FABLES OF THE TWIN MOONS

Playtest 2

To my father, Bruce Ericson. Thank you for being my rock these past few years. You'll never truly know just how much you've gotten me through.

To my sisters, nieces, and nephew, I hope this book provides you all with countless hours of play and the inspiration to create and explore the fantastic worlds in your own head.

Love Always,

Brian

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INTRODUCTION

Welcome to Fables, a pen and paper game set in the world of Galaeffa. The objective of *Fables* is to draw on your imagination, dreams, and nightmares to spin myth, fable, and challenge for yourself and your friends.

If you are familiar with other tabletop games that use a 20-sided die (also called a d20), then you will feel right at home in *Fables.* If not, no fear—this is a perfect place to get started.

The central premise of *Fables* is that the Guide begins by describing a scenario, often including obstacles which can hinder the Players from reaching their goal. Then, the Players describe how their characters go about subverting said obstacles. If any of these actions seem challenging or something stands in the way, Players roll dice to determine the quality of their character's success, and the Guide describes how the scenario plays out.

The golden rule of the game is this: if at any point a rule seems like it would lead to a less fun gameplay experience, disregard that rule and adjust it for your next session.

Combat is fast, interesting, and brutal. Death is meaningful, fun, and the potential beginning of a new arc or adventure. Metagaming is part of the gameplay experience—to improve the quality of play and give structure to breaking the rules in the name of fun.

Non-combat scenarios have a variety of escalating solution methods, including a unique task resolution system. There is no need to rely on a single roll to determine the outcome of a scenario—whether chopping wood or hunting thirty to fifty wild hogs.

For quick reference during gameplay, the end of this book contains a comprehensive glossary, including definitions of common terms, examples of characters and abilities, and a copy of each table used throughout the book.

The Roles

As the Guide, your role is to:

- Breathe life into the world.
- Describe the results of player choices.
- Create challenging and engaging scenarios.
- Be the arbiter of the rules, and the final word on rulings.
- Ensure that everyone at the table feels welcome and has a good time.
- Be brave enough to have a discussion if someone is not having a good time.

As the Player, your role is to:

- Control your character.
- Make decisions that move the story forward.
- Think outside the box.
- Honor the Guide's rulings, at least until the end of the session.
- Ensure that everyone at the table feels welcome and has a good time.
- Be brave enough to have a discussion if someone is not having a good time.

What Do You Need to Play?

- Willing participants! The sweet spot is 3-4 characters and one Guide, but one or two or even five characters is also manageable.
- A set of polyhedral dice, typically sold in sets of 7. You can find them at your local hobby shop or online. Going forward, these dice will be referred to as d#, where the "#" is the number of sides on the die. For example, a six-sided die is a d6.
- A character sheet conveniently online at omnimyth.press.
- Something to write on, in case you need to take notes—or, for the Guide, to draw out an environment, puzzle, or challenge.
- The most important thing of all: a willingness to work together to tell an awesome story! If you don't have that, have a conversation, or find a different group.

That's it! At its core, *Fables*, like most pen-and-paper games, is a great excuse to sit down with friends or strangers, talk and make jokes, explore your imagination, get to know one another better, and just have fun.

The Rules

Rolling Dice
Approaching Challenges

Dice Complicate Things

The players' ultimate objective is to act in a way that best befits their character. The Guide's objective is to challenge the players to create a fun and exciting story. As you look at the problem-solving options below, notice that they are in escalating order from player-controlled to those relying on the whims of fate. When dice start rolling, there's a chance they will land unfavorably. When that happens, the Guide will introduce one or more complications.

Narrative Action

You are in control of the way your character approaches a situation. When trying to solve a problem, you describe what your character tries to do—if it's within your character's established skillset and poses little risk, you succeed without needing to roll. As dice get involved, so too does the risk of failure and uncertainty—and there will be plenty of that without you specifically asking for it!

Example: Don't say "I roll a Notice check." Note instead that your character enters the room and looks around to see if there are any familiar faces. The Guide will ask for a check if there's a chance of failure, and that check will have consequences.

Abilities

Abilities are descriptive and allow characters to perform a specific mechanical action. If an Ability can be used to solve a problem that you can't solve through narrative, then it is probably your next best bet.

Example: You might use your fire spell to light a bonfire and distract or blind your pursuers, instead of trying to roll to light it with some sticks and tinder.

Opposed Checks

Skills and Traits

If you try to do something and something or someone stands in opposition to your goal, roll a Check related to one of your Skills or Traits. Work with the Guide to determine which Skill or Trait your character should roll.

Example: If you can come up with a compelling reason to use Moxie to move a boulder, such as convincing an NPC to do it for you, then give it a try! The Guide sets the difficulty according to the scenario and Skill used.

Roll 1d20 and add any bonuses on your character sheet for the relevant Skill or Trait. The Guide uses the result to determine the nature of your success and describe how the situation is resolved.

Active Opposition

When making a roll against an NPC—or something that an NPC has created to intentionally hinder the players—the NPC is acting in opposition. This calls for a contested roll. The Guide rolls for the NPC, factoring in the NPC's Knack or Lack modifiers, and the player does the same for their character factoring in any relevant skills or modifiers. The Guide then narrates the result based on who rolled higher. In the event of a tie, the individual with the higher modifier wins—if modifiers are equal, reroll the dice.

Passive Opposition

Sometimes players need to solve a problem that is not actively resisting them. In these instances, the Guide sets a target score for the players to attempt to beat. The target number is based on how challenging the activity they are trying to complete is. There are some recommendations regarding passive opposition checks in the Guide section.

Ways to Roll

There are several ways that a player can roll. In extremely advantageous or disadvantageous circumstances the Guide may call for a roll with Boon or Bane, this can apply to any type of roll.

Trait Check

Roll 1d20 and add your relevant trait modifier.

Skill Check

Roll 1d20 and add your relevant skill modifier.

Test Fate

The character rolls any die and checks the result against their Lucky Token. If the result matches, they succeed, otherwise they fail.

Boon

The character makes the roll twice and takes the better result.

Bane

The character makes the roll twice and takes the worse result.

Tracking Time

There are two ways to track time in Fables: Free Action, and Initiative.

Free Action

Most gameplay takes place in Free Action. When talking peacefully, investigating, casually crafting, gathering materials, traveling, or resting with allies, you are in Free Action.

In Free Action, time is loosely tracked. Activities can take seconds or days—or even weeks, months, or years—depending on what is happening! This mode of play can be a conversation, a montage, or something in the middle.

Initiative

When every action matters, and time seems to dilate, you are moving into Initiative. In Initiative, you track which player (or enemy) gets to take an action when.

To determine Initiative order, assemble an Initiative Stack:

- *Get an opaque container (the Stack) and a selection of representative tokens (consider cards, chits, or dice).*
- *Assign each player character 3 matching tokens and add them to the Stack.*
- *Add enemy tokens to the Stack equal to their combined Initiative.*
- *Add 1 distinct token to the Stack to signify the End of Round.*

Optional: Enemy Initiative Limit. It's possible that the player characters will be grossly outnumbered. The Guide can choose to limit the number of enemy tokens if desired. Twenty enemy tokens is probably a good upper limit for a party of four.

Using the Initiative Stack is simple. Randomize it (shuffle the cards or shake the container that the chits are in) and retrieve a token.

If that token matches a player character's token, that character takes one Action. If it is one of the enemies' tokens, then the Guide selects an enemy to take an Action. After the Action is complete, set that token aside.

Note: It's generally not recommended to have any NPC take more actions than their initiative would allow outside of special scenarios which will be noted later in the Guide's section.

When you draw the End of Round token, remove from play any tokens for dead enemies or player characters, put all the other tokens back in the Stack, and randomize it. Then start the next Round of Initiative.

Non-Combat Uses for Initiative

Initiative is often used for combat, but it can also be used for resolving complex tasks. If the players are setting out to do a time-sensitive activity—working a quota, gathering ingredients for an emergency antidote, putting out a fire before the mill burns down—the Guide may decide to enter Initiative.

In this case, the Guide assigns the "enemy" (the fire, the labor task, the panacea ingredients) Initiative tokens based on the difficulty of the task. The players start with their standard Initiative of three each—but using relevant abilities, invoking assistance from allies, or coming up with clever ways to complete the task may warrant adding additional character tokens to the Stack, or disregarding hazards and or consequences when drawn. This commitment of abilities, assistance, or clever ideas happens at the beginning of every Round before the Stack is randomized.

When a player character's token is drawn, they advance in their task (successfully chopping a cord of wood, putting out a section of fire, finding one required mushroom). Each time an "enemy" token is drawn, they hit a setback (the fire spreads, they mistake one mushroom for another, the axe is blunted and needs to be sharpened).

Each time the End of Round token is drawn, they come closer to the end of

Movement

Zones

Zones are regions of the environment with intuitive boundaries.

Guides may break environments into Zones that present unique and fun challenges.

Example: the two banks of a river, a series of suspended walkways, outcroppings in a cliffside, different rooms in a keep, or regions separated by an arcane wasteland. Some larger regions may have multiple Zones.

In a truly open area, a Zone is a square region of roughly 20×20 feet. Within a zone, characters can interact with any other character or object in that Zone, even if hostile threats are present. Zone measurements can also encompass verticality, such as characters with Abilities for vertical movement trying to reach a tall balcony directly.

Any player may spend one Action during Initiative to move from their Zone to any adjacent Zone.

Zones Expanded

You can expand the concept of Zones to other contexts, potentially changing their size. A chase through a city could use wide Zones to allow players to use their Abilities to gain ground. Likewise, if you wish to carefully sneak unnoticed through a building, Zones could represent small places for characters to duck and hide or large obstacles that could draw attention if passed through.

Square or Hexagonal Grids

All distances of abilities are communicated with feet. As such, if a playgroup prefers to use a grid-based system for tracking movement during initiative, they can assume that each square is 5 feet, and that any character can move up to 20 feet with an action in lieu of one Zone.

Movement Outside of Initiative

Character movement outside of Initiative is not rigorously tracked. The Guide and Players can come to an agreement on how far players can travel at what pace depending on what they're carrying with them, weather, injuries, or any other circumstances that might impact their travel speed.

Combat

When taking an Action in combat you can:

- Move 1 Zone (20 Feet) or stand from Prone.
- Make an attack with your weapon.
- Use an Ability.
- Interact with an object (pull the lever, snuff the torch, quaff the potion).

Attacking and Accuracy

Your first attack every Round hits automatically. On your second attack, you must successfully Test Fate or you will miss. For any additional attacks in that round, you must successfully Test Fate with Bane or you will miss.

If an Ability deals damage, or applies a negative condition to a target, it is treated as an attack, for the purpose of accuracy.

Dealing and Taking Damage

When an attack connects with its target, the attacker rolls dice as noted by their weapon or Ability. The victim reduces their Health by that amount, minus the value of their armor. Damage from any attack or Ability cannot be reduced below 1.

Cosmic damage dealt to a target disregards armor and directly reduces a target's remaining Ether.

Reactions and Attacks of Opportunity

You have one reaction available to you per round of combat, some abilities may have a specific trigger that allows them to be used as a reaction, but all characters can make Attacks of Opportunity if an enemy leaves your zone during combat and you have an available reaction you can make a weapon attack against them using your reaction. If using the optional grid-based movement rules, you may make an Attack of Opportunity when an opponent moves away from you.

Dual Wielding

You can dual-wield two one-handed weapons. When attacking with two weapons at the same time, roll damage for both and then choose which weapon strike lands. Only apply the effects of the weapon that strike which lands.

Conditions

There are various Conditions to apply as the result of Abilities, enemy attacks, or exceeding your Carrying Capacity.

Bleed

Take 1d6 damage when the End of Round token is drawn, disregard armor.

Dazed

You must succeed on a Test of Fate to use an ability.

Ethereal

You are intangible and immune to mundane damage, you cannot interact with the physical world.

Exhausted

You are Inaccurate and have Bane on skill checks.

Inaccurate

Treat your attacks as if you have already made one this round.

Resilient

Halve incoming damage of a specified type (calculated after armor).

Staggered

You are Inaccurate and cannot move. Use one action to end this condition.

Stunned

You cannot react and must successfully Test Fate to perform any Action.

Damage Types

There are a variety of different damage types that Abilities, weapons, monsters, and characters can manifest. They fall broadly into three categories: Mundane, Cosmic, and Natural. There are no specific rules for how damage types work, except that mundane attacks cannot hurt Ethereal targets (unless specifically stated otherwise), and that Cosmic attacks only damage a target's Ether. Some Abilities or potions may give Resilience to a damage type, and Guides should apply damage types in a way that reflects common sense, such as Fire and Frost damage being effective against plants and plant creatures.

Mundane

Crushing, Piercing, Slashing

Cosmic

Psionic, Lunar, Solar

Natural

Frost, Fire, Lightning, Verdant

Recovery

Adventurers will become exhausted throughout their journey. Whether from traps, accidents, or unfortunate interactions with wild bears, exhaustion is an inescapable part of the noblest profession.

If the damage taken is not enough to subdue or kill you, then you walk away from the encounter and have an opportunity to rest.

Objects of Restoration

Your characters live in a magical world and have access to a bevy of means of restoration: an ally's spell, a potion, or a fountain that washes away trauma, perhaps. Many things recover Health, though some may have unforeseen side effects.

Rebound Sickness

Each time you use an object of restoration, reduce your Stamina by 1. If you have no Stamina remaining, Test Fate, on success you benefit from the object of restoration, on failure you do not.

Resting and Recovery

If your character is anything like the rest of us, they go to sleep every night. An adequate rest means sleeping outside of their armor and eating a filling meal for the day.

