




# moon GRAVE

a short-form fantasy FIST hack  
written by Briar Sovereign



THE MAGICAL GIRL WHO PROTECTS YOUR TOWN IS DEAD.  
SHE CANNOT BE REBORN UNTIL SHE IS INTERRED.

THE FOREST AND THE VALLEY WILL NOT WELCOME YOU.  
THE DUNGEON BEYOND HAS NEVER BEEN SAFE.



YOUR HOME WILL BE LIKE THEM,  
UNLESS YOU BURY HER.

UNTIL SHE LIES IN THE...

# MOONGRAVE

## Credits Contents

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### Inspirations

*FIST: Ultra Edition, Berserk, Puella Magi  
Madoka Magica, Warhammer Fantasy,  
Labyrinth, Shadow Of The Torturer*

### Playtesting

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### Content Warnings

*Violence, death, funerals & burials, cults, blood  
and viscera, body/cosmic/psychological/  
medical horror, sacrifice, spiders, cannibalism*

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### Myths of the Moongrave

There are many stories told of the Moongrave, and the below is merely a sampling. Most are falsehoods, but one is true.

*There is no Moongrave. The bodies lie where their pallbearers fall, and this is pilgrimage enough.*

*The creatures that beset us are born from the corpses of magical girls. We are stuck in an eternal loop of damning ourselves to give birth to a new protector.*

*Magical girls cannot die. They are simply rendered so weak that they fall into an eternal sleep.*

*There are people that live out in the world of graves. For some ancient pact or bargain, they are ignored by its dangers.*

*Interring the protector is not a burial, but a sacrifice. Some forgotten god bestows new power in return for old flesh.*

*A protector is reborn always. The pilgrimage is what ensures her soul and heart are clean.*

*The more pilgrims that die during their journey, the stronger the next protector is.*

# GETTING STARTED

## What You Need

To play MOONGRAVE, you'll need a few things;

- ◆ This rulebook
- ◆ Two or more friends or allies
- ◆ A pool of six-sided dice, aka D6s

If you're a player, on the next page you'll find guidance for creating a character. You can find information on all the traits mentioned in the *Rules Index* (pg. 16), and details on how exactly you play—what kind of dice to roll, etc—following the *Character Creation* in *Rolling the Dice* (pg. 8).

If you're a referee, sorry; you'll probably want to look at the whole thing. Of note—*Play Structure* (pg. 10) has information on the back-and-forth of what you actually do during sessions of MOONGRAVE, and *Foes Of The World Of Graves* (pg. 27) will be useful to have on hand once you get into your Encounters and need to know what enemies can do.

## Play As Conversation (And PBTA)

### PBTA VETERANS...

If you're already familiar with PBTA games, like *Apocalypse World* or *Armour Astir: Advent*, play in MOONGRAVE (and by proxy *FIST: Ultra Edition*) will seem very familiar, if simplified. You have some stats (referred to in this game as virtues), and a familiar 6-/7-9/10+ result spread on rolls (though here double 6's result in particularly spectacular success).

Unlike most PBTA games, however, there aren't pre-written moves to roll—you simply roll whatever virtue is appropriate and the referee interprets the results for you. Additionally, you don't choose a playbook or a class; check the next page for more info on Character Creation.

### ... AND NEWCOMERS

If you're unfamiliar with this style of game, we generally describe them working as a conversation: the referee describes your situation (the characters, the environment, what is happening etc), and the players respond by asking questions, talking to other characters, and explaining what actions they take. When those actions involve risk or the possibility of failure, they must roll to find out what happens.

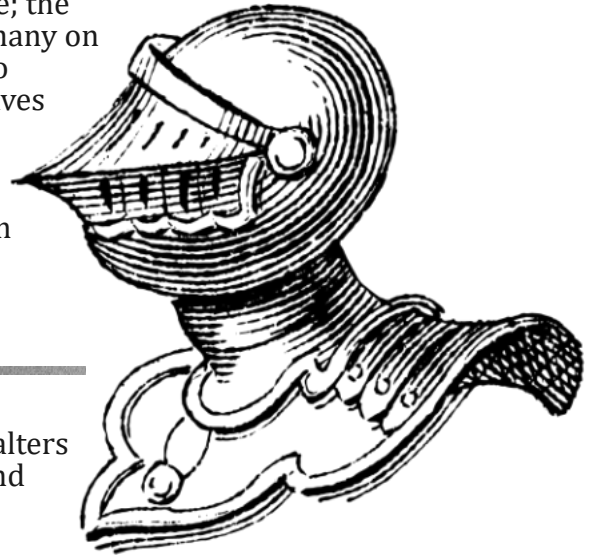
MOONGRAVE doesn't have formal turns during combat, or granular action types or lengths. You simply talk with your referee about what you're doing, taking turns in the spotlight to show off what your character is capable (or not capable, depending on the dice) of. Bookkeeping is kept simple and light: the only numbers you really need to keep track of are your HP and your four virtues, which are never higher than 3.

## Refereeing

In this game's text, the person responsible for running the game—managing the player's foes, rolling up their Encounters, narrating the effects of their rolls—is referred to as the referee. As above, your role is largely a conversational one. Check *FIST: Ultra Edition* for some more in-depth guidance on refereeing, especially *Referee FAQ* (pg. 21), but in short; pass the spotlight around, prompt players to act and make interesting choices, bend or break the rules when necessary, and work with your players to keep things interesting. MOONGRAVE is a fairly lethal game, so don't feel like you need to pull your punches when it comes to hurting players in combat. During the first leg of their journey, they have a safety net—and on the way back, they're kind of supposed to die. Don't worry about it.

# Character Creation

You are not a legendary hero. You are not a roguish adventurer. Chances are, you have never seen cause to draw a blade in your life; the **protector** would always do this for you. Your town, like many on the borderline, had a magical girl to stand vigil over it—to defend it from those things which lurk in the world of graves beyond. But now she is dead, and she cannot be reborn anew until her body is buried. There are no passing heroes to take up the task. You have lived under her protection your whole life, and now you have been chosen to be her pallbearer; to carry her on a pilgrimage to the Moongrave, where this body, at least, can be laid to rest.



## TRAITS

Traits are the features and abilities that make up your character, beyond the basics of HP and virtues. Each one alters your character with some kind of ability or equipment, and adds to your basic stats, like your virtues or your HP.

At the beginning of play, you will have two: your **Mundane** trait, and your **Role** trait. Throughout play, however, you'll gain **Moon** traits—representing the magical influence of the protector—and **Grave** traits, representing the wounds and losses you suffer on your journey home.

## COMMON ITEMS

Choose a list and roll 1D6, or choose:

### Tools

1. Handaxe (1D6 DAMAGE)
2. Flaming torch (3 DAMAGE)
3. Bombs (1D6 DAMAGE, two uses)
4. Dagger (3 DAMAGE)
5. Mace (1D6 DAMAGE)
6. Shovel (1D6 DAMAGE)

### Supplies

1. Bandages (+2 HP, three uses)
2. Potion (+1D6 HP, one use)
3. Silverslick (coats a weapon in silver for an Encounter, two uses)
4. Cheap Mail (1 ARMOR, noisy)
5. Survival gear (ropes, lockpicks, etc, 3 uses)
6. Wood shield (accessory)

## 1. ACQUIRE A CHARACTER SHEET

Your character sheet is where you'll record all the important things about your character. These include your four **virtues** (STRENGTH, WISDOM, CHARM and GRACE), as well as your HP and places to record your traits and equipment. The higher a virtue, the better, since you'll add one to each roll you make—and the higher your result, the better the outcome.

## 2. CHOOSE A ROLE TRAIT

Choose a single Role trait, and record it on your character sheet. These are mutually exclusive: only a single person may venture forth with each Role. In small groups, you may not have every role: but you cannot complete your journey without a **Regaliae** and a **Corpsebearer**.

## 3. CHOOSE A MUNDANE TRAIT, OR ROLL 2D6

Record your chosen trait on your character sheet. Your Mundane trait is who you were before you left on this pilgrimage; what kind of person you were in your normal life.

You are unlikely to gain more Mundane traits, but you may wish to keep the Mundane traits index on hand for reference.

## 4. FILL OUT YOUR VIRTUES, INVENTORY, ARMOR, HP AND ECHO DICE.

◆ All of your virtues start at 0. Calculate your starting virtues after choosing your Role and Mundane traits, then record them.

- ◆ Add any of the items given to you by your starting traits to your inventory. You can carry as much as you desire, but you can only wield one weapon at a time. If unarmed, or attacking with something that isn't a weapon, deal worst-of-2D6 DAMAGE.
- ◆ All characters have 0 ARMOR by default. You can only wear one piece of ARMOR at a time, but you can be wearing any number of **accessories**. See *Equipment* (p. 9).
- ◆ All characters start with 6 MAX HP. HP stands for 'hit points', and represents the amount of harm you can weather before your character can no longer fight. See *To The Moongrave...* (p.13) for more information on what happens when you lose HP.
- ◆ All characters start with 1 ECHO DICE. ECHO DICE represent the resonant and leftover magics of the protector, which can be invoked to aid yourself or others. You can spend an ECHO DIE to add +1D6 any time dice are rolled, regardless of who is rolling or what is being rolled for. Once spent, ECHO DICE are gone permanently.
- ◆ Take 1.) a **common item** and +1D6 MAX HP, or 2.) roll on the *Superior Items* table (pg. 26).

## 5. NAME YOUR CHARACTER

Finally, you need a name. Even if it gets forgotten, everybody has one.

# Rolling The Dice

When you **do something risky**—i.e you take action with an uncertain outcome, or with danger involved—you must roll the dice to find out what happens. If it's something you could do easily, with no risk of consequence, you do not need to risk rolling the dice: you may simply do it.

Referee-controlled characters don't roll to perform actions; the referee describes what they're doing, and players take action in response. They don't roll to attack you: you roll to dodge, etc.

## 1. CHOOSE A VIRTUE

When you roll, you should choose the virtue you are using—though in some circumstances, the referee might request you use a specific one to perform the action you're attempting. Before you roll, you may always ask your referee what kinds of outcome might happen to understand the risks. Virtues cannot be higher than +3, or lower than -3.

- ◆ Roll +STRENGTH to overpower and destroy; to cleave enemies in twain and smash through armour, to intimidate and demoralise, to shift immense weights and tear down barriers.
- ◆ Roll +CHARM to convince and glamour; to persuade foes to surrender and diffuse heightened tensions, to impose your force of personality and perform with style, to lie through your teeth and steal everyone's attention.
- ◆ Roll +WISDOM to outwit and think fast; to solve puzzles and spout lore, to design solutions and employ tactics, to quash dissent with facts and logic or compose magical rituals.
- ◆ Roll +GRACE to dash and dodge; to move quickly and softly, to pick locks and pockets, to take great leaps and land safely, to strike from a distance and avoid the same.

## 2. ROLL THE DICE

Take 2D6, roll them, and then add the virtue you selected to the result. If you have any, you can also spend an ECHO DIE to increase your result. The final amount is compared to the below to determine the outcome, which the referee then narrates: no matter what you roll, something always changes. There's no zero-sum rolls in *MOONGRAVE*, baby.

- ◆ **6 or below:** Your roll is a **failure**. The referee gets to determine exactly how bad things go.
- ◆ **7 to 9:** You achieve a **partial success**. You get what you wanted, but there's some kind of complication, catch, or flaw in your work.
- ◆ **10 or above:** A **success!** You do exactly what you were aiming for, with no complications.
- ◆ **Double sixes:** Your roll is a **critical success!** Not only do you get what you wanted, you also gain some kind of impressive bonus effect or benefit.

## COMBAT & ROUNDS

In combat, you play as per anywhere else: if you're doing something risky, you roll. This includes attacking, in which case if you succeed you can deal **DAMAGE**: either the **DAMAGE** listed on a weapon you're wielding, or worst-of-2D6 if you're unarmed or using something improvised. Similarly, you might roll to dodge or counter an attack directed at you from someone else.

Failure in a combat situation typically means taking **DAMAGE**, which you'll subtract from your HP. If you have **ARMOR**, you'll reduce the **DAMAGE** by that much first. If your HP is reduced to 0, this typically doesn't mean you're immediately dead. Depending on what part of your journey you're in, you might even get stronger: check out *To The Moongrave...* and *...And Back Home Again* (pg. 15) for more info on what happens when you hit 0 HP.

*MOONGRAVE* doesn't have formal turns in combat, and you don't roll initiative; but there are many situations—bleeding, falling, taking careful aim, etc—where the passage of time changes things. For this reason, we divide Encounters (or at least the action-packed parts of them) into rounds. There is no formal initiative order or rolls like you might find in a more complex game; every time one of the players picks up the dice to perform an action, that is a round.

Technically, if the narrative demands it, someone can take multiple rounds in a go; but typically, you'll spread the spotlight around the party. Monsters and other creatures that make up your foes in the world of graves don't roll; they act, and players respond by making rolls to defend themselves and strike back. If you're being attacked by multiple foes at the same time, it's much harder to act: you suffer +1 **DAMAGE** for every foe threatening you directly beyond the first.

