. The character is considered to have an infectious wound. Cumulative hits results in cumulative loss of HP.

Undeath – A living creature slain by a Fleshcarved Ghoul will rise as a zombie under its control. If the fleshcarved ghoul has been slain before the creature rises, it will mindlessly attack the nearest living creature.

Description – This humanoid creature looks like a desiccated human with black and rubbery skin that oozes pus and oil. It is normally covered in tattered rags. Fleshcarved Ghouls exists only to kill and can be found anywhere. Certain powerful curses by a sanctified ecclesiast can curse someone to become a Fleshcarved Ghoul.

Leon did keep a secret stash of treasure and items in his bedchamber. Hidden in the masonry of the wall opposite of the entrance, is a loose stone. It can be found with a Perception check TN 15. Inside are several rotting bags containing 2 gd, 669 sr, 8,499 cc and 430 bp. Also in this stash is Leon's prized possession, a magical dagger called Warden.

Warden is a magical dagger that in the hands of anyone who has at least a Spirit modifier +0 or more, the dagger will be evident that it's magical; otherwise, it looks like an ornate and well-crafted weapon.



Warden – magical dagger

Properties

Light emanation – 15 ft radius always on when drawn.

Ward – once per day for 1 minute, Warden can conjure a magical shield that adds +5 to the wielder's DR. Warden can extend this power for longer than 1 minute, but the wielder must sacrifice 1 point to their Spirit score for each minute. Once a character reaches -1 to their Spirit score, Warden ceases to function for the wielder. The ability damage returns at a rate 1 point per hour.

Drawback – must bond daily. Warden is somewhat defective as the magic in it has waned. In order for its wielder to utilize its powers, the wielder must cut himself each day for 2 HP of damage.

Area 8. Final Resting Place. This chamber is a scene of carnage and death. In all, there were 20 bandits under Leon's command when they were trapped in their hideout and slaughtered to the last man. When the sanctified ecclesiasts cursed the place to be a tomb of undeath, the corpses rose, but had to contend with the guardian statue before they gave up after 12 of their number were destroyed. The last 8 undead bandits brood here always tormented in undeath. As the characters explore the tomb, the undead will wait until they've dealt with the guardian statue. Four of them will attack the characters while the other four will wait here to ambush the characters. However, should the characters leave the tomb to go out and rest, all of the undead will leave to hunt for the characters and attack them at their campsite. The same will happen should the characters be foolish enough to rest inside the tomb.

8 Zombie Bandits DR 10/10, HP 20, CK +2, MOV 20 ft., INIT +0, SZ Medium, ATT +2, DAM 10, FAT --

Abilities

SAN Loss – 1/5 (TN 12)

Maggot Slam – whenever a zombie hit a victim and scores a natural 8 on the Damage die, the victim is blinded for 1 round as maggots fly in their face momentarily distracted. A victim can spend the next round clearing his face of maggots or fight with a -6 penalty while blinded.

Fire Vulnerability – a zombie hit with any kind of fire attack, the initial Damage die automatically explodes, but further rolls need to a natural 8 to explode.

Create Zombie – a victim who dies from a zombie will rise as one 1d8 rounds later.

Description – the most common type of undead that only knows one thing – kill the living. Many vile horrors of the world can kill their victims and create zombies and they in turn can go out and kill more victims turning them into zombies. Regardless of how fresh a victim's corpse, maggots always burst from its skin, eye sockets, and mouth.

Area 9. Secret Treasure Chamber. The secret door to this chamber can be found with a Perception check TN 20. If a character devotes extra time to the task (minimum 10 minutes per 5 foot area), they can get a +5 to the roll. The secret door is trapped with a nasty blade trap designed by Leon just in case any of the other bandits got greedy. Given the desire to kill everyone, the Church never gave the chance for any of the bandits to surrender and divulge the location of their secret chamber.