When you rest:

- *Regain all Ether.*
- *Regain all Stamina.*
- *Test Fate. On a success, regain half of your total Health, rounded up. On a failure, regain a quarter of your total Health, rounded up, instead.*
- *If medical attention and materials are used, the roll is an automatic success.*
- *If you rest while wearing armor or without eating, you automatically fail.*
- *If you do not sleep at all, you become Exhausted until you do.*
- *Resting under adequate conditions clears Exhaustion and restores your Stamina.*

Dying

• *When your Health reaches 0, you are Dying. Your Health does not decrease below 0.*

• *While Dying, any further actions taken to harm you reduces your Stamina instead of your Health. If your Stamina reaches -10, you are dead.*

• *For each action you would take while unconscious, Test Fate instead.*

• *If you accrue two successes in this way before you accrue two failures, you become stable and unconscious for one hour, at which point you wake up with 1 Health and 0 Stamina.*

• *If you accrue two failures before two successes, you are dead.*

Neither an End nor a Beginning

Death means that you are now a spirit, making your way to another plane of existence. *When you die in Fables, your spirit comes untethered from your body, unable to sustain it—you become Ethereal.*

You remain Ethereal until:

• *You lose all Ether and your spirit is destroyed.*

• *Death rites are performed for you, encouraging your spirit to pass.*

• *One week passes. After which, your spirit either passes on or becomes corrupted (Guide's choice).*

• *Your allies sufficiently repair your body or revive you in some other way.*

While Ethereal

• *You cannot interact with the mundane world.*

• *Your "physical" attacks instead deal Psionic damage.*

• *You can use your abilities.*

• *You can use an action to pass through solid objects such as doors or thin walls.*

• *You cannot rest, for there is no rest for the weary soul.*

• *Damage taken is applied to your Ether.*

Your Character

You play as a character who will live and grow and possibly die throughout your play sessions, this chapter will walk you through how to create your character, and what the various things on your character sheet mean.

The following page will serve as a quick reference for making your character, and the pages following that will explain the individual elements in more detail.

Character Creation Reference Guide

This is an abbreviated list of the steps involved in creating your character. For more detail, continue to Pg.16. Grab your sheet, a pen or pencil, and some dice!

1. Determine your Lucky Token

Roll any die of your choice. Record whether the result is odd or even under "Lucky Token" on your character sheet.

2. Roll or choose a Galaeffan Fortune

Once you have selected a Fortune from the list on Pg.36, write the corresponding Trait numbers in the small bubbles next to Grit, Tempo, Moxie, and Vision.

3. Calculate your Trait Modifiers

Subtract 5 from each of your Traits and record the results in the large bubbles next to your Traits.

4. Determine your Health, Carrying Capacity, and Stamina

• *Health:* your Grit Modifier + 10. Write this under "Health" on your sheet.

• *Ether:* equal to your maximum Health. Write this under Ether on your sheet.

• *Stamina:* your Moxie Modifier + 3. Write this under Stamina on your sheet.

• *Carrying Capacity:* your base Grit trait x 10. Write this under the "Max" box at the bottom of your sheet in your inventory.

5. Assign your Basic Skills

Assign 1 Skill Point to each of any 3 Basic Skills you desire (to the right of each of your Traits).

6. Build your Abilities

All new characters start with 3 Abilities and 1 Upgrade.

Refer to Pg.26 to build your first Abilities. Record them in the Abilities section of your sheet.

7. Build your Inventory

Select 2 weapons and 1 armor from Pg.28 and 30 that your character has at the start of play. Your character also begins with two days of food, a lamp with 20 hours of oil, a waterskin, a backpack, and basic clothing. Record your items in your Inventory.

8. Assign your Advanced Skills

Pick 1 Craft Pg.22 and 1 Weapon Pg.30 to be skilled at. Note your choices in the Skills and Weapons sections, respectively.

9. Finalize your identity

Write down your character's name, a visual description, and any dreams, fears, or prior careers they have.

Luck and the Adventurer's Spirit

You can use your Adventurer's Spirit to transcend the limits of your character sheet and to break the game in fun and interesting ways.

You can do this once per session for each point in a trait modifier for the relevant trait.

Example: if your Moxie modifier is 2, you can use your Adventurer's Spirit in a way that utilizes your Moxie twice per session.

You can find a handful of example uses of the Adventurer's Spirit below and on the following page, however, players and Guides are encouraged to come up with other ways to break the rules using Adventurer's Spirit. Good rule-breaks should have a clear connection to the Trait being used. They should involve a Test of Fate with a clear outcome upon success and an interesting complication upon failure. All uses of Adventurer's Spirit should serve to propel the story forward.

Determine your Lucky Token

Roll your Lucky Token at character creation, noting if the result is odd or even. This represents whether you are blessed by the moon Gaella (odd) or Laeffa (even). It also affects your starting Traits if you are using the random selection method. If you have a personal preference, you can disregard your roll and select odd or even.

Using The Adventurer's Spirit

As noted previously, you can use your Adventurer's Spirit a number of times per session equal to any and all of your positive trait modifiers; the trait will change the situations in which you can use your Spirit. Below is a short list of suggested ways to use your Adventurer's Spirit, but please be encouraged to come up with more of your own with your Guide.

Grit

A character with a positive Grit modifier could tap their Adventurer's Spirit to move a tremendous obstacle, which would be impossible to move by any other being.

Example: When faced with a sturdy obstacle, the player may choose to Test Fate. On a success, they crash through or move the obstacle. On a failure, they manage to get past the obstacle with a consequence.

Tempo

A character with a positive Tempo modifier could tap their Adventurer's Spirit to dodge an attack that would have certainly otherwise connected.

Example: If an attack would hit, the player may choose to use their Tempo modifier to Test Fate. On a success, the attack is negated.

Moxie

A character with a positive Moxie modifier could tap their Adventurer's Spirit to declare that they know an individual.

Example: A player may choose to Test Fate when meeting a new non-player character. On a success, the player will determine (with approval from the Guide) how they know the individual. On a failure, the Guide will declare how the non-player character knows the individual.

Vision

A character with a positive Vision modifier could tap their Adventurer's Spirit to speak with the dead.

Example: When faced with an intelligent spirit, the player may choose to Test Fate to speak with it. On a success, they may communicate verbally. On a failure, they may only pantomime to the spirit.

Generic Uses

Forgetful

Any player may use any Adventurer's Spirit to declare a flashback to obtain a simple item they may have forgotten to bring on their journey, such as rope or a flask of water. Player will Test Fate. On a success, they pay the standard price for that item. On a failure, the Guide proposes a price, and the player is free to accept the cost or turn it down.

The Veil is Thin

Any player may use any Adventurer's Spirit to have one mundane attack strike an ethereal target.

Failing Forward

On a failed use of Adventurer's Spirit, the Guide must move the story forward, either through success with a complicating circumstance, or abject failure that propels the situation further outside the player's hands.

Traits

Traits represent the intrinsic qualities of your character. The four traits are Grit, Moxie, Tempo, and Vision. These Traits represent things like your overall health, your communication skills, your nimbleness, and your inclination towards spirituality. Your Traits grow as you and your party achieve success—or failure—in your endeavors.

Traits and your New Character

When first born into Galaeffa, your character garners the blessing of some God, Goddess, or other powerful force. This can be used to determine your character's Traits. If you have a character idea in mind, you can select a Fortune (Pg.36) that you think would work well for them, or work with your Guide to invent your own Trait profile.

- Roll or choose a Galaeffan Fortune (Pg.36).
- Write your Traits in the small bubbles labeled Grit, Tempo, Moxie, and Vision.
- To calculate your Trait Modifiers, subtract 5 from each relevant Trait and record the result in the larger bubble.

Grit. Traverse fuming gas pits, break down a barred door, intimidate tavern patrons with your physique, or bear a burden that others cannot.

Your Grit Modifier is applied to your total Health and Ether, and determines your maximum Carrying Capacity.

- *Health/Ether: Grit Modifier + 10*
- *Carrying Capacity: Grit x 10*

Moxie. Soothe a torch-wielding mob, steel yourself during torturous ministrations, or dazzle unwashed masses with a tale of heroic triumph.

Your Moxie Modifier is applied to your Stamina.

- *Stamina: Moxie Modifier + 3*

Tempo. Analyze an approaching tree line to dodge a branch, step into the gala uninvited but unnoticed, or whip a throwing knife to sever the rope holding the chandelier.

Vision. Glean the direction of a hunting party from a frightened animal, notice a disturbance in the dust on the floorboards, or recognize the makings of a spell you've once researched.

Skills

Skills further diversify your character's strengths, granting greater definition and expression to their identity. Some Skills are boosted by the Trait they are associated with.

When creating a new character, pick three Basic Skills and assign one point to each of them. As your character gains levels, they will receive additional skill points to distribute as desired, but no individual Skill value can be higher than your current level.

Basic Skills

The Fables character sheet has three separate sections for noting skills. The first is at the top of the sheet next to your Traits. These are your Basic Skills and are tied to your traits.

Grit Skills

Endure. Resist pressures or toxins. Outlast someone in a drinking competition. Muddle through a furnace-like environment.

Force. Shove a boulder. Hold a door closed. Pry open a chest.

Presence. Pressure others with your physique, attitude, or bearing. Demand the attention of a group. Compel someone using your looks.

Moxie Skills

Discourse. Suss out the terms of a conversation and steer it where you want it to go. Tell a compelling lie. Convince someone to listen to your argument in the first place.

Perform. Dazzle a crowd with a practiced talent related to your background. Mimic a songbird. Repeat a soliloquy. Play a beloved instrument to inspire an audience or draw attention.

Stoicism. Resist mentally impairing effects. Bluff in the face of extreme empathy or knowledge. Hold it together when faced with seemingly insurmountable odds.

Tempo Skills

Grace. Act with style and class. Move naturally, effortlessly, secretively, or stealthily.

Haste. Match instinct to fast-twitch muscle. Catch a fleeing enemy. Snatch a falling gem from the air before it shatters on the ground. Evade roots when racing through a forest.

Precision. Aim a ranged weapon in the heat of the moment. Fasten a grappling hook to the perfect rock. Strike an enemy's vital point with a knife.

Vision Skills

Empathy. Touch the feelings of a person or animal without verbalization. Intuit something's intent. Catch someone in a lie. Use someone's desires to manipulate them.

Notice. Spot something out of the ordinary. Walk into a room and perceive potential dangers. Note important evidence while casually strolling through the room.

Spellcraft. Visualize the elements and components of a spell. Sort out what magics might be at play. Determine the quality or function of an object created by magic

Advanced Skills

Advanced Skills reflect your character's history and training. They are more unique than Basic Skills and must be created by the player to be added to their Character Sheet. These include your Craft Skills (on the right side of your sheet) and your Weapon Skills (noted under Equipment to the right of your Inventory).

Advanced Skills enable you to interact with the game in unique ways, like crafting powerful objects and potions or utilizing your weapons' special features.

All characters start with one Weapon Skill and one Craft Skill.

Weapon Skill

You can become skilled at wielding any weapon by spending a Skill Point to gain proficiency with it, or by training with the weapon for a minimum of three months of in-game time. Each time you do so, you unlock the Skill Feature for that weapon. See Pg.30 for the list of weapons and their features.

Crafting Objects

Crafting, both mundane and magical, is a time-honored tradition in the world of Galaeffa, and for good reason. Making art, tools, and equipment is what separates the sophisticated from the rabble. Your character would likely have, or would like to have, a craft of their own.

Further Honing Your Craft

When you have Skill points to assign to a character, you may spend one to come up with a Craft and write it on your character sheet under Craft Skills. If you would like to progress further in your Craft, spend 1d4 months of downtime to gain a second point, or 1d4 years to gain a third point.

Utilizing Your Craft Skill

Depending on your Craft Skill, you are likely creating permanent objects. Every act of Crafting, whether it be blacksmithing, tailoring, painting, or lutherie, requires three things.

- *The Tool.* Every craft has a tool. A hammer, a plane or saw, a tailor's kit, brushes—you will need to find or purchase a tool to practice your Craft. The assumption is that your tool comes as a package or a kit along with the other assorted bits and bobs your Craft requires and has a total weight of 5 units.
- *The Material.* The materials are what you will mold into the object you are making. Metal, wood, leather, or paint, for instance. There is always a mix of materials involved in the making of any object, but the part that concerns Crafting in Fables is the principal ingredient of the object desired. For a sword, this might be metal. For a bow, it may be lumber.
- *The Plan.* You need a pattern, blueprint, or a physical example of the object you want to create. The plan defines the result, which will typically be either a piece of equipment or a curio.

Rolling Results

1 Slag: The materials are slagged, you have no item.

2-15 Standard: You've created the item.

16-20 Masterwork:

- Add/Remove 1 feature
- Upgrade the weapon die
- Reduce the weight of an item by 2 (minimum weight 1)

21+ Legendary: Apply any two Masterwork effects

About Item Quality

The range presented here suggests that once you learn a craft, you no longer destroy materials in the process of creating something. If you attempt to craft something extravagant or otherwise outside the scope of what the Guide thinks is easily achievable, they may set additional penalties to your roll. Players should be made aware of these penalties before the roll.

Example: Alaya Shadowbrook is playing a bow-using character who has taken Fletching as her craft skill, over the course of a month or so of play she has increased her Fletching to 2 and wishes to craft a new bow out of some wood the party was gifted by a farmer. She hopes to create a masterwork bow that will have the added feature, +1 range. She uses her current bow as a template, the wood as the material, and her fletching kit as her tools, and rolls with no penalties as there is nothing special involved in this process. The player rolls a 14 + her modifier of 2 getting a 16, she succeeds in creating a bow with an additional +1 range.

The crafting table is centered around the assumption of equipment creation. When making curios, the Guide works with the player to determine special effects for Masterwork and Legendary items—perhaps unique colors, or a significant description or social Effect when the item is used. You can also tie the Effect into the Adventurer's Spirit system, allowing a unique interaction with the item through use of the Trait points.

Example: The Magnificent Drinking Horn allows a user to leverage their Grit making a test of fate to ignore the ill effects of alcohol or poisons consumed from it.