## ROLLING FOR TRAITS (D66)

When you roll a D66 to pick a trait from the **Moon** or **Grave** lists, you still roll two D6's; but instead of adding them up, you use them as the two digits of a number. For example, if you rolled a 3 and a 6, that could be read as either 36 or 63—your choice.

## BEST-OF/WORST-OF

Sometimes, you'll see traits or other rules tell you to roll with 'worst-of-XD6' or 'best-of-XD6'. These mean that, instead of rolling 2D6 normally to determine an outcome, you'll roll an amount of D6s and take the lowest two or highest two dice respectively.

# Equipment

You are unlikely to survive the world of graves with bare fists and a tunic. For that purpose, your traits and choices during *Character Creation* (pg. 7) will see you outfitted with weapons, armor, and accessories.

## WEAPONS

Weapons typically consist of nothing more than an amount of **DAMAGE** they deal—usually 3 or 1D6, though some are higher. This isn't to say all weapons are the same: a blunt mace is naturally going to be more useful for breaking things than a spear is, but that spear has reach that the mace doesn't. A longbow seems like a great choice, until your foe is close enough to get you before you can draw the string. You can only wield one weapon at a time, but you can carry as many spares as you like for different situations.

## ARMOR AND ACCESSORIES

You can only wear one set of equipment that provides **ARMOR** at a time, including gear that provides 0 **ARMOR**. There are exceptions to this, like magical fields or changes to your body that provide **ARMOR**—in which case, only the highest **ARMOR** applies, but any other bonuses or effects can be combined.

Accessories are objects or other pieces of equipment that can be voluntarily destroyed to completely negate one source of **DAMAGE**. You can carry and wear as many of them as you desire.

# PLAY STRUCTURE

In the simplest terms, play in *MOONGRAVE* consists of two phases. First, you will journey to the Moongrave, to lay the protector to rest: gathering **Moon** traits along the way, as her magic picks you up whenever you fall. Then, with your duty fulfilled, you will attempt to make your way home: replacing those **Moon** traits with **Grave** traits, as her magic fades, and your bodies fail. Death is all but unavoidable—the pilgrimage is rarely returned from.

## Day

Every **Day**, you are likely to face various hazards and foes. Deal with them however you choose: overcoming them is part of your pilgrimage. The elders say that only those who face true hardship on the path to the Moongrave are truly respecting the protector's memory.

Every Day, after rolling for *Weather* (pg. 25), you roll three encounters: **Morning**, **Afternoon**, and **Evening**. Encounters are often hazardous and dangerous, but sometimes you might run into more fortunate circumstances. Additionally, any Encounter that doesn't simply give you a reward might involve loot: once resolved, roll on the *Superior Items* table (pg. 26). Your referee may, at their leisure, choose instead of rolling, or even create a new encounter for you of their own design.

When dealing with *enemies* in an encounter, the encounter is resolved when you either defeat them, or escape them through other means. When dealing with an encounter that doesn't involve enemies, they are typically resolved by succeeding at a certain amount of rolls: one per player, usually, though your referee might ask for more depending on the situation.

## ENCOUNTER SIZES

Any encounter that tasks the players with confronting foes will tell you how many enemies there are, typically based on how many players there are in the group. For reference;

- ◆ Some enemies are encountered on their own. These are usually the toughest foes in an area.
- ◆ A **group** of enemies is one enemy plus one more per two players. These are tougher foes, encountered usually in pairs or trios.
- ◆ A **gang** of enemies is one enemy per player. These aren't the weakest enemies you'll face, but they're the kind of foes that need to team up and work together to threaten you.
- ◆ A **crowd** of enemies is two enemies per player. These are weak, swarming foes that are easily brushed aside, but can still be dangerous in large numbers.

## OTHER HAZARDS

During encounters, you might also run into various other smaller dangers; traps, falls, hazardous plants, locked doors, wildfires, etc etc. Your referee might even want to homebrew new monsters or foes on the fly. As a general guide,

- ◆ The smallest dangers might deal only a single point of DAMAGE. Depending on the source, it might pierce ARMOR. These might be small spike traps on locked doors, poisonous plants, or tripping and falling on rough terrain.
- ◆ Slightly more dangerous hazards might deal 3 DAMAGE—again, possibly ARMOR-piercing dependant on the source. Weak monsters, as well as wild animals and simple hunting traps traps might deal this much.
- ◆ Real dangers should deal at least 1D6 damage. These could include proper traps meant for warding off intruders, monsters or creatures armed to kill, and also natural hazards like falling a notable distance, being on fire, or trudging through poisoned swamp.
- ◆ From there, you can add +1 or more to the DAMAGE to represent more significant hazards, or even step up to 2D6 or 3D6 DAMAGE for truly dangerous situations; just remember players only have so much MAX HP...

## FOREST ENCOUNTERS

Those passing through the **Forest** might encounter;

d6	<i>Morning</i>	<i>Afternoon</i>	<i>Evening</i>
1	A few stragglers living on the edge of the world of graves present you with a gift. Take a <b>common item</b> .	As you cross a small bridge, the resident <i>troll</i> demands tribute. Find something suitable, or fight your way across.	From the shadows, a <b>crowd</b> of desperate <i>cultists</i> set upon you. Talk them down, or slay them.
2	A <b>crowd</b> of starving <i>wolves</i> , hunt you along the forest path.	A <i>stitched horror</i> shambles into your way, hungry for your flesh.	A clear moon shines down from dark skies. Everyone gains 1 ECHO DIE.
3	A complex web of long-forgotten hunting traps (3 DAMAGE) litters your path; you must navigate past them safely.	A <b>group</b> of <i>swarms</i> of undead bar your path. Fight your way through, or roll two more <b>Afternoon</b> encounters as you take the long route around.	A <i>werewolf</i> stalks you through the dim trees. Evade it, or prepare for a difficult fight.
4	A <b>group</b> of <i>Treants</i> sense your purpose, and attempt to force you back.	A rickety bridge stretches over a raging river. If you fall, you are dashed against the rocks (1D6 DAMAGE).	A travelling merchant crosses your path. Roll a D6 each and regain consumable uses. (1-3: 0, 4-5: 1, 6: 2)
5	You come to the edge of a broken rift in the earth. Carefully climb down, or fall to the ground below (1D6 DAMAGE).	A <b>gang</b> of <i>fae folk</i> halt your passage lest you disrupt their hunt. Convince them of your purpose, or force them aside.	A <i>necromancer</i> attempts to claim your lives, aided by a <i>swarm</i> of undead.
6	You disturb the rest of a <i>gravebear</i> . It and a <i>swarm</i> of crows descend on your party.	A band of wounded mercenaries pass you by. If you can make a good impression, they trade you stories of the world of graves: as a group, strike two Encounters from any table of your choice.	You pass through <i>giant spider</i> territory. A <b>group</b> of them descend to consume you.

Your referee might also place you in encounters dealing with; wild animals, roaming undead, lost hunters, desperate travellers, exiled cultists, natural disasters, diseased creatures, hungry monsters, hazardous plants, mischievous spirits, etc.

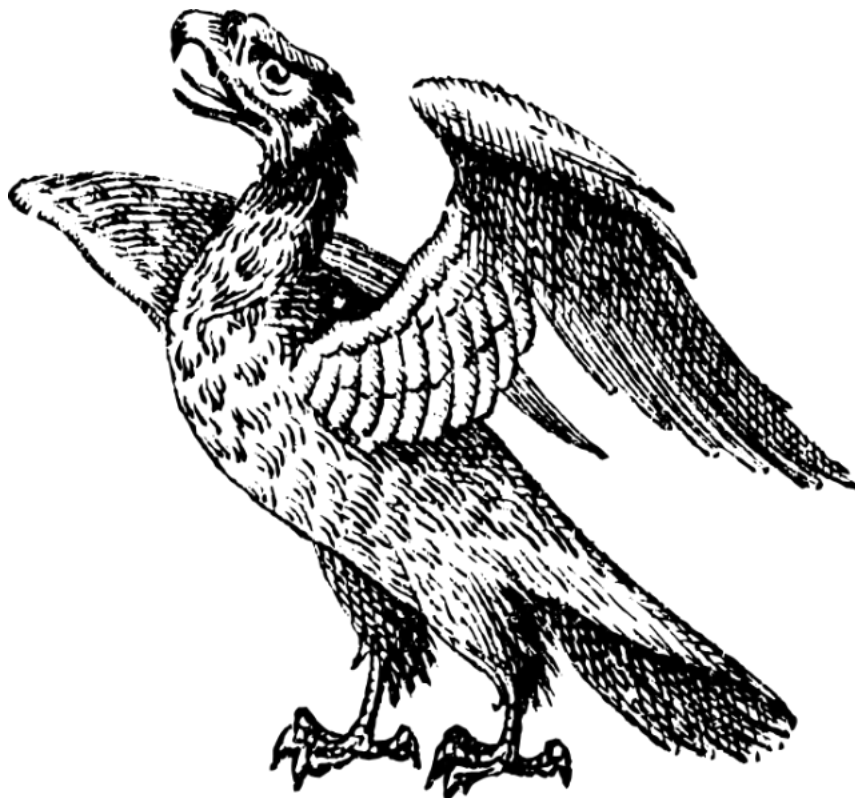


## VALLEY ENCOUNTERS

Those passing through the **Valley** might encounter;

d6	Morning	Afternoon	Evening
1	The path leads from a dark cave, where you are set upon by a <b>crowd</b> of <i>blind hunters</i> .	A <b>group</b> of <i>young wyverns</i> , swoop down from the top of the valley to assail you.	A <b>group</b> of <i>ogre mages</i> stand guard over a gate that leads out of the valley.
2	A <b>gang</b> of <i>harpies</i> harass you over a thin mountain pass.	A few weary adventurers guard what they claim is a treasure trove; convince them to let you through, or reroll.	You stumble into the lair of a <i>necromancer</i> , who sets his newly-finished <i>stitched horror</i> on you.
3	You come across a wide empty plain, littered with corpses, where a <i>landshark</i> hunts. Fight it, or find a safe way across.	A <i>relic worm</i> burrows out of the rocks, sensing the magic still lingering in the protector's body.	A <b>group</b> of <i>skeletal champions</i> , break from their caskets to assault you.
4	A wide crack in the earth stretches before you. You must find a construct a way of crossing it to continue.	You come across a ruined caravan. Everyone heals 3 HP, chooses a <b>common item</b> , or regains 2 consumable uses.	You interrupt a dark ceremony. A <b>gang</b> of <i>cultists</i> , led by a <i>cult leader</i> , seek to punish you.
5	You pass through a ruined town, trapped by the fae. If you can overcome the traps (1D6+1 DAMAGE), roll two <b>Mundane</b> traits and acquire their equipment.	You pass an old, surface-level part of the Dungeon, where a <i>gargoyle</i> and a <i>swarm</i> of tomb scarabs lurk.	A horde of cackling skulls emerge from a crevasse, exploding (1D6+1 DAMAGE) in a swirl of necromantic energy by anyone who cannot flee or otherwise protect themselves.
6	A flash flood sweeps down the valley towards you. Get to high ground.	A <b>gang</b> of <i>fae folk</i> take aim at you from across a ravine. Take cover as you dash to safety, or fire back.	You find a dead adventurer, being picked at by vultures. You may scavenge a <b>common item</b> from their corpse.

Your referee might also place you in encounters dealing with; landslides and cave-ins, monstrous lizards, organised cultists, haunted ruins, ogre warbands, sporting fae, roaming underground creatures, predatory birds, abandoned constructs, etc.