Blade Trap ATT: +8, DAM 20

Inside the chamber are numerous suits of armor in good condition (13 light armors, 10 medium armors, 5 heavy armors), many good melee weapons (30 small melee weapons, 14 one-handed melee weapons, 7 two-handed weapons, 2 dragon-shots with a barrel of gunpowder (ruined), and 100 lead balls for shot and 8 regular bows with

300 arrows. There are several bags filled with minor gemstones (174 gemstones altogether worth 1,890 sr), 13 gd, 975 sr, 24,882 cc, and 7,444 bp.

Act 4. Ambush

The GM should leave hints that there is another parties involved and that Baron Estovard is correct. For example, when the characters make camp and leave their horses (if they have any), they should discover that someone has rummaged their through their belongings, but tried to make it look like nothing was taken.

Characters who decide to track must make Scout skill check TN 20 to locate tracks. Should the characters be successful, Lady Blasco-Demenez's adventuring group will spot them from a vantage point and attempt to set up an ambush if they know that they characters have been in the tomb for some time. If they reason that the characters haven't found the treasure yet, they will circle around to stay ahead of the characters if possible.

At some point, the characters are going to have to deal with Lady Blasco-Demenez's agents. There is one soul-biter assassin, a dragon-touched magi, a ravenmarked armsman, and two men-at-arms. There stats are as follows:

Dominica Maquez (female soul-biter assassin) Agl +1, End +1, Int +0, Per +0, Spd +2, Spt +0, Str +0, Sua +0, INIT +1, ATT (+3/+4/+3), HP 43, DR 14/10, FAT 11, SAN 20, MOV 40 ft, (shadowjump 40 ft.), Fortune 1; Talents –Poisoner, Stance of the Wind; Powers: Shadowjump, Eyeblind; Skills Acrobatics +2, Herbalism +2, Subterfuge +5, Traps+2; Weapons – Bow (DAM 10, 15 arrows), Sword (DAM 10 plus paralyzing poison on the first successful

hit); Equipment – Long bow with 15 arrows, sword, dagger, medium armor, two doses of paralyzing poison, horse, and a pouch containing 22 sr, 33 cc and 8 bp. **Note:** Dominica's contract is to kill the leader of the characters. If she doesn't know who that is, then all of them must die. Should she fail (if she is defeated in combat), she bursts in a conflagration of flames. This doesn't affect anyone around her (other than it gets temporarily hot), but her clothing, armor and perishables are destroyed.

Gomand Fuerrero (male runicward human dragon-touched magi) Agl -1, End +2, Int +1, Per -1, Spd +0, Spt +3, Str +0, Sua +1, INIT -1, ATT (+1/+0/4), HP 54, DR 9/5, FAT 15, SAN 21, MOV 40 ft, , Fortune 2; Talents: Flames of the Dragon, Suffer the Tribulations of Evil; Powers Claws of the Dragon (Scaled 10 DAM, 2 Targets), Gateway; Skills Blasphemy +5, Research +4; Weapons – Dagger (DAM 5); Equipment – Dagger, light armor, horse, pouch containing 31 sr, 74 cc and 3 bp.

Big Bear (male ravenmarked armsman) Agl +0, End +3, Int -2, Per -1, Spd +1, Spt +0, Str +3, Sua -4, INIT +0, ATT (+6/+3/+3), HP 55, DR 11/15, FAT 14, SAN 18, MOV 40 ft, Fortune 0; Talents: Control Mishap, Suffer the Tribulations of Evil; Powers: Hone the Raven Edge (Scaled +2 to ATT and DAM); Weapons – two-handed sword (DAM 15),

2 Men-at-arms Agl +0, End +2, Int +0, Per -1, Spd +0, Spt -2, Str +1, Sua +0, INIT +2, ATT (+2/+1/-1), HP 13, DR 10/5, FAT 15, SAN 10, Fortune 0; Talents – Quick to React; Weapons – Pike (DAM 15), Sword (DAM 10); Equipment – Long bow with 15 arrows, sword, dagger, light armor, pouch containing 1 sr, 30 cc, and 10 bp.