About Magical Crafting

Many adventurers will seek to forge a legendary magical weapon (or even a legendary magical spork).

When crafting a magical weapon or object, the player will need to begin with a magical tool bestowed by an ancient practitioner of their craft or to embark on a quest to bless a tool of their own. Magic is inherently volatile, so magical tools have a limited number of uses.

In addition to a magical tool, a magic item may require high-quality or rare ingredients. To do lunar damage, you might need raw iron harvested and forged under the light of a blue moon, or leather harvested from the hide of a dire wolf. Harvesting these kinds of rare materials always demands teamwork.

An item crafted using a standard Crafting template and wondrous ingredients and forged by a magic hammer results in an impressive item—but it has an even greater chance of succeeding if you have a similar magical item to study beforehand or a knowledge of runes or ancient magics. Consult magically-inclined allies or wise NPCs for help in your Craft.

The result should feel magical! The Guide might add a static bonus, create a new Ability that is only usable when wielding your new item, or allow the player to use their Adventurer's Spirit to manifest a specific outcome.
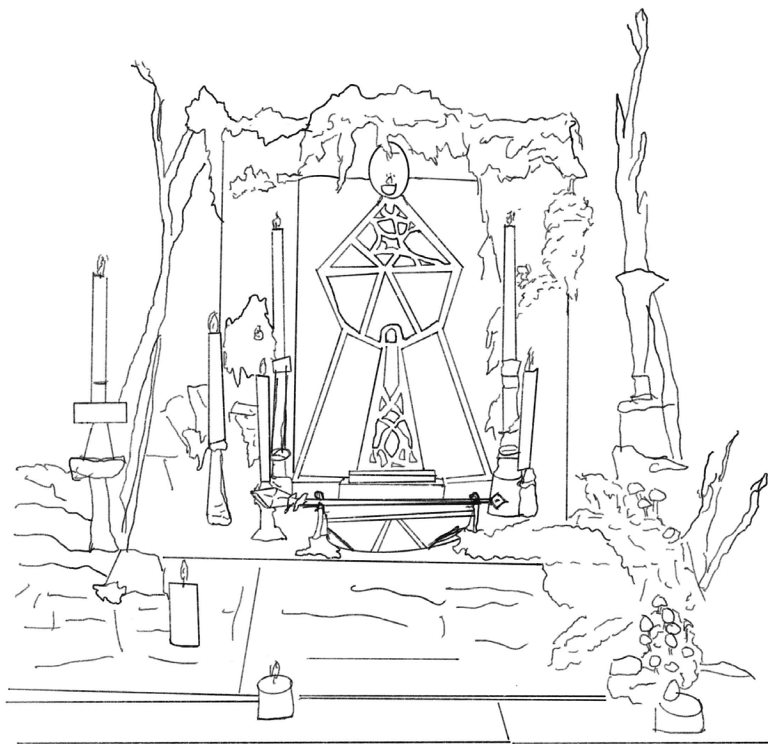
Crafting Consumables

Alchemy in Fables is the process of distilling and mixing ingredients in different saturations to elicit potent effects. It is a skill that anyone on Galaeffa can learn and advance in.

With alchemy, every concoction requires three total parts of ingredients to get one viable dose. This allows you to mix and match ingredients to create a wide variety of effects based on what you find in your travels. By putting two or more parts of one ingredient into your concoction, you're increasing the ratio of it within the potion. The effect of an ingredient changes based on how much of it is in a potion.

Determining the Outcome
Roll 1d20+Alchemy Skill and consult the table below.

D20+Alchemy

<4 - Your potion is destroyed and you suffer the effects of the ingredients.

5-6 - The ingredients have been ruined and you have no potion.

7-23 - You've succeeded in creating your concoction.

23+ - You've stretched your ingredients into two doses of your concoction.

Consult Pg.41 for the list of alchemy ingredients.

Abilities

Abilities represent manifestations of power or techniques that your character has developed. As a party grows stronger, those manifestations also become stronger and more varied.

Your Abilities

At character creation, make three Abilities for your character, and then Upgrade any one of them.

Creating Your First Ability

Abilities are made of two elements the Effect and the Toll, each of which has one of three possible power levels. A Lesser power level, a Normal power level, and a Greater power level. These determine how well the Ability does what it does, how many times you can use it before recharging it, and what price you pay to recharge it.

- **Effect** determines what the Ability does and how many times you can use it. When choosing your Effect, select its Tier (1, 2, or 3), determining how powerful the Ability is and how many times you can use it before needing to recharge it. You can find the Effects section of Pg.44.

- **Toll** determines the price you pay to regain uses of the Ability. You must choose a Toll equivalent to or higher than than your Effect, this means if you choose a Lesser Effect, you may choose a Lesser, Normal, or Greater Toll.

If you choose a Toll higher than your Effect, you gain 1 maximum use for each tier that it is higher than your Effect, for example if you choose a Lesser Effect with 3 uses, and a Greater toll, you will instead have 5 uses.

Effects

Each Effect has three possible power levels, as well as three upgrades. The higher the Tier you select for your Effect, the more powerful your ability will be. You can never change the power level of your ability's effect; however, you can always add an upgrade in lieu of taking a new ability.

When writing your Effect on your character sheet, write the name as Lesser, Normal, or Greater depending on the Tier selected, so a Tier 1 Effect would be notated as the following: Lesser Cure

Tolls

Tolls are broken up by how challenging they are to complete, Lesser Tolls are easy to complete and should be doable in regular gameplay, Normal Tolls will demand something of your character, an urge you have to fulfill or a literal cost to pay, and Greater Tolls will be lifestyle commitments of your character, they will either ask something significant of you or will require consistent maintenance for a daily refresh of your ability.

When writing your Toll on your character sheet, append it to the end of your Effect, in our example above you may do something like the following: Lesser Cure of the Knight, this would be the full ability name, telling you what the ability does and the conditions you need to fulfill to recharge it.

Armor, Weapons, and More

Your character starts play with a wide assortment of items, broadly categorized as equipment, consumables, and curios.

- *Your Carrying Capacity is your Grit x10.*
- *If you surpass your Carrying Capacity at any time, you become Exhausted until you rest.*

Types of Items

Equipment are items that are primarily used in combat. Offensively or defensively. Their weight is defined in Units and count towards Max Weight.

Consumables are items that get used up. They have charges, or an amount remaining. This includes currency, ammunition, potions, poisons, scrolls, items with magical charges, and more. Track them by writing down the number remaining on your character sheet, their weight is largely negligible unless the Guide indicates otherwise.

Curios are items that do not fit neatly into the other two categories. These could be trophies, raw materials, love letters, or similar things. Some may have weight, others may not.

Starting Equipment

All characters start with two weapons (and 10 ammunition for any ranged weapons chosen), one set of armor, two days of food of your choice, a waterskin or canteen, a backpack, a lamp with enough oil to last 20 hours, and basic clothing.

Armor

Armor in Fables can come in one of four categories: Heavy, Medium, Light, or Shield. It may take on any sensible appearance that the player or Guide desires.

- *Armor reduces incoming damage from attacks but cannot reduce it below 1.*
- *If wearing armor while Sleeping, you do not recover Health as you normally would.*

Heavy
Weight: 40 Units

Armor: 3

Penalty: Cannot Dodge. Bane on Grace rolls

Light
Weight: 15 Units

Armor: 1

Penalty: There is no penalty for light armor.

Medium
Weight: 30 Units

Armor: 2

Penalty: Bane on Grace Rolls

Shield
Weight: 10 Units

Armor: 1

Penalty: Requires 1 free hand to use

Weapon Skill

You can become skilled at wielding any weapon by spending a Skill Point to gain proficiency with it, or by training with the weapon for a minimum of three months of in-game time. Each time you do so, you unlock the Skill Feature for that weapon.

Features

Weapons have a handful of Features which make them unique from one another, changing the way they work (described in the weapon properties table below). Any user can benefit from these Features, even if it's their first time using the weapon.

Positive Features

Barbed – Test Fate to inflict bleeding for 1 round.

Bladecatch – React when a bladed weapon attack misses you, Test Fate to disarm the opponent.

Cleave – When you kill a target, you can inflict the remaining damage to another adjacent target.

Defensive – Grants 1 armor against melee weapons, does not stack.

Devastating – Ignores armor.

Dueling – React when a melee attack misses you, attacking with your weapon.

Hybrid – Has two damage types to choose between when attacking.

Off-Hand – Can be used as a second weapon. When attacking, roll damage for both and then choose which weapon hits.

Polearm – React when a melee attack hits an adjacent ally, granting them 2 armor.

Sneaky – Able to easily hide, disguise, or otherwise conceal the weapon.

Throw – Behaves like a ranged weapon, throwing the weapon itself.

Utility – Allows you to perform actions or gain bonuses on checks relevant to the item, such as travelling through rough terrain with a stave or machete.

Vessel – Can spend 1 minute to apply a one-use Toxin.

Negative Features

Ranged – Expend the listed ammunition to attack up to the specified range.

Slow – Can only be used to attack once per round.

Two-Hand – Requires two hands to use this weapon.

A note about Utility Weapons

These are tools useful in many non-combat situations, allowing you to perform actions or gain Boon on relevant checks—such as traveling through rough terrain with a stave. These benefits are proposed by the Player and approved by the Guide.

Weapon Properties
Standard Weapons

Battleaxe
Damage - 2d6+Grit Crush
Features - Two-hand, Cleave
Skilled Features - Throw 1z
Weight - 8 Units

Dagger
Damage - 1d6+Tempo Pierce
Features - Off-hand, Vessel
Skilled Features- Sneaky
Weight - 2 Units

Longsword
Damage - 2d4+Choose Slash
Skilled Features - Cleave
Weight - 5 Units

Mace
Damage - 2d4+Grit Crush
Skilled Features - Off-Hand
Weight - 5 Units

Maul
Damage - 1d12+Grit Crush
Features - Two-hand, Devastating
Skilled Features - Cleave
Weight - 9 Units

Parrying Dagger
Damage - 1d6+Tempo Pierce
Features - Off-hand, Vessel
Skilled Features - Defensive
Weight - 2 Units

Rapier
Damage - 1d8+Tempo Slash/Pierce
Features - Hybrid, Defensive
Skilled Features - Dueling
Weight - 4 Units

Shortsword
Damage- 2d4+Tempo Slash/Pierce
Features - Hybrid
Skilled Features - Off-hand
Weight - 3 Units

Swordbreaker
Damage - 1d6+Tempo Pierce
Features - Off-hand, Vessel
Skilled Features - Bladecatch
Weight - 3 Units

Warhammer
Damage - 1d8+Grit Crush/Pierce
Features - Hybrid
Skilled Features - Devastating
Weight - 5 Units

Utility Weapons

Axe
Damage - 2d4+Grit Crush
Features - Utility, Throw 1/z
Skilled Features - Off-hand
Weight - 4 Units

Harpoon
Damage - 1d6+Choose Pierce
Features - Utility, Barbed
Skilled Features - Throw 2z
Weight - 3 Units

Knife
Damage - 1d4+Tempo Slash
Features - Utility, Throw 1z, Sneaky
Skilled Features - Off-hand
Weight - 1 Units

Machete
Damage - 1d6+Grit Slash
Features - Utility
Skilled Features - Off-hand
Weight - 3 Units

Stave
Damage - 1d6+Choose Crush
Features - Utility, Defensive
Skilled Features - Dueling
Weight - 3 Units

Whip
Damage - 1d8+Tempo Slash
Features - Utility
Skilled Features - Off-Hand
Weight - 2 Units

Weapon Properties Continued
Polearms

Glaive
Damage - 1d12+Tempo Slash
Features - Polearm, Two-hand, Cleave
Skilled Features - Dueling
Weight - 8 Units

Halberd
Damage - 1d12+Grit Slash/Pierce
Features - Polearm, Two-Hand, Hybrid
Skilled Features - Devastating
Weight - 8 Units

Javelin
Damage - 1d6+Choose Pierce
Features - Polearm, Throw 1z
Skilled Features - +1z
Weight - 3 Units

Spear
Damage - 1d6+Choose Pierce
Features - Polearm, Throw 1z
Skilled Features - Vessel
Weight - 3 Units

Ranged Weapons

Blowpipe
Damage - 1d6+Tempo Pierce
Features - Darts 1z, Vessel
Skilled Features - +1z
Weight - 2 Units

Crossbow
Damage - 2d6+ Tempo Pierce
Features -Boltz 2z, Two-hand, Slow
Skilled Features - Devastating
Weight - 6 Units

Repeating Crossbow
Damage - 2d6+Tempo Pierce
Features - Bolts 2z, Two-Hand, Slow
Skilled Features - No Slow, Vessel
Weight - 6 Units

Longbow
Damage - 1d12+Tempo Pierce
Features - Arrows 3z, Two-Hand, Slow
Skilled Features - No Slow, +1z
Weight - 5 Units

Shortbow
Damage - 1d12+Tempo Pierce
Features - Arrows 2z , Two-Hand
Skilled Features - Vessel
Weight - 3 Units

Sling
Damage - 1d4+Choose Crush
Features - Stones 1z, Sneaky
Skilled Features - +1z
Weight - 1 Unit

Unarmed

Damage - 1d4+Choose Crush
Skilled Features - Users skilled in unarmed combat may add their Armor to their attacks.

An Engaging Experience

During each session of play, you and your party can achieve a series of Goals, Discoveries, and Bonds to level up your characters together.

Goals

Goals are achievements that the group collectively sets their sights on, or major steps you take in pursuit of a big, specific objective. A party achieves a Goal when they make progress in their quest.

Discoveries

Things of interest found while deviating from the main quest. These are tangential to the group's Goals and are found through player-driven curiosity and exploration.

Bonds

Significant character moments. These can be standalone character arcs or can be tied to the group. They may be awarded for excellent roleplay and intra-group socialization.

