



# Into THE Lair

THE FIRST BOOK



# Zealot Archetype Abilities

## Armor Proficiency

*Prerequisite: None* *Passive*

You can wear Heavy Armor. You n 1 additional armor point whenever you wear Medium or Heavy Armor.

## Aspect of Faith

*Prerequisite: None* *Passive*

Add +1 to any spellcasting test or +4 to damage/healing spells before rolling. A 1 always ls.

## Create Potions

*Prerequisite: None* *Passive*

Your tning allows you to make potions faster then normal. When you rest, you can make a number of Tier I potions equal to your Tier level.

## Divine Guidance

*Prerequisite: None* *Passive*

n 1 bonus Epoch die to your maximum dice pool.

## Divine Proclamation

*Prerequisite: None* *Passive*

You can read and cast divine edicts (scrolls). Whenever you cast edicts, you make the spellcasting test with Advantage.

## Divine Response

*Prerequisite: Ally Being Targeted* *Reaction*

When an ally is being targeted, you can give them a number of temporary armor points equal to your Tier level until the end of your turn.

## Extra Cantrips

*Prerequisite: Able to Cast Spells* *Passive*

You know an additional +4 Cantrips.

## Guided Strike

*Prerequisite: None* *Action*

Make a Guided Strike, you n +2 to hit. You can deal excess damage to another minion in your zone.

## Healing Rest

*Prerequisite: Resting* *Passive*

Choose an ally. When resting they n twice the amount of health that is rolled. You can choose a number of allies equal to your Tier level.

## Holy Symbol

*Prerequisite: None* *Passive*

Choose an item to be a spell focus, that item allows you to add +1 to any spellcasting test. A 1 always ls.

## Masked Adherent

*Prerequisite: None* *Passive*

You gain the Legacy Card “Secret Society”. You also can choose a Universal Ability in addition to this one.

## Mind over Body

*Prerequisite: Resting* *Passive*

You heal at twice the normal rate. When resting you n twice the amount of health that is rolled.

## Similar but Worse

*Prerequisite: Holy Order* *Passive*

You can n one acolyte henchmen from the Order if you are in good standing.

