



BROKEN WEAVE™



**SURVIVE, BUILD COMMUNITY, AND FIGHT FOR HOPE IN
A POST-APOCALYPTIC TRAGIC FANTASY WORLD**

CREDITS

Developers: Emmet Byrne, Cody Faulk, Elaine Lithgow, Dominic McDowall

Writing and Design: Emmet Byrne, Alex Clippinger, Josh Corcoran, Kieran Cressy, Chant Evans, Cody Faulk, Jordan Goldfarb, V.J. Harris, Eleanor Hingley, Elaine Lithgow, Jessica Marcum, Dominic McDowall, Samuel Poots, KC Shi, Graham Tugwell, Ryan Wheeldon

Editing: Emmet Byrne, Elaine Lithgow, Dominic McDowall

Cover: Álvaro Jiménez Hernández

Collector's Edition Cover: Laura Jane Phelan

Illustration: Jog Brogzin, Antonio De Luca, Runesael Flynn, Diana Grigorescu, Dániel Kovács, Elsa Kroese, Andrew Lowry, Sam Manley, Clara-Marie Morin, JG O'Donoghue, Todd Ulrich, Siman Vlaisavljević

Graphic Design: Diana Grigorescu, Laura Jane Phelan

Layout: Emmet Byrne, Robert Carr, Diana Grigorescu

Proofreading: Nicolás Andrés

Cubicle 7 Team: Dave Allen, Emmet Byrne, Alex Cahill, David F Chapman, Walt Ciechanowski, Christopher Colston, Elaine Connolly, Josh Corcoran, Jennifer Crispin, Matthew Freeman, Paula Graham, Diana Grigorescu, Gemma Harper, Elaine Lithgow, TS Luikart, Dominic McDowall, Sam Manley, Kieran Murphy, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, Yvonne Perry, Laura Jane Phelan, Sam Taylor, and Taryn Wray

Producers: Emmet Byrne, Chant Evans, Elaine Lithgow

Creative Director: Emmet Byrne

Publisher: Dominic McDowall



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WELCOME TO THE BROKEN WORLD

1

Listen well, young ones. The world is hard. It is unfair. If you're not careful, the land will crumble beneath your feet, the shadows will sprout claws behind your back, and you'll find yourself lost and alone. You must work together. Form bonds. Protect each other. Find light in the darkness. It's the only way to survive...

— *Kalithin, Sage of Guardian's Lament*

You are the last mortal remnants of the Breaking, an arcane apocalypse that sundered reality forever. The magic of the world has been corrupted into Decay, a poisonous entropic force that destroys all it touches. The gods are dead — there is no divine intervention or idyllic afterlife waiting for you. The unravelling of magic distorted reality, rendering time and distance unpredictable. Communities are scattered and isolated, and even the shortest journey is a deadly trek through surreal landscapes.

You are Survivors. You must establish safe Havens, protect them from endless corrupted monsters that wear the shadows of the ones you loved, and explore the ruined world for life-saving treasures of bygone glory. You cannot save this fallen world — the end has already come — all you can do is try to build something lasting and leave the world a better place after you are gone.

That is what it means to win in the Broken World. To forge bonds and communities that endure, find joy in the bright moments amongst the darkness, stand when you should fall, and never give up hope.

USING THIS BOOK

Broken Weave is a post-apocalyptic tragic fantasy world where hope and the strength of community are all that hold back the corrupting touch of Decay. You and your friends are Survivors who must fight to create a new home in a time when reality is crumbling around you and twisted monsters roam the lands. This book will show you how to build your Haven and create your Survivor, and is packed with lore and new rules that will give you everything you need to explore the Broken World.

If you're reading this, you're probably familiar with tabletop roleplaying games. If not, or if you're looking for advice on playing and running your games, be sure to check out www.cubicle7games.com.

GAME TEXT

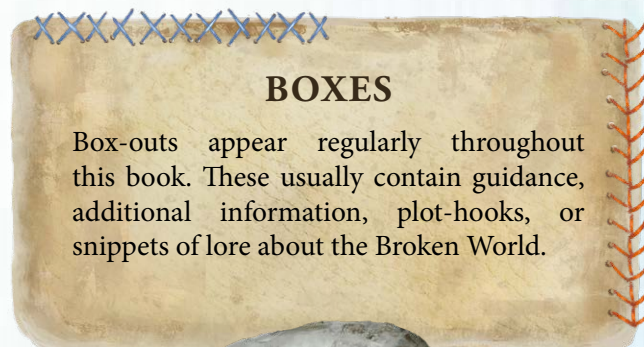
To help you use this book, we employ a number of standard methods of presenting information.

- **Game Terms:** All game terms are capitalised, so you know when you need to use all of your skill, or when you need to use a Skill.
- **Individual Items:** Some game terms encompass other game terms. In these cases we Capitalise and *italicise* the term. For example, Talents include individual Talents such as *Untouched by Decay*. This also goes for Conditions, such as *Blinded* and *Frightened*.
- **Tests:** Whenever you are required to make a Test, the text is **bolded**. For example, you must make a **DC 15 Strength (Athletics)** Test to lift the fallen pillar.
- **Acronyms:** Some common acronyms appear regularly throughout the book. These are **GM** (Gamemaster), **PC** (Player Character), **NPC** (Non-Player Character), and **DC** (Difficulty Class, for a Test)

WHAT'S NEW?

The Broken World is a fantasy setting unlike any other. It's not a place of heroes and dragon-slaying, it's one of survival and hope. **Broken Weave** introduces new systems to fully immerse players in the setting.

- Each group creates a Haven together to protect and call home (see page 10).
- Survivors and the world are affected by an arcane entropy called Decay (see page 126).
- New Skills unique to survival in the Broken World have been added (see page 121).
- Expanded travel rules are used on long journeys (see page 133).
- Players can combat colossal creatures known as Titans (see page 284).
- Players can undertake long-term endeavours to improve their Haven (see page 154).



PLAYING BROKEN WEAVE

The great cities that once stood have long fallen or have been forgotten to time. The people that remain have built small communities throughout the Broken World. These scattered Havens, often no more than a few hundred souls, have come together to carve out a small, relatively safe space to live and build towards the future. You live in one such Haven. You are a Survivor — a trusted member of the community with the skills needed to brave the Broken World. You must do everything you can to protect your Haven and build a lasting home for future generations.

When you and your friends gather to play **Broken Weave**, the first thing you will do is create your **Haven** (see page 10). Havens are a vital part of your campaign, and will be integral to the stories you tell in the Broken World. Everyone, including the GM, creates the Haven together. When you have made your Haven, you will create your Survivor (see page 24). Everyone in the Broken World has had to endure hardships, but you and your allies are Survivors — people with the skills, talents, and determination to face the horrors beyond a Haven's walls. You are some of the few that have the force of will to survive and thrive in a shattered world.

Your Haven will face countless threats and crises over your lifetime, and you and your allies must find a way to protect your home and loved ones. Decayed Monsters stalk the lands, plague and sickness are rampant, and other desperate Havens will do everything they can to survive. There is no one else to face these threats — you must be the ones to overcome them.

You must leave the comfort and safety of your Haven and venture into the Broken World to connect with other Havens and rebuild the world. You will hunt Monsters, and embark on far-ranging journeys across ever-changing terrain to explore the Decay-wracked ruins of fallen civilisations. You bear a heavy burden. There is no guarantee you will return to your Haven unscathed, if you return at all. This is not a world of adventure and glory, it is one of survival and necessity. There may come a time when you must sacrifice yourself to safeguard your community and those you love, all in the hope of creating a better world.

If your Survivors overcome the threat and return home, the Haven can breathe easy for a time. If you are lucky, days, weeks, or even months can pass before another crisis threatens your Haven. During these fleeting moments, Survivors live their lives as best they can; growing their community, developing skills, forging a family, or pursuing any number of personal and community goals.

When the next threat arises, a new group of Survivors is brought together to face it. It may include some or all of the Survivors who saved the Haven previously, or it may be formed from their descendants, those who owe their existence to the sacrifices of their forebears. This is the cycle of life and death present in the Broken World — one you can expect to experience in full during your **Broken Weave** campaign.

WHAT'S CHANGED FROM 5TH EDITION?

If you are using 5th Edition to play **Broken Weave**, the following changes apply:

- Characters are created using the Lifepath system (see page 26).
- Races are replaced with Lineages (see page 37).
- Classes are limited to those found in **Broken Weave** (see page 48).
- Feats are not used, instead, players gain Talents at different Levels (see page 95).
- Inspiration is replaced with Hope (see page 129).
- Some Skills have been added or replaced (see page 121).
- **Broken Weave** uses a new list of Tools (see page 113).

LIFE IN THE BROKEN WORLD

Slowly, constantly, Decay pulls the world apart. Continents, ecosystems, and history itself rip asunder, even as the greatest works of dead civilisations crumble into ruin. Corruption lurks within every person, unravelling their sense of self until something monstrous squeezes through the gaps and swallows what remains. The gods lie dead, and from death there is no return.

Yet in this world, people still live. They hope, strive, fail, and hope again. Despite all the challenges set against them, they build new communities and dare to face the uncertain dawn. They hold on to each other, maintaining the last, most important connections in the Broken World. Hope is the only thing that can overcome Decay and reverse its entropic effects.

Here are some aspects of **Broken Weave** that are vital for all players to know before starting the game. If you are the group's GM, read this section out to your party during the first session.

THE WORLD IS BROKEN

Centuries ago, magic unravelled and broke the world. No one knows how or why it happened, or even how long ago, but everyone knows the results of that cataclysmic event. Overnight, the land fell to ruin. Great civilisations crumbled to dust, horrifying monsters emerged from the shadows, dying gods fell from the sky, and every magical object and creature became a deadly source of corrupting energy.

The Breaking, as it came to be known, destroyed the world and shattered reality. Precious few mortals survived and those who did found themselves in a Broken World that bore little resemblance to their once great land.

THE GODS ARE DEAD

The corpses of the gods can be found scattered across the Broken World. Most lie abandoned by those who once worshipped them, their names and domains lost to memory. Yet some cults still cling to the rotting cadavers of their deity — conducting strange rites in the hope of returning to them some spark of life. Their prayers go unanswered. The gods are dead, and divine intervention is never coming.

These god-corpses spawn strange creatures, cause unnatural phenomena, or offer valuable resources that draw communities to them, but those who live in the shadow of a dead god court danger in their every waking moment.

THE PAST IS LOST

The people of **Broken Weave** live amongst the bones of a once great world. The land is filled with the ruins of the past, faded memories of what once was. However, no matter how much they hope, or what they salvage of that old world, its history is lost. No one remembers what came before, and they have no way to recreate the glories of their ancestors.

That greatness can never be reclaimed, and the people of the world today are constantly reminded of what their lives could have been.



MAGIC CORRUPTS

Before the Breaking, powerful sorcerers could create and destroy with the snap of their fingers, but no more. Magic is broken and in its place is Decay, a cursed arcane force which erodes reality and remakes the world in strange and surreal ways. Those who dare to weave spells with the frayed threads of the magic that remains become slaves to the corrupting influence of Decay. The powerful arcane artefacts of forgotten heroes may promise salvation for a Haven, but the poisonous power twists any wielder into a grotesque abomination. Unchecked Decay eats at your memories and corrupts your flesh and spirit, gradually turning you into a Monster.

MONSTERS ARE EVERYWHERE

Magic touched all things in the pre-Breaking world, though some more than others. After the Breaking, Decay twisted and warped any creature with a hint of arcane power. Beings who relied on magic, wielded powerful arcane artefacts, or were suffused with sorcerous energy suffered the most. They became nightmarish reflections of what they once were, cursed to haunt the Broken World. These Monsters are a constant threat. Some lurk in the darkest corners of the world, nurturing their malicious power and feeding on Decay, while others crawl from the shadows to steal what they crave and destroy what they can't have.

TIME AND DISTANCE ARE FLUID

Decay warps time and distance in strange and unusual ways. As you travel, your environment can shift and change around you — stretching or contracting in nauseating ways beyond your perceptions. You may even return home after a short trip to find that years have passed in your absence.

The more Decayed an area, the more pronounced this effect. The only way to combat Decay is to solidify the land in your mind, by walking the same paths and constructing memorable Waymarkers along them, and by building relationships and communities with a shared history.

MEMORIES FADE

Decay erodes everything, even your memory. If you travel through a Decayed area, you may forget loved ones, a defining moment in life, or even the way home. Yet just as Waymarkers can combat the warping of the land, Memoria can combat the warping of memory. Memoria are trinkets carried by Survivors which remind them of precious memories. By creating, carrying, and meditating with Memoria, you can help to protect your mind from the touch of Decay.

YOU ARE CURSED

Magic once ran through the blood of the people of the world. Now, Decay lurks in its place. Every Lineage bears their own Curse which manifests as they are overcome by Decay. Humans slowly rot and become soul hungry undead, Dwarves burn up from the inside and become eternally burning infernos, Elves turn to crystal constructs that flense the skin from living creatures, Halflings melt into life draining oozes, and the Forgotten crumble into nothingness before the eyes of their loved ones.

These curses are real and present dangers to all Survivors, and their effects are irreparable. Certain unusual situations like arcane artefacts or strange locations may even overwrite your Curse, changing you in nightmarish ways you never expected.

HOPE REMAINS

Despite all of this, there is one force which can fight back Decay — Hope. Hope is an intangible force which is generated when people come together into communities and strive towards a common goal. When Survivors embark on adventures to protect a Haven, the community invests their Hope into them, granting them the ability to fight back Decay. Hope can hold back and even reverse the corrosive touch of Decay, push you to feats of heroism, or even lift you up when you should fall. Hope grows as you build community, work together, and connect with other Survivors of the Broken World. The strength of this shared belief for a better future can reshape the land and restore the world to what it was before the Breaking.

Hope is the most precious resource in the Broken World, as without Hope, there is nothing to stand against Decay.





2

HAVEN CREATION

Small communities eke out a living across the shattered remnants of the Broken World. These isolated Havens must adapt to their surroundings if they are to survive. Some hunker inside ancient ruins or shadowed valleys, while others live in places many would consider suicidal, such as atop a floating island, or within the belly of a dead god. No two Havens are alike. The only unifying feature is its peoples' hope for a better life.

New Havens are often formed from the ashes of a collapsed or destroyed Haven, or when a Haven becomes overcrowded and its people make the difficult choice to expel some of its own. When the latter happens, generous Havens send their most capable into the wastes, equipped so they have the best chance at survival. More pragmatic Havens or those unable to spare the resources exile the disgraced and the dying instead. Lone wanderers and small groups sometimes establish new Havens because of a rift with the leadership of their previous Haven or the discovery of valuable resources, but these reasons must be extremely compelling to justify the risk.

A Haven's early days are its most vulnerable. They are isolated from all allies, plagued by doubt and indecision, and easy prey for the Decayed Monsters that stalk the lands. If the Haven survives its early years, the community becomes familiar with their sliver of the Broken World. They learn which creatures they can live alongside, nearby Monsters they must watch for, and which Titans tread near their new home. At their best, they may even reach out to other Havens, establishing tenuous threads of commerce and communication over the shifting, fraught distances and giving permanence to their place in the world.

But the danger never truly passes, and sudden attacks or natural disasters can topple even the most well-prepared communities. Most Havens last no more than a few generations. The remnants of countless lost Havens are found throughout the Broken World, little more than another ruin in a world filled with them.

FOUNDING A HAVEN

Your Haven is a vital part of your **Broken Weave** campaign. It will influence the type of Survivors you create, and will shape the challenges you will face. Protecting your Haven will be the driving force behind many of your adventures. It gives your Survivor a place for their friends, family, and even rivals, and is a defining aspect of their goals and motivations.

You will create your Haven as a group. The GM will lead the process, but all players provide input and ideas. As you progress through Haven Creation, take turns rolling or choosing results from the various tables. Discuss the results as a group, look for connections between results, and add your own ideas. By the end of Haven creation, everyone should have contributed at least a couple of ideas to the Haven. Creating your Haven together means that everyone is invested in the Haven and excited to move to Survivor Creation to see how the Haven will influence the Survivor they make.