Achieving New Heights

At the beginning of the game, and each time the party levels up, the Guide determines how many Goals, Discoveries, and Bonds they need to complete to level up again. Typically, 1-5 per category.

When players reach the requirements set by the Guide in all three categories, the group levels up! Excess experience rolls over or can be traded at the beginning or end of a session into another category at a ratio of 2:1.

Character Growth

Maximum Health
Each time you gain a level, you gain Max Health equal to 5 plus your Grit Modifier. At level 5, you gain Max Health equal to 5 plus your total Grit instead, after which you may not gain any additional Max Health.

Trait Points
From levels 2 through 5, characters gain an additional two trait points.

No Trait can be higher than 10.

Skill Points
From levels 2 through 5, characters gain 3 Skill Points they can use on Basic or Advanced skills at their discretion.

Any individual Skill can never exceed your total level.

Abilities
You gain three new Ability Points for every achievement.

At any time, you can use these Ability Points to:
- *Create a new Ability.*
- *Upgrade an existing Ability.*

There is no limit to how many Abilities you can gain.

After level 5 you may also use an ability point to increase an Advanced skill.

A note on character growth after level 5
As is evident above, the rewards and growth your characters experience after level 5 are limited. You are given the opportunity to expand your abilities and are encouraged to craft magic items and form bonds with fae, devils, deities, and other powerful adventurers. These should allow you to increase your power level. Fables was designed to cap static bonuses to rolls with the intent of never reaching a place where combat felt completely trivial or encounters became wildly swingy and random. You, as a player, are encouraged to come up with clever solutions that go beyond the dice you roll, accrue objects of power and bases of safe operation, and grow or retire characters as you please.

Player Character Materials

Refer to this section when looking for the various options available to you while creating your character, including their Fortune which defines their traits, skills, and ability components. The end of this section will also give some guidelines about the settings itself and how these mechanics can work into the background and identity of your character.
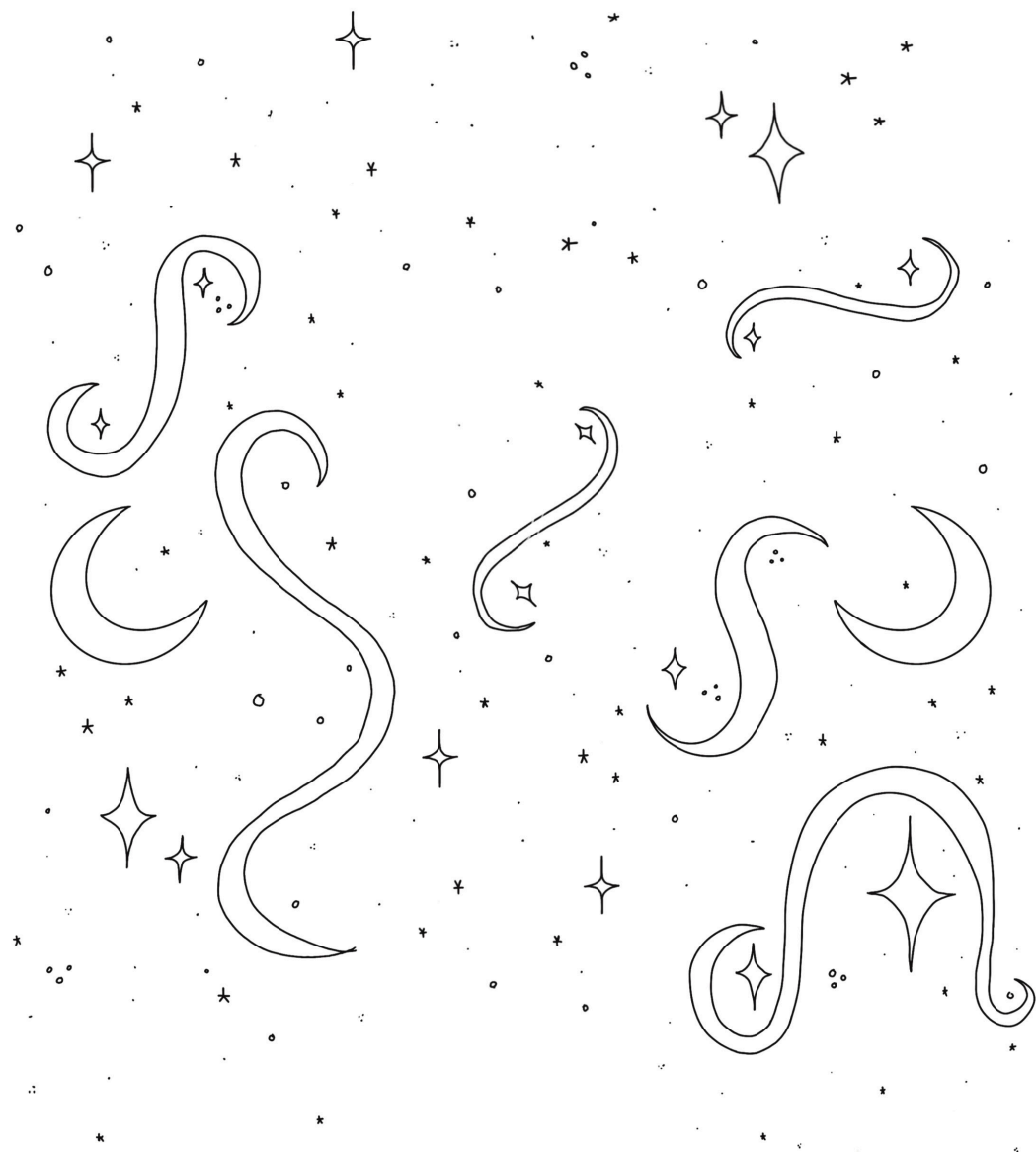
Fortunes of Galaeffa

Your Fortune is determined by rolling a d12 and referring to your character's Lucky token. It determines your character's starting traits.

1. Nightling, Aspect of Lightning

The constellation of Nightling is a tri-forked bolt most clearly visible during the month of Zotul, at the peak of the hot season. They are the Titan of Lightning, the primal fear of sightlessness, wrath and fury.

Those born under the sign of Nightling are blessed with great speed and a propensity for leadership. They are trailblazers who do not always look before they leap.

• If born on an even day, you are blessed by Gaella. You are well-suited to being a Duelist, as you are fast and outgoing—but you are also oblivious. *Your Traits are: 5 Grit, 7 Tempo, 6 Moxie, 4 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Brawler, as you are fast and hale—but you are also oblivious. *Your Traits are: 6 Grit, 7 Tempo, 5 Moxie, 4 Vision.*

2. Thredün, Mother of Thunder

Most visible during the end of the hot season, the constellation of Thredün is a 9-pointed circle of stars—her drum, or her belly pregnant with laughter. The goddess Thredün is associated with warning, waking, laughter, and companionship.

Those born under the sign of Thredün are blessed with great empathy and a propensity for charity. They are reliable caretakers and are methodical about their actions.

• If born on an even day, you are blessed by Gaella. You are well-suited to being an Earthspeaker, as you are outgoing and vigilant—but you are also slow. *Your Traits are: 5 Grit, 4 Tempo, 6 Moxie, 7 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Missionary, as you are hale and vigilant—but you are also slow. *Your Traits are: 6 Grit, 4 Tempo, 5 Moxie, 7 Vision.*

3. Githl, Lord of the Light

Githl is represented by the dawn star—the white sun that lights up the moons Gaella and Laeffa in the pre-dawn hours. He is associated with the month of Stoneturn and his worshippers value clarity, vision, and light.

Those born under the sign of Githl are blessed with an attunement to the world around them and have a propensity for seeking out knowledge. They are bookish folk who rarely consider their own frailty.

• If born on an even day, you are blessed by Gaella. You are well-suited to being a Loreseeker, as you are vigilant and quick—but you are also weak. *Your Traits are: 4 Grit, 6 Tempo, 5 Moxie, 7 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Witch, as you are vigilant and outgoing—but you are also weak. *Your Traits are: 4 Grit, 5 Tempo, 6 Moxie, 7 Vision.*

4. Nira, Spirit of Rain

The constellation of Nira is a 5-pointed teardrop, the source of all rain on Yoreth. Those born during Godspout, the beginning of the rainy season, are associated with Nira, who is associated with water, harvest, and plenty.

Those born under the sign of Nira are blessed with great perceptiveness and have a propensity for healing and kindness. They are quiet and often gentle people.

• If born on an even day, you are blessed by Gaella. You are well-suited to being an Oracle, as you are vigilant and quick—but you are also quiet. *Your Traits are: 5 Grit, 6 Tempo, 4 Moxie, 7 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Mender, as you are vigilant and hale—but you are also quiet. *Your Traits are: 6 Grit, 5 Tempo, 4 Moxie, 7 Vision.*

5. Kard, Aspect of Darkness

Kard is represented by the great void, a blank patch of sky devoid of all light. Visible year round, this sign is attributed to those born during a half-moon phase. Kard, the Aspect of Darkness, is associated with obscurity, evening, deep water, and sleep.

Those born under the sign of Kard are blessed with incredible grace and have a propensity for espionage and secrets—those who prefer to avoid social interaction and stick to the shadows.

• If born on an even day, you are blessed by Gaella. You are well-suited to being an Infiltrator, as you are fast and attentive—but you are also quiet. *Your Traits are: 5 Grit, 7 Tempo, 4 Moxie, 6 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Slinger, as you are fast and hale—but you are also quiet. *Your Traits are: 6 Grit, 7 Tempo, 4 Moxie, 5 Vision.*

6. Locd, the Lady of Frost

The constellation Locd is a 12-pointed star—a snowflake or an ice crystal. Those who are born during the month of Driftsmark, when this constellation is most visible, are associated with Locd. Locd represents death, preservation, frost, and hardship.

Those born under the sign of Locd are known for their extreme hardiness and have a propensity for frontline positions. They are gregarious and methodical.

• If born on an even day, you are blessed by Gaella. You are well-suited to being a Guardian, as you are hearty and attentive—but you are also slow. *Your Traits are: 7 Grit, 4 Tempo, 5 Moxie, 6 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Warlord, as you are hearty and outgoing—but you are also slow. *Your Traits are: 7 Grit, 4 Tempo, 6 Moxie, 5 Vision.*

7. Reykrict, the Mortal Trickster

The constellation Reykrict is made up of a 7-pointed diamond, observed as a winking eye. Ugiel, the harvest month, is most strongly associated with Reycrict, as he is the god of illusion, trickery, and mortal races—and the harvest symbolizes the mortal cycle.

Those born under the sign of Reykrict are known for their extreme cleverness in conversation and have a propensity for positions of social power or entertainment. They often prefer words to action.

• If born on an even day, you are blessed by Gaella. You are well-suited to being a Dandy, as you are charming and quick—but you are also weak. *Your Traits are: 4 Grit, 6 Tempo, 7 Moxie, 5 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Diplomat, as you are charming and attentive—but you are also slow. *Your Traits are: 4 Grit, 5 Tempo, 7 Moxie, 6 Vision.*

8. Reif, the Fire of Passion

The titan Reif is represented by the hot evenstar, scouring the surface of Yoreth in the later hours of the day. Reif and his followers are known for heat, passion, unbridled emotion, hate, and love.

Those born under the sign of Reif are known for their extreme boldness and have a reputation for passion and self-satisfaction—to the point of lacking empathy.

• If born on an even day, you are blessed by Gaella. You are well-suited to being an Orator, as you are charming and quick—but you are also oblivious. *Your Traits are: 5 Grit, 6 Tempo, 7 Moxie, 4 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Knight, as you are charming and hale—but you are also oblivious. *Your Traits are: 6 Grit, 5 Tempo, 7 Moxie, 4 Vision.*

9. Ence, the Bone Peddler

The constellation Ence is an 8-pointed constellation, said to be the skeletal remains of a fish. Those who reject authority figures are said to have Ence's favor. Ence, the Bone Peddler, is said to have been a mortal so clever he could sell a man their own skeleton.

Those born under the sign of Ence are known for their grace and efficiency. They have a reputation for rejecting authority but are often weak, preferring trickery and stealth over a forward approach.

• If born on an even day, you are blessed by Gaella. You are well-suited to being a Gambler, as you are fast and outgoing—but you are also weak. *Your Traits are: 4 Grit, 7 Tempo, 6 Moxie, 5 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being an Apprentice, as you are fast and attentive—but you are also weak. *Your Traits are: 4 Grit, 7 Tempo, 5 Moxie, 6 Vision.*

10. Oajiry, the Fae Sovereign

Those born outside the mortal sphere, in nature, in a fae ring, or on the day of Oajiry's honor are said to be blessed by the Fae sovereign. They are disconnected from the mortal races, even if they are raised among them.

Those recognized by Oajiry are known for their unnatural magnetic charm. They often appear slow, or unable to comprehend the lives and motivations of mortal races.

• If born on an even day, you are blessed by Gaella. You are well-suited to being a Hexer, as you are charming and attentive—but you are also slow. *Your Traits are: 5 Grit, 4 Tempo, 7 Moxie, 6 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Merchant, as you are charming and hale—but you are also slow. *Your Traits are: 6 Grit, 4 Tempo, 7 Moxie, 5 Vision.*

11. Aellaef, the Lost Brother

It is said that the moon Aellaef was so close to his sisters that Oajiry grew jealous of their bond. They stole Aellaef away and used him as the core of the fae realm, Draem.

Those born under the gathering of the wandering twins Gaella and Laeffa are blessed by their lost brother Aellaef. They are hearty, but quiet. They are untethered from the whims of gods, fates, and moons.

Choose either of the following Trait spreads:

• *7 Grit, 5 Tempo, 4 Moxie, 6 Vision.*   • *7 Grit, 6 Tempo, 4 Moxie, 5 Vision.*

12. The Unknown

Those among the Unknown have a rough road ahead of them. They lack the guidance of the gods and succeed only by their own raw grit and spirit. They have no guiding stars or constellations—only their own passion.