## Turn Undead

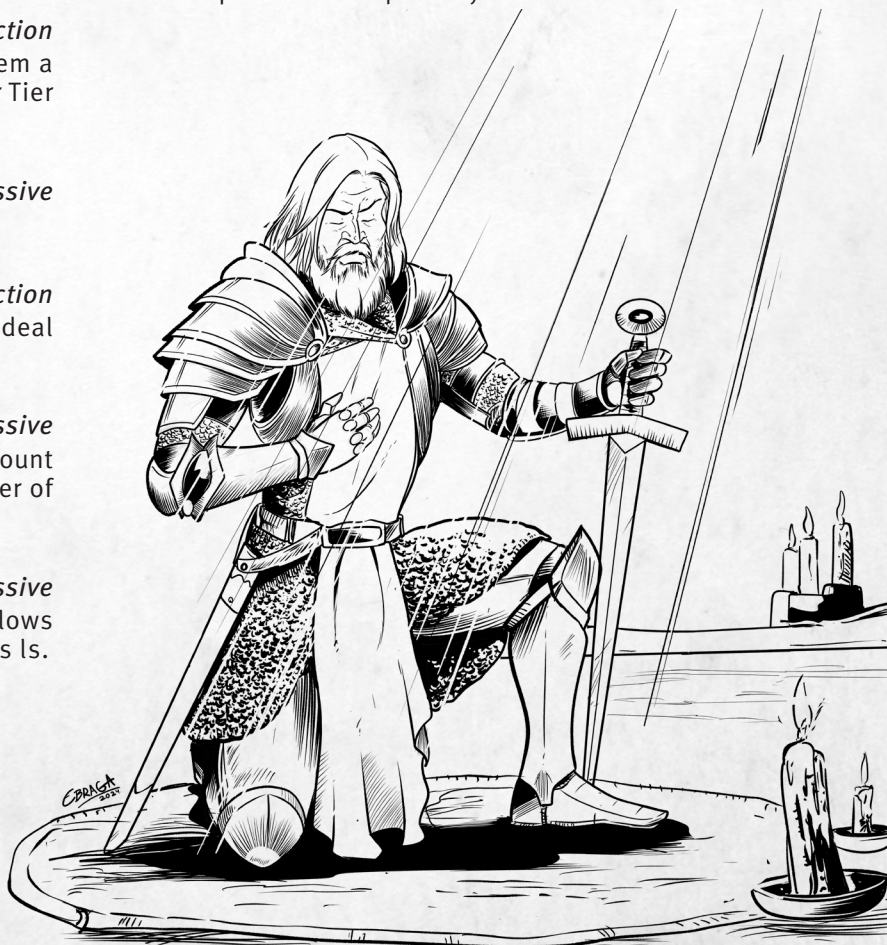
*Prerequisite: None* *Action*

Drive away undead minions. Roll free Epoch dice equal to your Tier level, you turn the number rolled. Once per combat equal to your Tier level.

## Valorous Strike

*Prerequisite: None* *Action*

When you hit using this action, deal an extra 5 damage. You can deal this extra damage a number of times per combat equal to your Wisdom.





# Cleric Abilities

## Banish

*Prerequisite: Return to Dust* *Action*

Banish one undead or demonic creature. Make a Wisdom test to banish the creature. All difficulty tests are set by the Lair Master.

## Cleric Spells

*Prerequisite: None* *Passive*

You can cast spells from the basic Cleric spell list and create divine edicts. You know a number of Cantrips equal to your Wisdom. Choose an aspect to serve.

## Divine Aura

*Prerequisite: None* *Passive*

All allies close to you gain a bonus to hit and all other tests outside of combat equal to your Tier level.

## Divine Inspiration

*Prerequisite: None* *Passive*

Whenever you roll Epoch dice, you roll with Advantage.

## Healing Wave

*Prerequisite: Out Of Combat* *Action*

Roll a number of **d8** equal to your Tier level. All allies gain that amount of health. You can do this a number of times per day equal to your Wisdom.

## Holy Aspect

*Prerequisite: Cleric Spells* *Passive*

You choose an additional aspect to serve and gain the knowledge of the spells available to that aspect. You gain +1 to any spellcasting test.

## Holy Blessing

*Prerequisite: None* *Action*

One ally gains +2 to all tests and has Advantage to hit Evil Creature till end of combat. You can do this a number of times per day equal to your Wisdom.

## Return to Dust

*Prerequisite: Turn Undead* *Action*

Roll free Epoch dice equal to your Tier level. You destroy that many undead or demonic minions. Once per combat equal to your Tier level.

## Sanctified Body

*Prerequisite: None* *Passive*

You are sanctified with divine immunity. Immune to poison and disease.

## Sanctuary in the Dark

*Prerequisite: None* *Action*

You create a magical dome around you in your zone. Minions and objects cannot pass without a Fortitude 12 test. You cannot create another until dispelled.



# Paladin Abilities

## Celestial Aura

*Prerequisite: None* *Passive*

You and all allies in your zone gain a bonus to their Defense equal to your Tier level for the entire combat.

## Divine Authority

*Prerequisite: None* *Passive*

Gain 2 bonus Epoch die to your maximum dice pool.

## Divine Protection

*Prerequisite: None* *Action*

One ally gains +2 Defense for the entire combat. Once per day equal to your Wisdom. Using the ability on the same target does not stack.

## Lay on Hands

*Prerequisite: None* *Action*

Heal any target. Roll **1d8** per Tier level. Removes diseases and conditions. You can do this a number of times per day equal to your Wisdom.

## Paladin Spells

*Prerequisite: None* *Passive*

You can cast spells from the Paladin spell list. You can cast divine edicts You know a number of Cantrips equal to your Wisdom+Tier level.

## Righteous Blow

*Prerequisite: None* *Action*

When you attack, if you hit an enemy you can also knock up to two minions prone and push them up to one zone away.