Haven creation has the following steps:

1. **The Founders' Legacy:** Establish the origins of your Haven.
2. **Location:** Where your Haven is situated, what resources are available, and what landmark it features.
3. **Culture:** Parts of your Haven's culture that make it unique from others.
4. **Crises:** What problems your Haven has faced in the past and is currently facing.
5. **Finishing Touches:** Decide your Haven's name, and record the starting values for Decay, Hope, Population, and Resources.

This chapter can also be used to generate other Havens, be they friendly, neutral, or hostile.

GUARDIAN'S LAMENT

You can find an example Haven called **Guardian's Lament** on page 187. Feel free to use this Haven as inspiration for your own, or even adopt it for your group if they would rather skip the Haven Creation process.



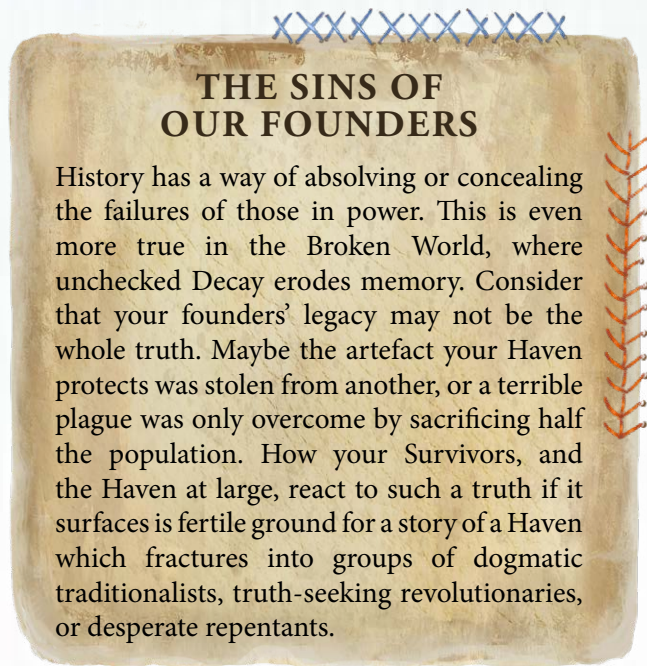
THE FOUNDERS' LEGACY

All Havens are founded for a purpose. In many cases this is as simple as surviving a crisis, such as escaping a terrible sickness or the fall of another Haven. Other times, survivors come together under charismatic or bold leaders who profess a great plan, like discovering an ancient artefact that can solve all their problems, or finding a fertile land where life is easier and the land is free of Decay. These founders hold aloft their purpose like a guiding star to found a fledgling Haven and guide it through the shifting darkness of the Broken World.

As the years pass and the original founders return to the dirt, their legacy lingers in the cultural heart of its people. Often, your founders' legacy is one of the first things young people learn — passed on to new generations through art and tradition. Like many such tales, there are often embellishments and changes in the retelling.

When you create your Haven, roll on or pick from the **Our Founders Wanted To...** table to determine the founders' legacy for your Haven, or use them as inspiration to create your own. Discuss the result among your group and flesh it out in any way that's interesting to you. If your Haven was founded to explore an ancient city, what did they find there? If

they were seeking fertile land for crops, what were those crops? Consider how the founders' legacy shapes the principles and traditions of your Haven. If they fled from a horde of Decay-ravaged creatures, they are likely to be especially wary of Monsters entering their territory, or if they protect an artefact, they may have complex rituals around its use.



OUR FOUNDERS WANTED TO...					
1D10	1–2: FIND	3–4: HEAL	5–6: PROTECT	7–8: ESCAPE	9–10: STUDY
1–2	What happened to our ancestors.	Decaying loved ones that our old Haven exiled.	A dying species upon which our culture depended.	The Monsters our families were becoming.	A mutated wilderness unlike anything seen before.
3–4	Soil in which our seeds could grow.	A wounded Titan others feared to approach.	The crumbling land bridge between two regions.	The raiders who conquered our old Haven.	A dormant relic that we first mistook for a city.
5–6	A refuge where the Monsters could not follow.	The bond between two collapsed Havens.	The border to a condemned wasteland.	A plague which decimated our old home that would not end.	The strange creatures that live in this area.
7–8	A relic our ancestors tried and failed to protect.	A rift in the earth which teemed with grasping hands.	Our children, even if they no longer recognised us.	A leader that condemned our beliefs, or lack of them.	An ancient wall and what lay beyond it.
9–10	A shelter that could withstand a great storm.	The land before it broke off toward the stars.	The corpse of a god from mining and desecration.	A Titan who became violent without warning.	A rambling record written in a dead language.

LOCATION

Every Haven exists in the context of the land around it. Climate, Decay, and local resources all exert major influence over people's lives, and the traditions and aesthetics of your Haven usually begin as adaptations to your environment. A Haven located on the coast of a vast sea will have very different lives to those located in a deep jungle — especially when Decay begins to warp the land.

Your Haven's Location is made up of three factors: the **Biome** it resides within, its **Abundance and Scarcity**, and one or more **Landmarks** that make it stand out from the rest.

BIOME

Your Haven's Biome represents the typical climate and broader landscape surrounding it. Those living in a Haven in a coastal Biome will likely have very different lives from those living in a desert.

To generate a Haven's Biome, roll or choose a result from the **Biome** table.

Always remember that things are rarely as they seem in the Broken World, so feel free to experiment and interpret the results in interesting ways. A 'Jungle' may consist of towering mushrooms instead of trees, or a 'Coastal' Haven may sit at the edge of a sea formed from the blood of a dead god.

NOMADS

Some Havens are nomadic groups that travel between several regions as the need arises. If this is the case, your Haven may change its Location and Landmark during **Seasons** (see page 164). Alternatively, a nomadic journey may be the focus of your adventure, as you lead your people to a new land. This is discussed in the **Chapter 12. Storytelling** chapter (see page 218).

BIOME

1D10	BIOME TYPE	1D10	BIOME TYPE
1	Coastal	6	Jungle
2	Desert	7	Tundra
3	Forest	8	Underground
4	Grassland	9	Wetland
5	Mountain	10	Ruined City



ABUNDANCE AND SCARCITY

Havens survive from what little they can scrape from the lands near their homes. In many cases, the available natural resources are the main reason why a Haven is founded somewhere to begin with.

It is assumed that your Haven can scrounge up enough food and resources to survive (see **Resources**, page 102). However, each Haven has certain things that are in **Abundance** or have a **Scarcity**. Abundances and Scarcities are often used when attempting to source materials for crafting or trading (see **Chapter 7. Equipment** for more information), but they are best used narratively to shape how a Haven functions and interacts with the world. If a Haven has a Scarcity of Metal, what do they make their weapons from? If they have an Abundance of Vegetation, what is causing the vibrant growth? Consider how your Abundances and Scarcities might interact with your Haven's Biome in strange or unexpected ways. A Desert Biome with a Scarcity of Sand may mean the desert is made from ash, or a Ruined City Biome with an Abundance of Meat might mean you inhabit a living city where edible flesh can be carved from the walls.

To determine an Abundance and Scarcity for your Haven, roll twice or choose two results from the **Abundance and Scarcity** table below:



ABUNDANCE AND SCARCITY

1D10	RESOURCE
1	Salt
2	Sand
3	Wood
4	Medicinal Herbs
5	Stone
6	Poisonous Herbs
7	Clean Water
8	Metal
9	Meat
10	Vegetation

THE LAND PROVIDES

Sometimes, the unusual ecosystems and strange landscapes created by the random hand of Decay can create a Location which is particularly rich in resources. These places are so precious that some communities will build Havens there, even if it exposes them to more Decay. During Haven Creation, you can choose to gain an additional Abundance from the Resources table. If you do this, your Haven's Decay increases by 1.

LANDMARK

The Broken World is scattered with strange and unique landmarks. Many of these are remnants of a fallen civilisation, or the twisted outcome of Decay run rampant. Such landmarks are valuable to Havens for two reasons; their strangeness ensures that they are easier to remember, thus making it harder for Decay to erode memories of home, and they almost always provide some form of unique Abundance which can shape the development of their Haven.

Roll or choose one result from the **Landmark** table to determine which Landmark is nearby, and the unique Abundance it grants to your Haven. You can also use this table as inspiration to create your own Landmarks and Abundances.

This Landmark will affect different aspects of your Haven. If your Haven lives in the shadow of a god-corpse, they may be overly religious, praying for it to wake, while those who live near an ancient battlefield may be more attuned to the horrors of war, and thereby steer towards pacifism and preventing such slaughter from happening ever again. Unique Abundances granted by the Landmark affects its people, or draws unwanted attention from creatures or other Havens. A Haven which has access to lots of flammable fluid may use it extensively for light, heat, or even weaponry, while a Haven which sits beside a colossal marble statue may build their homes from heavy blocks of marble quarried from it.

LANDMARK

1D20	LANDMARK	ABUNDANCE
1	A natural graveyard where giant creatures went to die	Giant obsidian bones
2	Fields of shimmering crystal which emit light	Glowing crystals
3	An ancient battlefield littered with broken automata	Rusted weapons and armour
4	The vast underground tomb of a wealthy civilisation	Opulent grave trinkets
5	A crater containing a massive moonstone meteor	Moonstone fragments
6	A colossal statue of a many winged and eyed being	Marble that is warm to the touch
7	A vast lake of flammable liquid	Sticky fluid which burns easily
8	An inert biomechanical leviathan	Flexible metal that retains its shape
9	A desiccated god-corpse	God-corpse skin and bones
10	A floating island (roll on Biome table to determine its Biome)	Roll again on the Abundance and Scarcity table to determine the island's Abundance
11	A deep pit which runs right to the world's core	Magma
12	A field of beautiful flowers that never wilt	Hypnotically beautiful flowers
13	A maze of broken mirrors which reflect possible futures	Prophetic mirror shards
14	A giant, artificial pitcher plant which collects sunlight	Golden nectar which induces laughter
15	A huge tree which blooms and wilts every day	Small bitter fruit that shorten lifespans
16	A dead hive filled with the corpses of giant insectoids	Insectoid carapace
17	A ring of belltowers that conjure colourful songbirds	Bright feathers
18	A series of geysers which project blood into the sky	Unidentified blood
19	A gargantuan cocoon which hatched some time ago	Silk which billows on an intangible wind
20	A perpetual storm which regularly casts purple lightning	Magnetic stones

CULTURE

Communities in the Broken World sport unique cultures that are shaped by their location, landmarks and resources, in addition to their shared history and heritage. Your Haven's Culture covers a variety of aspects which begin to shape the community that lives within its walls. What do your people value? How are they ruled? What superstitions do they carry? What clothing do they wear?

Roll or choose a result from the following tables to build your Haven's Culture. These are just suggestions and starting points. Feel free to discuss the results among your group and expand or change them as you see fit to bring your Haven to life. Consider what you know about your Haven so far and how its location affects its culture — especially in relation to which resources are likely used for food, construction, and clothing.

TIMES CHANGE

The Culture of a Haven can change over time. This can be attributed to an influx of new people with a different outlook, political or ideological upheaval, and countless other societal pressures. In most cases this change will take place during **Seasons** (see page 164) but an exciting story could be told about a Haven which undergoes radical cultural change in a short period of time.

VALUES

Communities, like individuals, hold values. These values encapsulate the kind of behaviour the Haven prioritises. These values will often be expressed with varying degrees of formality in stories, worship, or the Haven's social structures. You can expect people in the Haven to look fondly upon and expect great things from people who embody these values, or look down upon and outcast those who shirk them. As a result, both defying and upholding cultural values can come at great personal cost. Roll or choose a result from the **We Value...** table to generate the Haven's values.

WE VALUE...	
1D10	VALUES
1	Structure, order, law
2	Cleverness, subtlety, wit
3	Passion, impulse, pleasure
4	Freedom, strength, willpower
5	Community, harmony, tradition
6	Achievement, ambition, respect
7	Practicality, survival, moderation
8	Knowledge, curiosity, education
9	Creativity, innovation, art
10	Fairness, justice, equality

MEMORIA AND TRAIL GLYPHS

One of the few unifying fashion features across most Havens is the use of Memoria and Trail Glyphs. **Memoria** (see pages 36 and 128) are small trinkets that serve to remind people of fond memories or loved ones in an attempt to ward off the memory devouring effects of Decay, while **Trail Glyphs** (see page 179 and 296) are a common pictorial language used by travellers across the Broken World. Most Havens to integrate both of these into their fashion to some degree or another.

CLOTHING AND APPEARANCE

Clothing and appearance is often one of the first aspects of a Haven's culture that people are exposed to when they meet. As much as the environment dictates what is convenient to wear and what textiles are readily available, clothing is also largely a place for self expression and the communication of cultural values.

Use the Haven's Location, Abundance, and Scarcity to determine what materials are primarily used in clothing, such as silk, leather, wool, or linen. Then roll or choose a result from the **Clothing and Appearance** table to generate your Haven's fashion.

CLOTHING AND APPEARANCE	
1D10	APPEARANCE
1	Our clothes imitate the appearance of animals.
2	We shave patterns into the side or back of our hair.
3	Our clothes always have an abundance of pockets or pouches.
4	Each family has their own unique pattern for their clothing.
5	We only use fabric cut from dead gods to make our clothing.
6	We make extensive use of facepaint or body markings.
7	All our clothes are dyed the same colour, it's bad luck to wear another colour.
8	As we grow, we sew and wear biographical scarves or belts.
9	We tattoo ourselves to remember the dead.
10	Everyone should have a good travel cloak.



TRADITIONS AND SUPERSTITIONS

Given the unpredictable nature of the Broken World, it is no surprise that most Havens develop some form of strange traditions or superstitions. Sometimes these begin as common sense or survival necessities that become warped over time into unquestioned dogma. For example, a Haven with a tradition to eat in pairs may have suffered attacks from opportunistic scavengers who attack lone eaters. Other times, traditions can be fragments of long-forgotten religions, so those who refuse to look at the moon may have descended from those who worshipped it. Unfortunately, conflicting or lack of adherence to these assumed norms are common points of conflict between travellers and neighbouring Havens — an easy way to mark an outsider. Remember that these are just the traditions or superstitions of your Haven. Whether your individual Survivors adhere to or rebel against them is another matter.

Roll or choose a result from the **Traditions and Superstitions** table to generate the unique quirks of your people. You can roll multiple times to represent a particularly traditional or superstitious Haven.

THIS TASTES FUNNY

When creating your Haven, think about what its people eat to survive. Do they farm, forage, hunt, or a combination of all three? If they farm or forage, what fruits and vegetables are nearby? If they hunt, what animals do they hunt and what tools do they use? Page 240 offers advice and a table to help create unique flora, and page 244 presents a selection of creatures found in the Broken World.

LEADERSHIP

Whenever communities reach a certain size, they inevitably develop some form of governance. Since there are no kingdoms left in the Broken World, this means that each Haven has to discover a form of leadership which works for them, or at least can be imposed upon the majority.

Roll or choose a result from the **Leadership** table. Consider the popularity of your Haven's leaders and how they interact with the community, and vice versa.

TRADITIONS AND SUPERSTITIONS

1D20	TRADITION OR SUPERSTITION
1	It's terrible bad luck to eat alone. We always eat in pairs at least.
2	We use varied hand gestures to add emotional emphasis to our speech.
3	The youngest and eldest members of the group eat first, they need it most.
4	We avoid the gaze of the broken moon at all costs, lest it acknowledge your existence.
5	We always save a bone for the beast, and a drink for the lost.
6	Never eat an animal you didn't kill yourself, its spirit will make you sick.
7	We follow strict patterns when building our Havens, believing it solidifies the land.
8	Intimate relationships should have odd numbers, so agreements can always be reached.
9	We never eat with our bare hands, as we believe it spreads Decay.
10	We only cook one day a week and eat leftovers the rest. Cooking attracts beast.
11	Yellow is a forbidden colour connected to an eldritch entity that haunts dreams.
12	We have two names: one for general use, and a secret name only for our lovers.
13	Our roles are chosen at birth based on the Haven's needs, it's shameful to refuse your role.
14	We eat our dead in elaborate honourable ritual meals, provided they are not Decayed.
15	Never hunt in groups of five or more, they always end in disaster.
16	Every member of the community must plant and nurture a tree, its health is portentous.
17	We preserve and publicly display Memoria from our dead in the middle of the Haven.
18	We believe you should never cover your face or head, as people might forget you.
19	It's bad luck and disrespectful to throw away any part of a hunted animal, we'll find a use for it.
20	Half of us sleep during the day so some of us can always be vigilant after dark.