## DUNGEON ENCOUNTERS

Those passing through the **Dungeon** might encounter;

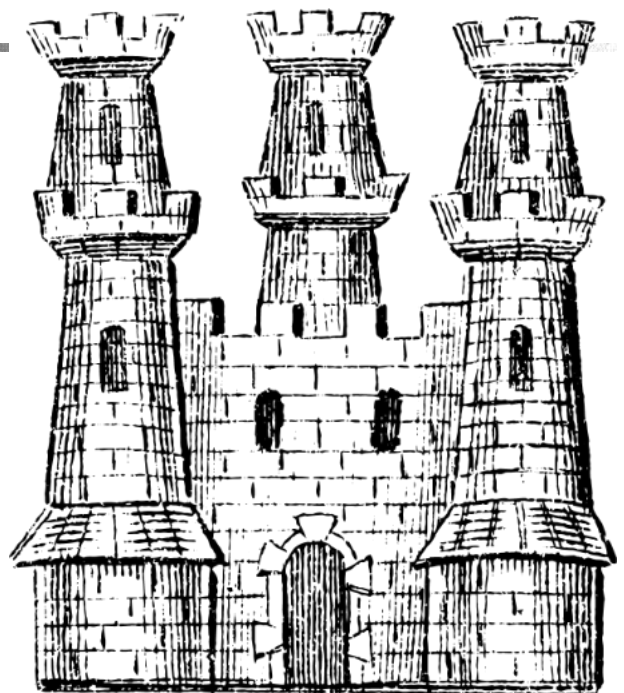
d6	Morning	Afternoon	Evening
1	A grid of pressure plates stands in your way. Find the correct path through, or trigger a volley of deadly arrows (1D6+2 DAMAGE).	You reach the labyrinth. A single <i>phase spider</i> has claimed it as it's lair, and it is nigh-impossible to navigate through without alerting it.	A ruined corner of the dungeon leads to a deep, luminescent pit in the earth... from which a <b>group</b> of <i>shambling terrors</i> crawls.
2	As you enter a long hallway, the walls begin to close in on you. You must get to safety fast, or be crushed (2D6 DAMAGE).	You reach the labyrinth. A <b>gang</b> of <i>maze minotaurs</i> ; carefully manoeuvre around them, or (hopefully) slay them one by one.	A <i>titanic centipede</i> careens through a broken open section of dungeon, searching for a fresh meal.
3	A <b>group</b> of tomb rat <i>swarms</i> pour from a hole in the dungeon wall. If you fall, your bones will be picked clean...	You reach the labyrinth. It is deathly quiet, but heavily trapped. When triggered, they might be: spikes (1D6 DAMAGE), pitfalls (1D6+2 DAMAGE), or lightning bolts (2D6 DAMAGE).	A <b>group</b> of <i>maze minotaurs</i> guard the exit from the dungeon.
4	You come across a scalding pool of acid, far too wide to safely leap. You must find a way across.	You reach the labyrinth. Inside it, a party comprised of a <i>fae hunter</i> and a <b>gang</b> of <i>fae folk</i> . Will you be sport, or help?	The floor ahead of you is covered in red-hot iron grills, lava flowing beneath them. You must cool them off, or create a path of your own.
5	A tall stone stairway stands before you, flanked by <b>gang</b> of <i>gargoyles</i> .	You reach the labyrinth, finding it cleared and marked by dozens of pilgrimages before you. You pass through with ease, reading messages from your forebears etched into the walls.	At the mouth to the Moongrave, a <i>silver dragon</i> awaits you.
6	You enter a strange, verdant domed room, akin to a huge terrarium. Roll two <b>Forest</b> encounters, and deal with them together.	You reach the labyrinth. There, you find a long-dead necromancer, succeeded by his creations: a <b>gang</b> of <i>skeletal champions</i> .	A trail of bones leads you to the exit of the dungeon... and the lair of an <i>ogre king</i> .

Your referee might also place you in encounters dealing with; subterranean creatures, magical puzzles, shifting rooms and floors, ancient clockwork traps, forgotten heroes, the cursed dead, long-lost spectres, stone guardians, apex predators, etc.

## THE MOONGRAVE

No encounters take place at the Moongrave itself. It is a place of peace, and silence, and stillness. The only thing required of the players upon reaching it is to do their duty: to lay their ward, the body they have carried all this way, to rest.

The process is simple. Her body is interred into the earth, and thanks are offered for her service. Hands are joined, and the funerary rites are recited. Her body is covered, finally free from the moon's gaze, and the burial is complete.



# Night

At the end of every Day of travel, it becomes Night. You can journey no further; it is dark, and you are exhausted. In order to rest, you must perform four duties; you must **maintain** your equipment, **cook** something to restore your strength, **entertain** yourselves to keep morale up, and **recite** the funerary rites. Only by completing all of your duties will you be fully rested for the day ahead.

For each duty, one character must volunteer their skills. If all four duties are succeeded at, the group restores all missing HP, and each rolls a D6 to see what they gain or find that Night;

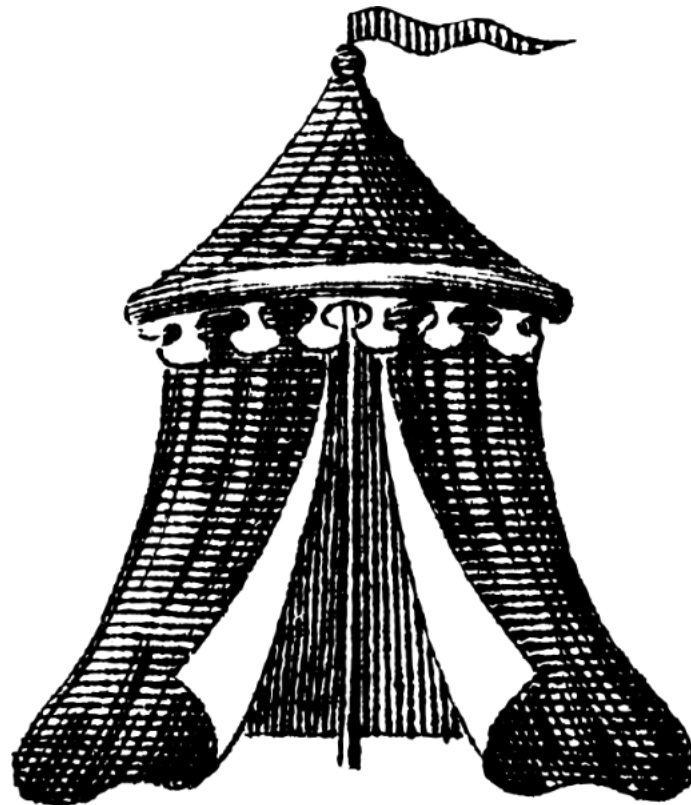
1	2	3	4	5	6
Nothing	+2 MAX HP	Nothing	+1 ECHO DIE	Nothing	+2 MAX HP

If any are failed, they restore only 2 HP per successful duty. A partial success counts as a full success on a duty, provided it is the only one: if two or more duties are partial successes, they all count as failures instead.

Taking action to secure your camp for the Night—scouting a suitable location, setting traps, obscuring yourselves from passing creatures, providing particularly tasty cooking ingredients—allows you to take best-of-3D6 on a Duty, and can be done once for each Duty.

## DUTIES

- ◆ **Maintenance:** The group must maintain their equipment, re-stringing bows, cleaning blades, and so on. A volunteer must roll +STRENGTH.
- ◆ **Cook:** The group must feed itself, if it is to have any hope of garnering enough strength to make it through the next day. A volunteer must roll +GRACE.
- ◆ **Entertain:** The group must keep its spirits high, or else it will fall apart. A volunteer must roll +CHARM.
- ◆ **Recite:** The group must recite the funerary rites, to ensure they are remembered clearly. A volunteer must roll +WISDOM.



## To The Moongrave...

Over three **Days** and three **Nights**, you will journey to the Moongrave. Your journey will take you through the Forest, the Valley, and the Dungeon in that order; along the way, you will encounter various dangers. You will emerge from them, but not unscathed.

The first time each **Day** when you reach 0 HP, the protector's echo reaches out to catch you. You heal for 2D6 HP, and immediately roll for a **Moon** trait (pg. 17). Add it to your character sheet.

The second time, you simply restore 1D6 HP, and do not gain a **Moon** trait. The third time, you are rendered unable to fight; your remaining comrades must drag your body until the next **Night**.

In the circumstance that everybody is unable to fight, the protector intervenes. She will do this only once per pilgrimage. When she does so, everyone regains 1D6 HP.



## ...And Back Home Again

After interring the protector, you must journey home. Your path lies back the way you came; through the Dungeon, then the Valley, and finally the Forest. Returning will be no less dangerous than leaving was... and you may not emerge from this journey at all.

The first time each **Day** when you reach 0 HP, you regain 1D6 HP and lose your oldest remaining **Moon** trait, shedding everything gained from it, including equipment. In its place, you take a **Grave** trait: either chosen from the description of the enemy that dealt it, or rolled from the **Grave** traits list (pg. 21). Add it to your character sheet. If you hit 0 HP again, you are rendered unable to fight; your remaining comrades must drag your body until the next **Night**.

Many **Grave** traits place death in your immediate future; but death is slow sometimes too. If you reach three **Grave** traits over the course of your journey, your wounds and experiences are fatal—even reaching the end of your journey and returning home will not save you.

In the circumstance that everybody is unable to fight, there is nobody to intervene. You will die in the wilds as many have done before you.

# RULES INDEX

## Role Traits

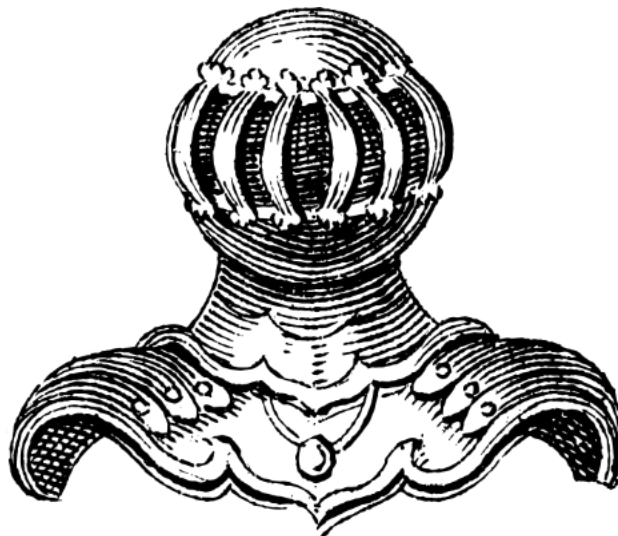
**REGALIAE:** You were chosen to carry the protector's regalia, so that it can be interred with her. Though you cannot wield nor wear it, the low hum of its magic is felt even through your pack. It is destined, like her, to lie in the Moongrave for eternity: but until then, its magic will aid you, if only a little. Whenever you attempt to meddle with magical or supernatural forces, any ECHO DIE you spend is rolled twice, and you use the higher result.  
— Regalia's shadow (accessory), +1 ECHO DIE per Night

**CORPSEBEARER:** You were chosen to carry the protector's body, so that she is close to that which she protected until she is interred. Though she was graceful in life, she is dead weight now: thus, you were chosen for your strength, to ensure her body is not disgraced by being dragged through the mud. While she is safely carried on your back, your footing is sure: you will never slip or fall unless you are physically unable to stand.  
— Funerary plate (1 ARMOR, accessory), +1 STRENGTH

**MOONSCOUT:** You were chosen to defend the group, to see that they reach their goal without being claimed by that which the protector once kept at bay. You have studied the maps, and learned of the many dangers along your route from the elders: none are more equipped to lead the way that you are. When identifying or disarming traps, or when steering the group back onto the correct path, you roll 3D6 and take the highest two.  
— Shortbow (1D6 DAMAGE), +1 GRACE

**CHRONICLER:** You were chosen to record the story of this internment, chronicling the changes in the world beyond, so that one day far from now another group will have a fighting chance at doing what you once did. The dungeon protecting the Moongrave twists and turns, but one day your maps and your stories will be that which prepares someone like you. Once per Day, you may embellish your narrative a little. Everyone, including yourself, gains a free ECHO DIE to spend on their next action only.  
— Mapping & journaling supplies (you need to write all this down), +1 CHARM

**ritespeaker:** You were chosen to lead the protector's funerary ceremony, which will take place at the Moongrave. You were one of the few chosen from childhood to study and prepare for this day: it is said that some protectors outlive their ritespeakers, but you have been called to act out your duty. The group automatically succeeds to recite the funerary rites every Night, no roll required, provided you're conscious.  
— Incense (The group may re-roll Moon traits, taking the second result), +1 WISDOM



# Mundane Traits (206)

When you roll for your Mundane Trait, roll 2d6, and decide for yourself which result determines the category (Tools 1/2, Blades 3/4, Gifts 5/6), and which determines the trait. For example, a result of a 3 and a 5 could be either Messenger (3, 5) or Scholar (5, 3).

## TOOLS (1/2)

1. **BLACKSMITH:** You previously made a living hammering iron and steel into convenient shapes: nails, horseshoes, farming equipment, and so on. Then the elders bade you to make them a blade: and them, to wield it too. Though you are no swordsman, you know your steel: the sword is fine and sharp, and that is not the last place your labours will aid you. The group automatically succeeds to maintain their gear every Night, no roll required, provided you're conscious.

— Fine longsword (1D6+2 DAMAGE), -1 GRACE

2. **TAILOR:** There was once a time where you cared, most of all, for making clothes. It was hard to leave the house without seeing people wearing your work: everyone, from the youngest child to the oldest elder, put stock in your skilled hands. Even the protector, though her regalia was perfect in every stitch, chose to wear that which you made from time to time. Now you must lay her to rest. You have sewn ceremonial garb for yourself and the rest of the group: until it is torn and ruined after weathering a single blow, it counts as 2 ARMOR. You may repair one person's garb each Night.

— Ceremonial garbs (2 ARMOR, ruined after one hit), +1 GRACE

3. **FARMER:** For years, you have tilled the fields and tended to the livestock, ensuring the people of your town have food to eat even through the coldest winters. Though it was never your aim, this life has made you hardy and strong: strength the elders saw a different use for. You ignore the negative effects of any Weather conditions that occur on your journey, and always regain your full HP each Night.