## Shield of Faith

*Prerequisite: None* *Passive*

You gain +1 Defense when using a shield. You can wear Heavy Armor.

## Smite

*Prerequisite: None* *Passive*

During combat when hit, gain a **d4**. You can gain a number of **d4** equal to your highest attribute. When you hit you can choose to roll them for damage.

## Surge of Power

*Prerequisite: None* *Action*

When you take the action Surge of Power, you can immediately choose to do two separate actions. Once per combat equal to your Tier level.

## Vow

*Prerequisite: Maintain Vow* *Passive*

You gain the Legacy Card "Vow". You gain a Bonus +10hp and +1 to hit. You must maintain your Vow to keep these bonuses.





## CHAPTER 5

# MAGIC & SPELLS

**M**agic is rampant across the land of Adru and part of the fabric of life to the people that inhabit it. Some are born with a natural ability but even the studious can find themselves handling the greatest of magics.

Wizards learn to harness the magical energies through careful study and practice. Arcane magic is flawed in small ways, but through this practice they can channel the magical energies with low risk to the people around them. Wildly tossing dangerous spells will truly endanger your allies, and the signs of doing so will become apparent to others.

The Magus Arcanum strictly controls the flow of magical resources and limits the possession of spell knowledge to keep accidents and misuse to a minimum. Being part of the Magus provides benefits to those who are part of their ranks. There are those who operate outside of the Magus, which people may refer to as a hedge wizard. Some magical races might offer unique spells for trade if their tribe is friendly.

Some evil creatures, such as the Drakin will try to influence and increase corruption of wizards through certain dark rituals and twisted items. Not all spells are beholden to the Magus Arcanum, but it would do a young wizard well to check with their local wizard tower before assuming they can cast a spell found on a corpse or looted from a tomb.

## Whimsey's Escape

T1 | **T2** | T3

**REACTION / 1 SCENE / ARCANE:PSYCHIC**

Tier II	Tier III
Teleport away	Half Damage

### **RANGE: FAR**

As a reaction you can teleport to a zone within far distance. You take half damage on a spellcasting roll of 2-6 and no damage on a 7-12. At higher tiers you always take half damage on a spell failure, and no damage on a success.

## Whimsey's Stories

T1 | **T2** | T3

**ACTION / 1 DAY / ARCANE:PSYCHIC**

Tier II	Tier III
Medium Sized Illusion	Large Sized Illusion

### **RANGE: NEAR**

You create an illusion that is extremely convincing. The illusion lasts for one day. You can recast the same illusion every day for a month for it to be a permanent effect until dispelled. This illusion appears real to everyone until touched. You may only have one illusion active at a time.

## TIER III ENCHANTER SPELLS

### Polymorph

T1 | T2 | **T3**

**ACTION / INSTANT / ARCANE:PSYCHIC**

Tier III
Polymorph

### **RANGE: TOUCH**

You touch a target and change them into the desired creature. Their attribute scores change to reflect the creatures scores except for Intelligence and Wisdom. If the target does not wish for this to happen, you can spend an additional magic charge to power the spell. For the remainder of the spell or until the target runs out of health, they are that specific creature. Replace all their attacks and abilities with the new creatures. Legendary creatures can make a Willpower test to resist.

### Runed Prison

T1 | T2 | **T3**

**ACTION / 1 SCENE / ARCANE:PSYCHIC**

Tier III
Magical Prison

### **RANGE: NEAR**

You create a barrier of magical energy. This barrier is near indestructible and its form may be chosen by the caster when making it. It may be solid, or have bars and holes in it. The spell costs an additional charge per creature you are attempting to imprison in its zone beyond the first. It encapsulates the targets in the barrier letting nothing in or out until removed, dispelled or the caster dies. The runed prison spell can imprison one creature minion, per charge. All Heroic and Legendary creatures must make a Willpower test to resist being imprisoned. Anytime the caster takes damage they must make a Spellcasting difficulty roll to maintain the barrier. On a roll of 1-5 the spell ends.