LEADERSHIP

1D20 GOVERNANCE

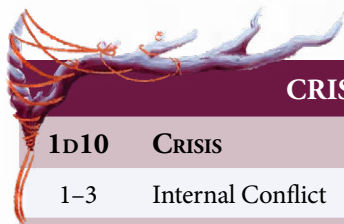
- 1 The eldest member of a family descending from a great hero rules the Haven.
- 2 A council made of the nine oldest survivors makes all important decisions.
- 3 Each profession in the Haven elects a representative, who has absolute decision-making power in relevant matters.
- 4 The Haven has no formal central authority. During weekly communal meals, any adult can call for a discussion and vote to deal with issues on a case-by-case basis.
- 5 Every full moon, one adult at random is given the power to set laws and settle disputes.
- 6 A council of five hunters and warriors rule the Haven. Once per Season they can be challenged for their seat.
- 7 Every harvest, a new ruler is chosen based on who contributed the most resources to the communal storehouse.
- 8 One person rules the Haven during times of crisis, and the other rules in times of plenty. Both select an apprentice to inherit the position.
- 9 Every few years, prospective rulers leave the Haven and search for relics. Those who return with the most useful relic gain a seat on the council.
- 10 Every full moon, each family sends a representative to discuss issues around a central fire. Contentious matters are settled by vote.
- 11 A text passed down for generations details how the community should be run. Two scholars interpret it and make sure the other does not alter it.
- 12 If enough people express dissatisfaction, a jury assembles to arbitrate disputes. The jury is randomly selected and disbands after making a decision.
- 13 All matters are decided by ritual combat — either between disputing individuals, or groups who elect a champion.
- 14 The Haven is ruled by a triumvirate of Harrowed as they are the most resistant to Decay and thus, allegedly, the most resistant to corruption.
- 15 A half-understood automaton is fed important issues and returns cryptic answers, which are interpreted by the Haven's most experienced Sage.
- 16 If someone wants to make a change, they must express it through a bombastic performance which must receive a standing ovation.
- 17 The Haven is ruled by whichever individual has travelled furthest from the Haven and returned unharmed.
- 18 All disputes or changes are posted anonymously on a community board, then voted on anonymously once per month.
- 19 Public votes are taken on all important matters but the weight of your vote is reduced the more Decayed you are.
- 20 Roll twice. The Haven is made from two groups of survivors with different traditions of leadership.

CRISES

Havens face constant challenges in the Broken World, which can define them as much as their strengths or origins. Aside from the universal threats, such as hunger, disease, and exposure, Havens encounter countless other problems that they must overcome if they are to survive. In some cases these are external threats, such as Monsters or the poisonous remnants of a lost civilisation, but the people inside Havens aren't above making issues for themselves, either.

When creating your Haven, roll twice on the **Crises** table to generate a pair of Crises that have been overcome in the past, and twice more to generate a pair of ongoing Crises that the Haven is currently facing. Each result is elaborated upon in the subsequent tables.

Discuss among yourselves how past Crises were overcome, what sacrifices were made, and what lingering effects it has had on the Haven. Then discuss what the current Crises mean for the Haven at the beginning of your adventure. Are they the primary issue your party is formed to overcome? A growing rumour that might evolve into a bigger problem? Or simply a background concern that you don't have time to deal with in the face of a greater threat?



CRISES

1D10	CRISIS
1-3	Internal Conflict
4-6	External Conflict
7-8	Uncovered Artefact
9-10	Dangerous Monster



INTERNAL CONFLICT

As the saying goes, Havens aren't made out of people, but problems — hundreds of them, ranging from petty to life-threatening. Internal conflicts are often the result of hard times placing people at odds until they distrust each other and eventually turn on their fellow survivors. While these problems may not seem as dangerous as a Decayed beast barreling towards a Survivor with blood-slick teeth and twisted claws, they are just as capable of tearing a Haven apart.

Roll or choose a result from the **Internal Conflict** table to determine the Haven's Internal Conflict.

INTERNAL CONFLICT

1D10 CONFLICT

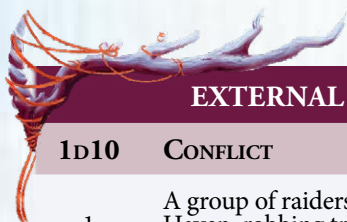
1	The Haven's leadership have exploited their power for personal gain at the expense of others.
2	Some paranoid Haven members believe that Monsters walk among the Haven and have begun impromptu witch hunts.
3	Someone is taking far more from the communal stores than they need. The Haven wonders not only who, but why? What could they possibly be feeding?
4	The Haven have accepted a sudden influx of refugees, putting strain on both the community's resources and creating tension amongst the populace.
5	A religious or ideological difference has turned violent and divided the Haven into two embittered factions.
6	Survivors are being killed in the Haven, their wounds imply that they are being murdered by another survivor.
7	A neighbouring Haven is collapsing and refugees have begun to arrive at our Haven. Our community can't decide whether to shut our gates or lend our aid.
8	A child is born with the features of a dead god. As people struggle to find meaning, a zealous cult begins to form around them.
9	A foundational tale integral to the Haven's culture is proven false, and the community struggles to come to terms with the truth.
10	The Haven cannot safely expand any further. Some must be exiled so that the rest can live.



EXTERNAL CONFLICT

No walls can protect a Haven indefinitely, so every community in the Broken World must eventually face threats from beyond their borders. These could be natural dangers such as extreme weather, or dangers from other groups of survivors who are desperate enough to wage war on their fellow mortals.

Roll or choose a result from the **External Conflict** table to determine the Haven's External Conflict.



EXTERNAL CONFLICT

1D10 CONFLICT

- 1 A group of raiders have begun to harass the Haven, robbing travellers and stealing from the Haven's stores in the night.
- 2 Extreme weather, like flooding or earthquakes, regularly tears apart the Haven's infrastructure. Every year, the land's convulsions get stronger.
- 3 A Titan appears on the horizon. Its mere presence scatters the wildlife, and the Haven fears how the Titan might affect their home and the surrounding area.
- 4 Our Haven is drifting away from our neighbouring Haven, we must solidify our bonds with them or lose them forever.
- 5 Blight reduces the entire harvest to black sludge. The Haven readies itself for a hungry season ahead.
- 6 A withering plague strikes the Haven and seems to spread through the resident's dreams while they sleep.
- 7 Every month a strange fog covers the Haven and all but one survivor falls unconscious for seven days at a time.
- 8 The number of Monsters in the region doubles without warning. A new source of Decay must be nearby.
- 9 The recent acquisition of an ancient Artefact has divided the Haven over whether it should be kept or discarded.
- 10 An armed group of desperate survivors from a fallen Haven threatens a violent takeover.

UNCOVERED ARTEFACT

As they reclaim the ruins of the Broken World, some Havens accumulate magical artefacts. All arcane relics of fallen civilisations carry the inherent danger of spreading Decay, but they are also capable of performing miracles, meaning that there is always temptation to hoard or use them. Havens that rely on these devices rarely last long, but neither do Havens which take a hard-line stance against them. The choice, as with all issues of survival in the Broken Land, is never an easy one.

Roll on the **Uncovered Artefact** table to discover which Artefact the Haven has uncovered. The history and mechanical details for this Artefact can be found in **Arcane Artefacts** (see page 224), but the GM should keep them a secret from the party until such time as they use them.

If your Haven encountered an Artefact in the past, you must decide if the Haven chose to keep it or dispose of it. In the case that the Haven kept the Artefact, the Artefact may be used by the Haven and Survivors living there, but the Haven's Decay increases by 1. Otherwise, the Artefact is somewhere outside the Haven instead. A traveller or someone in your Haven may claim to know the Artefact's location, an old record may point the way to its resting place, or its effects may be felt upon the Haven or surrounding lands.



UNCOVERED ARTEFACT

1D10 ARTEFACT

- 1 Worldkiller Spear (see page 234)
- 2 Mirror of Shadowed Pasts (see page 231)
- 3 Deathmarch Armour (see page 227)
- 4 Flask of Evergrowth (see page 229)
- 5 Chrysalid Sarcophagus (see page 226)
- 6 Moonstone Greatsword (see page 232)
- 7 Gauntlet of Azure Flame (see page 230)
- 8 Scissors of Any Swatch (see page 233)
- 9 Eye of Purging Light (see page 228)
- 10 Bowl of Plenty (see page 225)

DANGEROUS MONSTER

Some Havens tell tales of a single legendary Monster that has haunted them for generations, while others have cautionary stories about a type of Monster, many of which lurk nearby. The Survivors who confront these Monsters and live to tell the tale pass on their knowledge through stories so future generations know what the Monster wants and how to defeat it.

Roll twice on the **Dangerous Monster** table to generate details about the dangerous Monster that threatens the Haven, once for its Desire and once for its Weakness. The Monster's Desire can inform how it behaves both in and out of combat, and Survivors may be able to exploit its Weakness. Monsters are dangerous foes, but they can also provide unique resources that can be crafted into powerful equipment.

UNKNOWN HORRORS

The GM should choose the specific Monster, but keep it secret until such time as the party encounters it. The Monster could be any of the creatures found in **Chapter 13. The Broken Ecosystem** (see page 235) including Decayed Survivors, or a creature taken from a **C7d20** or 5th Edition compatible sourcebook which has had Decay applied to it (see **Breaking Monsters** on page 251 for more details).

DANGEROUS MONSTER

1D10	DESIRE	WEAKNESS
1	Guarding its secluded lair.	Relies on a single overdeveloped sense.
2	Finding someone or something it has lost.	Has a weak point beneath its hide or armour.
3	Sating its peculiar appetite.	Freezes on hearing a certain phrase or name.
4	Killing all those who look upon it.	Only active at certain times of day.
5	Hoarding the object of its obsession.	Vulnerable to ancient, spell-forged steel.
6	Collecting minds, secrets, and memories.	Always pursues a certain sight, smell, or sound.
7	Strengthening or fortifying itself eternally.	Terrified of a seemingly innocuous object.
8	To kidnap creatures or people and take them to its lair.	Mirrors or reacts strongly to certain kinds of emotion.
9	To mourn without cessation, silencing all who interrupt.	Cannot leave its domain of influence.
10	Assembling a crude device or altar.	Has brief moments of lucidity.



FINISHING TOUCHES

Your Haven is almost complete. Take a moment to summarise everything you have decided so far among the group. Search for any interesting synergies or clashes that the Haven creation process has brought up between your Location, Culture, and Crises, and feel free to tweak them to fit now.

Once you have done that, and the party have all agreed that they are happy with your Haven, all that's left is to record some important statistics for your Haven and give it a name. Once you have completed these finishing touches, you can move on to creating your Survivors to begin your adventures, though you may want to come back to your Haven and make adjustments and additions based on the Survivors you have created.

HOPE

All Havens possess **Hope**. Hope in the Broken World has tangible power, which can push mortals beyond their limits and hold back Decay. Hope is created when people come together to support each other and work towards a common goal, which means that Havens are the primary source of generating Hope. When Survivors leave the Haven to face great dangers, Havens invest their Hope into them, granting them a slim edge against the unknowable horrors beyond the relative safety of home. For a more in-depth explanation on Hope and how it is used, see **Hope** on page 129.

Your Haven begins with a pool of Hope equal to 1d4 per player. A Haven's Hope can increase or decrease due to player actions, Downtime and Seasonal Activities, or through narrative events.



DECAY

Even Havens are not safe from **Decay**, it is an ever present malady of the world from which there is no true escape. Yet sane communities rarely settle in places where Decay is at its most destructive. Once a community forms, their collective Hope is normally enough to hold back the worst effects of Decay.

Decay is measured on a scale of 1–10, and your Haven begins with 1 Decay. This means that the land is relatively stable in and around the Haven itself — well-trod paths lead where they should, weather and seasons are relatively predictable, an ecosystem of some kind has established itself, and Monster sightings are relatively rare. For a more in-depth explanation on how Decay affects Havens and those who live there, see **Effects of Decay** on page 127.

Certain narrative events or choices you made during Haven Creation may increase the level of Decay present within your Haven, and the actions of Survivors may sometimes be able to reduce it.

HARD LUCK HAVEN

If your group wants a particularly tough challenge, you can choose to create your Haven with a higher level of Decay. But beware that Decay is incredibly difficult to remove, and has the effect of increasing the Decay of all who reside there, including your Survivors. The following choices during Haven Creation can increase your Haven's Decay. Note that Decay begins to mechanically affect Survivors through their Curse once it reaches 4 or more. See **Chapter 4. Lineages**, for details on how Decay manifests in each Lineage.

- Your Haven may gain an additional Resource at the cost of +1 Decay
- Your Haven may gain an additional Landmark at the cost of +1 Decay
- A Dangerous Monster may make its home near your Haven at a cost of +1 Decay
- Your Haven may gain an Uncovered Artefact at a cost of +1 Decay

RESOURCES

Every Haven has **Resources**, which functions like a communal collection of supplies. Resources are a surplus, and don't represent the day-to-day food and equipment a Haven needs to function. Instead, it contains extra materials for communal and emergency use, such as mundane crafting materials, medical supplies, and preserved food.

- Your Haven begins 1d4 Resources per party member.

Your Haven generates new Resources every 4 weeks based on its Population, as shown in the **Haven Resources** table. A Haven's Resources are calculated differently during **Seasons** (see page 164).

Resources can be expended for trade or crafting (see **Chapter 7. Equipment**) but they are also used when a Haven falls into Crisis (see page 131). When this happens, Resources are consumed to stave off a threat. If the Resources run dry, the Population begins to perish, so Survivors should always think twice before draining their Haven's Resources for personal goals.

POPULATION

Havens come in all sizes, from a desperate handful of outcasts huddling in barren caves and subsiding on scraps, to thriving towns with sustainable agriculture and robust defences. **Population** represents the number of people in your Haven, its general health, and how well it can survive the dangers that the Broken World can throw at it. Population is often referenced in gameplay, such as when your Haven is in Crisis (see page 131) or when you are undertaking **Downtime** or **Seasonal Activities** that rely on your community (see pages 159 and 165). If your Haven ever reaches zero Population, excluding Player Characters, it is effectively destroyed.

- Your Haven begins with a Population equal to $1d4 \times 10$ per party member.

If you want to represent an older or larger Haven, you can roll $1d4 \times 10$ up to three additional times and add the result to your Haven's Population. This will increase the Resources your Haven generates every 4 weeks. However, each time you roll, you must generate an additional Crisis, as the larger the Haven, the more problems they encounter.

HAVEN RESOURCES

POPULATION	RESOURCES GENERATED
<100	1
100–200	1d4
201–300	1d6
301–400	2d4
401–500	2d6
501–600	3d4
600+	3d6 + 1d6 per additional 100 people

Populations change over time, but this is a gradual process that takes years and is normally only noticeable between Crises and during **Seasons** (see page 164). The exception to this is if a narrative event triggers a notable Population increase or decrease. An influx of refugees from another settlement might rapidly increase a settlement's Population, while a natural disaster or unchecked Monster rampage may cause a massive Population decline.

HAVEN NAME

Haven names are functional and descriptive. They often include the Haven's distinguishing landmark, combined with things like the name of the Haven's first leader, the motivation for the Haven's founding, or the trade in which the Haven specialises. Many believe this helps scouts to find their way home, as it gives the Haven's name a solid grounding in the earth that all-too-readily shifts and changes.

By now, you should have plenty of material to make your Haven name. Take a moment to look at the Location, Landmark, and Culture for inspiration. Some Haven names are included as examples.

Example Haven Names: Afrasno Steamfalls, Fifteen Graves, Grubwarren, Knucklebone Mines, Listener Point, Mammothchase, Palefeather Roost, Rorik's Kennel, Rustfield, Spider-eater Gulch, Stille's Rest, Surgeonhall, Temple-on-Blue, Turnipseed



SURVIVOR CREATION

3

You are a **Survivor** — courageous, skilled, or influential members of a Haven who step forward to face the dangers that threaten the community. The community puts their faith in you to save the Haven from falling into darkness.