— Pitchfork (1D6 DAMAGE), -1 CHARM

4. **SURGEON:** Though the protector has always guarded your town, that doesn't mean people never get hurt. Even the most mundane of lives carry deadly injury sometimes, but you have studied and practised to deliver people safely through it. In saving the lives of this group, the elders told you, you save the lives of everyone: just like the protector herself. With reasonable time, you can perform surgery on someone who is physically wounded, restoring 1D6+WISDOM HP.

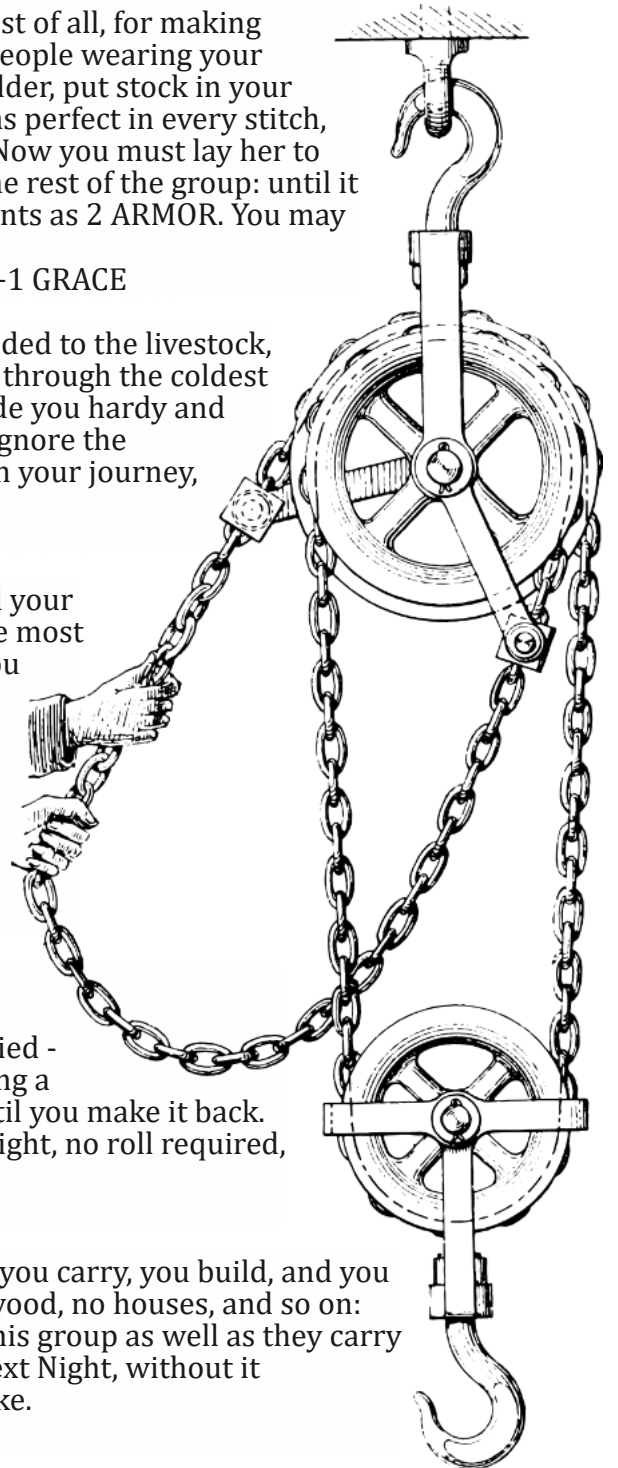
— Medical supplies (restore 1D6+WIS HP, 3 uses), +1 WISDOM

5. **CHEF:** Though you now see yourself thrust into the wilds, the kitchen was once your domain. Perhaps your food wasn't quite haute cuisine, but it saw people satisfied - and most importantly, full. Now, you find yourself serving a more exclusive menu for a smaller clientele; at least until you make it back. The group automatically succeeds to cook food every Night, no roll required, provided you're conscious.

— Frying pan (1D6 DAMAGE), +1 GRACE

6. **LABORER:** Your job is simple, but deeply important: you carry, you build, and you break. Without people like you, there would be no firewood, no houses, and so on: your arms are a reliable asset, and one that will carry this group as well as they carry grain. You can comfortably drag fallen allies until the next Night, without it interfering with any other actions you might need to take.

— Sledgehammer (1D6+1 DAMAGE), +1 STRENGTH



## BLADES (3/4)

1. **MERCENARY:** You're not even from here, but coin is coin: protecting a corpse is a job like any other. For years now, you have sold your bloody skills, fighting and killing those unfortunate enough to have enemies with deep pockets. You cannot gain or spend ECHO DIE, but start with 6 CONTRACT DIE which can be spent in the same way.

— Crossbow (1D6+1 DAMAGE), +1 GRACE

2. **GUARDSMAN:** While the protector earns us peace, you work to keep it. On easy days, this means setting disputes in the tavern: on hard ones, this means protecting travellers bound for nearby villages, or even standing in aid of the protector as she does her duty. The first time each Day when you take DAMAGE, half it: add that much to the DAMAGE you deal next time you hurt someone.

— Chainmail (1 ARMOR), +2 MAX HP

3. **SCOUT:** Though you are now trusted to inter her body, you were once trusted to keep watch for the protector's foes. You're sharp, reliable, and capable of defending yourself if it comes to it. When you fight unarmed or use improvised weaponry, deal +2 DAMAGE.

— Binoculars (let you see great distances clearly), +1 STRENGTH

4. **DILETTANTE:** You have no real area of expertise, having taken a hand to various things but found nothing that kept you: instead, you've relied on your charm and wits to make a life. Perhaps it is a lack of commitment to anything that has seen you chosen to do something dangerous on behalf of the town. Either way, it seems you have little choice. You have +1 the first time each Day you make a roll with a Virtue you haven't rolled during it yet.

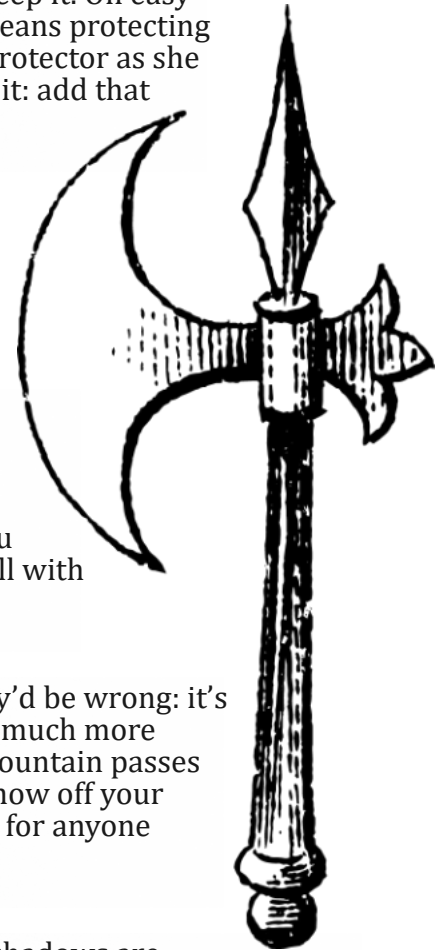
— Rapier (3 DAMAGE, ignores ARMOR), +1 CHARM

5. **MESSENGER:** Most would think your job relies on speed, and they'd be wrong: it's all about endurance. If you want to avoid attention, a lone runner is much more likely to go unnoticed than someone on horseback; and while the mountain passes might be safer, they're certainly not easier. Once per Day, you may show off your athletic prowess to make a jump or sprint that would be impossible for anyone else.

— Forgotten packages (pick two common items), +1 STRENGTH

6. **SKULK:** In this town, like in all towns, people like to pretend the shadows are empty. They especially like to pretend they never, ever approach the shadows with a request in their throats and coin in their hand. They would absolutely never do this, which is why you definitely don't leave your house in the dead of night to do as they've asked. Perhaps this pilgrimage is a sign you're no longer needed, then.

— Poisoned knife (3 DAMAGE, target takes +1 DAMAGE until they die), -1 CHARM



## GIFTS (5/6)

1. **HANDMAIDEN:** You tended to her in life, and now you tend to her in death. As one of the protector's handmaidens, you saw to her needs, representing her at appointments when she was busy, talking to townsfolk on her behalf, and so on. This closeness to her left a mark on you; three times per session you can manifest a shallow imitation of her power, dealing 1 DAMAGE to a foe instantly without rolling.

— Handmaiden's robe (double an ECHO DIE, once), +1 CHARM

2. **DEVOTEE:** You have been enamoured with the protector ever since you were a child, and have gathered many relics and icons of her battles throughout your life. You believe you can use them to channel her spirit, to ask it for guidance and advice on your journey. Once per Day, you may roll +WISDOM to consult her on a course of action, granting +1 to anyone who follows along. On a partial success, they still believe it's the right thing to do, but the protector's despair and melancholy is discouraging.

— Protector's relics (they channel her spirit, you say), +1 WISDOM

3. **SCHOLAR:** Your passion in life thus far has been books; nice, safe compilations of pieces of paper with interesting things written on them. Whether you view your new role as an exciting chance to confirm their contents or a terrifying voyage into dangerous territory is up to you, but your knowledge will come in handy at least. When you're trying to identify monsters and their capabilities, partial successes count as full successes.

— Silverslick jar (coat a weapon in silver for an Encounter, 3 uses), +1 WISDOM

4. **ENTERTAINER:** What value does peace have if you can't enjoy it? Whether through singing, dancing, playing an instrument or otherwise you brought a measure of joy into the hearts of people in your town on what would otherwise be dry evenings. You made a great choice, then, to ensure that morale stayed high along the pilgrimage to the Moongrave. The group automatically succeeds to entertain themselves every Night, no roll required, provided you're conscious.

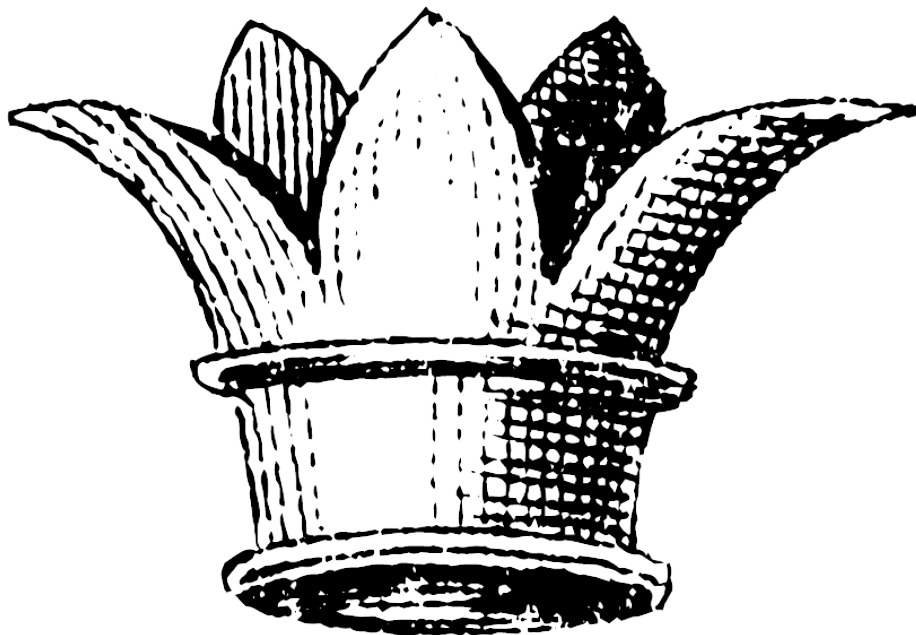
— Hidden dagger (1D6 DAMAGE, concealable), +1 CHARM

5. **YOUTH:** Rarely is someone not an adult chosen for the pilgrimage, but there is no law against it, nor against them volunteering. There are many who say that, as a youth herself, the young often bear the depth of the protector's blessings. When you spend ECHO DIE, use the best-of-2D6.

— Hatchet (3 DAMAGE), -1 STRENGTH

6. **FOOL:** There are those whose words grow wiser with the passing years, like finely aged wine. There are also those like you, whose words are like shots of cheap liquor, and worth imbibing for little more than a bad good time: but what a time it can be. Once per Day, you may tell a joke, prance around, or otherwise make light of the current situation, restoring 2d6 HP to the whole party, as even distributed as possible. Every time someone reaches 0 HP, reduce the amount you heal by 2.