Those born of entirely unknown parentage, raised by the wilds, wandering through the mists, or appearing from the ground fully formed are referred to as the Unknown. They are extremely resilient because of their upbringing, but not the most sensitive or aware.

• If born on an even day, you are blessed by Gaella. You are well-suited to being a Wanderer, as you are hearty and outgoing—but you are also oblivious. *Your Traits are: 7 Grit, 5 Tempo, 6 Moxie, 4 Vision.*

• If born on an odd day, you are blessed by Laeffa. You are well-suited to being a Survivor, as you are hearty and quick—but you are also oblivious. *Your Traits are: 7 Grit, 6 Tempo, 5 Moxie, 4 Vision.*

Skills

The list of skills and their brief descriptions from the Skills section of Character Creation.

Grit Skills

Endure. Resist pressures or toxins. Outlast someone in a drinking competition. Muddle through a furnace-like environment.

Force. Shove a boulder. Hold a door closed. Pry open a chest.

Presence. Pressure others with your physique, attitude, or bearing. Demand the attention of a group. Compel someone using your looks.

Moxie Skills

Discourse. Suss out the terms of a conversation and steer it where you want it to go. Tell a compelling lie. Convince someone to listen to your argument in the first place.

Perform. Dazzle a crowd with a practiced talent. Repeat a soliloquy. Play a beloved instrument to inspire an audience or draw attention.

Stoicism. Resist mentally impairing effects. Bluff in the face of extreme empathy. Hold it together when faced with seemingly insurmountable odds.

Tempo Skills

Grace. Act with style and class. Move naturally, effortlessly, secretively, or stealthily.

Haste. Match instinct to fast-twitch muscle. Catch a fleeing enemy. Snatch a falling gem from the air before it shatters on the ground.

Precision. Aim a ranged weapon in the heat of the moment. Fasten a grappling hook to the perfect rock. Strike an enemy's vital point with a knife.

Vision Skills

Empathy. Touch the feelings of a person or animal without verbalization. Intuit something's intent. Catch someone in a lie.

Notice. Spot something out of the ordinary. Walk into a room and perceive potential dangers. Note important evidence while casually strolling through the room.

Spellcraft. Visualize the elements and components of a spell. Sort out what magics might be at play. Determine the quality or function of an object created by magic.

Alchemy Ingredients

As noted in the Crafting Consumables section, alchemical concoctions are made up of 3 parts of ingredients. To roll a random ingredient on the table below, roll two six-sided dice uses the first result in the tens place and the second result in the ones place.

Example: having 1 part Adder Venom in a concoction results in a different outcome than having 3 parts (or pure) adder venom.

11. Adder Venom

1 part: Cannot benefit from potions for 1d4 hours

2 parts: Target loses use of arms for 1d4 hours

3 parts: Necrosis of limb struck if not treated in 2 hours

12. Aloe

1 part: Adds a pleasant verdant taste and a slimy texture

2 parts: Resilient to cosmic damage for 1d4 rounds

3 parts: Resilient to cosmic damage for 1d6 rounds

13. Apple Vinegar

1 part: No added effect

2 parts: Test Fate/Bane Reduce disease duration 1 day

3 parts: Useful for cooking, cleaning, or baking

14. Basilisk Eye Jelly

1 part: Test Fate on failure gain encumbered for 1d4 hrs

2 parts: Stun for 1d4 Actions

3 parts: If attack would KO, target Tests Fate, on failure they are turned to stone

15. Bat Wool

1 part: Boon on checks involving hearing for 1d4 hours

2 parts: Resilient to lunar for 1d4 rounds

3 parts: A pile of bat wool

16. Black Cat Hair

1 part: Boon on next Test of Fate

2 parts: Boon on Tests of Fate for 1d4 hours.

3 parts: Pile of cat hair

21. Black Pearl

1 part: Make a fire attack for 1d6 damage

2 parts: Make a fire attack for 2d4 damage

3 parts: You and all individuals sharing your zone take 3d6 fire damage

22. Bogle Tail

1 part: Regain 1 use of Adventurer's Spirit for Trait of choice.

2 parts: Automatically succeed on next test of fate

3 parts: Regain all uses of adventurer's spirit

23. Cockatrice Fang

1 part: Attack ignores armor

2 parts: 2d6 Unholy Damage

3 parts: Test Fate w/ Boon on failure death

24. Deadly Nightshade

1 part: 1d4 Rounds dazed

2 parts: Stun for 1d4-2 Actions (min 1)

3 parts: 1d6 Verdant dmg

25. Dræm Droppings

1 part: Regain 1 ability, lips turn blue for 1 day

2 parts: Regain 1d4 abilities tongue and lips turn blue for 1 day

3 parts: Skin turns pale blue for 1 week

26. Elayne's Tears

1 part: Heal 1d4 if imbibed more than once per day take 1d4 instead

2 parts: Heal 2d4 if imbibed more than once per day take 2d4 instead

3 parts: 2d6 Verdant Damage

31. Eye of Newt

1 part: Masks scent/taste of 1 ingredient as bitter instead

2 parts: Tests of Fate to resist disease are done with boon for the next 1d4 hrs

3 parts: Excellent topping on bread or meats

32. Florejin Saffron

1 part: Spellcraft +1 for 1d4 Hours

2 parts: Heal 2d4

3 parts: Heal 2d6 and cannot eat for the remainder of the day (stomach cramps)

33. Foxglove

1 part: 1d4 Verdant Damage

2 parts: 2d4 Verdant Damage

3 parts: Test Fate every hour, if 3 failures are reached before 2 successes, death

34. Ghost Sweat

1 part: Boon on checks involving stealth for 1d4 hours

2 parts: You can talk to ethereal individuals for 1 day

3 parts: Physical form becomes ethereal for 1d4 hours.

35. Ginseng

1 part: Remove inaccurate for the remainder of the round

2 parts: Test Fate to avoid dazed for the next 1d6 Hours

3 parts: Cannot sleep for 1 rest

36. Green Pearl

1 part: 1d4 Lightning damage

2 parts: Resilient to lightning for 1d4 rounds

3 parts: 2d6 Lightning Damage

41. Hemlock

1 part: Cannot use abilities for 1d4 Hours

2 parts: Unable to move for 1d4 rounds

3 parts: Rendered prone for 1d4 rounds

42. Honey

1 part: Masks scent/taste of 1 ingredient as sweet

2 parts: One additional dose supplied

3 parts: Tastes good

43. Honeysuckle

1 part: Reduce condition duration by 1 round

2 parts: Reduce condition duration by 1d4 rounds

3 parts: Remove all normal conditions

44. Infernal Moss

1 part: Deal 1d4 fire dmg, ends bleeding

2 parts: Heal 1d4 on following round

3 parts: Heal 2d4 on following round

45. Mandrake

1 part: Test Fate, on success remove silence

2 parts: Counteract effects preventing sleep

3 parts: Cause vomiting canceling any consumed poison from the last hour

46. Maple Syrup

1 part: Test Fate/Bane on success no longer exhausted for 1d4 hrs

2 parts: Test Fate on success no longer exhausted for 1d4 hrs

3 parts: Remove exhaustion for 1d4 hrs

51. Marshmallow

1 part: Counteract effects preventing eating

2 parts: Turn concoction into a gelled solid

3 parts: Test fate or fall unconscious for 1d4 hours

52. Moonflower

1 part: 1d4 Lunar Damage (affects ethereal targets)

2 parts: 2d4 Lunar Damage (affects ethereal targets)

3 parts: Always hits vs Ethereal Targets

53. Pig Tallow

1 part: No added effect

2 parts: No added effect

3 parts: Great for cooking

54. Pine Sap

1 part: Double effective applications

2 parts: One additional dose supplied

3 parts: Items this is applied to become sticky

55. Poison Ivy

1 part: 1 Verdant dmg

2 parts: Double received fire/frost dmg for 1d4 rounds

3 parts: Cannot sleep for 48 hours

56. Powdered Leech

1 part: 2 Unholy Damage

2 parts: 1d4 Bleed

3 parts: 2d4 Bleed

61. Quicksilver

1 part: Bane on all checks for the next 1d4 days

2 parts: 2d4 Rounds Dazed

3 parts: 2d12 Psionic damage

62. Roc Feather

1 part: Test Fate/Bane cure condition

2 parts: Test Fate on success cure condition

3 parts: Cure any condition

63. Salt

1 part: Disregard any positive effects against infernal/undead

2 parts: Resilient to verdant for 1d4 rounds

3 parts: Season or preserve food

64. Water

1 part: Remove 1 other effect

2 parts: Halve effectiveness of potion

3 parts: Cleans things nicely, good to drink.

65. Willow Bark

1 part: Reduce next attack by 1d4

2 parts: Resilient to Psionic for 1d4 rounds

3 parts: Double all bleed received for next 1d4 hours

66. Yarro

1 part: Reduce the effect of a poison by 1 concentration

2 parts: Resilient to frost for 1d4 rounds

3 parts: Cannot eat for 1 day (stomach cramps)

Ability Components

Effects

The effect of your ability determines how the ability impacts the world when used, each effect has a Lesser, a Normal, and a Greater version.

Assess - 4 Uses

You can ascertain the ~ of a target you can see.

Effect Tiers:

1. Hit die value
2. Hit die value and primary attack
3. Hit die value, primary attack, and number of abilities

Assess Upgrades:

- You may know their exact health.
- You can identify one weakness.
- You can know the effect of one ability.

Cosmic Projection - 4 Uses

Your spirit leaves from your body for up to ~, leaving your body stationary and becoming Ethereal. Return to your body as an Action.

Effect Tiers:

1. 1 Minute
2. 5 Minutes
3. 10 Minutes

Cosmic Projection Upgrades:

- You may return to your body as a reaction, instead.
- Passive: You may interact with the spirit realm while in your body.
- Passive: You can interact with the physical realm while in spirit form.

Cure - 4 Uses

Target spends ~ Stamina to be cured of a bleed or poison they are suffering, if the target has no stamina this ability does not work.

Effect Tiers:

1. 3
2. 2
3. 1

Cure Upgrades:

- Reduce Stamina cost by 1.
- The caster of this ability may spend any of their own Stamina in lieu of the target.
- Ability gains 30ft of range.

Darkness - 4 Uses

Extinguish all light within 30ft of you for 1d4+~ Rounds.

Effect Tiers:

1. 1
2. 2
3. 3

Darkness Upgrades:

• Extinguish all light up to 60ft away, instead.

• All beings in the darkened zone attack as if they have already attacked once each round.

• Beings that can see in the dark cannot within this ability.

Disguise - 4 Uses

You may change your ~ for one hour.

Effect Tiers:

1. Outfit
2. Outfit and or hair length and color as well as eye color
3. Outfit and or body to a specific Individual you have met of the same species.

Disguise Upgrades:

• Passive: You may remain disguised as long as you are awake

• You may change to any other humanoid species.

• You can alter your height and mass (within reason).

Efficiency - 3 Uses

Shuffle a unique End of Round token into the Initiative Stack for the next ~ Round(s) (this effect does not stack).

Effect Tiers:

1. 1
2. 2
3. 3

Efficiency Upgrades:

• You may take 1 Action when your End of Round token is drawn before the round ends.

• Negate 1 End of Round Effect of your choice when your unique End of Round token is drawn.

• If used during Downtime, time does not progress when your End of Round token is drawn.

Elemental Blast - 4 Uses

1d8 Natural damage of choice, up to ~ away.

Effect Tiers:

1. 30ft
2. 60ft
3. 90ft

Elemental Blast Upgrades:

- Targets all beings in target zone instead.
- Add Vision modifier to damage.
- Add 1d6/level.

Elemental Grasp - 5 Uses

~ Natural damage of choice.

Effect Tiers:

1. 1d8
2. 1d10
3. 1d12

Elemental Grasp Upgrades:

- Add vision modifier to damage.
- Test Fate. On success, target is Stunned.
- Choose damage type on use.

Envenom - 5 Uses

Instantly apply poison ~.

Effect Tiers:

1. To an object or weapon with the Vessel Feature in melee range.
2. To an object or any weapon in melee range.
3. Directly to any target in melee range.

Envenom Upgrades:

- Passive: The effect of poisons you apply are rolled with Bane by the target.
- Passive: If you are poisoned, roll the effects with Boon.
- Instantly make an attack after applying the poison to a weapon.

Float - 4 Uses

Slow your descent when falling to a comfortable walking pace for ~.

Effect Tiers:

1. 30ft
2. 50ft
3. 70ft

Float Upgrades:

- Maintain your height without support for 30 seconds/level.
- Can variably adjust your speed for the distance noted.
- Can share this bonus with 1/level ally who you can touch.

Force - 4 Uses

You may move adjacent target your size or smaller up to ~ in one direction in front of you.

Effect Tiers:

1. 10ft
2. 30ft
3. 60ft

Force Upgrades:

• You can use this at a range equal to 10ft/level.

• You can pull them towards you from an equal distance away.

• You may use this on targets one size larger than you.

Force Blast - 4 Uses

1d10 Mundane damage of choice, up to ~ away.

Effect Tiers:

1. 30ft
2. 60ft
3. 90ft

Force Blast Upgrades:

• Test Fate. On success, the target is knocked prone.

• Target gains 1 Bleeding.

• Add Grit or Tempo modifier to damage.

Heal - 3 Uses

Heal a touched target for ~, this ability costs 1 Stamina and cannot be cast if the target has no Stamina.

Effect Tiers:

1. 1d4
2. 2d4
3. 3d4

Heal Upgrades:

• Up to 30ft away, instead of touched.

• The caster of this ability may spend their own Stamina in lieu of the target.

• Roll healing with Boon.

Leap - 4 Uses

Move up to ~, assuming there are no obstacles hindering movement.