You'll keep track of your Survivor using your **Survivor Sheet** (see page 300). By the time you complete Survivor creation, your sheet will contain everything you need to begin play. If you're short on time or simply want to quickly jump into the Broken World, you can also find some ready-to-play premade Survivors available online at www.cubicle7games.com/resources.

CREATING YOUR SURVIVOR

You will use this chapter to create your Survivor, choosing from a range of options and making key decisions about your Survivor's past and future. It's a good idea to scan through the chapter before you begin, so you know what to expect and can create a Survivor you love.

It's best to create your Survivors as a group so you can weave their backgrounds together, forging bonds of shared history. You most likely come from the same Haven, and either grew up together or have otherwise been part of the fabric of each other's lives. Your Survivors don't need to be friends - the Broken World's unforgiving conditions make it second nature to work together for the good of the Haven, regardless of personal feelings.

Try to cover a wide range of abilities between the Survivors you create. If each Survivor has their own specialism, the group will be effective in a range of situations, and everyone gets time in the spotlight when their skills are called for.

How to create your Survivor

1. Choose your Lineage (see page 25)

2. Generate your Lifepath (see page 26)

- Family
- Upbringing
- Occupation
- Defining Experience
- Talent
- Possessions
- Allies and Enemies

3. Choose your Class (see page 33)

4. Assign your Attribute Scores:
(see page 34)

5. Complete the Finishing Touches
(see page 34)

MIXED LINEAGES

On a rare occasion, individuals from two different Lineages join together, overcome the biological odds, and birth a child of mixed Lineage. For the mechanical effects of having a mixed Lineage, see page 37.

1. LINEAGE

There were countless Lineages spread throughout the world before the Breaking, each with their own unique traits and cultures. Many Lineages have long since been forgotten, and those few that remain know little of their history.

Choose one of the Lineages listed below. If you'd rather let chance decide, the **Lifepath** (see page 26) provides options for determining your Lineage randomly. Your Lineage grants you several benefits but also determines your Curse and how Decay affects you if left unchecked. Each Lineage is explained in detail beginning on page 37.

- **Dwarf:** Dwarves are the children of fire and were once great craftspeople and inventors. They bear the *Curse of Flame*, which causes their skin to blacken and burn as they are consumed by fire from within.
- **Elf:** Elves are the children of earth and were once immortal beings who lived in harmony with the lands around them. They bear the *Curse of Earth*, which causes their flesh and bone to crystallise until they are trapped in stone for all eternity.
- **Halfling:** Halflings are the children of water who once adapted to any situation and built communities and families amongst any culture. They bear the *Curse of Water*, which causes their bodies to slowly lose shape and melt away, leaving them as little more than intelligent slimes.
- **Human:** Humans are the children of the wind and once roamed the lands collecting and sharing knowledge and stories. They bear the *Curse of Wind*, which causes their souls to become trapped, turning them into nightmarish undead revenants.
- **The Forgotten:** The Forgotten are not a true Lineage, but rather the name given to the few remaining folk that carry the blood of the forgotten Lineages of the Broken World. They are strange and esoteric in appearance and may have thick scales, delicate wings, or countless other unique traits. They all bear the *Curse of Oblivion*, which causes them to fade and crumble away as their very existence is unwritten.

2. LIFEPATH

All Survivors have faced deadly challenges, overcome struggles, and made and lost friends. Your Lifepath describes what you have experienced before your adventure begins, as well as the bonds and attachments with your Haven and community. A Lifepath weaves together the threads of your background to shape who you are:

1. **Family:** Who are the important members of your family?
2. **Upbringing:** How were you raised and how did it affect you?
3. **Occupation:** What do you do when you're not adventuring?
4. **Defining Experience:** What major, life-changing experience have you had?
5. **Talent:** What unique talent are you known for within the community?
6. **Possessions:** What tools and objects have you acquired?
7. **Allies and Enemies:** What friends and enemies have you made?

If you haven't already done so, create your Haven together (see page 10) before proceeding with your Lifepath. Many aspects of the Lifepath are tied to your Haven, so knowing about your home and the people who live there will allow you to build a history that fits with your Haven.

Involve the other Survivors in your Lifepath, and listen out for where you can feature in theirs. Maybe you share a family with one of the other Survivors or were involved in one of their defining experiences. This shared history will bring your group of Survivors and their Haven to life.

***Example:** Milo is creating his Survivor, Arturius, and gets the **Defining Experience** 'Trailed a Monster through the wilderness to rescue a friend'. He gains **Proficiency in Survival**, and makes a note to detail the experience later.*

*Meanwhile, Zoe is creating her Survivor Azza. For her **Life Lesson** she learned 'How to survive physical hardships that would kill most people'. She gains +1 **Constitution** and then tries to figure out exactly what happened. Zoe heard Milo discussing his **Defining Experience** earlier and decides that Azza learned her harsh life lesson when she was attacked by a Monster. She killed the creature, but would have died from her injuries if Arturius hadn't found her.*

The choices you make grant you increases to your **Attribute Scores** (see page 34), unique features and equipment, and **Proficiency in several Skills and Tools** (see pages 121 and 113, respectively). If you would gain **Proficiency in a Skill or Tool** you already have, you can double your **Proficiency Bonus** in that **Skill or Tool** or choose a different **Skill or Tool** to gain **Proficiency** with.

QUICK LIFEPATH

If you have a specific idea for your Survivor's history, discuss it with your GM to make sure it works for the type of game they're planning. Once you've agreed, do the following:

1. Describe your family and what you did before your adventure.
2. Assign +1 to two **Attribute Scores** of your choice.
3. Gain **Proficiency in two Skills**.
4. Select a **Talent**.
5. Gain **Proficiency in any combination of three Tools, Languages, or weapons**.
6. Choose or create an **Ally** and an **Enemy**.

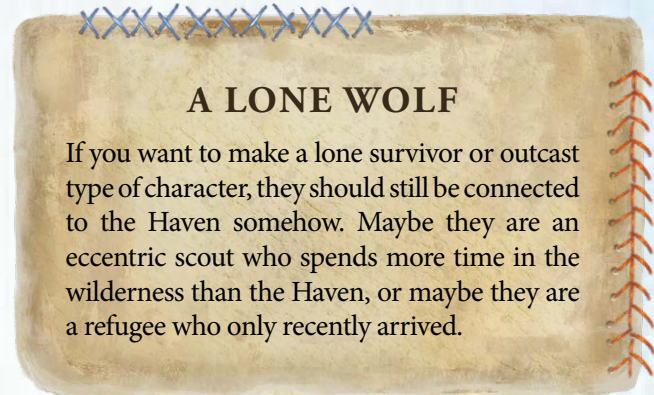


FAMILY

In the Broken World, family structures vary hugely. Some are small groups of parents and children, and others are large, extended families. Many families are created through love, trust, and shared experiences rather than blood, and adoptions and fostering are commonplace. Some families are decimated by loss, while others grow larger as they welcome new members.

To determine your family, simply roll or choose from the following tables. You can decide whether family members are parents, siblings, or have another relationship with you. If you want to roll for any family members' occupations, you can use the tables in the **Occupation** section (see page 28).

Choose up to three family members who are especially important to you. Roll on the **Influential Family Member** table to discover who they are.

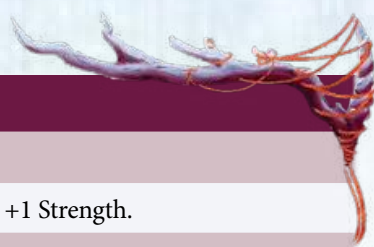
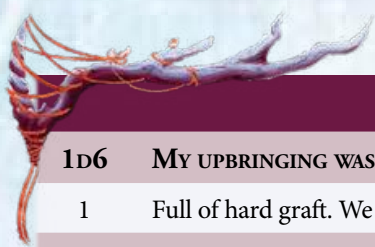


LINEAGE	
1D100	I AM A...
01-25	Dwarf
26-50	Halfling
51-85	Human
86-95	Elf
96-99	Mixed Lineage (<i>roll twice, ignoring this result</i>)
00	Forgotten

INFLUENTIAL FAMILY MEMBER	
1D12	ONE OF MY FAMILY MEMBERS IS...
1	A Monster now.
2	Severely injured or infirm.
3	Lost somewhere in the wild.
4	Disgraced or hated in the community.
5	Estranged from us.
6	Carrying on the family trade.
7	Raising another family in another Haven.
8	An influential person in the community.
9	Always there for us.
10	An expert in their field.
11	One of the founders of the Haven.
12	Obsessed with the pre-Breaking world.

PARENTS	
1D100	I WAS RAISED BY...
01-80	People of the same Lineage.
81-00	People of a different Lineage (<i>roll on the Lineage table</i>).

FAMILY SIZE					
1D100	MY FAMILY IS...	DWARF	ELF	HALFLING OR HUMAN	FORGOTTEN
01-25	Small	1d4 + 1	1d4 - 1	1d4	1d4 - 2
26-75	Medium	2d4 + 2	1d4	1d6 + 1	1d4 - 1
76-00	Large	3d4 + 4	1d4 + 1	1d8 + 2	1d4



UPBRINGING

1D6	MY UPBRINGING WAS...	I AM...
1	Full of hard graft. We were put to work from an early age.	Used to graft. Gain +1 Strength.
2	Great fun. We played lots of games together.	Used to play. Gain +1 Dexterity.
3	Harder than most. There was never enough to go around.	Used to pain. Gain +1 Constitution.
4	Educational. Someone took great effort to school me.	Used to learning. Gain +1 Intelligence.
5	Dangerous. I always keep an eye out for trouble.	Used to fear. Gain +1 Wisdom.
6	On the road. We travelled a lot, and I met lots of people.	Used to banter. Gain +1 Charisma.

UPBRINGING

Your formative years have a fundamental and lasting impact. Where you sit in your Haven's hierarchy, your family's values, a Lineage's culture, or countless other factors all help shape the person you become.

Roll or choose a result from the **Upbringing** table to determine what effect the early years of your life had on you.

OCCUPATION

Most Havens exist precariously, and everyone has to contribute to ensure their survival.

To determine your day-to-day role within the Haven, choose or roll on the **Occupation** table. Your Occupation grants you Proficiency in the listed Skill.



OCCUPATION

1D100	YOU ARE A...	YOU ARE SKILLED IN...
01-05	Entertainer	Performance
06-11	Beastkeeper	Animal Handling
12-17	Arbitrator	Investigation
18-23	Councillor	Insight
24-29	Climber	Acrobatics
30-35	Lorekeeper	Local Lore
36-41	Healer	Medicine
42-47	Messenger	Athletics
48-53	Mediator	Persuasion
54-59	Forager	Survival
60-65	Tinkerer	Sleight of Hand
66-71	Trader	Deception
72-77	Protector	Intimidation
78-83	Lookout	Perception
84-89	Scout	Stealth
90-95	Hunter	Natural Lore
96-00	Scholar	Forgotten Lore

DEFINING EXPERIENCE

Life in the Broken World is a constant struggle for survival. You are plagued by threats and challenges from within and without, and must learn harsh lessons early in life if you hope to survive. Overcoming hardships creates defining moments in every Survivor's life and teaches them valuable lessons.

Roll or choose a result from the **Defining Experience** and **Life Lesson** tables. Your Defining Experience is an important event that happened during your adolescence, and grants you Proficiency in a Skill. Look for places where your fellow Survivors may have been involved in your Defining Experience. For example, if you drove away a band of violent raiders, maybe another party member stood shoulder to shoulder with you. Your Life Lesson is something you have learned over the years through repetition and reinforcement, and grants you an Attribute Score increase.

NEW EXPERIENCES AND HARSH LESSONS

The **Defining Experience** and **Life Lesson** tables offer some examples of major events in a Survivor's past. However, you are free to create new Defining Experiences and Life Lessons. These events likely took place in adolescence or young adulthood and mark the first time you made a real difference in someone's life or helped the Haven in a time of strife, so they should be impactful.

Once you have an idea, work with the GM to determine the bonus you gain from the event. If it is a Defining Experience, you gain Proficiency in a suitable Skill. If it is a Life Lesson, you gain +1 in a relevant Attribute.

DEFINING EXPERIENCE

1D100	You...	YOU LEARNED...
01-06	Trailed a Monster through the wilderness to rescue a friend.	Survival
07-12	Drove away raiders who threatened your Haven.	Intimidation
13-18	Crossed a dangerous wasteland to warn a Haven of impending danger.	Athletics
19-24	Cared for people when a plague spread through the community.	Medicine
25-30	Discovered a nearby Haven and made contact with its people.	Local Lore
31-36	Followed hidden signs and discovered a pre-Breaking ruin.	Perception
37-42	Stopped a violent conflict which threatened to split your Haven in two.	Persuasion
43-48	Scaled a treacherous cliff to harvest a precious resource at its peak.	Acrobatics
49-54	Tricked an intelligent Monster to leave your community alone.	Deception
55-60	Disarmed an ancient trap that could have caused great loss of life.	Sleight of Hand
61-65	Deciphered a detailed record from an ancient pre-Breaking civilisation.	Forgotten Lore
66-71	Tamed a dangerous wild animal which had made its den near the Haven.	Animal Handling
72-77	Discovered that a trusted community member was succumbing to Decay.	Insight
78-83	Infiltrated a rival Haven to determine whether they were a true danger.	Stealth
84-89	Discovered a new source of food during a time of dire famine.	Natural Lore
90-95	Solved the murder of a community member all by yourself.	Investigation
96-00	Created a popular new form of art which brought the community together.	Performance

LIFE LESSON

1d12	YOU LEARNED...	YOU GAINED...
1	To seek out hard work that makes you strong.	+1 Strength
2	How to pass lightly through the world, evading notice.	+1 Dexterity
3	How to survive physical hardship that would kill most people.	+1 Constitution
4	How to think clearly and logically, even under pressure.	+1 Intelligence
5	To always pay attention to your surroundings.	+1 Wisdom
6	That sometimes the right word to the right person is all you need.	+1 Charisma
7	That your body is the only weapon you can truly rely on.	+1 Strength
8	How to evade dangers both large and small.	+1 Dexterity
9	How to ignore pain and see your goals to completion.	+1 Constitution
10	Some secrets of the Broken World others would rather ignore.	+1 Intelligence
11	Some tricks to finding food and shelter in the wilds.	+1 Wisdom
12	How to de-escalate conflicts with personality alone.	+1 Charisma

TALENT

Talents are unique abilities and tricks you have learned throughout your life. They are not tied to your Class or Lineage so are more personal to you.

To determine what unique Talent you've picked up, roll or choose a result from the **Starting Talent** table. You also gain additional Talents at Levels 2, 6, 10, 14, and 18. A complete list of Talents can be found on page 95. Some Talents have specific Requirements that must be met before they can be chosen. These are noted with an asterisk (*). If you roll a Talent but do not meet the Requirements, roll again.

'What can this Harrowed outcast possibly offer our Haven but danger and Decay?'

— Narran the Elder, during the Embracing Trial of Vera Surette

STARTING TALENT

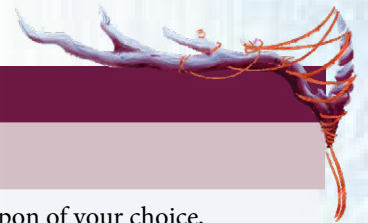
1d20	TALENT	1d20	TALENT
1	Artefact Adept*	11	Home Comforts
2	Creature Companion*	12	Hopeful
3	Dark Secret	13	Hurler
4	Decayed	14	Leader's Favourite
5	Decay Resistance	15	Provider
6	Eidetic Memory	16	Refined Sense*
7	Fast Friends	17	Safe Path
8	Fearless	18	Secret Language
9	Genial	19	Spring Up*
10	Hard Worker	20	Untouched By Decay

POSSESSIONS

You own and have learned to use various tools and weapons to help you survive. Your possessions could include a weapon used to hunt or fight, or a tool that allows you to contribute to the community. Whatever it is, you always know how best to use it.

Roll three times or select three results from the **Possessions** table to determine an experience you had and what valuable items you have gained from it.

Each possession grants you Proficiency in a Skill, Tool, or Language. Details on the contents and use of various Tools can be found in **Chapter 7. Equipment** (see page 113). If you gain Proficiency in a vehicle, you do not automatically gain a vehicle yourself, as these are too valuable to a Haven for one person to claim ownership. Instead, it indicates that at least one of these vehicles is in your Haven.