— Cap & bells (whimsical, very funny), -1 WISDOM



## Moon Traits (066)

11. **THE ARCHER:** The protector has blessed you with the aspect of an archer. Your art needs not even a bow; to the sweep of your hand, a volley of arrows will answer. Once per Day, you may designate a single foe within your line of sight, regardless of distance. It is immediately riddled with arrows, suffering 2D6 DAMAGE.  
— Silver arrow (3 DAMAGE, ignores ARMOR), +1 GRACE
12. **THE CHANGE:** The protector has blessed you with the aspect of change. Possibility and potential suffuses your blood, and you may unleash it upon others - or yourself. Once per Day, you may use your rod to temporarily increase an object, creature, or yourself in size. Roll a D4. It becomes that many times larger for a few minutes. Add that much to its MAX HP and STRENGTH, but remove it from GRACE.  
— Magnifying glass rod (accessory), +2 MAX HP
13. **THE MOON:** The protector has blessed you with the aspect of the moon. You feel a deep affinity for it, and a spiritual tie to others who feel the same. When dealing with those that venerate or are supernaturally tied to the moon, like *werewolves*, you roll the best-of-3D6.  
— Silver knife (1D6 DAMAGE), +1 WISDOM.
14. **THE MASK:** The protector has blessed you with the aspect of masks. Your identity becomes unknowable, but also malleable; you may touch another living creature and create a mask that represents it. Whilst wearing that mask, you are indiscernible from them visually. You may hold up to 3 masks at a time.  
— Mask of yourself (doesn't count against your limit), +1 CHARM
15. **THE BRUTE:** The protector has blessed you with the aspect of brute strength, allowing you to brush aside obstacles like they were nothing. You can't be knocked over, grappled or restrained in any way, and you roll best-of-3D6 when doing those to others.  
— Champion's belt (accessory), +2 STRENGTH
16. **THE HUNT:** The protector has blessed you with the aspect of the hunt. Your nails sharpen, your senses deepen, and your teeth seem like those of a predator. You find yourself drawn to pursue and track, to hunt and strike down, and most importantly, to eat. When you strike down a creature that had more HP than you and consume part of it afterwards, increase your MAX HP by 2.  
— Nails and fangs (+1 DAMAGE in close quarters), +1 STRENGTH
21. **THE SHADOW:** The protector has blessed you with the aspect of shadows. They seem darker and longer around you, flickering like those cast from candlelight even in the steady light of day. As long as there is a shadow being cast in sight, you may roll +GRA to step into it from any distance.  
— Fuligin cloak (accessory), +1 GRACE
22. **THE DREAMER:** The protector has blessed you with the aspect of dreams. Yours swim with prophetic visions and warnings. Every Night, your Warden will describe to you three omens. If you recognise an omen during the following day, take +1 forward to your rolls made to deal with it or that which it warns you of.  
— Everburning candle (light or snuff it with a gesture), +1 ECHO DIE per Night
23. **THE EARTH:** The protector has blessed you with the aspect of earth. Your flesh is cold to the touch like clay, and your body has become much heavier and sturdier too. If you strike the earth, the force of your blows is carried through it cleanly if you desire: you may easily strike burrowing foes or those stood some distance from you in this manner.  
— Greathammer (1D6+STR DAMAGE), +1 STRENGTH
24. **THE SHOT:** The protector has blessed you with the aspect of speed. You crackle with excited energy at all times, always ready to make a mad dash or sprint when needed. When the question of who acts first comes up, it's always you—though your failures might see you dash into action far too quickly.  
— Hand cannon (2D6 DAMAGE, six shots), +1 GRACE

25. **THE SWEET:** The protector has blessed you with the aspect of treats and sweet things. Anything you touch becomes sweeter to the taste, its colors and fragrances more bold and pleasant, and so on. Additionally, when cut into, your body reveals its innards to be similarly candy-coloured and sweet, mixed in with pieces of actual candy. During a fight, record how much HP you lose when cut or slashed or pierced. Half of that can be recouped afterwards by eating your spilled candy viscera, if you have the stomach for it (metaphorically or literally).

— Candies and sweets (heal 1HP, six uses), +2 MAX HP

26. **THE FIGHTER:** The protector has blessed you with the aspect of violence. Zeal for combat bubbles in your veins, and you find that you can no longer turn down a challenge. If a problem can be solved through violence, you must at least attempt it (unless the rest of the group holds you back bodily by rolling +STR). When you vanquish a foe of at least your equal, heal 1D6 HP.

— Gladiator's garb (0 ARMOR, take +1 forward while below half HP), -1 WISDOM

31. **THE FIRE:** The protector has blessed you with the aspect of fire. Your hair flickers and flows like an open flame, and your skin is hot to the touch. You're dangerous, sure, but nobody can deny there's an allure to the flame. You can ignite flammable materials with a simple touch, and one per Day you may stoke a small flame into one much larger and more dangerous.

— Red-hot poker (1D6 DAMAGE), +2 CHARM

32. **THE AUTUMN:** The protector has blessed you with the aspect of autumn. You feel older and more mature, at ease with the passage of time and life. When another creature or person hurts you, you may ask the referee a question about their life; they will answer you honestly.

— Leaf-print cloak (0 ARMOR, best-of-3D6 to hide), +1 WISDOM

33. **THE FLIGHT:** The protector has blessed you with the aspect of flight. You feel light, almost weightless, and find yourself yearning for the open skies (though your bones are a little less sturdy). You can always slow your falls to the point that you hit the ground harmlessly, and you can safely jump about twice as high or three times as far as usual.

— Bright plumage (birds trust you), -1 STRENGTH

34. **THE SUMMER:** The protector has blessed you with the aspect of summer. You feel a heat within yourself, a zeal to go out into the world, and nothing feels better on your skin than glorious sunlight. Heatwaves do not affect you or your allies. Add +1 to the value of any ECHO DICE you spend during a Heatwave.

— Sun charm (change weather to Heatwave immediately, once), +1 STRENGTH

35. **THE ILLUSION:** The protector has blessed you with the aspect of illusions. Your clothes and weapons are cloaked in fantastical images, making them appear far more grand than they are, and you may create further illusions to distract or entertain. Three times per Day, you may create an illusion with 1 MAX HP. It can be heard and touched, but doesn't smell of anything, making it difficult to fool animals with.

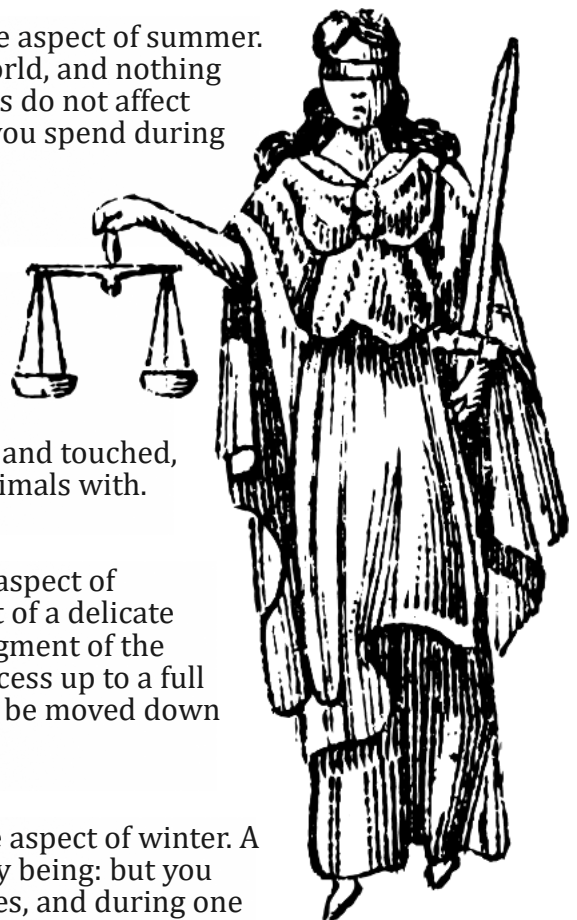
— Glass lens (lets you see through illusions), +1 CHARM

36. **THE SCALES:** The protector has blessed you with the aspect of balance. You recognise, now, that all things happen as part of a delicate and easily broken balance - and you have been given a fragment of the power needed to safeguard it. You may move a partial success up to a full success; but after you do so, your next partial success will be moved down to a failure.

— Equally weighted bracelets (accessory), +2 WISDOM

41. **THE WINTER:** The protector has blessed you with the aspect of winter. A chill breeze follows in your wake, and frost grips your very being: but you don't feel a thing. Snowfall does not affect you or your allies, and during one you take a +1 forward to all actions made whilst outside.

— Icy halo (change weather to Snowfall immediately, once), +1 GRACE



42. **THE LIGHT:** The protector has blessed you with the aspect of light. You shimmer with a faint, warm light at all times, and are drawn to dark places so that you might see it scatter and run before you. You may voluntarily bloom your inner light into a glorious halo, shedding light bright enough to see by for around 100ft/30m.

— Glass knife (1D6 DAMAGE, can focus light), +1 CHARM

43. **THE KEY:** The protector has blessed you with the aspect of access. When you touch something that is locked or stuck, you know exactly what it would take to open or free it. Once per Day, you may magically 'open' something—even on a conceptual level. A person might be made 'open' to negotiation with you, etc.

— Burnished silver lock (accessory), +2 MAX HP

44. **THE SPECTRE:** The protector has blessed you with the aspect of ghosts. You feel faint, like you fade into the background of conversations and rooms; like nobody notices you, even as they're looking right at you. You can phase through solid surfaces for up to a few seconds at a time, allowing you to move through thin walls, to drop through floors, etc. If you are within a surface still after a few seconds, you are forcibly ejected out on the side you're closest to, taking 1D6 DAMAGE.

— Withering touch (1D6 DAMAGE, ignores ARMOR), -1 CHARM

45. **THE MIST:** The protector has blessed you with the aspect of mist. Your vision seems clouded, drawing in at a distance as if you were short sighted, and the air around you seems humid and wet. You may, once per journey, conjure an otherworldly mist of a size of your choosing for the rest of the day. It is thick, difficult to spot targets at distance through, and also full of esoteric creatures that contribute an extra 1D6 to any DAMAGE you deal.

— Heavy brass goggles (accessory), +1 WISDOM

46. **THE RAIN:** The protector has blessed you with the aspect of rain. Your skin is perennially damp, and when the skies darken and the heavens open it brings you nothing but joy. During Rain, you heal 1 HP for every Encounter you spend outside. While outside during Rain, if you don't draw attention to yourself, you can't be found.

— Teardrop charm (change weather to Rain immediately, once), +1 WISDOM

51. **THE BLOOD:** The protector has blessed you with the aspect of blood. Power surges through your veins, and yearns to be called forth. Your blood can be weaponised as sharp blades and projectiles; half of any DAMAGE you take from damage that would cause you to shed blood can be immediately inflicted on any visible foe as you turn your blood against them.

— Rolls of bandages (restore 1D6 HP, three uses), +1 STRENGTH

52. **THE SHIELD:** The protector has blessed you with the aspect of... protection. You are filled with the desire to see others protected from harm, whatever it costs you. You may give up any amount of MAX HP to reduce the amount of DAMAGE another character takes by three times that much (i.e you reduce your MAX HP by 1 to reduce DAMAGE they take by 3).

— Ornate kiteshield (2 ARMOR, wielded like a weapon), +2 MAX HP

53. **THE SILENT:** The protector has blessed you with the aspect of silence. Your actions carry no echo or noise, and you are utterly undetectable by ear. You cannot speak or make any noise willingly either, however.

— Small golden bell (makes a clean, audible sound in any circumstances), -1 CHARM

54. **THE FAIRY:** The protector has blessed you with the aspect of the fae. You are preternaturally beautiful, and are family to those from the everwild. You roll best-of-3D6 when dealing with fae on peaceful terms.

— Faeskin (4 ARMOR, ignored by silver), +1 CHARM

55. **THE SONG:** The protector has blessed you with the power of song. Music fills your mind and buoys your heart, and you yearn to share it with others. Once per journey, you may sing the song of the protector. All nearby allies immediately heal 1D6 HP. Additionally, nearby foes fight their violent desires rebuffed; they must retreat temporarily, or stand and parlay in peace.

— Small harp (accessory), +1 CHARM

**56. THE STORM:** The protector has blessed you with the aspect of the storm. Lightning dances in your dreams, and the rumble of thunder never fails to paint a wicked grin on your face. Thunderstorms do not affect you or your allies, and whenever you take more than 3 DAMAGE from one hit, you may immediately change the Weather to Thunderstorm if you so desire.

— Dark mantle (1 ARMOR, +2 against cold or electricity), +1 STRENGTH

**61. THE SANDS:** The protector has blessed you with the aspect of dust and sand. It swirls ambiently around you, answering your call, and forming into shapes at your command. Dust Storms do not affect you or your allies, and once per Day, during one or when there is a body of sand nearby, you may shape it into an object temporarily. It functions about as well as a real version of that object, but if it's used to deal or protect from harm it dissolves after being used a single time.

— Bucket and spade (holds some sand), +1 WISDOM

**62. THE SWORD:** The protector has blessed you with a legendary blade. It is shaped and forged to your exact desires: no blade could be more perfect in your hand. Unfortunately, this makes it somewhat disconcerting to ever wield anything else; even if you lose this trait, you take a -1 to all rolls whilst wielding another weapon.