### Mass Appeal

T1 | T2 | **T3**

**ACTION / 1 DAY / ARCANE:PSYCHIC**

Tier III
Command a crowd

### **RANGE: NEAR**

You convince all creatures close and near to you to do one command given to them. Creatures immune to charm effects are not affected. All creatures must be able to understand you to be charmed. They will attempt to complete the command for the next 24 hours or until it is completed. The spell ends early if they complete it before then. They will not do something that will directly cause them harm such as jumping off a cliff. The spellcasting test is done at disadvantage if you are currently hostile to the targets.

### Psychic Storm

T1 | T2 | **T3**

**ACTION / INSTANT / ARCANE:PSYCHIC**

Tier III
Zone Wise Destruction

### **RANGE: FAR**

A maelstrom of psychic energy manifests above you, sending out thousands of psychic needles stabbing into your enemies. You attempt to blast all enemies in up to 3 zones. All enemies in those zones suffer **8d12** damage from the Psychic Darts. A spellcasting test for each zone must be made. Whenever you fail a spellcasting test you do half damage. You can gain a corruption point instead to do full damage.

## Perfect Disguise

T1 | T2 | T3

**ACTION / 1 DAY / ARCANE:PSYCHIC**

Tier III

Perfect Disguise

### **RANGE: TOUCH**

You blend in at will, taking a form the most soothing and least threatening to those around you. This allows you to read the surface thoughts of one target around you so you can blend in and appear to have the items they ask for or seek. For instance, a guard asking for identification will notice that you have it conveniently or someone looking for you in a crowd will only see unfamiliar faces. You can spend an additional charge to find more information from the target beyond just surface thoughts. You can also spend additional charges to add a number of allies to this spell. The effect for allies only lasts one scene. This will allow your allies to also blend in.



## THE NOBLES

While the Order has a great influence on the culture of the common people, the nobles have a greater impact on the day to day life. The nobles are the ruling class within the kingdom. The political and social order are established, and carefully maintained by the nobles. Being a mostly feudal system, with some exceptions, the nobles carefully keep the balance of power between themselves and the commoner.

The election of the High King or Queen is another exception to the normal order of the feudal system. To understand how the noble hierarchy functions, a list of the ranks and titles one can attain is discussed below.

Noble titles and ranks range from King or Queen to the lowest rank of the Knight. Each kingdom is ruled by a king or queen, with authority over all the people and land within the borders of that kingdom. All land is given by the royalty to other nobles in exchange for loyal service and support. Royalty alone has the power to set taxes, declare war, give or strip

lands from other nobles, raise armies, and knight individuals, making them nobles. This is only a short list of the powers they possess and varies between different kingdoms.

An Archduke or Archduchess is the highest-ranking noble under a king or queen. There is only one archduke per kingdom, often ruling over a large area of land within a kingdom. Up to half of the kingdom may be under the authority of the archduke. The archduke has the same powers as a king or queen within the area they control. Additionally, an archduke may temporarily rule over a kingdom until a king or queen is chosen. This may occur due to the untimely death of a monarch or a dispute over the right of succession. The line of succession is too complex for this discussion and will be addressed at another time. A duchy is a large region of land often divided into counties and governed by a Duke or Duchess. The duke or duchess will have a castle or other stronghold somewhere within the Duchy guarded by soldiers and knights.