POSSESSIONS

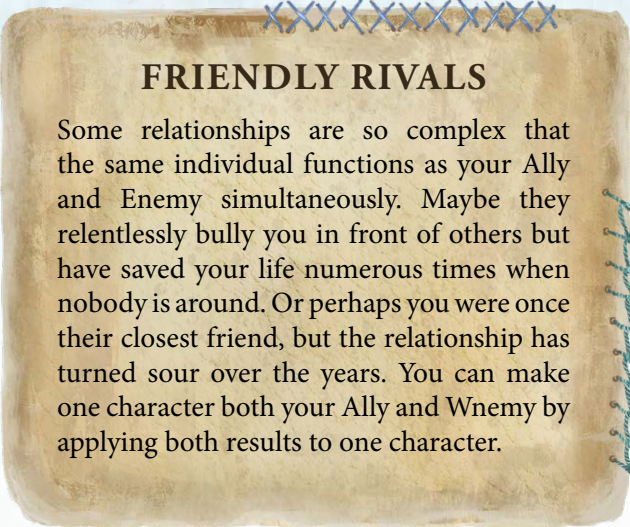
1D12	EXPERIENCE	YOU GAINED...
1	You took part in several hunting parties for the Haven, either making the kills yourself or butchering the carcasses in the field.	A Ranged Weapon of your choice, Butcher's Tools, or Hunter's Tools.
2	You starred in or helped organise performances to bring the Haven together.	An Instrument of your choice or Actor's Tools.
3	You created a form of art, either as a pastime or as a way to develop your Haven's culture.	Artist's Tools of your choice or Scribe's Tools.
4	You learned how to create or repair some form of useful day-to-day objects, either for yourself or the community at large.	Tailor's Tools, Builder's Tools, or Smith's Tools.
5	You explored your Haven's surroundings, foraging for supplies or mapping the area.	Seeker's Tools, Herbalist's Tools, or Prospector's Tools.
6	You studied under or worked with a skilled Maker, learning some of their trade.	Alchemist's Tools or Artificer's Tools.
7	You worked in a communal kitchen, providing food and drink to Haven members as they worked.	Cook's Tools.
8	You were involved in a regular gaming group as a pastime, several of which involved telling stories and rolling dice.	A Gaming Set of your choice.
9	You took part in subterfuge for personal gain or at the quiet behest of your Haven's leadership.	Alchemist's Tools or Artificer's Tools.
10	You joined the Haven's militia or trained under a skilled fighter.	A Melee Weapon of your choice.
11	You learned to pilot a boat or drive a wagon on short journeys around the Haven.	A Land or Water Vehicle of your choice.
12	You learned the language and customs of a nearby Haven or lost civilisation.	A book containing the Language and customs of a nearby Haven or ruined civilisation.



ALLIES AND ENEMIES

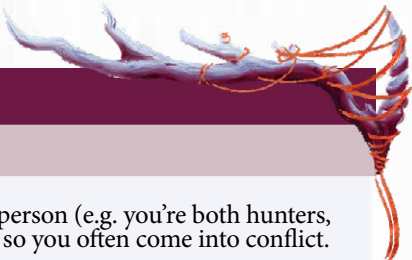
No one grows up in the Broken World without people they can rely on — your survival is too dependent on bonds and connections. Unfortunately, small betrayals or personality clashes in such close confines makes it likely you'll end up with an enemy of some sort within your community.

Roll twice or choose two results from the **Allies and Enemies** table to discover details about your ally and enemy. These Allies and Enemies can be new characters, or members of your Family. Once you know why you are allies or enemies, you can give them a name, occupation, or other details as you see fit. An Ally can generally be relied upon to support you as much as possible; some may even be willing to sacrifice themselves to save you. Meanwhile, Enemies are likely to undermine you or act openly hostile towards you within the bounds of your Haven's social structure.



FRIENDLY RIVALS

Some relationships are so complex that the same individual functions as your Ally and Enemy simultaneously. Maybe they relentlessly bully you in front of others but have saved your life numerous times when nobody is around. Or perhaps you were once their closest friend, but the relationship has turned sour over the years. You can make one character both your Ally and Enemy by applying both results to one character.



ALLIES AND ENEMIES		
1D10	ALLY	ENEMY
1	You have complementary interests with this person (e.g. you're a hunter, they're a butcher), so you've built a strong working relationship.	You compete with this person (e.g. you're both hunters, and there's little game), so you often come into conflict.
2	You helped this person leave an unpleasant social situation, such as a bad relationship or role.	You got this person into trouble with somebody they relied on, such as family or a romantic partner.
3	You shared mutual secrets with this person to comfort them after a tragedy.	They learned one of your darkest secrets and shared it with others for their benefit.
4	You used to be in a relationship with this person and remained friends afterwards.	You used to be in a relationship with the person, and it ended very badly.
5	This person saved your life before, and you still haven't repaid the debt (or vice versa).	This person once abandoned you to die and refuses to take responsibility.
6	They were a lost survivor from a fallen Haven. You found them and brought them to your home.	This person believed it was your responsibility to care for them and that you failed.
7	This person taught you important skills or lessons, and you look out for them.	Goods or advice you gave this person failed spectacularly, perhaps injuring them or someone they care about.
8	You gifted this person a relic, tool, or other useful item when they needed it most.	You accidentally broke this person's prized relic, tool, or another beloved possession.
9	You risked your own life to save the life of someone this person cared for.	Intentionally or otherwise, you were responsible for the death of someone this person cared for.
10	You and this person were raised or taught by the same person, and you've developed your skills together for years.	Someone this person cares about likes you more than them. This person's jealousy has grown dark and spiteful over time.

3. CLASS

Your Class gives you a clear focus and role in the group. It grants several abilities, gives Proficiency in various Skills and equipment, and a +1 bonus to its key Attribute. Choosing your Class is one of the most important decisions you will make, so be sure you are happy with your choice. If you can't decide on a Class, refer back to your Lifepath for inspiration on the role you may have taken within the Haven.

Choose one of the following Classes. Each Class is explained in detail beginning on page 48.

- **Harrowed** tap into the corrupting force of Decay to shield others from its effects and use its unnatural power to defend their Haven and protect their allies. Harrowed are invaluable to a Haven, but are often left isolated or ostracised within the community. Harrowed gain +1 Constitution. For more information on the **Harrowed**, see page 50.
- **Makers** are creators, inventors, alchemists, and smiths. They seek out old and new technology and try to harness it for the benefit of their Haven. There is always more work for a Maker, from repairing equipment, building homes, or inspecting defences. Makers gain +1 Dexterity. For more information on the **Maker**, see page 56.
- **Sages** are members of a Haven with years of experience and knowledge — a priceless commodity in a world that has forgotten so much. They may be scholars, surgeons, or historians, but regardless of their profession, they are an honoured community member. Sages gain +1 Intelligence. For more information on the **Sage**, see page 66.
- **Seekers** search for lost Artefacts that can strengthen a Haven and walk the forgotten paths of the Broken World. They handle dangerous relics from the ancient past and must guard against Decay, but their discoveries can be the difference between survival and obliteration for a Haven. Seekers gain +1 Wisdom. For more information on the **Seeker**, see page 74.
- **Speakers** are diplomats and storytellers. They work within a Haven to build community and travel to nearby Havens to strengthen bonds and broker agreements. They bolster and inspire their companions, creating new histories and legends in a world that has forgotten its past. Speakers gain +1 Charisma. For more information on the **Speaker**, see page 81.
- **Wardens** are protectors and guardians. They are the best-trained fighters a Haven has to offer and are gifted ancestral weapons and armour to defend those who can't defend themselves. Within the Haven, they train others to protect the Haven in their absence or take on the Warden's responsibilities in the event of their death. Wardens gain +1 Strength. For more information on the **Warden**, see page 88.



4. ATTRIBUTE SCORES

Your Attribute Scores represent your physical and mental capabilities and are divided into Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). There are two ways to generate your Attribute Scores: using an array or rolling.

- **Array:** To generate your Attribute Scores using an array, you simply assign values to each Attribute as desired. **Broken Weave** uses the following array: 14, 14, 12, 12, 10, and 8.
- **Roll:** To generate your Attribute Scores by rolling, roll 2d6 + 4 six times, and assign the results to each Attribute as desired.

ATTRIBUTE BONUSES

Attribute Scores for Player Characters range from 8 to a maximum of 20, though certain creatures and many Monsters may have scores above or below these numbers. Your Attribute Score determines your Attribute Bonus, as shown in the table below.

ATTRIBUTE BONUS	
SCORE	BONUS
8–9	–1
10–11	+0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20	+5



5. FINISHING TOUCHES

You are almost ready to venture into the Broken World. There are just a few finishing touches needed.

NAME

Countless names have been forgotten or changed and twisted over the years. Once proud names with an ancient heritage have lost their meaning, while new names have been created as different communities and cultures come together. Your Haven may have a particular way of naming new citizens, perhaps drawing on their parents' names and combining them, picking out key physical features such as hair or eye colour, or naming children for the weather or stars on the day they were born. Each Lineage also includes suggestions of traditional names stemming from the time before the Breaking. Feel free to choose one of these names or use them for inspiration. You can have any name you wish — choose whatever feels right.

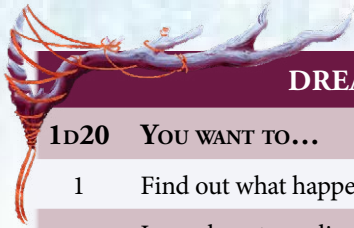
APPEARANCE

Each Lineage has certain common features, such as Dwarves being short and stocky and Elves being tall and thin, but these are just the most common traits — if you wish to make an Elf shorter than most Humans, feel free to do so. Likewise, your eye colour, hair colour, hairstyle, and other distinguishing features are entirely up to you. Clothing, hair and other stylistic choices might be influenced by your Haven's values and fashions.

DREAMS

Your dream is the ambition that motivates and drives you. It's the reason you put yourself in harm's way, take risks, and go outside the relative comfort and safety of your Haven. You might never accomplish your dream, but it is a guiding light in the dark, shaping how you interact with the world and overcome problems. For example, if your dream is to rebuild a Haven, you might believe that a community can overcome any problem. Or if you dream of mastering arcane artefacts, you would likely seek them out at any chance you get.

Choose or roll on the **Dreams** table, or use them as inspiration to create your own.



DREAMS

1d20 YOU WANT TO...

- 1 Find out what happened to someone you lost.
- 2 Learn how to replicate a legendary Arcane Artefact.
- 3 Rebuild a lost Haven or even a civilisation.
- 4 Found, and lead, a new community with new ideals.
- 5 Locate a specific city from a pre-Breaking civilisation.
- 6 Reverse the Decay afflicting a family member or loved one.
- 7 Find a mythical place untouched by Decay.
- 8 Catalogue every Titan in the Broken World.
- 9 Defeat your sworn nemesis or an elusive Monster.
- 10 Destroy a faction or Haven which harmed you in the past.
- 11 Hunt down a Monster which killed someone you love.
- 12 Somehow find a way to reach the broken moon.
- 13 Undertake a pilgrimage to a god-corpse you dream about.
- 14 Find someone you truly love and start a family together.
- 15 Forge a legend that will last for generations to come.
- 16 Become a master of your profession and pass on your skills.
- 17 Go out in a blaze of glory before you get old.
- 18 Reclaim some precious memories long-lost to Decay.
- 19 Find a lost piece of ancestral equipment.
- 20 Live a long life and pass away in your sleep surrounded by family.

'Don't cry over lost arrows. Once you get some practice in the wilds, you'll land every shot.'

— *Flynlos Izza,*
Delver of the Singing Depths

CONNECTIONS

All the Survivors in your group know each other in some way or another — they likely grew up in the same Haven and have crossed paths at some point during their Lifepaths. Review your Lifepaths as a group, and see if you can identify at least one connecting experience that ties you to each other party member to solidify the group's shared bonds.

Alternatively, you can roll or choose a result from the **Connections** table.



CONNECTIONS

1d20 CONNECTION

- 1 ___ and I competed in the Haven's yearly games.
- 2 ___ and I got into a fistfight.
- 3 I tried and failed to steal something from ___.
- 4 When my home was destroyed, ___ gave me shelter.
- 5 ___ and I were punished for putting the Haven in danger.
- 6 ___ and I share a phobia of something mundane.
- 7 ___ and I grew up together in the same home.
- 8 ___ saved me from a Monster in our Haven.
- 9 ___ and I found a secret together about our Haven.
- 10 ___ caught me stealing resources from the Haven.
- 11 ___ and I were lost in the wilderness together.
- 12 ___ taught me a trick that I do better than them.
- 13 I needed ___'s help to solve a problem.
- 14 ___ and I killed a Monster which was once our friend.
- 15 I owe ___ some rare materials.
- 16 ___ stood up for me in front of the Haven leaders.
- 17 ___ knows I betrayed someone dear to me.
- 18 When I was lost in the wilderness, ___ found me.
- 19 Once, ___ and I almost starved to death.
- 20 ___ knows I aim to escape the Haven one day.

MEMORIA

Survivors risk losing their memories every time they are exposed to Decay. To combat this, Survivors carry **Memoria**, small trinkets that they emotionally link to an important memory, event, or person. Memoria help people to hold on to their most important memories.

Look back on your Lifepath, Dreams, and Connections and consider which individual people or experiences are most important to you. Choose 3 and create an accompanying Memoria for each one. You can use the **Memoria** table to generate a random Memoria or come up with one yourself — almost any small, handmade trinket can be a Memoria. Make a note of your Memoria and their accompanying memory, as they are important for resisting **Decay** (see page 126).

DECAY

Not even the safest Haven can fully protect you from the influence of Decay. Your starting Decay is equal to the starting Decay of your Haven as decided during Haven Creation (see page 22).

ARMOUR CLASS (AC)

Your Armour Class (AC) represents how hard you are to hit, and is determined by your Dexterity and the Armour you are wearing. A complete list of armour available in the Broken World can be found on page 111. If you are not wearing armour, your AC equals 10 + your Dexterity Bonus.

HIT POINTS (HP)

Your Hit Points (HP) reflect how much punishment you can take. Each Class gains a certain amount of HP at each Level, plus additional HP based on their Constitution Bonus. To determine your starting HP, check the Class Features section of your chosen Class.

PASSIVE SKILLS

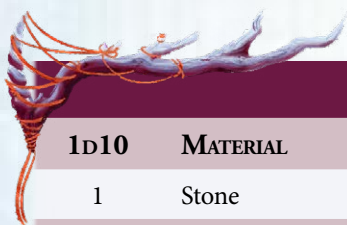
Passive Skills represent your affinity for certain tasks even when you are not actively performing them.

Passive Perception is your natural awareness of your surroundings. Your Passive Perception equals 8 + your Wisdom Bonus plus your Proficiency Bonus if you are Proficient in the Perception Skill.

Passive Insight is your natural understanding and empathy for people. Your Passive Insight equals 8 + your Wisdom Bonus, plus your Proficiency Bonus if you are Proficient in the Insight Skill.

FINISHED

By now, you should have a good sense of who your Survivor is: what they've been through, where their skills and interests lie, and how they're connected to the other Survivors. With your Survivor and Haven finished, you are ready to play! Remember, the Broken World is dangerous and terrifying, but determination, trust in one another, and hope for a brighter tomorrow can overcome any obstacle you face.



MEMORIA

1D10	MATERIAL	FORM	QUIRK
1	Stone	An animal's likeness	Part of a larger whole
2	Bone	A trail glyph or religious symbol	Faded or frayed at the edges
3	Glass	A tool or weapon	Recently repaired
4	Clay	A person's likeness	Repurposed from another object
5	Fabric	An instrument or game piece	Paired with an identical Memoria
6	Wooden	A bottle or container	Decorated with feathers, hides, or scales
7	Obsidian	An abstract shape	Displays incredible craftsmanship
8	Metal	A sun, star, or moon	Inlaid with precious metal or gems
9	Wax	A tree or plant	Plants or fungi grow on it
10	Crystal	A scrap of clothing or armour	In desperate need of repair



4

LINEAGES

Long before the Breaking, when the world was new, the elemental power created everything. As the mists of creation cleared, the Lineages emerged, each one the cherished children of the elemental force that created them. When the world broke, so too did the Elemental Lineages. What once served as a source of power and unity became a debilitating curse, eventually turning them into warped parodies of their past glory.