— Gleaming broadsword (1D6+STR DAMAGE), +1 ECHO DIE per Night

**63. THE VOID:** The protector has blessed you with the aspect of voids. You find yourself dimly aware of the exact circumference of any circular hole you look at, and filled with a desire to create new ones. You may open a hole as wide as you want through any surface, at the cost of also opening a similar hole upon yourself. You take DAMAGE based on how large the hole is; 1 DAMAGE would be enough to look through, 6 DAMAGE would be enough to reach through, and anything larger is likely to be lethal.

— Longspear (1D6 DAMAGE), +2 MAX HP

**64. THE CHANCE:** The protector has blessed you with the aspect of chance. You know that the secret to surviving is knowing what to throw away, and knowing what to keep. You've lived your life as a gambler, betting on dice and cards: living high when you bet right, and living low when you don't. When you spend an ECHO DIE, on a result of 1, it isn't consumed: you keep it.

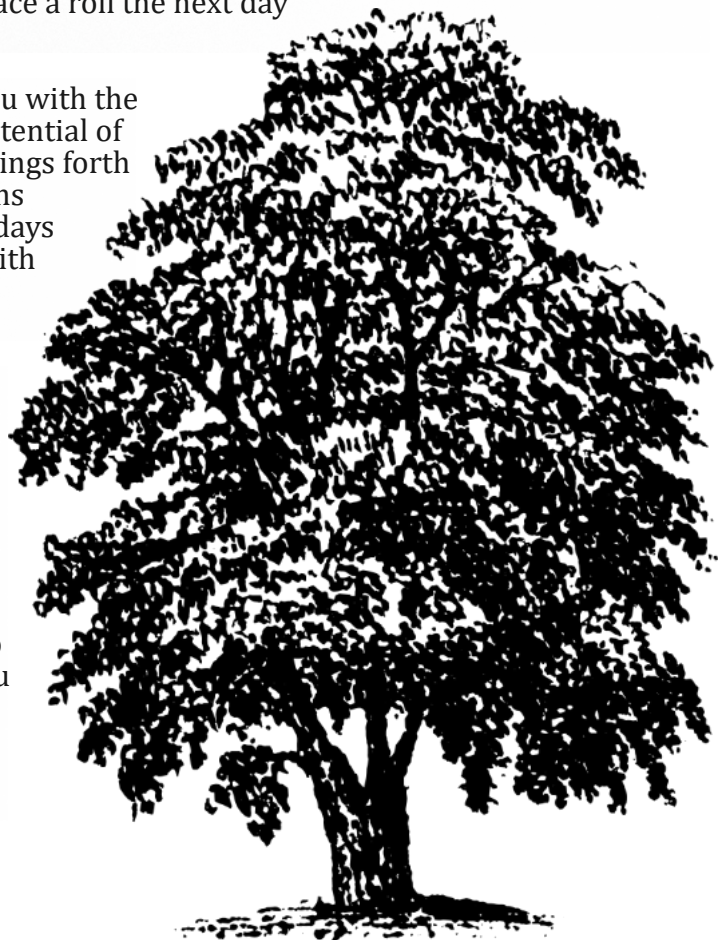
— Gambler's dice (Roll a 2D6 each Night: replace a roll the next day with the result), -1 WISDOM

**65. THE SPRING:** The protector has blessed you with the aspect of spring. You feel the possibility and potential of life everywhere you go, and in your wake it springs forth to contest with your imagination. Nature blooms more quickly around you, plants growing as if days were hours, and your touch allows even that with no sunlight or water to become host to life.

— Crown of flowers (accessory), +1 CHARM

**66. THE TREES:** The protector has blessed you with the aspect of the forest. While touching a tree, you feel a connection to every other tree in the forest; you can feel anything they feel, and gain a vague sense of movement throughout the entire forest. Additionally, any DAMAGE you take whilst touching a tree is diffused between all other nearby trees, meaning your share is reduced to 1. Conversely, though, while touching a tree you take 1 DAMAGE any time it or other nearby trees are damaged.

— Ironwood staff (3 DAMAGE, utterly unbreakable), -1 GRACE



## Grave Traits (066)

11. **CHOKING:** You've caught chokerot, an often indirectly lethal illness that's common in the world of graves. While diseased, any time you roll doubles you fail as your hacking cough interrupts your action and makes a lot of noise. Thankfully, chokerot is easy to treat. Each Night, roll a D6. On an even result, you can find the herbs needed to treat it and remove this trait.

12. **DAZED:** A heavy blow, or some kind of magic, has left you feeling stunned and confused. Your first roll each Encounter is the worst-of-3D6, as you struggle to gain your focus.

13. **INFESTED:** You are infected with the spores of a *shambling terror*. Only a long course of careful treatment can flush them from your body safely. Until cured, if you ever die, a juvenile *shambling terror* rapidly grows from your corpse, with half it's usual HP. In the meantime, the spores make you feel stronger, and more ready to throw yourself into danger.

14. **WOUNDED:** You're wounded, plain and simple. Every time you take DAMAGE, roll a D6. On a result of 6, take +3 DAMAGE as your wounds are reopened.

15. **FEARFUL:** You find yourself shaking, terrified of everything that has transpired and everything that yet will. When you have an opportunity to act, roll a D6 first. On a result of 1, you find yourself afraid: you must either freeze in place, or flee away from whatever scares you most here.

16. **HAMSTRUNG:** Your legs have been torn and slashed, preventing you from fleeing. Any attempts to move quickly or nimbly automatically fail.

21. **DISEASED:** You've unluckily caught one of the *other* common diseases in the world of graves, many of which are more lethal than chokerot by some measure. Every Night, choose either Nauseous, Dazed, or Beaten; this is how your symptoms manifest until the next Night.

22. **CONSUMED:** Some of your flesh has been eaten. Your MAX HP is reduced by 3.

23. **MANGLED:** A terrible injury has left one of your hands unusable. You cannot perform any action that would require both hands; if for whatever reason you only had one usable hand already, you struggle to perform any action that would require them, rolling worst-of-3D6.

24. **INFECTED:** An infected wound threatens your life. Every Night, roll a D6. On a result of 6, it kills you. Every Night you survive the infection, a result of one lower becomes lethal (5, then 4, etc).

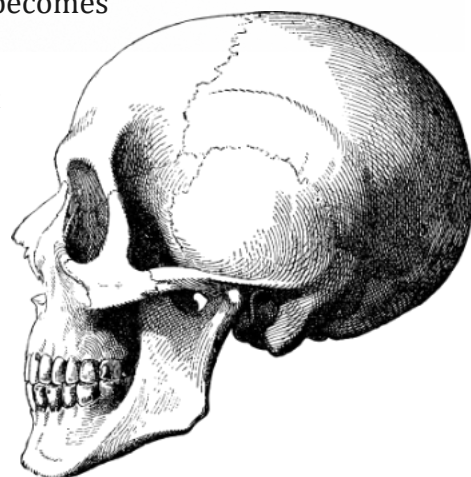
25. **BEATEN:** Blunt impacts and blows soaked by armor have left you bruised, beaten and irritable, which makes it difficult to rest and relax. During the **Morning**, you roll worst-of-3D6.

26. **DEATH'S DOOR:** Your injuries are inescapable. Even if you make it home, you'll die before the end of the week. There is nothing and nobody short of a miracle that can save you.

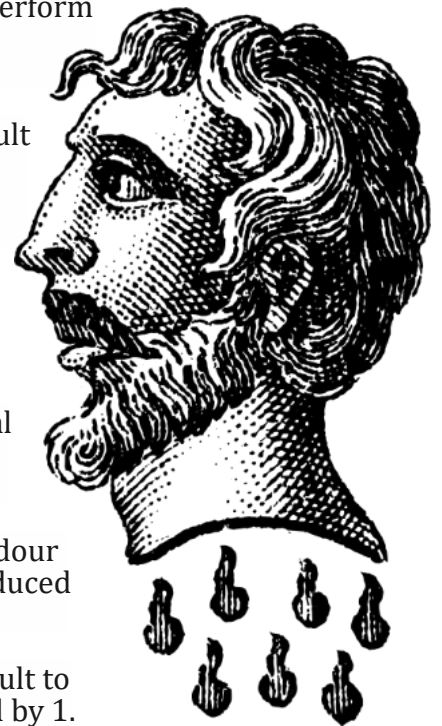
31. **NIGHTMARES:** Dreadful replays of your journey so far seep into your mind at night, shocking you awake sometimes with terrible visions. Each Night, roll a D6. On a 5 or 6, you wake everyone up with your screaming; they lose 2 HP to uneven sleep.

32. **HARROWED:** What you've seen and what you've been through have left you uneasy and restless, unable to focus or get comfortable. You cannot contribute to any Duties each Night.

33. **PARANOID:** You see danger around every corner, and know that something is always near. You automatically fail any rolls to scout or look for things, always getting caught up in what you *think* you've seen instead.



34. **POISONED:** An insidious venom has settled into your veins, threatening your life. At the start of each Encounter, roll +STR. If you fail, make a mark somewhere on your character sheet, and continue. On your third failure, you immediately drop dead.
35. **BURNED:** You have received burns across your body, that are especially painful when anything is pressing on them; you cannot wear anything that provides 1 or more ARMOR.
36. **FROSTBITE:** The cold has crept deep and painfully into your skin, leaving you fragile and sore. Take 1 DAMAGE whenever you take physical action during an Encounter.
41. **ISOLATED:** The previous Encounter saw you separated from the others, isolated and unable to help or be helped. For the next Encounter or Night, you're unable to assist; roll a separate one for only yourself, or only heal 1D6 HP as you arrive too late to assist with Duties. The trait remains afterwards; that feeling of separation never leaves you.
42. **MARKED:** You've been marked, either with scent or with magic. Any creature like the one that Marked you is capable of finding you easily, even if you hide; with magic, they might be able to target you through this sense alone.
43. **CURSED:** A curse has been placed on you, cutting you off from the magic of the protector. You cannot spend ECHO DICE to benefit yourself directly.
44. **CHANGELING:** During a struggle with the fae, you were abducted, a fae doppelganger left in your place. The real you has been spirited away to the everwild; from now on you play your changeling, who has your MAX HP and equipment, but no traits other than The Fairy **Moon** trait.
45. **HUNTED:** A fae hunting party is stalking you. Each Night, roll a D6. On a result of a 6, the group is ambushed by two *fae folk* before you can perform your Duties. Every Night there is no ambush, it arrives on a result of one lower (5, then 4, etc). If an ambush is survived, it resets to 6.
46. **WINDED:** The wind has been knocked from you, leaving it difficult for you to keep active for a while without stopping to catch your breath. Your second roll during an Encounter suffers a -1, your third a -2, and so on.
51. **EXHAUSTED:** A real toll has been taken on you over your travel; the kind of weariness that only long rest can truly deal with. In the **Evening** and at Night, your virtues are all reduced by 1.
52. **BLEEDING:** Blood flows from an injury, draining you of your vital essence; and it's difficult to staunch. After every Encounter, you suffer 1 DAMAGE.
53. **WITHERED:** Your flesh has begun to rot away, giving off a foul odour that anyone near you can smell. Your CHARM are STRENGTH are reduced by 1.
54. **CONCUSSED:** Your joints have begun to seize up, making it difficult to move with quickness or care. Your GRACE and WISDOM are reduced by 1.
55. **SELFISH:** Bitterness has settled in between you and your comrades. You cannot spend ECHO DICE to benefit anyone but yourself directly.
56. **GLAMOURED:** You've been magically charmed and endeared towards whatever Glamoured you. Any creature like it seems beautiful and interesting to you; you cannot raise your hand to them in violence without them harming you first.
61. **NAUSEOUS:** You have an upset stomach, and feel weak, sweaty, and like you might throw up at any given moment. After any heavy physical activity, roll a D6. On a 5 or 6, either roll worst-of-3D6 next time you act, or pass up your next opportunity to act to go be sick instead.



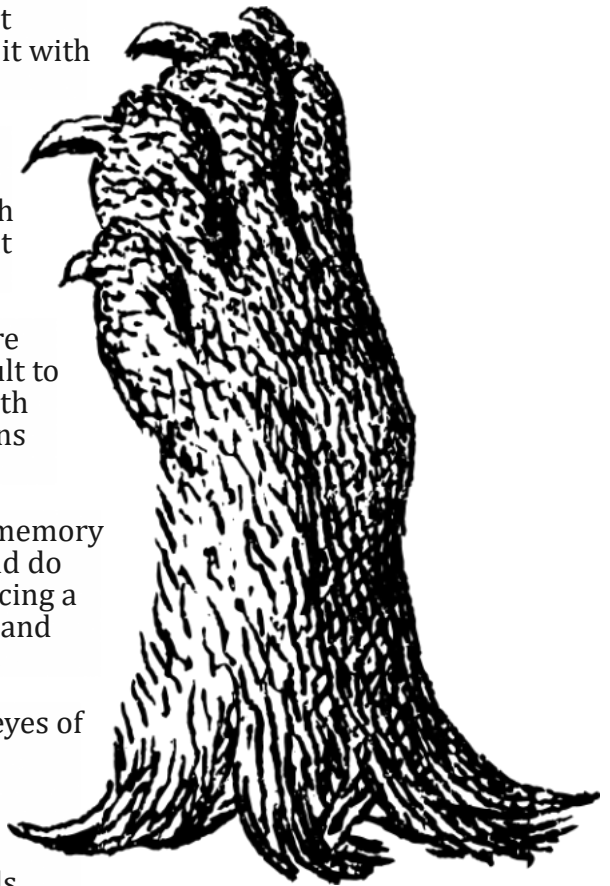
62. **SHAKEN:** Your confidence has been shook, making it difficult for you to act at your best. Choose a virtue; roll it with worst-of-3D6 from now on.