## ABOUT THE HIGH KING

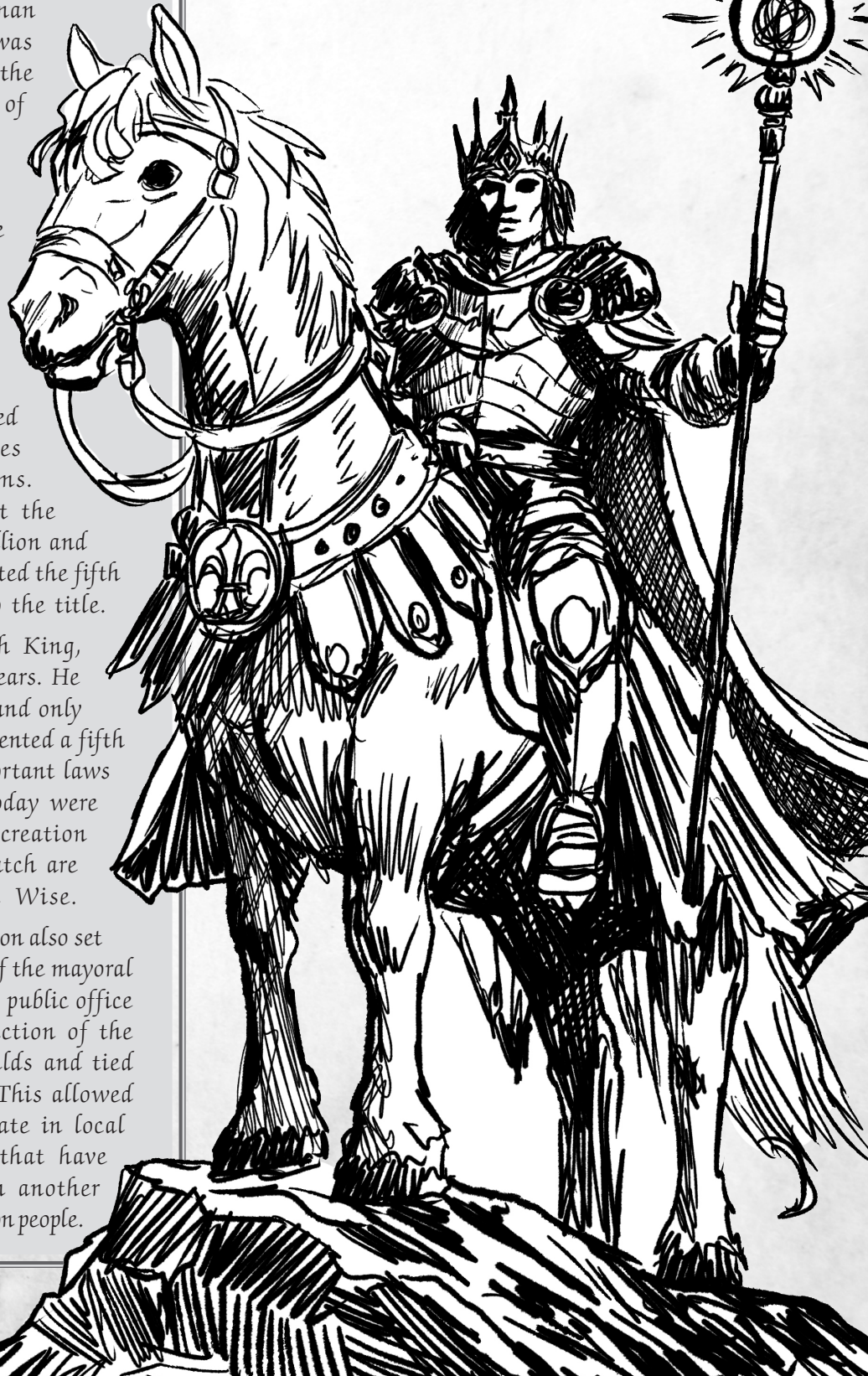
*From the Archive*

The most important title within the Ten Kingdoms is that of the High King. Many scholars and historians credit the role of the High King as the unifying force that has allowed peace and prosperity to flourish.

The consolidation of the human kingdoms into a powerful force was the start of the new age called the Age of Order. The first century of this age was a difficult time with many conflicts arising between the human kingdoms. As a way to broker a lasting peace and resolve future conflicts, the first High King was elected in the early years of the second century. Aed Ru'nd, the first High King, was a strong and powerful leader. The next two High Kings followed the same path settling disputes between the different kingdoms. The fourth High King brought the ten kingdoms close to open rebellion and war. Teneyon of Aradon was elected the fifth high king and restored honor to the title.