During the Breaking and the long centuries since, many of the traditions of the Elemental Lineages were forgotten as communities fled the crumbling ruins of their once-segregated homelands and came together out of necessity, regardless of old alliances or prejudices. This worldwide, apocalyptic diaspora has had a profound effect on the cultural identities of the Lineages. Most Havens include a vibrant tapestry of varying Lineages. While some families still treasure and celebrate the inherited stories and traditions of their forebears, Survivors are more often defined by the shared culture of their Haven and community than by their long-dead ancestors.

MIXED LINEAGES

While rare, it's possible for different Lineages to conceive children together.

If you want your Survivor to have a mixed Lineage, select one Trait from one of your biological parents and a second from the other. Choose your Age and Size and Speed from either parent. Lastly, choose a Curse from one of your parents. Note that a Survivor with a Forgotten biological parent must choose the *Curse of Oblivion* as their Curse.

Example: A person with an Dwarf mother and Elf father could choose **Darkvision** and **Unshakeable** as their Traits and **The Curse of Earth** as their Curse.



DWARF

Dwarves are the children of fire, blessed by the flames with an exceptional creative spark that allowed them to forge technological marvels. They once engineered incredible wonders and acted as a powerful force of change in the world. Now they are cursed to burn in the fires of creation, stoking it until their bodies and minds become raging Monsters of molten slag.

ANVIL-STOUT AND HAMMER-FIRM

Dwarves tend to stand between four and five feet tall. They typically have robust frames and accumulate dense layers of muscle and fat easier than other Lineages — they are twice as tough as they look, and they look impressively rugged to start with. Their hair and beards are coarse and often styled with braids or bands to indicate family, accomplishments, or positions of honour. Since the Breaking, these decorations often serve as a Dwarf's Memoria.

BEFORE THE BREAKING

'Hold your tongue. You walk in the halls of my ancestors. Don't dishonour their genius with your nonsense prattling.'

— *Iiha Hiltr of Steelwater, Dwarven Seeker*

Legends claim the Dwarves once burned with the fire of creativity, and their culture was dedicated to the noble ambition of creation and innovation. They celebrated the smithy who forged the sky-cleaving blade, applauded the engineer who harnessed wild lightning, and marvelled at moonstone-powered airships as they soared into the endless sky. They built wonders that blurred the line between magic and engineering, improved the lives of all with their craft, and founded exclusive schools across the known world — where their brightest minds exchanged ideas and forged unbreakable bonds in the wondrous workshops of the future.

AFTER THE BREAKING

'I can almost see it, through the forge smoke... my greatest work. If I can just... concentrate. But the fire... it burns...'

— *Garikel of Amber Eye, Dwarven Engineer*

Something about the Breaking extinguished the creative flame that lived in the minds of Dwarves. Now, they suffer from an instinctive urge to create but are cursed with near-permanent creative block and dissatisfaction with their work. Many try desperately to make a wonder their ancestors could be proud of, fighting through the murky mire of their limits with every hammer blow or inked word. Some Dwarves even manage a measure of success, though they are rarely satisfied with the results. Yet many more projects are abandoned before completion.

Youngsters are told cautionary tales of Dwarves who became obsessed with a project. Those who fall into a self-destructive spiral that causes them to become solitary figures who spend their lives destroying their creations repeatedly — all in a vain attempt to reach an impossible perfection. As a result, some Dwarves fight their creative impulses every waking moment — avoiding tools and workshops for fear of what dark depths their obsessions might drag them into.

Many of the Artefacts found in the Broken World are the creations of pre-Breaking Dwarven civilisation — an equal source of pride and shame among their descendants. As a result, Dwarven Survivors are some of the most likely to put themselves in harm's way to find and study Artefacts.

Some do this to learn their inner workings in an attempt to replicate them, while others seek to destroy the twisted mockery of the wonders they once were.

DWARF NAMES

Below are some traditional Dwarven names, but like all traditions, not all Dwarves follow them. People of other Lineages who were raised by Dwarves might also have these names. Some traditionalist Dwarves take on 'craft names' which commemorate an individual's chosen medium, e.g. Araol, meaning "*Threadworker*".

First Names: Ademavin, Antek, Arra, Baivin, Bralsi, Ferev, Garikel, Hirkel, Jaren, Jeja, Jersek, Jesi, Kalada, Katag, Kaweryn, Kelanka, Lerkin, Liha, Mendrik, Myaja, Narazda, Narynn, Orron, Rishan, Rodal, Sena, Tesi, Thaulen, Vemaro, Veren, Zaryn.

Craft Names: Araol, Bronoch, Carridin, Durren, Galrin, Garvis, Hilro, Kanatan, Mernka, Orvorn, Rura, Sader, Sadin, Turras, Ulran, Weden.

DWARF TRAITS

As a Dwarf, you gain the following Traits:

AGE

Dwarves are considered mature by age 40, and can live up to 200 years.

SIZE AND SPEED

Dwarves are usually between 4 and 5 feet tall and broad at the shoulders. Your Size is Medium and your Speed is 25 feet.

DARKVISION

Your people once lived in shadowed halls and vast mountain complexes. For all the changes that have undergone your people, your ability to see through the darkness has not diminished. You ignore the negative effects of *Dim Light* and treat *Darkness* as if it were *Dimly Lit*. Your *Darkvision* extends up to 60 feet.

FIRE RESISTANCE

Every Dwarf has a fire burning within them that grows hotter as they Decay. As a result, you are more than accustomed to the pain of flames. You gain Resistance to Fire Damage.

THE CURSE OF FLAME

As Dwarves are exposed to Decay, the smothered embers of creativity in their spirits are stoked. While this grants them blazing moments of genius, it slowly burns them from the inside out. As the flames grow, their skin hardens and cracks revealing the molten crucible inside. Left unchecked, a Decayed Dwarf will transform into a Monster of molten rock that incinerates all it touches.

- **1–3 Decay:** Your skin gradually cracks in places, revealing molten fire beneath. A faint glow may be visible in your eyes or mouth.
- **4–7 Decay:** The cracks in your skin widen and the surrounding skin blisters. You're hot to the touch and your eyes and mouth blaze with an internal fire. The fire burning within you provides occasional flashes of genius, but your skin spurts magma when struck. When you or another creature you can see within 30 feet makes a Test, you can use your Reaction to add 1d6 to the result. You cannot do so again until you complete a Long Rest. If you suffer Bludgeoning, Piercing, or Slashing Damage, you and all creatures within 5 feet take 1d4 Fire Damage.
- **8–9 Decay:** Your skin is charred and rivulets of molten metal drip from your body, frequently causing small fires in your wake. You become painfully hot to the touch. Your eyes burn, and a glow from deep inside lights your face when you speak. However, your flashes of genius are more frequent. The bonus you add to a Test from your *Curse of Flame* increases to 1d10, and you can use this feature a number of times equal to your Constitution Bonus before completing a Long Rest. In addition, the Damage dealt when you take Bludgeoning, Piercing, or Slashing Damage increases to 1d6 Fire Damage.
- **10 Decay:** Your body burns up from the inside and you become a Monster of flame and magma. You are lost to Decay and transform into a **Crucible** (see page 258) under the control of the GM.



ELF

Elves are the children of the earth and guardians of nature — stalwart and unchanging even as the seasons spin around them. Half-remembered histories claim they once lived immortal lives in secluded groves of song-grown plants and hand-moulded earth. Here they made wondrous spells that resonated in harmony with the very spirit of the world. After the Breaking, Elves were severed from the land, cursed to age and die while slowly solidifying into immutable crystal and lifeless stone.

STOIC AND SLENDER

Elves stand between six and seven feet tall and are often lithe and slender, with pointed ears and angular features. Elves carry very little visible body mass, both muscle and fat, but what little they have is far more densely packed and efficient than other Lineages.

BEFORE THE BREAKING

There was a time when we communed with the earth. Every falling leaf was a story, every raindrop a blessing. Now when we open our ears, all we hear are the death throes of a dear friend.'

— *Orana'nih, Elven Warden*

Elves were the towering trees and the steadfast bedrock. They persevered eternally and were known for their patience, accepting and celebrating whatever changes the world brought to bear. All things, they knew, would pass and must be honoured or tolerated while they lasted and mourned in due course. Their immortal lifespan let them master magic and weave spells in complex patterns no other Lineage could match.

AFTER THE BREAKING

'Live, breathe, and feel while you can, young one. Time's stony grasp will come for you before long.'

— *Adari'opi, Elven Sage*

When the Breaking came, the Elves were violently severed from the earth. As a Lineage closely linked to the land's magic, they were almost wiped out by a terrible wave of Decay. Only those who could shut out the earth's screams and their suffering kin survived those early days. From then on, much to the worry of Elven Sages, the Elves began to age. The average Elven lifespan now sits close to one hundred years, a blink in the eyes of the once immortal caretakers of the world. Combined with the high mortality rate among survivors and their vanishingly low reproduction rate, the Elves, like the land they were once tied to, teeter on the precipice of extinction.

When Decay sinks into Elven bodies, they slowly transform into nightmarish statues of razor-sharp crystal, their mutable bodies forever stuck in stasis. Many Elves take shards of the Decayed, crystallised bodies of their friends and loved ones and turn them into Memoria — hauntingly beautiful reminders of those they have lost and their inevitable fate.

ELF NAMES

Below are some traditional Elven names, but like all traditions, not all Elves follow them. People of other Lineages raised by Elves might also have these names. Many traditionalist Elves adopt suffixes that mirror the seasons and act as a complex mix of secondary gender markers and societal roles. Elves may change their seasonal suffix many times during life. For example, Vana may go by Vana'opi while serving as a Haven's teacher but change to Vana'nih if she becomes a doctor later in life.

First Names: Adari, Adlhen, Alheva, Ashasa, Athren, Brithra, Carlen, Carren, Cavel, Feynar, Feyriel, Fiora, Gethrith, Lamaya, Nellasan, Nesiaryl, Norana, Orana, Piwen, Rilwyn, Samris, Shilva, Shilya, Solan, Tamhon, Thellaros, Vana, Varine, Velawyn, Vlylle, Zevlhen.

Seasonal Suffix: -'opi (aka: 'Of spring' — caregivers, nurturers, teachers), -'hed (aka: 'Of summer' — hunters, courtiers, artists), -'pra (aka: 'Of autumn' — builders, tacticians, farmer), -'nih (aka: 'Of winter' — guardians, doctors, morticians).

ELF TRAITS

As an Elf, you gain the following Traits:

AGE

Elves are considered mature around 20 and can live up to 100 years old.

SIZE AND SPEED

Elves are usually between 6 and 7 feet tall and slight in frame. Your Size is Medium, and your Speed is 35 feet.

UNNATURAL RESILIENCE

Despite your slender appearance, your bones and muscles have an unnatural durability that surprises others. Your Hit Point maximum increases by 1, and you gain +1 HP each time you gain a Level.

UNSHAKEABLE

In ancient days, your people could stand watch over a grove for days on end with no sustenance other than the earth's warmth. Though your connection to the dying world is severed, you retain a deep well of endurance which can see you through countless hardships. You always count as having 1 fewer levels of *Exhaustion* than you currently have.

THE CURSE OF EARTH

As Elves grow increasingly Decayed, sharp crystals protrude from their skin. These crystals grant the Elves an unmatched resilience but their increasing mass begins to weigh heavily on their slender forms. If the Decay progresses too far, an Elf becomes a Monster of flensing claws and impenetrable crystal. They can exist in this state for decades before fully succumbing to Decay and transforming into immobile crystal pillars. These forlorn monuments are treated as gravestones by many Elves.

- **1–3 Decay:** Patches of your skin take on the shine and texture of polished stone or crystal, and small geodes and gems begin to push through your flesh.
- **4–7 Decay:** Large clusters of crystal burst through your flesh, offering additional protection but getting in the way of your fine motor skills. You gain +1 to your AC but have Disadvantage on all Dexterity (Acrobatics and Sleight of Hand) Tests.
- **8–9 Decay:** Patches of your skin fall away, revealing a crystalline structure that can turn aside blades and scything claws. You gain +2 to your AC and your Unarmed Attacks deal 1d6 Slashing Damage, but your Speed is reduced to 15 feet.
- **10 Decay:** Your transformation is complete. You become a monstrous creature of stone or crystal. You are lost to Decay and transform into a **Scythe** (see page 272) under the control of the GM.





HALFLING

Halflings are the children of water, able to move and adapt to anything in their path. A traditional Halfling life is dedicated to community and harmony — giving more than you take, looking after one another, and leaving a lasting impact. Since the Breaking, many Halflings have become the glue that holds a Haven together. Yet as Decay touches them, they slowly begin to melt into fluid-hungry oozes that drain the very life from the communities they once helped to build.

SHORT AND MALLEABLE

Halflings rarely stand taller than three feet high, making them the smallest of the Lineages, though some Halflings argue that this is all relative — that they are normal sized and the other Lineages are just too big. One benefit to their size is that they generally require less sustenance to remain healthy, which is a great benefit when food is scarce, and means that Halflings often seem healthier than other Lineages in their Haven. Halflings also have a unique ability to change their appearance as they desire, something they often do as a form of self-expression.

BEFORE THE BREAKING

‘Let’s step in time and sing our rhyme, together in the light. We’ll drink our fill and never will, we suffer in the night.’

— *Traditional Halfling Party Song*

The Sages say that before the Breaking a Halfling’s life was dedicated to building community and finding one outstanding contribution that would lead them to contentment. This could be anything from building a glorious dance hall, solving a water crisis, or negotiating friendship between two warring cities. All Halflings were empowered to find and pursue this passion. This was part of the Halfling lifecycle, as while they age much like Humans do, when they hit their twenties, they stop ageing until they achieve something that will have a lasting impact. Once this has been completed, they become perfectly content and rapidly age, giving their friends and family time to say goodbye before they pass peacefully away.

AFTER THE BREAKING

‘I just need... something... anything that makes a difference. That’s all I need. Please. I just want it to stop.’

— *Anda Varel, Halfling Maker*

Halflings struggle to leave a lasting impact on the Broken World. Everything falls to Decay over time, and that subconscious traumatic knowledge ensures that many Halflings can never find true contentment and thus never age. Over the centuries they become shells of their former selves. Where they once embodied the philosophy of giving more than they took and looking after those around them, many slowly become pitiable creatures who desperately look to use others in their quest for fulfilment. When they become their worst selves, Halflings are leaking vessels, constantly looking for validation from others which will never truly satisfy them. Some become people-pleasers, desperately trying to make others happy, while others become tragically codependent or ferociously protective. As few Halflings die of natural causes, they are often the oldest members of a Haven, which many among their Lineage resent as it represents their inability to change the world meaningfully.

When the sinister touch of Decay infects a Halfling, their bodies begin sloughing and melting in unsettling ways, their inability to make a lasting change manifesting in their gradual dissolution. They become insatiable, drinking and eating in increasing amounts, yet never feeling full. Eventually, they transform into endlessly hungry oozes that consume everything they can.

HALFLING NAMES

Below are some traditional Halfling names, but like all traditions, not all Halflings follow them. People of other Lineages raised by Halflings might also have these names. Halflings are proud of their families, and their kin name commemorates a particularly worthy or memorable ancestor.

First Names: Anda, Anlan, Ardal, Arvias, Belsire, Conzor, Davric, Elliara, Errich, Findak, Flynlos, Haara, Haelle, Horrich, Isafira, Joder, Kelnys, Lekath, Nedola, Odiola, Paelie, Qida, Qualyn, Rijen, Syllile, Sylwyn, Urifer, Vinvias, Xannan, Yenwrick, Zaleon, Zefzira.

Kin Names: Bamul, Calodne, Hefflond, Izza, Klulo, Kodlan, Kognol, Nozrelk, Pesban, Pirbu, Rarbas, Taldird, Vlarel, Vofflilrith, Vulin, Whitwith.

HALFLING TRAITS

As a Halfling, you gain the following Traits:

AGE

Halflings mature by age 25 and live indefinitely until they are lost to Decay, killed, or make a lasting change in the Broken World.