63. **FOOLHARDY:** Surviving so far should have instilled you with wariness and careful confidence; instead, it's given you a deathwish. If a problem could be solved with violence or reckless action, you always insist on it, and it is difficult to convince you of anything else.

64. **BROKEN:** Your exploits have earned you one or more broken bones, which, generally speaking, make it difficult to move around. Until the next Night, you make all rolls with worst-of-3D6, until the bone can be set. The trait remains afterwards—they'll take a long time to heal.

65. **AMNESIA:** You have been stricken with short term memory loss, losing touch with who you were and what you could do before you entered the world of graves. As well as replacing a **Moon** trait, you also lose access to your **Mundane** trait and anything it granted you other than equipment.

66. **LUNACY:** A brush with a werewolf has brought the eyes of the moon upon you. Each Night, roll a D6. On a 6, you experience your first shift, changing painfully into a *werewolf*. Every Night you don't change, it arrives on a result of one lower (5, then 4, etc). If you are subdued during a change, flip a coin: heads, you gain control. Tails, it resets to 6.



## Weather (D6)

Every Day, before you begin Encounters, you roll for the Day's Weather on the table below. Many traits, **Moon** traits especially, have interactions with the Weather, or allow you to change it to your deserves.

### 1 — Heatwave

An exhausting heat settles in, causing you to grow tired and irritable. During the Afternoon, you take -1 to all actions. During the Evening, you take a -2 to all actions.

### 2 — Snowfall

Snow falls around you, painting the world of graves into a beautiful winter wonderland, and also obscuring any and all paths and notable landmarks. Roll an additional Morning Encounter.

### 3 — Rain

A heavy rain muddies the ground and drowns out sound, making it difficult to see and be seen. Attempts to sneak by foes are made with best-of-3D6, and attempts to spot ambushes are made with worst-of-3D6.

### 4 — Thunderstorm

What was that sound? A deep rumble of thunder rolls over the hills, followed by strikes of lightning. At the start of each Encounter, the referee rolls a D6. After that many rounds, a bolt of lightning will immediately put someone in danger, directly or indirectly (2D6 DAMAGE).

### 5 — Mild

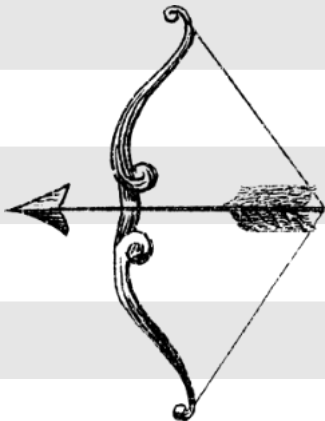

The weather is even and unremarkable. Pleasant, even, for the world of graves.

### 6 — Heavy Winds

A heavy, blustering wind blows through the world of graves. Ranged attacks are made with worst-of-3D6, and attempts to dodge them made with best-of-3D6.

## Superior Items (06)

After surviving an Encounter that didn't already grant you some kind of reward or benefit, roll on the tables below to determine a looted prize for the group. It's up to the group to decide who takes whatever prize is rolled.

d6		Category	
1		Roll on the <i>Weaponry</i> table.	
2		Roll on the <i>Consumables</i> table.	
3		Roll on the <i>Armor</i> table.	
4		Roll on the <i>Items</i> table.	
5		Roll on a table of the group's choice.	
6		Survival gear (ropes, lockpicks, etc, 3 uses).	

d6	<i>Weaponry</i>	d6	<i>Consumables</i>
1	Silver sword (1D6)	1	Regain 1D6 uses, spread across the party
2	Longbow (1D6+2)	2	Potion (+1D6 HP, 1 use)
3	Black-powder gun (1D6, ignores ARMOR, 3 uses)	3	Blazeoil vial (set a weapon on fire for an Encounter, 1 use)
4	Heavy mace (1D6, ignores ARMOR)	4	Silverslick vial (coat a weapon in silver for an Encounter, 1 use)
5	Greatsword (2D6 DAMAGE)	5	Comforts (Ignore a <b>Grave</b> trait for the next Encounter)
6	Fine weapon (1D6+1 DAMAGE)	6	Survival gear (ropes, lockpicks, etc, 3 uses)

d6	<i>Armor</i>	d6	<i>Items</i>
1	Halfplate (2 ARMOR, noisy)	1	Helmet (accessory)
2	Studded leather (1 ARMOR)	2	Buckler (accessory)
3	Full plate (3 ARMOR, heavy as fuck)	3	Magic ring (+1 ECHO DIE per Night)
4	Padded leather (0 ARMOR, +2 vs blunt or bludgeoning DAMAGE)	4	Shield ring (+1 ARMOR)
5	Ceramic plate (3 ARMOR, breaks if you take 6+ DAMAGE in one hit before reduction)	5	Sword ring (+1 DAMAGE)
6	Greatcloak (0 ARMOR, can conceal items within)	6	Heart ring (+2 MAX HP)

# FOES OF THE WORLD OF GRAVES

The path to the Moongrave is dense with dangers, many of which are not content to lie in wait until you stand in the right spot or fail to see a tripwire. No, the greatest dangers on the path are living (or unliving) ones: fae, ghouls, cultists, wyverns, creatures and monsters and men of all shapes and sizes—all the dangerous ones at least.

All enemies have;

- ◆ HP, which determines how much DAMAGE they can suffer before they are slain
- ◆ ARMOR, which reduces DAMAGE taken
- ◆ DAMAGE, which they deal when players fail to defend themselves

They also have a special rule, and three suggested **Grave** traits that they might commonly inflict if you don't want to roll.

Below, they are organised by where they are seen most often.

## Foes of the Forest

WOLVES — 3 HP | 0 ARMOR | 3 DAMAGE

*Wolves* are common in the lands beyond safe havens, their howls heard often throughout the night. An organised party need not fear them, usually; though those driven wild by hunger may trouble even the prepared.

*Pack Tactics* — While outnumbered by *wolves*, roll worst-of-3D6 when you act.

**Grave** traits — Hamstrung, Wounded, Bleeding, or D66.

TREANT — 6 HP | 3 ARMOR | 1D6 DAMAGE

*Treants* are living trees, often animated by spirits of nature. Those found in the world of graves are stirred by something darker; few are certain what, but many have died trying to find out.

*Bark Armor* — *Treants* do not apply their ARMOR to any harm that comes from fire or axes.

**Grave** traits — Broken, Fearful, Cursed, or D66.

SWARM — 6 HP | 0 ARMOR | 3 DAMAGE

There are a multitude of creatures in the world of graves that *swarm*. Rats, crows, vermin of a dozen kinds, even lesser undead like zombies and skeletons can be said to swarm. The same rule goes for all of them; if all you can do is try to kill them one at a time, they'll kill you first.

*Swarming* — Simply swinging at a *swarm* with a hand weapon is ineffective. Only DAMAGE that would affect a wide area, like bombs or fire, is effective.

**Grave** traits — Diseased, Paranoid, Harrowed, or D66.

GRAVEBEAR — 8 HP | 1 ARMOR | 1D6 DAMAGE

Unsurprisingly, *gravebears* share the tenacity and temper of their more mundane cousins, and are equally as dangerous; there is little difference, other than the fact that *gravebears* are usually walking chokerot vectors.

*Vector* — After resolving an encounter with *gravebears*, anyone who came near one rolls a D6. On a result of 1, they gain the Choking **Grave** trait.

**Grave** trait — Choking, Wounded, Broken, or D66.

## TROLL — 9 HP | 1 ARMOR | 1D6+2 DAMAGE

The subject of a hundred fairytales, *trolls* habitually lay claim to areas and demand tolls for entry. Territory disputes are common, and typically solved by trading of treasures. Most wield large objects, but some use their treasures to hand-craft weapons spiked with gold or silver.

*Regen* — *Trolls* regenerate 1HP after each round. Fire stops their regeneration for an hour.

**Grave** trait — Beaten, Winded, Dazed, or D66.

## STITCHED HORROR 12 HP | 0 ARMOR | 1D6+4 DAMAGE

Shambling monstrosities of sewn-together corpses, *stitched horrors* are a threat to even seasoned fighters. With their many arms, they clutch a variety of weapons and tools, and raise them against any living they come across; aiming to reduce them into nothing more than new flesh to be sewn.

*Patchwork* — For every 2 DAMAGE the *stitched horror* suffers, it deals -1 DAMAGE.

**Grave** traits — Diseased, Bleeding, Consumed, or D66.

## FAE FOLK 3 HP | 4 ARMOR | 1D6+1 DAMAGE

Hunters from the everwild are spotted often in the world of graves, usually setting out in small parties to hunt its monsters for sport. They typically do not trouble men unless they disturb a hunt—in which case, they are swift and merciless. If you want to live, apologise profusely and earnestly, use silver, or put your blade away entirely: the flesh of men is lethal to *fae folk*.

*Unkind* — *Fae folk* do not apply their ARMOR to attacks made with silver.

**Grave** traits — Hunted, Changeling, Glamoured, or D66.

## CULTISTS 3 HP | 0 ARMOR | 1D6 DAMAGE

There are countless orders, sects, and gangs that lure the suggestible out into the world of graves, with promises of power, or knowledge, or wealth. They are differed mostly through what they demand supplication to, how brutal their practices are, and how desperate they require their faithful to be. The most common among them devoted to attempting to curse the moon.

*Blood Tribute* — Every time a *cultist* dies, mark a point of 'favour' down.

**Grave** traits — Cursed, Bleeding, Marked, or D66.

## WEREWOLF 9 HP | 3 ARMOR | 1D6+1 DAMAGE

Blessed by the moon in some folklore, cursed by it in others, the true nature of werewolves is somewhere in the middle. Some manage to temper what they have become with discipline and restraint; others flee the world of men and live in the wilds beyond, hunting anyone who dares trespass into where they do not belong.

*Impure* — *Werewolves* do not apply their ARMOR to attacks made with silver.

**Grave** traits — Lunacy, Paranoid, Fearful, or D66.

## NECROMANCER 6HP | 1 ARMOR | 3 DAMAGE

Restoring the dead is an ambition that has driven many to ruin. For some, it results in the pursuit of the most hollow of revivals; necromancy. For those that have lost their humanity in trying to achieve life beyond death, it is a shallow but satisfactory endpoint.

*Spellcaster* — When a *necromancer* casts a spell, roll 1D6 to determine the result. Players may attempt to interrupt or avoid the outcome of a spell like any other attack.

- ◆ 1-2: *Channel Undeath*: A nearby undead ally is healed for 1D6 HP.
- ◆ 3-4: *Frostbolt*: 3 DAMAGE, pierces ARMOR, one target
- ◆ 5-6: *Waves of Fatigue*: Hits a wide area, affected players roll worst-of-3D6 on their next roll.

**Grave** traits — Cursed, Nightmares, Withered, or D66.

## GIANT SPIDER 6HP | 1 ARMOR | 1D6 DAMAGE

As an arachnophobe, I will leave it to you to imagine these creatures.

*Weaver* — *Giant spiders* are capable of trapping players in webbing, rendering them unable to act unless it is destroyed. Webbing has 1HP and 0 ARMOR.

**Grave** traits — Fearful, Nightmares, Paranoid, or D66.

## Foes of the Valley

### BLIND HUNTERS 3HP | 1 ARMOR | 3 DAMAGE

Rarely seen, due to their tendency to hunt in complete darkness, which naturally makes them difficult to describe. A few scattered accounts attest to spindly limbs, almost-translucent flesh and silvered claws but little else; other than to be exceptionally wary of caves and passages you cannot confirm are dead ends.

*Eyeless* — *Blind hunters* are capable of ‘seeing’ in complete darkness, through a combination of echolocation and precise vibration senses.

**Grave** traits — Consumed, Hamstrung, Harrowed, or D66.

### HARPIES 6 HP | 0 ARMOR | 1D6 DAMAGE

Humanoids with long birdlike wings and taloned feet, *harpies* are opportunistic predators that hunt various kinds of prey, from small rodents and other wildlife up to creatures like bears and similar sized monsters. Larger prey are often lifted into the air by several *harpies* working in tandem, and then dropped to their deaths.

*Teamwork* — Two or more *harpies* have sufficient strength to lift a person up into the air. Every round, they may move them far enough that the fall deals +1D6 DAMAGE.