Considered the greatest High King, Teneyon the Wise ruled for 49 years. He was elected a record five times and only his advanced age and illness prevented a fifth election. Many of the most important laws and customs still in practice today were created and set in place. The creation of the Guilds and the Dark Watch are both credited to Teneyon the Wise.

A great man of the people, Teneyon also set forth the creation and structure of the mayoral office. It was his vision that this public office would be controlled by the election of the common people through the guilds and tied to the office of the High King. This allowed the common people to participate in local governance. In the centuries that have followed, there has never been another uprising or revolt among the common people.





## Goblin

Small / Evil / Weak Minion

Initiative 11

11 0 6/1 0 1 0

Def DR HP/H Fortitude Reflex Will

### TRAITS

Sneaky, Cowardly

### ACTIONS

➔ **Damage:** 3 / 1d6 Ranged or Melee

## Goblin Veteran

Small / Evil / Weak Minion

Initiative 12

11 0 12/2 1 1 0

Def DR HP/H Fortitude Reflex Will

### TRAITS

Sneaky, Cowardly

### ACTIONS

➔ **Damage:** 4 / 1d6+1 Ranged or Melee

## Goblin Mage

Small / Evil / Average Minion

Initiative 12

10 0 14/2 0 2 2

Def DR HP/H Fortitude Reflex Will

### TRAITS

Sneaky, Cowardly

**Magic Casting:** The Mage can cast a total number of spells per combat -equal to their Willpower.

### ACTIONS

➔ **Attack Damage:** 3 / 1d6 Ranged or Melee

➔ **Fire Blast Spell:** One target takes fire damage

➔ **Fire Blast Damage:** 1d10+2

➔ **Ice Blast Spell:** One target takes Ice damage

➔ **Ice Blast Damage:** 1d6+2, Target cannot move from zone next round.

## Goblin Raider

Small / Evil / Average Minion

Initiative 12

12 0 14/2 1 2 1

Def DR HP/H Fortitude Reflex Will

### TRAITS

**Mounted:** While on a mount the Goblin Raider can move two zones.

Sneaky, Cowardly, Snap Shot

### ACTIONS

➔ **Damage:** 5 / 1d6+2 Ranged or Melee

### REACTION

**Snap Shot:** Once in between turns, whenever an ally that is near the Goblin Raider is attacked, they can make an attack against the attacker.



## Hag

Medium / Evil / Strong Minion

Initiative 12

14 0 40/4 3 2 4

Def DR HP/H Fortitude Reflex Will

+2 To Hit / +3 to Damage

### TRAITS

#### Animal Familiar

**Hag Shapeshift:** The Hag can Shapeshift into a beautiful and normal female of any race.

### ACTIONS

**Melee Attack:** The Hag makes a melee attack with a blunt melee weapon.

➔ **Damage:** 7 / 1d8+3.

**The Hag has additional spell actions.**

**Hag Charm:** The Hag can cast a magic Charm on one target. The target makes a Willpower 15 test or is charmed. Once per combat.

**Hex:** The Hag can cast a Hex on one target. The target makes a Willpower 15 test. If they fail they gain a curse. Once per combat.



## Hobgoblin

Medium / Evil / Average Minion

Initiative 11

13 0 18/2 3 1 1

Def DR HP/H Fortitude Reflex Will

+2 To Hit / +4 to Damage

### TRAITS

Alert, Darkvision, Disciplined, Skilled Fighter

### ACTIONS

➔ **Medium Weapon Attack:** 6 / 1d8+4

➔ **Bow Attack:** 6 / 1d8+4

## Hobgoblin Leader

Medium / Evil / Strong Minion

Initiative 12

15 0 35/4 4 2 3

Def DR HP/H Fortitude Reflex Will

+3 To Hit / +5 to Damage

### TRAITS

Alert, Darkvision, Disciplined, Skilled Fighter

### ACTIONS

➔ **Medium Weapon Attack:** 8 / 1d8+5

➔ **Bow Attack:** 8 / 1d8+5