Effect Tiers:

1. 30ft
2. 50ft
3. 70ft

Leap Upgrades:

• Disregard obstacles.

• Enemies cannot retaliate against you during this movement.

• Can travel vertically without use of rope or ladder.

Light - 5 Uses

Create a bright, immobile light source for 1 hour, which illuminates ~.

Effect Tiers:

1. 30ft
2. 60ft
3. 90ft

Light Upgrades:

- Double duration of light.
- Passive: You no longer cast a shadow.
- Can be cast up to 1 zone away.

Morph - 4 Uses

Take the form of a ~ or smaller animal you have seen, assuming their stats for the next hour or until knocked unconscious.

Effect Tiers:

1. Small
2. Medium
3. Large

Morph Upgrades:

- Lasts until the end of the day, instead.
- You may choose to retain your original Health total while transformed.
- You may communicate with other animals of the same species.

Non - 3 Uses

Make one touched object smaller than ~ disappear for one hour. You may end the effect at-will but must wait the full duration to use the ability again.

Effect Tiers:

1. Your hand
2. Can be held with one hand
3. Can be held with two hands

Non Upgrades:

- You may exchange the object for another within the ability window.
- Increase the duration to 2 hours.
- Object reappears on your person.

Parrot - 4 Uses

Perfectly mimic any voice you've heard within the last ~.

Effect Tiers:

1. Day
2. Three days
3. One week

Parrot Upgrades:

- Commit one voice to memory permanently at a time.
- Passive: Mimic non-speech sounds.
- Passive: Throw sounds up to 30ft

Possess - 3 Uses

Inhabit ~ or lesser condition body that does not currently have a spirit for one hour.

Effect Tiers:

1. A fully dead, stats as zombie or skeleton while you are present in the body.

2. An injured, the target body must be at half health or greater.

3. Any

Possess Upgrades:

• There is no limit to the duration, at any point any spirit may make an opposed Stoicism check against you to remove you from the body.

• Upgrade to an aetherwight stat block while possessing a dead body.

• Heal a possessed body by your level+Vision modifier when first inhabiting it.

Preservation - 5 Uses

Organic item up to the size of a ~ is sealed from view, and will not decay for 3 days or until opened.

Effect Tiers:

1. A loaf of bread.

2. A prize pumpkin.

3. An average human body.

Preservation Upgrades:

• Spoiled food becomes unspoiled.

• Does not need to be fully covered.

• Preservation continues even after opening.

Prophesied - 4 Uses

The Guide gives the player an open-ended declaration of something that will happen during this session of play, the player is then allowed to ~. If this does not come to pass before the end of the session, then the player must roll on the Consequences Table.

Effect Tiers:

1. Add one descriptive trait to the prophesied scenario

2. Alter one small detail about the prophecy.

3. Alter the timeline of the prophecy by one session.

Prophesied Upgrades:

• Re-roll once on the consequence table.

• You may have one additional prophecy active per session.

• Add one additional descriptive trait to the prophesied scenario.
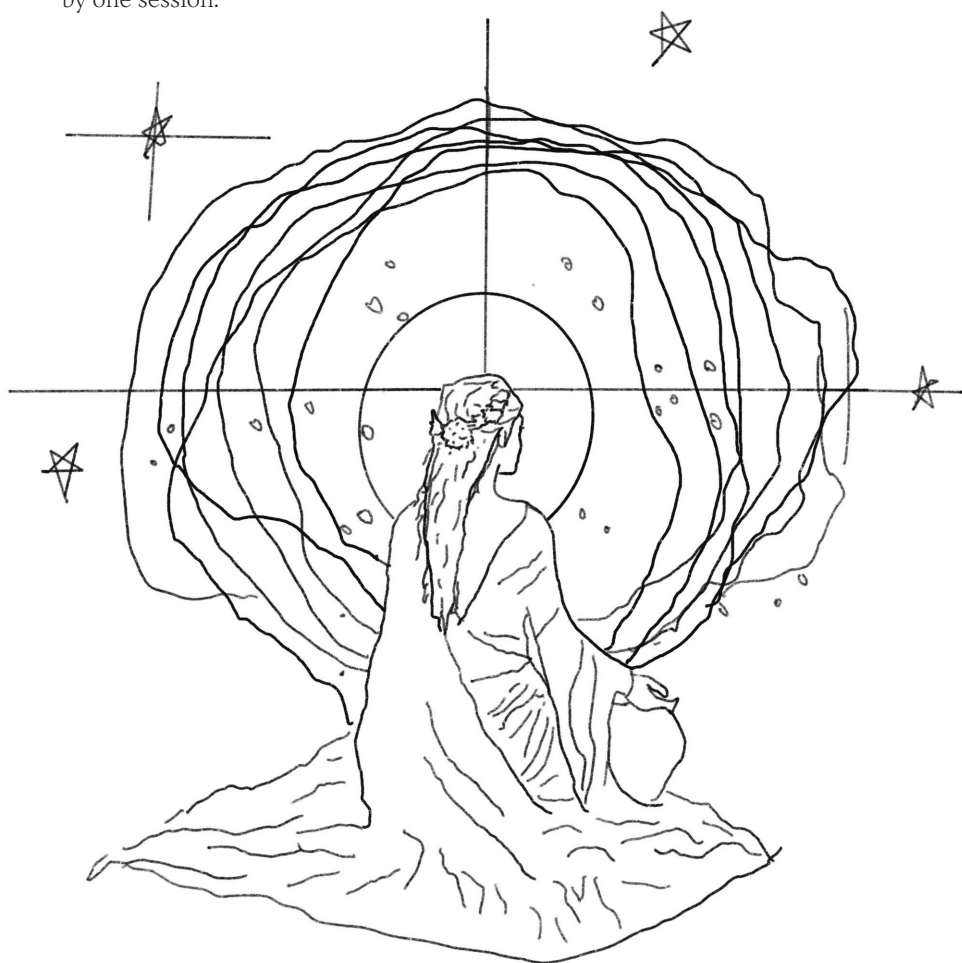
D66 Prophesied Consequences Table:

11. Nothing Perceptible Happens

12. You feel watched for 1d4 days.

13. Everyone else thinks and acts as if the prophecy has been fulfilled

14. An immortal snail follows you endlessly

15. The nearest stray cat will follow you

16. Horses become terrified of you until your next prophecy is successfully fulfilled

21. Ravens attempt to court you for the next year

22. Your socks are damp until you fulfill your next prophecy

23. You become mildly allergic to cats

24. This ability does not work for 1 week

25. Weevils infest all your personal food supplies

26. You become very attractive to mosquitos

31. Birds view you as threatening and will fly at you if you're in their territory until your next prophecy is successfully fulfilled

32. You understand benign woodland creatures and they all want something from you

33. Your luck flips permanently

34. Alcohol no longer gets you drunk

35. An ability of yours is no longer prepared

36. You must select a different Toll for this ability

41. Your stamina is reduced to 0 until you rest

42. You have bane on tests of fate until you fulfill your next prophecy

43. You misplace a random item of yours.

44. A rain cloud follows you until you successfully fulfill your next prophecy

45. You attract the attention of a powerful being

56. You cannot benefit from rest for the next day

61. An Archon comes to make good on your failure

62. The entire party becomes Exhausted

63. An ally is sent to death saves

64. You are turned into a bear

65. You are turned into a potted plant

66. Destruction of mind

Protognome - 3 Uses

Summon a Protognome using the table on the following page, they are intelligent and subservient to their summoner. If named, they can be resummoned. You may have a maximum of ~ Protognomes at a time.

Effect Tiers:

1. 1
2. 2
3. 3

Protognome Upgrades:

• Can take the form of a small land animal.

• Can have rudimentary wings.

• Can wield any 1h weapon.

• Protognome Stats

• HD1 (2-7HP, Average 4) | Armor 1 | Knack +2 | Lack -2

Protognome Generation Table:
(1d6) Height

1. 7"
2. 8"
3. 9"
4. 10"
5. 11"
6. 1ft

(1d6) Characteristics

1. Face is 90% Nose
2. Completely covered in hair.
3. Covered in grey scales
4. Has four big black beady eyes
5. Has three big beefy arms
6. No arms but one big prehensile tail

(1d6) Voice

1. Sweet and sonorous
2. Gravely
3. High Pitched
4. Bassy
5. Painfully Normal
6. Incredibly Quiet

(1d6) Temperament

1. Jovial
2. Obnoxious
3. Grumpy
4. Reckless
5. Bashful
6. Silly

(1d6) Syllables in Name

1. Two
2. Three
3. Three
4. Four
5. Four
6. Roll Twice (+ one name)

(1d6) First Syllable

1. Fi
2. Menz
3. Zol
4. Pin
5. Rut
6. Roll twice

(1d6) Second Syllable

1. on
2. mit
3. ez
4. ix
5. sh
6. Roll twice

(1d6) Third Syllable

1. ga
2. lo
3. ir
4. em
5. oh
6. Roll twice

(1d6) Fourth Syllable

1. wa
2. rie
3. zar
4. pol
5. gen
6. Roll twice

Scapulimancy - 3 Uses

Roll 1d4, 1d6, 1d8, 1d10, 1d12, and 1d20, you may use the results of those rolls for any of your actions, you may not roll any dice until you use all of your results, you may re-roll ~ before recording them.

Effect Tiers:

1. one of the results
2. two of the results
3. three of the results

Scapulimancy Upgrades:

- You may combine any two results.
- You may give one result to an ally to use.
- You may remove one of the results from your pool.

Seal Spirit - 3 Uses

Target's spirit cannot leave their body for ~.

Effect Tiers:

1. 1 Hour
2. 2 Hours
3. 3 Hours

Seal Spirit Upgrades:

- Duration increases by 1 hour.
- You may safely house a spirit in a shrine or place of worship for 7 days.
- You may roll opposed spellcraft vs a free spirit to trap them in a gemstone worth 200æ or greater.

Séance - 4 Uses

Commune with a dead target which has been dead no longer than ~.

Effect Tiers:

1. 1 hour
2. 1 day
3. 1 week

Séance Upgrades:

- You may summon the spirit of a dead being to commune with you in the location they were killed even if the body is no longer there.
- You may compel the spirit for one favor that does not go against their personal morals.
- Passive: You may detect areas of high spirit concentration.

See Magic - 3 Uses

You see a glowing aura around magic objects within ~ for 1 minute.

Effect Tiers:

1. 60ft
2. 120ft
3. 200ft

See Magic Upgrades:

- You know what type of magic.
- You see the aura through obstructions.
- This ability is an ongoing passive.

Shunt - 3 Uses

Forcibly remove a spirit from an unconscious ~ body.

Effect Tiers:

1. HD1 or less
2. HD2 or less
3. HD3 or less

Shunt Upgrades:

• Increase valid target by 1HD.

• Ability will work on conscious targets.

• Deal damage to the target's spirit equal to your level+vision modifier when shunting them.

Sigil - 3 Uses

Create a 5ft x 5ft marking on the ground storing an ability you have prepared. The sigil may be activated up to ~ times when stepped on, casting the ability. The mark is destroyed after all uses have been spent. Recasting the ability allows you to replace the sigil.

Effect Tiers:

1. 1
2. 2
3. 3

Sigil Upgrades:

• You may hide or disguise the sigil.

• You may have two sigils active at a time.

• You may specify who does or does not trigger the sigil.

Soulbond - 3 Uses

Take one hour to bond with an item. You can summon that item to you from ~. You may re-use this ability to change or summon the item you are bonded with.

Effect Tiers:

1. 100ft
2. 1 mile
3. Anywhere

Soulbond Upgrades:

• Item damage as Cosmic type of choice.

• Item sheds light.

• Passive: Know the location of the item.

Stalk - 3 Uses

You do not ~ for one hour or until you interact with another person.

Effect Tiers:

1. create sound
2. create sound or smell
3. create sound, smell, or reflect light

Stalk Upgrades:

• Remove all traces of your passing.

• Non-violent interaction does not cancel the effect.

• Convey the same effect to another stationary individual.

Summon Weapon - 3 Uses

Create a weapon lasting 1 day that deals ~ damage of a Mundane type and appearance of your choice. Re-using the ability changes the summoned weapon.

Effect Tiers:

1. 1d8
2. 1d10
3. 1d12

Summon Weapon Upgrades:

- Add 1 weapon Feature of your choice
- May deal Natural damage instead.
- Add a Stat Modifier of your choice.

Tame -2 Uses

Roll Empathy vs an animal's Knack+~. On a success, you tame the animal over the course of 1 day. On failure you cannot tame the animal for 1 day. You may have up to 2 tame pets at a time.

Effect Tiers:

1. 13
2. 10
3. 5

Tame Upgrades:

- Can also tame non-humanoid monsters.
- Passive: Can communicate with species of any tamed pet.
- Can use Tame to teach one command to an already Tame pet, up to their Knack.

Vital Shot - 4 Uses

1d8 Mundane damage of choice, and Test Fate. On success, target is ~ until end of round.

Effect Tiers:

1. Dazed
2. Dazed with Bane
3. Stunned

Vital Shot Upgrades:

- Damage as weapon wielded.
- Target gains 1d4 Bleeding.
- Roll damage with Boon.

Water Font - 4 Uses

Produce 10 gallons of water from your hands up to ~ per day.

Effect Tiers:

1. Once
2. Twice
3. Three times

Water Font upgrade:

- Choose the state of it (ice, steam, snow).
- Can appear anywhere within 30ft.
- Shape produced water for 1 hour.

Wound - 4 Uses

Target not suffering from bleed gains Bleeding for the next ~ Round(s).

Effect Tiers:

1. 1d4
2. 1d4+1
3. 2d4

Wound Upgrade:

• Can target any being within 30ft.

• +1d4 Rounds.

• May be used on a target that is already Bleeding, all bleed is triggered instantly.