Tactics – The men-at-arms will use their pikes to charge any targets. They will work together in tandem to attack the most armed or dangerous-looking target. If either of them is reduced to half or less their HP or if their comrade is dropped, they attempt to flee. Dominica will use eye blind to become invisible and sneak up the character

whom she thinks is the leader to deliver her poison attack. Dominica is the only person who will fight to the death unless she manages to kill the leader of the characters. Gomand, the dragon-touched magi will use ranged powers (Claws of the Dragon) on targets and will avoid melee as much as possible. Should Gomand be reduced to half his HP or less, he activates Gateway and flees. Big Bear is particularly cruel and picks on the easiest or weakest-looking targets. He's not a team player and typically attacks the nearest opponent if all the opponents seem the same. Big Bear flees if he's reduced to half or less his HP.

If the characters manage to capture any of the agents of Lady Blasco-Demenez alive, they will try to bargain for their lives with information. If the characters let them go, none of them will be back to harass the characters again except for Dominica who is soulbound to slay the leader of the characters. If she hasn't accomplished that goal, she'll gather resources to attack the characters at a later point.

Conclusion

Should the characters successfully clear out the tomb, they are granted their shares as promised by Baron Estovard though he finds it distasteful to pay "commoners" so much money. However, the characters could betray the Baron and keep the treasure for themselves. They will have about a week's headstart before the Baron sends men-at-arms and discover that the party was successful and then fled. Baron Estovard then hires bounty hunters that he leads himself to hunt down the characters. At some point, the characters run into the baron and his troop of armed men and the GM has to determine how to run that encounter. The

baron is no fool though, he ensures that he outnumbers the characters by at least 3 to 1 and has sanctified ecclesiasts and / or dragon-touched magi in his entourage. Characters who are foolish and don't plan carefully can easily fall into an ambush in which there is no way out. The Baron has no intentions to negotiate for surrender as he'd rather just hang the characters who betrayed him (especially so if the characters have spent all his treasure!). The GM could also use this as a recurring plot device to keep the characters on their toes.

Estovard Village and Other Hooks

Exploring the tomb of House Estovard is not the only possible adventure. Estovard Village is a definitely a place of intrigue and there are other plots going on. The GM will have to detail these himself, but during downtime or in between adventures, the characters could get involved in any one of these situations.

Rivalries lead to bloodshed

The baron rules over a dozen landed families who farm his barony, provide food for him and his people, and sell the excess to other fiefdoms at hefty profits. Some of the farmers are considerably more wealthy than the Baron. Three of the families reside and control the surrounding area around Estovard Village and they fiercely hate each other. Baron Estovard fosters this resentment and plays one family against the other to keep them from eyeing a chance to take over the barony; however, things are getting a bit out of hand. One of the families, Juerez-Utamala, used their private militia to attack a caravan headed for one of their rivals, Ergovesta. Now the members of both Juerez-Utamala and Ergovesta are hiring more men and using their farmhands to settle scores and attack each other, set fire to each other's vineyards and fields and destroy the grain silos. Baron Estovard is not pleased with the destruction because he knows that it will eat into the taxes due. Baron Estovard has decided one of the families has to go, but does not want to

get directly involved for fear that the rest of the families will unite against him, so he'd rather hire some experienced adventurers to take out the elders of one of the families.

The Cultist of the Blood Gods

In the village center, one of the village bakeries, Madam Terva's Fine Baked Goods, is considered one of the best places to get minced meat pies and sausage wrapped in hot fresh dough. Little do people know though is that Madam Terva herself is a cultist of the Blood Gods and has some magical power. She has a cleaver man (see *Monsters of The Grim*) in a hidden cellar who goes out at night to kidnap drunks, lone travelers, or young waifs. To keep the cleaver man happy and under control, she'll buy a whole butchered cow (which every suspects that she uses to make her meat pies). The actuality is that those unfortunate victims who are kidnapped go into the pies. Her business is booming, but the village loony, Old Man Max, rants and raves and warns everyone to not visit her shop. Madam Terva considers Old Man Max a thorn in her side, but the cleaver man has failed every time when she sends him out to kill him.