SIZE AND SPEED

Halflings are usually between 3 and 4 feet tall, are usually slim in their youth, and grow more rotund as they age. Your Size is Small and your Speed is 25 feet.

MALLEABLE

You can call upon the shifting nature of your people to change your appearance to your liking. During a Long Rest, you can change any aspects of your appearance, including your hair colour and length, facial structure, voice, eye colour, and sex. You cannot use this ability to change your statistics or your Size.

NATURAL SWIMMER

Your people are attuned to water and move through watery depths as easily as walking. You do not reduce your Speed when swimming and can hold your breath for 1 hour. Additionally, you have Advantage on Dexterity (Stealth) Tests when swimming.

THE CURSE OF WATER

As Decay seeps into Halflings, their features grow soft, malleable, and unreal looking. In time, their skin becomes liquid and translucent, revealing their inner organs as they become increasingly fluid. Eventually, they become mindless oozes that merely mimic the shapes of their former selves in a vain attempt to get closer to the source of their sustenance: the fluids and flesh of other creatures.

- **1–3 Decay:** Your skin begins to soften and become malleable. Parts of your skin and hair may take on a liquid or gel-like texture.
- **4–7 Decay:** Your body continues to melt, with larger patches of skin becoming translucent and malleable, harming your ability to interact with solid objects. You have Disadvantage on Strength (Athletics) Tests, but you can use Dexterity (Acrobatics) to initiate a Grapple, and have Advantage on all Grapple Tests — both initiating and escaping them.
- **8–9 Decay:** Your body continues to melt, rapidly losing cohesion. If you are not wearing or carrying anything, you can move through gaps as narrow as 1 inch wide. Additionally, once per turn as an Action when you have a creature *Grappled*, you can shift your form to fill their lungs, causing them to suffocate. The target gains a level of *Exhaustion* at the start of their next turn, and continues to gain levels of *Exhaustion* each turn you have them *Grappled* in this way. Finally, you have Disadvantage on all Strength Tests.
- **10 Decay:** Your body loses form and melts away into liquid, and you become a monstrous, intelligent slime. You are lost to Decay and transform into a **Drainer** (see page 262) under the control of the GM.



HUMAN

Humans are the children of the wind, heirs of ancestral knowledge and curious to a fault. Legends say Humans once travelled wherever the sky took them, exchanging knowledge, stories, and lore with all who would share their hearth. Since the Breaking, Humans have become one of the most feared Lineages of the Broken World, for when Decay overcomes them, they are transformed into unfeeling, undead Monsters that suck the minds and souls from their victims.

INFINITE VARIETY AND ADAPTABILITY

Of all the Lineages, Humans vary the most in height, body type, eye, and hair colour. Some Sages claim it is in their blood, as their nomadic culture once spread out across the lands and mixed blood with all manner of Lineages.

BEFORE THE BREAKING

From the wind you came, to the wind you go. One final breath, one final journey. May blessed winds carry you to Valontor.

— *Traditional Human Funeral Rites*

Before the Breaking, Humans roamed the lands collecting stories, myths, and knowledge of the people and places they encountered, gladly sharing what they knew with all who crossed their paths. When they died, their souls, along with all they had learned, returned to the great city of Valontor — the city of the gods. Here, the knowledge accrued in life by every Human was collected and recorded in a vast repository of souls, allowing future generations to access the complete history of all civilisations.

AFTER THE BREAKING

To be Human is to resist. Resist the hunger inside. Resist the calling of Valontor. And resist the coming of the end.

— *Ava Parilien, Human Speaker*

When the Weave first broke, Humans attempted to continue as they always had — as nomadic travellers. Despite its horrors, the Broken World still offered them a wealth of new experiences and knowledge to acquire. However, the true horror of humanity emerged when Decay began to seep into their bodies. They soon discovered that the once precious gift that allowed their souls to collect and share knowledge had been corrupted by the Breaking. As Decay sinks in, a Human's soul becomes trapped in their body, creating a gnawing necromantic void that aches to consume the mind and souls of others.

Now when a Human dies, rather than soaring free, their souls become bound to their flesh. They rise as a Husk — an undead mockery of their former self. The only goal remaining in their rotting minds is to consume knowledge and return to Valontor. The city of the gods is now the city of the dead, with a churning moat of millions of undead abominations circling its walls and mindlessly seeking a way inside to fulfil their purpose.

The far-ranging Humans of the past have given up their sacred duty. Instead of wandering the world, they huddle in safe places, coveting what knowledge they have. Instead of open arms and warm fireplaces, they are greeted with fear and suspicion. No one knows if a Human's curiosity is genuine or a sign that they are succumbing to Decay and simply hunger to consume.

HUMAN NAMES

Below are some traditional Human names, but like all traditions, not all Humans follow them. People of other Lineages raised by Humans might also have these names. Human names refer to people or locations from myth that have particular meaning to them.

First Names: Aang, Alois, Amaryllis, Amel, Anita, Arnaud, Aubert, Aure, Ava, Basile, Clelia, Eliska, Elosida, Erich, Faustine, Firmin, Helyette, Juvenal, Kahi, Khin, Lea, Lucien, Marietta, Marin, Mathias, Nathalie, Ninon, Ombeline, Perrine, Roch, Romuald, Servan, Sorm, Suy, Thiebaud, Vera, Vital, Yim.

Myth Names: Bloum, Cyr, Darios, Desaulniers, Dumont, Giroir, Godin, Latoru, Laurier, Oubre, Parisien, Rimbaut, Rommel, Rothanak, Semer, Sorya, Surette, Thibodeau, Tregre, Vithara.

HUMAN TRAITS

As a Human, you gain the following Traits:

AGE

Humans are considered mature by age 20 and rarely live longer than 100 years.

SIZE AND SPEED

Humans range from between 5 and 7 feet tall, with a wide variety of body shapes. Your Size is Medium and your Speed is 30 feet.

STOLEN KNOWLEDGE

As a Human, you have picked up specific skills quicker than most. It's almost as if you plucked them out of thin air — or more likely syphoned them from the minds of those around you. You gain Proficiency in two Skills of your choice.

VALONTOR'S CALL

If you listen hard enough, you can still hear the faint whispers on the wind, an almost imperceptible pull calling you to return to the fallen city of Valontor. While disconcerting, this pull acts as a natural compass, helping you navigate the broken world. You have Advantage on Wisdom (Survival) Tests to navigate the Broken World and orient yourself.

THE CURSE OF WIND

As Humans are exposed to Decay, the corruption within their soul grows. Their flesh rots and thin wisps of ethereal air gather at their mouth. As this progresses, they find they can drain the minds and souls of others for sustenance.

- **1–3 Decay:** Patches of your skin begin to blacken with necrosis as if you were a corpse. Faint, ethereal wisps gather at the corners of your mouth.
- **4–7 Decay:** The putrefaction spreads across your body as chunks of skin rot and peel away, and you begin to crave the restorative power that comes from consuming the souls of others. As an Action, you can target a Medium or larger creature within 5 feet and force them to make a Wisdom Saving Throw with a DC equal to 8 + your Proficiency Bonus + your Constitution Bonus. If they fail, you syphon off a part of their soul. They suffer Necrotic Damage equal to your Constitution Bonus + your Level (minimum 2), and you recover the same amount. Once you have successfully fed upon a soul, you cannot use this ability again until taking a Long Rest. If you go a whole week without feeding on a soul, you suffer 1 Level of *Exhaustion*. If this *Exhaustion* causes you to die, you immediately rise as a **Husk** (see page 266) under the control of the GM.
- **8–9 Decay:** Your body rapidly slides closer to death with every moment and you must constantly resist the urge to drain those around you. You double the amount of Damage dealt when you syphon a creature's soul. In addition, if you go a whole day without feeding on a soul, you gain 1 Level of *Exhaustion*.
- **10 Decay:** The deathly energies suffusing your body finally snuff out the last light within you. You die immediately and rise the following night as a **Husk** under the GM's control.





THE FORGOTTEN

While the Elemental Lineages of Dwarves, Elves, Halflings, and Humans are the most common Lineages in the Broken World, it was not always this way. In the time before the Breaking, the world was overflowing with strange and unusual Lineages. Now their kind is but fading memories, their scant survivors little more than a collection of lone scions doomed to oblivion.

STRANGE AND ALONE

'Forgotten' is a term used to describe a wide array of different Lineages. As a result, their people have few unifying features other than their strangeness.

A UNIQUE LINEAGE

The Broken World was once like any other fantasy world, so countless Lineages and cultures may have existed in its past. The Forgotten Lineage is designed to allow you to create your own Lineage outside the main Elemental Lineages. This is perfect if you want to recreate a character option from another compatible setting, your own homebrew world, or create a unique character idea.

BEFORE THE BREAKING

'Once our wings could carry us to the tops of mountains. Now the sky is just as poisoned as the land.'

— *Taloram of Onyxend*

Once, the land was home to all manner of wondrous Lineages. Scaled dragon-kin that breathed fire, people changed by the touch of noble and dark gods, even autonomous beings of metal and cog that walked among the common folk. Their origins were tied to magic and gods, their traditions were the stuff of legends, and their histories were a vibrant tapestry woven through the world. Indeed, some of history's greatest heroes and villains were from these Forgotten Lineages, larger-than-life figures who ensured their people were always remembered. Yet these Lineages shared one thing in common: magic flowed through their veins and was a core part of their very being.

AFTER THE BREAKING

When magic broke, so too did the Forgotten. To most Forgotten, magic was a crucial part of their existence, inseparably woven through their souls or bodies. As a result, the Forgotten Lineages fell overnight. The gnawing horror of Decay almost instantly overcame the magic in their bodies. Some say that the first waves of Decayed Monsters that swept across the lands were the twisted remnants of Forgotten Lineages, suddenly and irreparably Decayed by the world's breaking.

Scant few Forgotten survived the Breaking, making those that inhabit the Broken World a practical miracle. Some may have been naturally weak in magic — a source of shame in the pre-Breaking world which proved their salvation. Others survived through the divine blessing of dying gods.

To be a Forgotten in the Broken World is to be among the last of your kind. There are simply too few Forgotten remaining spread too far to rebuild their culture. Worse still, the nature of Decay ensures that as the memory of the Forgotten Lineages fades, so do the Forgotten themselves. Like the shifting landscape that changes and fades when nobody walks upon it, the Forgotten crumble and vanish like faded dreams as Decay erases their existence from the world.

FORGOTTEN NAMES

With so much of their cultural identity lost to time, most Forgotten assume names of adopted families and communities. When choosing a name for your Forgotten, take inspiration from other Lineages you grew up with, or come up with something truly alien to represent your lost culture.

FORGOTTEN TRAITS

As a Forgotten, you gain the following Traits:

AGE

Forgotten lifespans vary wildly. Many share similar life spans to Humans, while others can seemingly live centuries without showing their age.

SIZE AND SPEED

Forgotten come in various shapes and sizes. Your Size is Medium and your Speed is 30 feet.

LINEAGE GIFTS

Something about your body is strange and unusual. Choose two Lineage Gifts from the following list. Note that in the case of **Mixed Lineages** (see page 37), each Lineage Gift counts as a separate Trait.

- **Elemental Attunement:** Your body is naturally resistant to some form of Damage. You gain Resistance to one Damage Type chosen from Acid, Cold, Fire, Lightning, Poison, Psychic, or Radiant.
- **Flight:** You have wings or some other form of propulsion. You can Fly at your normal Speed, provided you are not wearing Medium or Heavy Armour.
- **Natural Weapons:** You have horns, teeth, or claws that can be used as deadly weapons. Your Unarmed Attacks deal 1d6 Bludgeoning, Piercing, or Slashing Damage (choose when you gain this Trait) and gain the *Finesse* Property.
- **Tough Hide:** Your skin is covered in or made of a durable substance. If you are not wearing Armour, your AC equals 13 + your Dexterity Bonus.
- **Uncanny Fortitude:** Your Lineage is naturally resilient in some way. You gain Proficiency in Saving Throws for a single Attribute of your choice.

THE CURSE OF OBLIVION

The Forgotten suffer from Decay in the same way the Broken World does — they slip from memory and slowly crumble into oblivion. This begins as a creeping rot at the extremities, mainly focused around the parts of their body which make their Lineage unique, such as horns or feathers. In time, a Forgotten fades into nothingness, leaving little in their wake but a vague sense of loss, even to their loved ones.

- **1–3 Decay:** Parts of your body begin to fade and crumble before your eyes, especially around those parts connected to your Lineage Gifts.
- **4–7 Decay:** The crumbling Decay spreads further, robbing your presence from the memory of others and causing people's eyes and minds to slip over your form. Creatures suffer Disadvantage on Perception Tests to detect your presence. In addition, people who don't see you for longer than a week struggle to remember you.
- **8–9 Decay:** You fade further from existence, robbing you of the gifts that make you unique as you slowly become a half-remembered wraith of your former self. You randomly determine and lose the use of one of your Lineage Gifts as your body rapidly crumbles. In addition, you gain Resistance to non-magical Bludgeoning, Piercing, and Slashing Damage as weapons seem to pass right through you. People who don't see you for longer than a day forget who you are.
- **10 Decay:** The last shreds of your existence fade into oblivion without fanfare, leaving nothing but a shadow of your presence in the minds of all who knew you.

'Please! You know me, I swear! I was barely gone for a day! Please, let me in! I just want to come home!'

— *Pleas of a stranger at the gates of Silvergorge*



5

CLASSES

Your Class gives you unique skills and powerful abilities to face the harrowing challenges of the Broken World. Survivors must be skilled and adaptable, but no one person can do everything. Every Class has its strengths and weaknesses, but by working together, Survivors can overcome unimaginable threats they wouldn't dare face alone.

Your choice of Class is one of the most important decisions you make. The **Class Summary** table offers a glimpse into the capabilities of each Class to help you get started.

At Level 3, you will choose from three unique subclasses that will dramatically alter your Survivor, granting you access to incredible new powers and abilities. Your choice will shape your Survivor's identity and define how you make your mark on the Broken World.

The scattered and isolated Havens of the world have had to figure out many things for themselves, and are all very different. Your Haven might have different names for a Class, or the expectations of someone in that role could be very unusual. Feel free to change names and adapt the role of each Class to grow your Haven's story and make the Broken World your own!

SPENDING HIT DICE

The 5th Edition rules allow characters to spend Hit Dice when they rest to regain Hit Points. **Broken Weave** introduces a new way to spend Hit Dice. Certain Class features allow you to spend Hit Dice to trigger an effect or gain a benefit. For example, the Harrowed Harbinger's *Broken Paths* feature allows them to spend 1 Hit Die to teleport to an unoccupied space within 60 feet. When an ability tells you to spend a Hit Die, you reduce your total Hit Dice by 1. Unless the feature says otherwise, you do not regain Hit Points when you spend a Hit Dice in this way.

WHAT ABOUT MULTICLASSING?

Instead of multiclassing, **Broken Weave** Classes provide customisation options for your Survivor, so that low-level characters are as exciting and diverse as higher-level characters. This includes higher starting Hit Points, gaining Talents regularly, and additional Actions for all Classes. Many Talents even let you gain some features of other Classes, allowing you to create a versatile Survivors who can adapt to a variety of situations.



CLASS SUMMARY

CLASS	DESCRIPTION	HIT DIE	PRIMARY ATTRIBUTE	SAVING THROWS	ARMOUR AND WEAPONS
Harrowed	An accursed Survivor with the ability to resist and control Decay.	d10	Constitution	Constitution, Charisma, Decay	Light and Medium Armour, Shields, Simple Weapons, two Martial Weapons of your choice
Maker	A master crafter that can create anything a Haven needs.	d8	Dexterity	Dexterity, Intelligence	Light and Medium Armour, Simple Weapons
Sage	A learned Survivor entrusted to collect and protect a Haven's knowledge.	d8	Intelligence	Intelligence, Wisdom	Light Armour, Simple Weapons
Seeker	An explorer and hunter who braves the forgotten paths of the Broken World.	d10	Wisdom	Strength, Dexterity	Light and Medium Armour, Simple and Martial Weapons
Speaker	A charismatic diplomat and storyteller who builds connections between communities.	d8	Charisma	Wisdom, Charisma	Light Armour, Simple Weapons, three Martial Weapons of your choice
Warden	A tireless warrior who sacrifices themselves to protect those they love.	d12	Strength	Strength, Constitution	All Armour, Shields, Simple and Martial Weapons



HARROWED

Harrowed are shaped by their unique ability to absorb, manipulate, and resist Decay. Both a blessing and a curse, their gift allows them to access powers and use artefacts others can't, but every time, they risk the terrible ravages of Decay. The cause of Harrowed gifts is not well understood: some are seemingly touched by Decay from birth or by a traumatic experience with a Monster or Arcane Artefact, while others have more mysterious origins and bear an indefinable quality that allows them to process Decay through their bodies as others cannot.