Notes on making an ability:

Once you choose the power level (the Tier) of your Effect, you will have to choose an equal or greater difficulty Toll, if you choose a greater difficulty Toll, then you will gain 1 additional use of your ability for each tier the Toll is greater.

Example: If you were to choose Wound tier 3 your ability would start something like the following:

Greater Wound of the (Toll) - 4 Uses

Target not suffering from bleed gains Bleed for the next ~ 2d4 Rounds.

In addition, your toll would need to be Tier 3 or greater.

If instead you chose Wound tier 1 your ability would start something like the following:

Lesser Wound of the (Toll) - 4 Uses

Target not suffering from bleed gains Bleed for the next ~ 1d4 Rounds.

In this instance your Toll could be Tier 1, 2, or 3, and if you choose Tier 2 or Tier 3, you would gain an additional 1 or 2 maximum uses of your ability respectively.

This example will be continued in the Tolls section.

Tolls

The Toll of an ability determines what you must do to recharge or restore access to your ability. These are represented as character quirks and are ordered from the easiest options (Lesser Tolls), to the hardest (Greater Tolls).

Lesser Tolls (Tier 1)

Gourmand
Eat a large well-balanced meal with a celebratory drink.

Gambler
Play a fair game of chance with a risky outcome and honor the outcome.

Gardener
Plant a seed, sapling, or nut in fertile soil and water it.

Knight
Have a sparring match with someone.

Samaritan
Do a mundane act of kindness for an innocent.

Braggart
Tell a story of your party's heroic deeds to a stranger.

Witch
Make an offering to a local spirit.

Cleric
Ritually cleanse yourself.

Thief
Take something that does not belong to you.

Oracle
Hide something of value that you own; neither you nor your party can reclaim it.

Poet
Write a haiku about the location you're in.

Tourist
Buy a memento from the town you're in.

Taster
Ingest something inedible; test fate to fail to rest tonight.

Evangelist
Carve or place a symbol of your belief in public view.

Scrollcaster
Once per downtime you may create a scroll housing this ability. Anyone may burn that scroll to use this ability.

Reader
Read a book during your downtime.

Diplomat
Sleep a full night in an inn or equivalent location.

Hunter
Catch, cook, and eat an animal.

Vandal
Openly destroy another person's property.

Vegetarian
Gather the ingredients for, cook, and eat a meal that has no meat.

Preacher
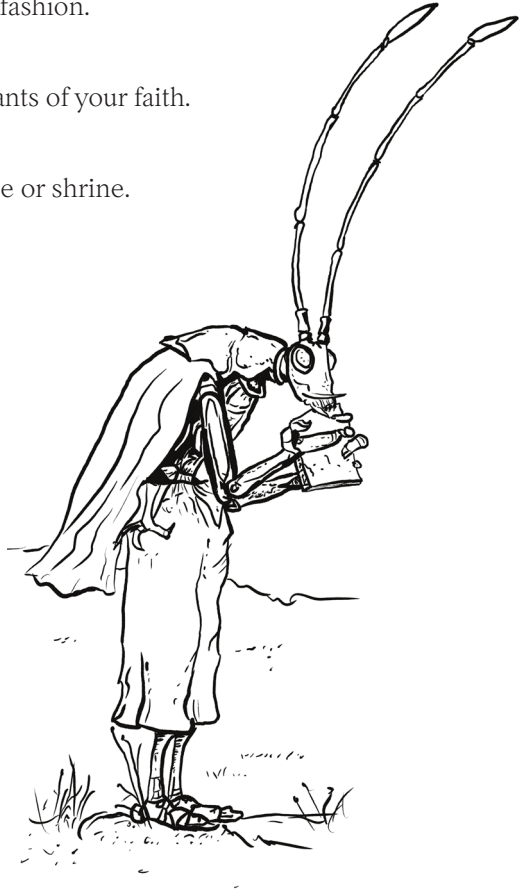Convince someone to join you in prayer.

Dandy
Buy and wear a piece of local fashion.

Missionary
Teach someone the basic tenants of your faith.

Mender
Care for a local gathering place or shrine.

Duelist
Challenge someone to a duel with stakes.

Ritualist
Chant for 10 minutes each time you use this ability.

Bookworm
Eat a book.

Klutz
Break something of significance to you.

Masochist
Deal 1d6+level damage to yourself.

Criminal
Witness the fallout of a crime you have committed.

Apothecary
Ingest something poisonous. You automatically fail your rest tonight.

Librarian
Obtain a book for your collection.

Greater Tolls (Tier 3)

Master Hunter
Kill an animal and use every part of it.

Master Thief
Commit a crime and leave a calling card tracing it back to you.

Mensch
Aid someone in need; you cannot say no to any just request.

Vampire
Drink blood from a living creature the same size as or larger than you.

Wanderer
Sleep alone under the light of the stars.

Devotee
Pray thrice daily to your deity; morning, midday, and night.

Socialite
You must form a close contact with someone in every town you visit, you must touch-base with them each time you visit—refresh at dawn.

Superstitious
You must pick a superstition and always act on it—refresh at dawn.

The default Tolls within the book should be treated as a general guideline for Toll balance and hopefully to spark some ideas of character quirks which players may want their character to have that could relate to their ability use. You may choose for your game to make your own tolls that are more or less severe. In addition, special abilities awarded by The Guide may have special Tolls.

Example: Pazienza wants to give one of her players an award from the God of Mischief who the player serves, the God grants them a powerful effect with the following Toll; each time you use this ability you become 5 years younger.

This could be seen as a blessing, potentially granting infinite life, but with frequent use of this ability one could very quickly disable themselves.

Journalist
You must take notes on the events of the day—refresh at dawn.

Druid
You may not touch metal. If you do, you must bury it—refresh at dawn.

Pacifist
You may not spill blood. If you do, you must spend your next full downtime in contemplation of your actions—refresh at dawn.

Warlord
You must spill blood every day. If you do not, you must spend your next full downtime punishing yourself for your failure—refresh at dawn.

Enigma
Nobody can know significant details about your real identity. If they do learn something, you must fake your own death—refresh at dawn.

Therianthrope
Four nights per month, when the twin moons are in the sky, test fate to rest. If you fail, you do not rest and your character can take no actions until dawn—refresh at dawn.

Vegan
Nothing you consume can be made of animal products from a non-consenting animal. If you do consume animal products you must recommit yourself to vegan principles during your next downtime—refresh at dawn.

Hoarder
You must collect every book you come across. If someone takes one of your books, you must recover it or replace it with one of equal or greater value—refresh at dawn.

It is the Guide's role to adjudicate whether a player is meeting the conditions of their Toll. Typically it is recommended that the Guide err on the side of fun and interest, the Guide can also choose to award partial toll completion for any Toll.

Example: The Wanderer set up camp outside the town but was confronted by a band of wolves in the middle of the night. After dealing with the wolves they went back to sleep. In this scenario it is entirely reasonable to award The Wanderer half of their ability uses.

Running the game

When playing the role of the Guide, your job is to present an interesting scenario that compels the players to act. Fables is flexible enough that you can easily grab most adventures designed for the OSR (Old School Renaissance) and hack them to fit the rules.

Before you jump into the adventure, let's talk about some of the tools the Guide can use to create a fun and engaging experience for the players!

The Non-Player Character

The first tool you can use to touch the world is the NPC, or Non-Player Character. Each NPC is represented by a stat block—a few short descriptive sentences and any attacks, weapons and Abilities you might want to add.

NPCs

Bandit

• Initiative 3 HD2 (4-14HP, Avg 9)

• Armor 1 Knack 1 Lack -1

• An individual on hard times who has resorted to making everyone else's lives harder to better their own.

• Bandits have no abilities but can be armed with any utility or ranged weapon.

• Axe - 1d6+1 Slash

Tailor

• Initiative 2 HD1 (2-7HP, Avg 5)

• Armor 0 Knack 4 Lack 0

• An individual capable with a needle, and other precise instruments. Of some class and renown the tailor can fix anything made of cloth, and is also trained in poking holes.

• Rapier - 1d8+4, +1 armor vs melee weapons.

An NPC can be friendly, hostile, or uninterested in the player characters. They could be conniving or have their own goals to advance. But each NPC should have some "flavor" to them. Sometimes players will interact with an NPC verbally, and sometimes (but not always) interactions will result in combat.

Remember, NPCs act and react only as intelligently (or foolishly) as their role demands.

NPCs:

- *Succeed on odd Luck rolls.*
- *Have at least 3 Features: Initiative, Knack, & Lack.*
- *Share Tokens in the Initiative Stack.*

When killed, they may become Ethereal at the Guide's discretion. They may have Equipment, Abilities built using the standard system, or beyond those available to players.

Instead of listing specific Skills, they have a Knack and a Lack. A Knack is a positive modifier to any related Skill rolls that the troupe member excels at, while a Lack is a negative modifier for any Skill roll, they are bad at.

Example: Goblins in the setting of Galaeffa are plant-beings with a naturally green thumb, and therefore have a Knack for things related to living out in the woods or wilds. They make any checks related to plants with a bonus. Goblins are notoriously bad at working with man-made metals, so they make any checks related to working with metal objects (maybe trying to pick a brass lock) with a penalty.

Initiative

When preparing a combat encounter, it's generally recommended to have 20 or less total enemy initiative tokens, as chip damage from NPCs can add up even if most of the damage is blocked. A party of four players will have an initiative of 12 with no other modifiers.

As a rule of thumb it is also recommended that individual units do not take more actions than their own initiative would contribute to the pool, but as noted in the Combat section for players, there are times when the Guide may want to break this rule, such as when dealing with a "Hive Mind" like an ant swarm, or if a character is commanding a mindless thrall that may otherwise have an initiative of 0. Take out the master and the thrall is left useless. Initiative can be used to craft some cool encounters and tell some cool stories.

Variant NPCs

In addition to the standard NPC, you can add further variation by introducing NPCs with unique categories or modifiers.

Mook

A Mook is an NPC who, in lieu of having HP, requires two "strikes" (or two separate instances of damage) to be taken out of the fight. These Mooks can have otherwise impressive stats and can be easily dropped in for an exciting feeling of incredible power for the players.

Giant Ant

• Initiative 1 Mook (dies in 2 hits)

• Knack 0 Lack 0

• Ants are dangerous because they swarm, not because they're particularly hardy, although their jaws always seem to find flesh no matter how well armored their target.

• Bite 1d4, targets bitten or touched by giant ants are scented and ants have boon on tracking them until they bathe.

Spirits

Another variant NPC is one with multiple phases. When player characters defeat them in one phase, they come back in another form. Perhaps the party strikes down a great necromancer only to have them rise again as a spirit and continue the fight.

Revenant Giant Ant

• Initiative 1 Mook (dies in 2 hits)

• Knack 0 Lack 0

• Slightly more dangerous than a Giant ant is the ghost of a giant ant. When killed the Revenant Giant Ant becomes Ethereal and must be killed again with a silvered weapon or non-mundane damage.

• Bite 1d4 piercing, targets bitten by giant ants are marked. Ants have boon on tracking them until they bathe.

• Ether Bite 1d4 Psionic damage. Cosmic damage types directly damage a target's Ether.

Variant NPCs Continued

Here are a handful of other variants recommended to use in your games:

- **Ent** – Made of wood and weak to fire.

- **Giant** – Double HP and increase size by one order of magnitude

- **Injured** – Starts at half average HP

- **Revenant** – When killed releases an ethereal version of itself who's attacks deal psionic damage

- **Skeletal** – Resistant to piercing and slashing, must be smashed or buried after "killing"

- **Stone** – Resistant to piercing, slashing, and fire.

- **Teacup** – Tiny size category

- **Troll** – Regenerates from any amount of health unless set on fire

- **Vampire** – Cannot be reduced below 1 HP, heals when making a bite attack, must be beheaded to kill, cannot be in sunlight.

Initiative

When preparing a combat encounter, it's generally recommended to have 20 or less total enemy initiative tokens, as chip damage from NPCs can add up even if most of the damage is blocked. A party of four players will have an initiative of 12 with no other modifiers.

As a rule of thumb it is also recommended that individual units do not take more actions than their own initiative would contribute to the pool, but as noted in the Combat section for players, there are times when the Guide may want to break this rule, such as when dealing with a "Hive Mind" like an ant swarm, or if a character is commanding a mindless thrall that may otherwise have an initiative of 0. Take out the master and the thrall is left useless. Initiative can be used to craft some cool encounters and tell some cool stories.

The Dice

The ways that you can manipulate dice can also be a tool, however, my personal recommendation is to understand that dice should have a certain gravity.

The Guide should always be appearing to honor the outcome of the dice. You have plenty of leverage to say what does and does not happen and the dice are the one thing within the game that act as a heartless arbiter of fate. Allow them to fill their role and do not subvert them. Do not call for a roll unless you are equally prepared for a failing outcome as you are for a successful outcome.

When calling for checks, whether they be a Test of Fate, a Trait check, or a Skill check, keep in mind that the outcome of the check should progress the story. This means that even on failure, the story should progress in some capacity.

This could be due to the players failing so spectacularly they alert the enemy, or break their tool, or break through the door they were trying to open with such fantastic spectacle they fall through on the other side.

Active Opposition

When rolling against Active Opposition the Guide should reference the NPCs Knack or Lack as relevant for the check. If an NPCs Knack or Lack are greater than 5 or lower than -5, round their modifier for trait checks to 5 or -5.

Passive Opposition Targets

When rolling against a fixed objective, such as a jammed door, a trap set during a long gone time, or a particularly stubborn stone to move, you'll set a target number for the players to beat.

Below are some guidelines when setting that target number:

Intended Skill Level	Target Number
· Almost Anyone	· 8
· Apprentice	· 12
· Expert	· 16
· Grandmaster	· 20+

Note: The maximum a roll can be is a 28. After that, it is actually impossible to complete the task without the use of items or outside assistance.