**Grave** traits — Wounded, Concussed, Isolated, or D66.

### LANDSHARK 9 HP | 2 ARMOR | 1D6+2 DAMAGE

Large, armor-plated creatures that bear a passing resemblance to aquatic sharks—hence the name. *Landsharks* seem to have some kind of innate geological magic, which they use to ‘swim’ through the ground, sensing those that walk upon it as if sensing ripples cast through water. They are solitary hunters, rarely pairing up with others except to mate.

*Diver* — *Landsharks* are capable of sinking into the earth, completely obscuring themselves. While doing so, they have a clear sense of anything that touches the surface.

**Grave** traits — Hamstrung, Shaken, Mangled, or D66.

### YOUNG WYVERN 6 HP | 1 ARMOR | 1D6+1 DAMAGE

*Wyverns* are often mistaken for *dragons*, though there are a few key differences; *dragons* are inherently magical, whereas *wyverns* are just monstrous lizards. Also, *wyverns* have a pair of wings that function as forelegs as well as a pair of regular hindlegs (as opposed to *dragons*, which come in a variety of configurations but have never been sighted in the two-wings-two-legs one of a *wyvern*). The *wyverns* sighted in the Valley are typically younglings: adults move into the mountains beyond, where larger prey is more readily available.

*Sparkbreath* — After every round, roll a D6 for each *young wyvern* in an Encounter. On a 5 or 6, the next time it deals DAMAGE to a player, it coughs up a stream of fire that ignores ARMOR.

**Grave** traits — Burned, Fearful, Wounded, or D66.

RELIC WORM 12 HP | 2 ARMOR | 2D6 DAMAGE

*Relic worms* are huge, burrowing creatures that feed off of magical energy, typically long-forgotten treasures from ancient civilisations. Few remain, given the dwindling food supply; but any large source of magical power can be enough to wrest one from their hibernation to feed. If encountered, it is often best to just flee—they are not the kind of creature most survive seeing.

*Magicsense* — *Relic worms* hunger for magic, and are easily distracted or lured by it.

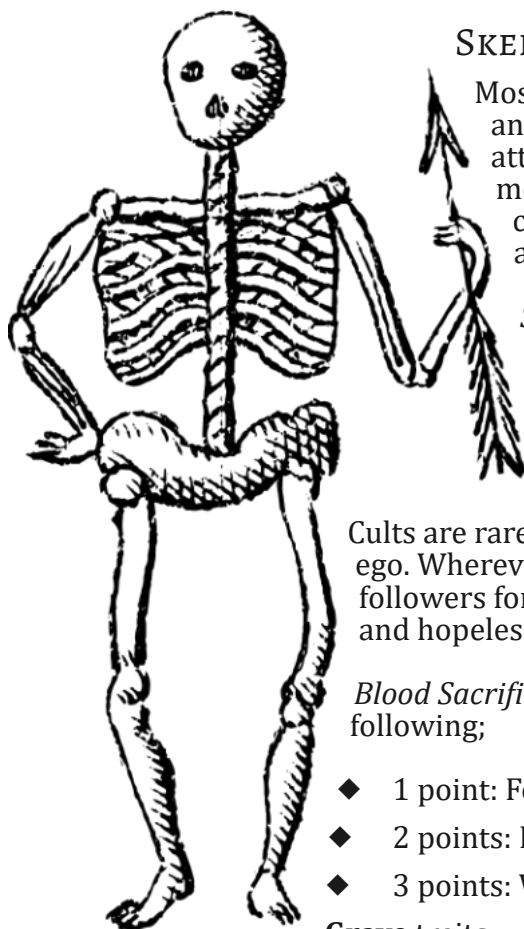
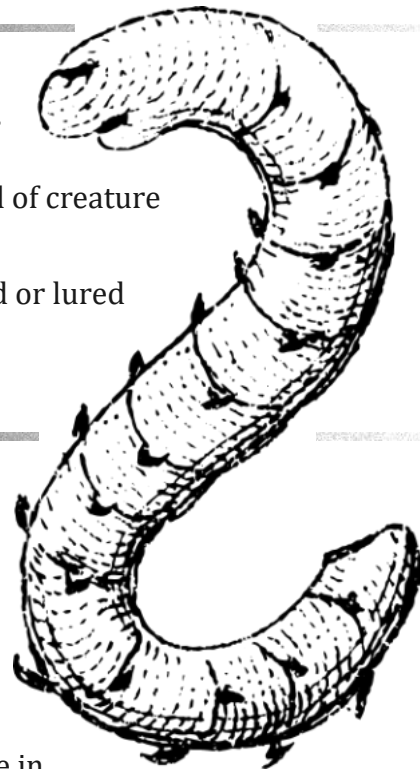
**Grave traits** — Mangled, Broken, Fearful, or D66.

OGRE MAGE 9 HP | 0 ARMOR | 1D6+2 DAMAGE

Many things in the world of graves consume flesh to survive, and many things are changed by what they eat. *Ogres*, then, are specifically products of cannibalism—mortals lost in the world of graves who turn to eating their kin to survive, dead or otherwise, are twisted into *ogres* as a result of the act. Their new hunger makes them stronger both physically and magically, but undoubtedly dooms them as their bodies burn through more calories than they can intake.

*Twinned* — *Ogre mages* are linked to one another magically. If two are in the same place, they must be slain within three rounds of each other; otherwise, they both heal 1D6 HP immediately.

**Grave traits** — Consumed, Withered, Exhausted, or D66.



SKELETAL CHAMPION 6HP | 4 ARMOR | 1D6+1 DAMAGE

Most *skeletons* conjured forth by necromancy are uncoordinated and loosely animated, fit for little more than menial labour and attacking in droves. *Skeletal champions* are reanimated with more work and energy, resulting in skeletons that are hardy, capable fighters that will follow orders to the letter—long after even their master's demise.

*Skeletal* — *Skeletal champions* do not apply their ARMOR to damage from blunt weapons or other physical impacts (like falls or explosions).

**Grave traits** — Wounded, Dazed, Concussed, or D66.

CULT LEADER 9 HP | 0 ARMOR | 1D6+2

Cults are rarely in actual service to anything but their leader's power and ego. Wherever they draw it from, *cult leaders* exchange the blood of their followers for strength and vigour. Though it might leave them scattered and hopeless, killing a cult's leader is a mercy to all that follow it.

*Blood Sacrifice* — A *cult leader* may spend points of 'favour' to do the following;

- ◆ 1 point: Force a player to roll worst-of-3D6 against them.
- ◆ 2 points: Resurrect a dead *cultist*.
- ◆ 3 points: Wrack all players with pain for 3 DAMAGE.

**Grave traits** — Infected, Amnesia, Cursed, or D66.

## Foes of the Dungeon

GARGOYLES 4 HP | 5 ARMOR | 1D6+1 DAMAGE

*Gargoyles* are winged stone statues, left to defend places in richer times. Many linger at their old haunts for centuries, being slowly worn away by the wind and the rain, but those left in more sheltered spots can last theoretically forever—the magic that animates them is barely up at all during their long sleep. Most that remain fall inert after being awakened once; but with their durable stone bodies and sharply chiselled claws, once is usually lethal.

*Stone Body* — Reduce a *gargoyle's* ARMOR by 1 every time it takes DAMAGE.

**Grave** traits — Broken, Beaten, Winded, or D66.

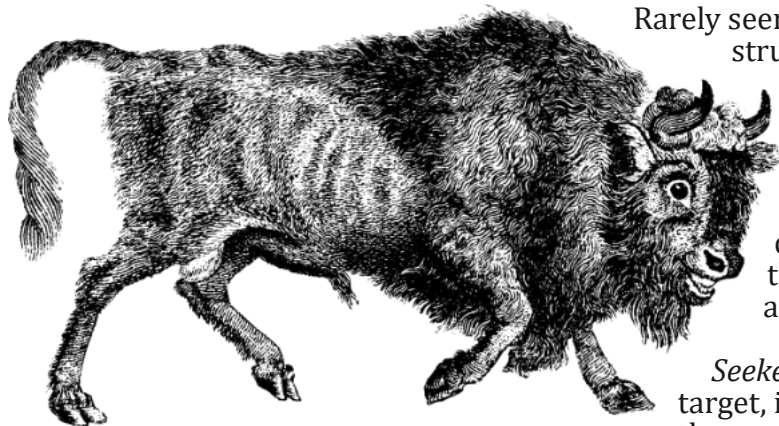
PHASE SPIDER 9 HP | 1 ARMOR | 2D6 DAMAGE

*Phase spiders*—a misnomer to begin with, since they are more closely related to octopuses—are magical creatures that project several overlapping illusions of themselves nearby when threatened, making them difficult to strike. This typically makes it far easier for the *phase spider* to strike with its venomous claws, or crush smaller prey outright.

*Phasing* — When you strike a *phase spider*, roll a D6. On a result of 3 to 6, your attack strikes an illusion instead. Your next attack strikes an illusion on a 4 to 6, then a 5 or 6, and finally any value other than 6.

**Grave** traits — Nauseous, Nightmares, Poisoned, or D66.

MAZE MINOTAUR 9 HP | 2 ARMOR | 1D6+2 DAMAGE



Rarely seen outside of the Dungeon and similar structures, *maze minotaurs* are tall, muscular half-bull monsters that dark forbidden halls to eject or kill any that trespass within. Some stories say they are the reincarnated souls of burglars, damned to pay penance in their next life as dedicated guardians, while others say that they are magical creatures that naturally appear in dark, labyrinthine places.

*Seeker* — Once a *maze minotaur* has sighted its target, it is always capable of finding a path to them.

**Grave** traits — Broken, Beaten, Winded, or D66.

SHAMBLING TERROR 6 HP | 3 ARMOR | 1D6 DAMAGE+1

*Shambling terrors* creep up from the deepest, oldest places of the earth, where strange things survive in the perennial darkness. Essentially hulking ambulatory plants, these bioluminescent monsters have been known to infect miners who dig too deep with spores, which cause a new shambler to grow from their corpse.

*Choking Spores* — When a *shambling terror* dies, it spreads spores. Anyone nearby runs the risk of infection; roll a D6. On a result of 1, they gain the Infested **Grave** trait.

**Grave** traits — Infested, Infected, Diseased, or D66.

## TITANIC CENTIPEDE 18 HP | 1 ARMOR | 1D6+3 DAMAGE

Long, predatory arthropods, *titanic centipedes* are a rare sight, usually keeping themselves to subterranean areas to avoid flying predators. Their massive size and venomous bite typically makes short work of anything they run into down there. When sections of their body are separated, they typically thrash about violently, seeking to take their attacker down with them.

*Splitter* — If a *gigantic centipede* takes 5 or more DAMAGE in a single hit, it splits into two halves that each have the remaining HP. The halves deal +2 DAMAGE, but suffer 1 DAMAGE each time they strike a player.

**Grave traits** — Poisoned, Mangled, Wounded, or D66.

## FAE HUNTER 6 HP | 4 ARMOR | 2D6 DAMAGE

Far more experienced hunters lead their parties, and are responsible for two things: returning with prey, and returning with their kin, in that order. They have all the same weaknesses as less powerful fae, but successful hunts have made them hardier and *far* more accurate with their bows.

*Unkind* — *Fae folk* do not apply their ARMOR to attacks made with silver.

**Grave traits** — Hunted, Changeling, Glamoured, or D66.

## SILVER DRAGON 12 HP | 3 ARMOR | 2D6 DAMAGE

A true drake. *Silver dragons* are sleek, sharp-winged creatures coated in metallic scales, capable of exhaling a magical icy wind that freezes everything in its path. They are regal, imperial creatures that are said to be the metaphysical embodiment of challenge and struggle, appearing as if a question asked by the universe itself: “are you strong enough to proceed?”

*Rimebreath* — After every round, roll a D6 for each *silver dragon* in an Encounter. On a 5 or 6, the next time it deals DAMAGE to a player, it breathes out a freezing wave that hits all players nearby them too.

**Grave traits** — Frostbite, Fearful, Death’s Door, or D66.



## OGRE KING 15 HP | 1 ARMOR | 3D6 DAMAGE

The final state of an ogre, now three men tall and unable to feed themselves on anything but the flesh of other ogres. *Ogre kings*, having consumed all their nearby kin, eventually starve to death, unable to sustain their powerful forms—but rarely without murdering everything that comes near them, desperate for even a drop of satisfaction. Though wasting away, their remaining muscles are more than enough to heft weapons capable of slaying a man in a single blow: and their magic is more powerful than ever.

*Spellcaster* — When an *ogre king* casts a spell, roll 1D6 to determine the result. Players may attempt to interrupt or avoid the outcome of a spell like any other attack.

- ◆ 1-2: *Cannibal Call*: 1D3 *blind hunters* are summoned.
- ◆ 3-4: *Energy Burst*: 1D6 DAMAGE, +3 DAMAGE against targets in metal armor, 1D6 targets.
- ◆ 5-6: *Consume*: Hits a wide area, affected players suffer 2 DAMAGE. The *ogre king* heals for half the total DAMAGE.

**Grave traits** — Consumed, Bleeding, Death’s Door, or D66.