Old Man Max knows the secret because at one time, he was an adventurer who went to the Dark Continent with an expedition of 100 adventurers. Half of them succumbed to disease and death from the monsters that dwelled there and the other half slowly went mad or became corrupted. When it came down to just four of them left and starving, Max's group killed one of their own and ate him. Max eventually made it back to the Empire, but as a completely changed man and quite mad. However, whenever he smells the meat that Madam Terva uses, it gives him a clarity of the horror he had to go through to sur-

vive.

Should the characters investigate, they will eventually find that some drunk peasants never made it home, a scream in the night occasionally, or some other indication that people have gone missing. Most of these people are not from the village thus there hasn't been any real alarm. The rest have chalked it up to young people running away, monsters from the Estovard Hills, or dissatisfaction with life and leaving.

Madam Terva's cellar is also connected to a cave system that exits just outside the village. She built in several secret doors using magic so that people who go wandering around the caves won't stumble into her secret cellar. She'll have at least two prisoners at any one time in her secret cellar ready for the grinder.

Let the Witch Trials Begin

The village had a bad harvest this year and many of the peasants are blaming each other to the point that some have been accused of heresy and witchcraft. Baron Estovard, devoutly religious to the Great Mother, lets the local temple do what they please when dealing with heretics and blasphemers, even allowing them to condemn locals to death unless the temple goes on an inquisition and begins disrupting commerce.

Esmerelda Curando, an NPC that the characters know (or maybe a relative) is accused of consorting with the Blood Gods and will be given a trial. If the characters do nothing, she will be tortured into giving a confession in which she'll be found guilty at the trial and then summarily burned at the stake.

The leading priest making the accusation, Father Benito Dimenguez, plans to extract the confession and conduct the trial in one week's time. If the characters investigate, they can discover the following facts about the case:

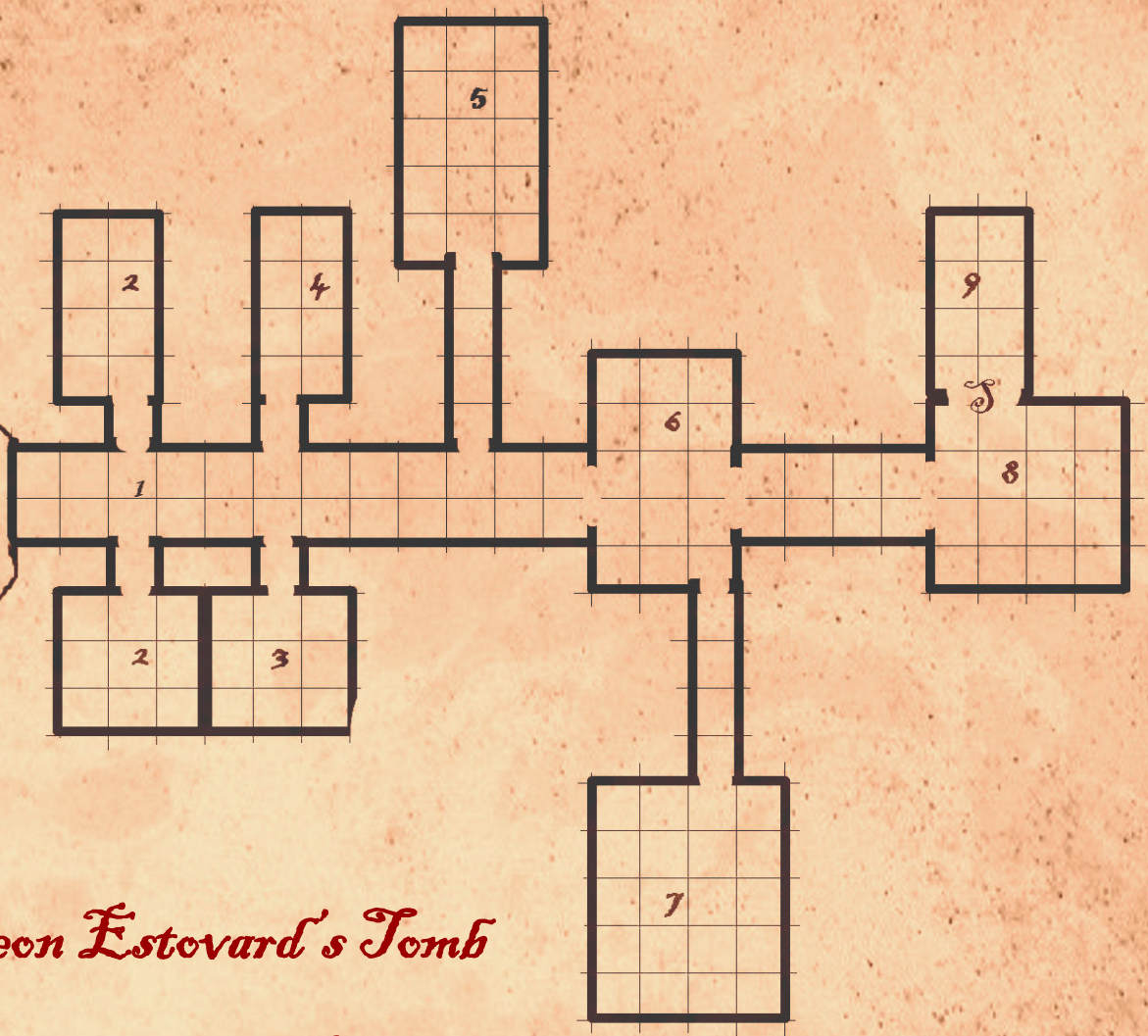


1. Father Dimenquez, age 60, tried to pressure Esmerelda, age 23, several times into marriage, but she has steadfastly refused as she was engaged to her fiancé, a young village militiaman named Miguel. Miguel was subsequently ambushed and murdered by Father Dimenquez, but buried the body in the forest to make it look like Miguel left the village in search of adventure.

2. The characters are visited by an apparition and through clues will find the Miguel's grave. Agents of Father Dimenquez will follow the characters and interfere with their investigation.

3. Capturing one of Father Dimenquez's agents will result in telling everything they know, but the characters will need hard evidence to levy the crime of murder against Father Dimenquez. They will have to recover the father's journal.

4. By breaking into the church and stealing the journal (which is guarded by golems), the characters will be able to present evidence of Father Dimenquez's involvement in the murder of Miguel and the false charges of consorting with the Blood Gods against Esmerelda. This will cause a mob scene in which Father Benito is beaten to death unless the characters can something to stop the mob.



Leon Estovard's Tomb

1 square = 10 feet

The Empire of the Raven Character Record

Name Fortune

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Race Grim

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Profession Initiative

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Agility (Agl)

Endurance (End)

Intellect (Int)

Perception (Per)

Speed (Spd)

Spirit (Spt)

Suave (Sua)

ATT Melee Ranged Power

Hit Points (HP)

Sanity (SAN)

Defense Rating (DR)

Fatigue (FAT)

Movement (MOV)

Experience Points

Skills

Name	Total	Rank	Ability
Acrobatics (Agl)			
Athletics (Str or End)			
Blasphemy (Int)			
Communicate (Sua)			
Herbalism (Int)			
Research (Int)			
Scout (Per)			
Subterfuge (Agl)			
Traps (Per)			

Talents

Name	Cost

Powers

Name	Cost

Equipment

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