Experience

Experience can be a powerful tool for directing or adjusting the quality of gameplay. As noted in the player section on leveling up, the Guide sets the experience track the players must progress through for each level. You can use the number of objectives to control the pace of the campaign, and the balance of the objectives to shift the recommended focus and tone of the game. A big part of what makes *Fables* special is that it encourages emergent narratives because of players choices during character creation. If their abilities push them to do more discovery, or create more bonds, that should be encouraged not punished.

Sample Experience Tracks

A balanced track like the one below might encourage players to dabble in a bit of every element of the story, it's a short track and may only take one session to complete encouraging a quick level 2 if the players are focused.

Goals: •

Discoveries: •

Bonds: •

A track like this might encourage a more cinematic open-ended first session, pushing players to explore the surroundings and get to know one another or the locals to reach level 2 instead.

Goals:

Discoveries: •

Bonds: ••

An experience track later in the game will typically have many more points to accrue, a good rule of thumb is to add two to three points per level for an average paced campaign, so a level 2 progression track might look as follows.

Goals: •••

Discoveries: ••

Bonds: •

When to Give Experience

Give experience towards Goals whenever the players set and achieve a significant goal within the story, this might be figuring out who was behind the theft at the Inn, unlocking some major plot point, or finally crafting that magic item they've been working on for two sessions.

Give experience towards Discoveries when they make a significant effort to explore their surroundings, pushing for or helping to create lore for the environment. Anything that feels like it significantly expands or expounds on the world the players are living in should gain them a point in Discoveries.

Give experience towards Bonds when the players have a precious story moment with one another, when they roleplay particularly well creating ties within the party. You can also reward Bonds when the players do something particularly in-character that connects them to the NPCs in the story.

Treasure, Items, and Social Rewards

A huge part of the thrill of running a tabletop RPG is watching your player's characters grow. As noted in the player experience section, characters don't get stat or skill increases after level 5, as such a great deal of their power level will come from the relationships and alliances they forge, and the treasure that they accrue.

From personal experience and giving advice based on my own games, people have busy lives and struggle to coordinate regular play sessions. I encourage you to keep that in mind when deciding what to award players after encounters. It's better to let them have that magic item the villain was wielding, or to allow the side-plot where they forge magical armor. Ultimately, you never know if your next session is going to be your last for any given campaign.

Make Treasure Cool

You can make treasure cool in a variety of ways, if you give your players lots of currency, in Galaeffa we call it Ash and use the symbol Æ to denote it, give them opportunities to spend it. Let them buy well-trained pets, inns, bars, and so forth.

If you prefer to give your players magical items, then make them feel particularly powerful. Give them a trinket that casts an ability with all 3 upgrades unlocked or make up something that breaks the rules of the game entirely.

If you want to engage your player's creative process, then let them skin dire-wolves and harvest the tooth of the god-kraken. Introduce NPCs who can help them craft these mythical beast-objects into powerful equipment with bonuses, or cool spells attached.

Generic Items

Obviously, this book goes into a fairly decent amount of detail on weapons and consumables, and "enough" detail on things like armor and shields, but it largely glosses over the various sundries an adventurer may need, from regular clothing, to soap, to anything you might find in a general store.

At the end of the included adventure is a tried-and-true D666 list which has the items valued in rough orders of magnitude, ranging from charcoal to a timepiece with some magic items thrown in for good measure. Feel free to use the items on that list, and the general pricing, to plan out your own game. It's entirely up to you what will be available and how much it will cost.

Boons, Favors, and Alliances

Ideally your players will be fighting devils or devas, kings, queens, even petty gods and cults. Let them befriend NPCs if they feel so inclined, give them the opportunities to talk their way out of encounters and to form lasting bonds, then let them use them. Have the angel they assisted give them a bell to call for their aid in a time of need, make keeping the bell quiet when unneeded a part of the story! When the time comes and all seems lost, give the story they've been telling the opportunity to move things forward.

D666 Items Mundane & Magical

Roll D666. Anything equal to or below that number is for sale. Costs increase by order of magnitude with more ◊.

111. Animal Feed ◊
112. Fruit (Local) ◊
113. Dried Fruit ◊
114. Iron Ration ◊
115. Rice ◊
116. Root Vegetables ◊
121. Cured Meat ◊
122. Smoked Fish ◊
123. Waterskin ◊◊
124. Backpack ◊◊◊
125. Canvas Bag ◊◊
126. Burlap Sack ◊
131. Soap ◊◊
132. Tinder Box ◊◊
133. Razors ◊
134. Razor Handle ◊◊
135. Candle ◊◊
136. Torch ◊
141. Flint and Steel ◊
142. Glass Jar ◊◊
143. Vinegar ◊
144. Salt ◊◊
145. Bedroll ◊◊◊
146. Leather Gloves ◊◊
151. Rope (Hemp 50ft) ◊◊
152. Charcoal ◊
153. Canvas ◊◊
154. Butter ◊◊
155. Chalk (bagged) ◊
156. Beeswax ◊
161. Boots ◊◊◊
162. Comb ◊◊
163. Flour (Wheat) ◊
164. Eggs (6) ◊
165. Honey ◊◊
166. Needles (Sewing) ◊◊
211. Thread (Spool) ◊
212. Fish Hooks ◊
213. Fish Tackle ◊◊
214. Fish Line (Hair 25ft) ◊◊
215. Fish Reel ◊◊

216. Fish Rod ◊◊
221. Spoon (Wood) ◊
222. Knife (Mess) ◊
223. Fork ◊◊
224. Tin (Mess) ◊◊
225. Clay Pot ◊◊
226. Cloak ◊◊◊
231. Brush (Medium) ◊◊
232. Chalk (Sticks 20) ◊
233. Firestarter ◊◊
234. Hat (Leather) ◊◊
235. Shoes ◊◊
236. Undergarments ◊◊
241. Linen (Bolt 100ft) ◊◊◊
242. Bandages ◊
243. Yard Stick ◊◊
244. Oil Flask (Lamp) ◊◊
245. Oil Lamp ◊◊
246. Lantern ◊◊◊
251. Nails (Iron 25) ◊◊
252. Filings (Iron) ◊
253. Bell ◊◊
254. Whistle ◊◊
255. Whetstone ◊
256. Snare Trap ◊◊
261. Chisel ◊◊
262. Piton ◊◊
263. Hammer ◊◊◊
264. Hatchet ◊◊
265. Shovel ◊◊◊
266. Black Pepper ◊◊
311. Dried Herbs (Local) ◊
312. Coffee Beans ◊◊
313. Beer ◊◊
314. Garlic ◊
315. Jarred Fruit (Local) ◊◊
316. Knife (Utility) ◊◊◊
321. Iron Pot ◊◊◊
322. Iron Pan ◊◊◊
323. Quill ◊
324. Paper ◊◊

325. Pencil ◊
326. Journal ◊◊◊
331. Twine (80ft) ◊◊
332. Hair Brush ◊
333. *Troika!* Book ◊◊◊
334. Wine (Mediocre) ◊◊
335. Flask ◊◊◊
336. Hard Candy ◊
341. Marbles ◊◊
342. Doll ◊
343. Sugar (brown) ◊
344. Brass Chain (20ft) ◊◊
345. Yarn (100ft) ◊
346. Needles (knitting) ◊◊
351. Tobacco ◊◊
352. Rolling Papers ◊
353. Cigar ◊◊◊
354. Pipe ◊◊◊
355. Bit and Bridle ◊◊◊
356. Saddle ◊◊◊◊
361. Shaving Mirror ◊◊◊
362. Ball Bearings ◊◊
363. Liquor ◊◊
364. Crowbar ◊◊◊
365. Metal File ◊◊◊
366. Knife (Cooking) ◊◊◊
411. Dried Fruit (Exotic) ◊◊
412. Camp Chair ◊◊◊
413. Leather Strips ◊◊
414. Lace ◊◊
415. Bear Trap ◊◊◊◊
416. Almanac ◊◊◊
421. Lock and Key ◊◊
422. Small Tent ◊◊◊◊
423. Matches (12) ◊
424. Brass Nails (10) ◊◊
425. Catgut String (40ft) ◊◊
426. Grappling Hook ◊◊
431. Dip Pen ◊◊
432. Flute (Wood) ◊◊◊
433. Drum ◊◊◊

434. Sand ⬡
435. Ink ⬡⬡
436. Sealing Wax ⬡
441. Seal (Mail) ⬡⬡
442. Local Map ⬡⬡⬡
443. Iter Salts ⬡⬡
444. Fountain Pen ⬡⬡⬡
445. Paints (Multicolor) ⬡⬡
446. Sledgehammer ⬡⬡⬡
451. Scissors ⬡⬡⬡
452. Scalpel ⬡⬡
453. Brass Bands ⬡⬡
454. Manacles ⬡⬡⬡
455. Brass Manacles ⬡⬡⬡
456. Chest (Wooden) ⬡⬡⬡
461. Hand Net ⬡
462. Netting (15ft x 15ft) ⬡⬡
463. Sword (wood) ⬡
464. Stave ⬡
465. Towel ⬡⬡
466. Lard ⬡⬡
511. Antiseptic ⬡⬡⬡
512. Splint ⬡⬡⬡
513. Crutch ⬡⬡⬡
514. Glass Vial ⬡⬡
515. Mead ⬡⬡
516. Jarred Fruit (Exotic) ⬡⬡
521. Kettle (Iron) ⬡⬡⬡
522. Herbs (Rare) ⬡⬡⬡⬡
523. Camp Table ⬡⬡⬡
524. Mortar and Pestle ⬡⬡

525. Ivory Chopsticks ⬡⬡⬡
526. Box (Lacquered) ⬡⬡
531. Lozenges ⬡⬡
532. Mints ⬡
533. Wine (Fine) ⬡⬡⬡
534. Guitar ⬡⬡⬡
535. Metronome ⬡⬡⬡
536. Rope (Silk 50ft) ⬡⬡⬡
541. Cloak (Fur) ⬡⬡⬡⬡
542. Star Gem ⬡⬡⬡
543. Monocle ⬡⬡⬡
544. Prophylactic ⬡⬡
545. Leash (Ornate) ⬡⬡⬡
546. Cat ⬡⬡
551. Terrier ⬡⬡⬡
552. Bird Cage ⬡⬡⬡
553. Canary ⬡⬡⬡
554. Parrot ⬡⬡⬡⬡
555. Rat (Normal) ⬡⬡
556. Tar (50ml) ⬡⬡
561. Pewter Minis ⬡⬡⬡
562. Balance Scale ⬡⬡⬡
563. Thermometer ⬡⬡⬡
564. Barometer ⬡⬡⬡
565. Spyglass ⬡⬡⬡
566. Astrolabe ⬡⬡⬡
611. Sextant ⬡⬡⬡
612. Regional Map ⬡⬡⬡
613. Compass ⬡⬡⬡
614. Flute (Silver) ⬡⬡⬡⬡
615. Crucible ⬡⬡

616. Loupe ⬡⬡
621. Litmus Paper ⬡⬡⬡
622. Invisible Ink ⬡⬡⬡
623. Fine Chocolates ⬡⬡⬡
624. Lockpicks ⬡⬡⬡
625. Caltrops ⬡⬡
626. Crystal Vial ⬡⬡⬡⬡
631. Goblet (Crystal) ⬡⬡⬡
632. Wine (Rare) ⬡⬡⬡⬡
633. Hallucinogen ⬡⬡⬡⬡
634. Narcotic ⬡⬡⬡⬡
635. Stimulant ⬡⬡⬡⬡
636. Guide to Fungi ⬡⬡⬡
641. Factions Cards ⬡⬡
642. *OmniMyth* Book ⬡⬡
643. Driftscale ⬡⬡⬡⬡⬡
644. Fireworks ⬡⬡⬡
645. Sea Chart ⬡⬡⬡⬡
646. Mood Ring ⬡⬡⬡
651. Velocipede ⬡⬡⬡⬡
652. Kirigem ⬡⬡⬡⬡⬡
653. Star Chart ⬡⬡⬡⬡
654. Rare Fossil ⬡⬡⬡⬡
655. Games Set ⬡⬡
656. Music Box ⬡⬡⬡⬡
661. Fine Clock ⬡⬡⬡⬡⬡
662. Timepiece ⬡⬡⬡⬡⬡
663. Last Gasp (1) ⬡⬡⬡⬡
664. Treasure Map ⬡⬡⬡⬡
665. Draco Teapot ⬡⬡⬡
666. Cursed Item ⬡⬡

Kirigem: A 13-sided piece of crystal, clean cut and polished to near perfect transparency. Runes inscribed on twelve of the facets prime the gem for trapping restless spirits. There is no known gem better for this purpose.

Draco Teapot: A teapot that always makes a perfect spiced black tea, no matter what ingredients are put into the pot. It is covered in green scales. It is rumored that pouring the tea on the ground is a great insult to the elder dragons of Yoreth.

Last Gasp: A potent venom that slowly and methodically disables the respiratory system. When introduced to the bloodstream this subtle killer causes a minor fever for one to two days. After two weeks of no visible symptoms the lining of the mucus membrane of the lungs will collapse and, with a shuddering, rattling breath, the victim will pass.

Notes

If you're reading this then you've been given a copy of a very limited run of the playtest manual (2) of Fables of the Twin Moons. Thank you for taking the time to look at this, give me your thoughts, and hopefully get some fun games in.

Feel free to write in this copy of the book, in fact I encourage it. Note anything that looks weird, circle or highlight anything that brings up questions or looks really cool, add your own abilities, enemies, magic items, and more. You do not need to return this book, but I would love to hear feedback on any notes or questions that come up during play.

The release version of this book will have a full adventure included, this was not included in the playtest book because I wanted to see the kinds of worlds others would build with the rules I use.

Please feel free to email any feedback to:
contact@omnimyth.press or reach out to me on Discord @lief.

Thanks again,
Brian