In a world of tragic heroes, the Harrowed are more doomed than most, as each one must face the same question: do you use your power to shape the world for your benefit or risk your body and soul to save others from Decay? This choice is often complicated by the community a Harrowed comes from. Many Havens view Harrowed with suspicion and believe them to be either carriers or the cause of Decay, while others may recognise the benefits their innate gifts can bring. At the most extreme, cults can spring up around powerful Harrowed, or they may be glorified as blessed martyrs. All this means that a Harrowed can find it hard to settle in one place and must always weigh the risks their powers bring to themselves and the people they love.

Play a Harrowed if you want to:

- Understand and absorb Decay and utilise dangerous powers.
- Tread a fraught path between protecting yourself and saving others.
- Wield Decay to harm, to heal, and bring Hope.

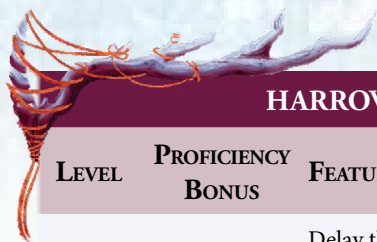
PLAYING A HARROWED

Harrowed occupy an unusual place within the Broken World, and your Survivor is likely to have been shaped by the reactions others had to them. How did your gifts first manifest? If you came from another Haven, what events made you leave?

You can endure Decay to a greater extent than your allies, and you understand it on a visceral level. How does this manifest in your role within the Haven? Harrowed do not have clear roles as other Classes do, which means they often have a less certain place within the community. This means they can adapt

'I don't fear Decay. I'm just afraid I won't be able to set things right before... before I lose myself.'

— Vera Surette, Outcast of Violet Eye



HARROWED

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Delay the Inevitable, Embrace Entropy (1d10), Kindred Spirits
2	+2	Talent
3	+2	Harrowed's Mark
4	+2	Personal Advancement
5	+3	Extra Action, Inured to Decay, Embrace Entropy (2d10)
6	+3	Talent
7	+3	Mark Feature
8	+3	Personal Advancement
9	+4	Self-sacrifice
10	+4	Talent, Embrace Entropy (3d10)
11	+4	Mark Feature
12	+4	Personal Advancement
13	+5	False Hope, Nothing Left to Fear
14	+5	Talent
15	+5	Mark Feature, Embrace Entropy (4d10)
16	+5	Personal Advancement
17	+6	Hold Back the Tide
18	+6	Talent
19	+6	Mark Feature
20	+6	Personal Advancement, Embrace Entropy (5d10)

as circumstances arise. Harrowed are often loners, living in a Haven but never really becoming part of the community, and instead preferring the company of a close-knit group of friends and family. Due to the stigma of being a Harrowed, they are likely to have numerous rivals and even enemies within their Haven.

Your goals might be focused on how to best use your gifts to benefit the Haven, or you might be on a quest to better understand your nature. Work with your GM to determine how much your Survivor knows about the origin of their Decay-touched nature and what mysteries you would like to explore through the game.

QUICK BUILD

To quickly build a Harrowed, first gain +1 Constitution and Proficiency in Forgotten Lore and Insight. Next, gain Proficiency with the Forgemade Longsword and Long-hafted Axe, as well as Actor's Tools. Lastly, you have a hunting knife, a forgemade longsword, a reinforced shield, patchwork plate armour, and a survivor's pack.

CLASS FEATURES

As a Harrowed, you gain the following features:

PRIMARY ATTRIBUTE

Harrowed can withstand the terrible effects of Decay, at least for a time. You gain +1 Constitution.

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 20 + your Constitution Bonus

Hit Points after 1st Level: 1d10 (or 6) + your Constitution Bonus

PROFICIENCIES

You have the following Proficiencies in addition to those gained during your Lifepath:

- **Armour:** Light Armour, Medium Armour, Shields
- **Weapons:** Simple Weapons, two Martial Weapons of your choice
- **Tools:** Any Tool of your choice
- **Saving Throws:** Constitution, Charisma
- **Skills:** Choose two from Athletics, Deception, Forgotten Lore, Insight, Intimidation, Investigation, Local Lore, Natural Lore, Stealth

EQUIPMENT

You have the following equipment in addition to anything gained during your Lifepath:

- Any simple weapon.
- A martial weapon you are proficient with.
- A light crossbow with 20 bolts or a reinforced shield.
- Strongback leather armour or patchwork plate armour.
- A delver's pack or a survivor's pack.

EMBRACE ENTROPY

You can harness the corrupting influence of Decay to speed your body's recovery. When you gain one or more points of Decay, you recover Hit Points equal to 1d10 + your Constitution Bonus (minimum 1). You can choose to fail a Decay Saving Throw to gain the benefits of this feature.

The Hit Points recovered increases to 2d10 at level 5, 3d10 at level 10, 4d10 at level 15, and 5d10 at level 20.

DELAY THE INEVITABLE

You can resist Decay's effects, allowing you to endure its corrupting influence better than others. You add your Proficiency Bonus when making Decay Saving Throws. Additionally, your Lineage Curse affects you at a slower rate, meaning you can survive its effects for longer. Your Lineage Curse (see **Chapter 4. Lineages**, page 37) progresses at the following rate:

- **1–4:** Stage 1.
- **5–10:** Stage 2.
- **11–14:** Stage 3.
- **15:** Final Stage. You are lost to Decay and become a Monster.

KINDRED SPIRITS

Your familiarity with the effects of Decay helps you recognise its signs. You have Advantage on Wisdom (Insight) and Wisdom (Survival) Tests to gauge the Decay of a creature, location, or object and to identify and locate a source of Decay.

TALENT

When you reach Level 2, you learn a new Talent (see page 95). You learn additional Talents at Levels 6, 10, 14, and 18.

HARROWED'S MARK

At Level 3, you have been irrevocably marked by Decay. Choose a Harrowed's Mark from **Condemned**, **Harbinger**, or **Sovereign** (see page 53 onwards). Your choice grants you unique abilities at Levels 3, 7, 11, 15, and 19.

PERSONAL ADVANCEMENT

When you reach Level 4, you achieve significant personal advancement, such as increased physical or mental Attributes or learning new Skills. Choose one of the following:

- Increase one Attribute Score by 2.
- Increase two Attribute Scores by 1.
- Increase one Attribute Score by 1, and gain Proficiency in Saving Throws with that Attribute. If you already have Proficiency with the chosen Saving Throw, you double your Proficiency.
- You gain Proficiency with three Skills or Tools of your choice. If you already have Proficiency with one of the chosen Skills or Tools, you double your Proficiency Bonus.

You gain personal advancement again at Levels 8, 12, 16, and 20. You can gain the same benefit multiple times but can't increase Attribute Scores above 20.

EXTRA ACTION

At Level 5, you are more efficient in combat. You can take two Actions per turn instead of one.

INURED TO DECAY

Also at 5th Level, you can better resist Decay's malignant effects. You have Advantage on Decay Saving Throws and Resistance to Necrotic Damage.

SELF-SACRIFICE

At Level 9, you can draw Decay from the world, keeping your Haven and loved ones safe while sacrificing your own well-being. Whenever Decay would increase in your Haven and you are present, you can redirect the Decay to yourself. You gain the Decay instead of your Haven. Reduce the Decay you suffer by your Constitution Bonus, to a minimum of 1.

NOTHING LEFT TO FEAR

At Level 13, you have stared into the abyss and faced the darkness within, leaving you with nothing left to fear. You gain Immunity to Necrotic Damage and can't be *Frightened*.

FALSE HOPE

Also at 13th Level, you can tap into the corrupting power of Decay to use its dark influence for good. As a Free Action, you can choose to suffer Decay to temporarily gain an equal amount of False Hope. False Hope is a personal resource that can be spent in the same manner as Hope (see page 130). You have one day to spend this False Hope, after which it dissipates.

HOLD BACK THE TIDE

At Level 17, you have learned to hold back Decay, at least for a time. Once per day as a Free Action, you can choose to become immune to the effects of Decay for a number of minutes equal to your Constitution Bonus. You can't gain Decay in any way during this time, including from environmental effects, Monster abilities, or your Class features. Additionally, you can choose to ignore the effects of your Lineage Curse during this time.

MARK: CONDEMNED

The Condemned know their time is limited and choose to sacrifice their bodies to save others. They hone their abilities to turn others' Decay into healing power and can even purge Decay from their surroundings. However, this comes at a terrible cost to themselves.

PASS THE SENTENCE

When you choose this Mark at 3rd Level, you learn to redirect Decay's influence, taking it upon yourself to spare others. Once per round, when a creature you can see within 30 feet would gain at least 1 Decay, you can redirect the Decay towards yourself. Make a Decay Saving Throw. On a success, you resist the Decay. On a failure, you gain the Decay instead. This can trigger your *Embrace Entropy* feature.

ABSOLUTION

Starting at Level 3, you have accepted your fate and made peace with what is to come. You exude a sense of calm, which bolsters your allies. Allies within 30 feet of you gain a bonus to Decay Saving Throws equal to your Constitution Bonus.

SIN EATER

At Level 7, you have learned to draw Decay from others like poison from a wound. Once per day, you can place your hand on an ally with at least 1 Decay. The target can reduce their Decay by an amount up to your Constitution Bonus. Your Decay increases by the same amount, which triggers your *Embrace Entropy* feature. Additionally, you gain Temporary Hit Points equal to $1d10 \times$ the Decay you gained.

STAY OF EXECUTION

At Level 11, you can withstand Decay's effects even longer than other Harrowed. You double your Proficiency Bonus when making Decay Saving Throws, and your Lineage Curse affects you at an even slower rate. Your Lineage Curse now progresses at the rate shown below. If this change would cause your curse to recede a stage, this happens at the end of your next Long Rest.

- **1–5:** Stage 1.
- **6–14:** Stage 2.
- **15–19:** Stage 3.
- **20:** Final Stage. You are lost to Decay and become a Monster.

SLIP THE NOOSE

At Level 15, you can harness Decay to bring the recently deceased back from the dead. As an Action, choose a creature within 30 feet that has died within the last minute. The target returns to life with $1d10$ Hit Points. Their Decay is set to 9, regardless of what it was before they died. This feature does not affect Monsters or creatures that died from succumbing to Decay.

DAMNATION

At Level 19, you can purge Decay at the cost of your own body. When you use your *Hold Back the Tide* feature, you can choose to reduce the Decay of a creature, location, or artefact within 30 feet. The target's Decay is reduced by an amount up to your Constitution Bonus + your Proficiency Bonus. When the effect of your *Hold Back the Tide* features ends, you immediately suffer Decay equal to the amount you purged from the target. This feature has no effect on Monsters and Titans.



MARK: HARBINGER

Harbingers turn Decay itself into a weapon and a shield. They stalk the Broken World under the shroud of Decay and even manipulate time and distance to teleport and shorten journeys. The most potent Harbingers can monumentally reshape the world, but doing so more than once obliterates them.

SCOURGE

When you choose this Mark at 3rd Level, you can channel the corrosive energy of Decay into your attacks. When you hit a creature with a Melee Attack, you can choose to deal additional Necrotic Damage equal to 1d10 + your Decay. This Damage increases to 2d10 + your Decay at Level 11.

You can use this feature a number of times per day equal to your Constitution Bonus, to a minimum of one. You regain all expended uses when you finish a Long Rest or gain one or more points of Decay.

SHROUD OF CORRUPTION

Starting at 3rd Level, the aura of Decay that surrounds you keeps you hidden from the gaze of corrupted creatures. Monsters have Disadvantage on Wisdom (Perception) Tests to notice you.

TWISTING LANDSCAPES

At Level 7, you can manipulate Decay to shorten or lengthen the distance between two locations. The GM rolls twice when determining how Decay affects the Distance of a Journey (see page 134). You choose which result they use.

BROKEN PATHS

At Level 11, you have learned to walk the spaces between, using Decay to reshape reality to connect two distant points. As an Action, you can spend 1 Hit Die to teleport to an unoccupied space within 60 feet. You can spend additional Hit Dice to extend the range of this feature, increasing the distance by 60 feet per Hit Die spent.

SHATTERED TIME

At Level 15, you can twist time as well as distance. You gain a bonus to Initiative Tests and Dexterity Saving Throws equal to your Decay. Additionally, when you use your *Broken Paths* feature to teleport, you can immediately take any Action as a Free Action.

REMAKE THE WORLD

At Level 19, you can harness Decay to change the very fabric of reality. As an Action, choose one of the following effects:

- **Displace:** You reshape the world, altering the landscape. You move one part of the Broken World to another location. You can use this to move a Haven anywhere else in the world, bring a location to you, alter the flow of a river, move a mountain, and so on. All creatures in the area are affected by this and are displaced along with their location.
- **Stop Time:** You freeze time for everyone but you. No time passes in the world, but you can act as normal for a number of minutes equal to your Constitution Bonus. If you physically interact with people or objects, they are pulled out of time as well and act as normal.
- **Rewind Time:** You can turn back time, undoing recent events. As an Action, you can rewind time a number of rounds equal to your Constitution Bonus.
- **Other Effects:** If you want to create another effect not listed, tell your GM what you wish to do, and they will tell you if it is feasible. This ability allows you to reshape space and time, not alter the physiology of creatures in the world. You can't use it to kill, heal, or change living creatures.

You can only use this feature once without suffering repercussions. Decay overwhelms you utterly if you attempt to use this feature again. The chosen effect takes place, but your body is torn asunder, and your soul unravels. You immediately cease to be, and there is no memory of you ever existing.

MARK: SOVEREIGN

The Sovereign is a Harrowed who exploits the Decay within living beings to manipulate and control them against their will. Powerful Sovereigns can build armies of enthralled creatures to fight for them, often to the horror of their companions. Worse still, they can pour Decay into creatures to increase their hold on their victims or transform them into Monsters.

DARK HEART

When you choose this Mark at Level 3, you can instinctually sense the darkness within others. As a Free Action, choose a creature you can see within 90 feet. The GM tells you the creature's current Decay.

INSIDIOUS WORDS

Starting at 3rd Level, you can empower your words with the malicious influence of Decay. As an Action, choose a number of Humanoids up to your Proficiency Bonus. The creatures must be within 30 feet of you and be able to hear you. The targets must make a Wisdom Saving Throw, with a DC equal to 8 + your Proficiency Bonus + the target's Decay. Any creature that fails regards you as a friend. You have Advantage on social Tests to interact with the creature for 10 minutes. When the effect ends, the creature knows they have been manipulated. The effect also ends if you or your allies attack the creature or any of their allies.

You can use this feature a number of times per day equal to your Constitution Bonus, to a minimum of one. You regain all expended uses when you finish a Long Rest.

BOUND BY HATE

Also at 3rd Level, you have learned to control the Decay within creatures to bind them in place. As an Action, choose a creature you can see within 60 feet with at least 1 Decay. The target must make a Wisdom Saving Throw, with a DC equal to 8 + your Proficiency Bonus + the creature's Decay. On a failure, the target is *Restrained* for 1 minute. The target can reattempt the Saving Throw at the end of each of its turns. On a success, the spell ends. You can end this effect at any time as a Free Action.

You can use this feature a number of times per day equal to your Constitution Bonus, to a minimum of one. You regain all expended uses when you finish a Long Rest. When you reach 11th Level, creatures affected by this ability are instead *Paralysed*.

BANISH FROM DOMAIN

At Level 7, you can sense the presence of Monsters across vast distances. While you can't pinpoint their exact location, you can detect their hostile intentions and even command them to leave your territory.

If your Haven is facing a **Dangerous Monster** Crisis (see page 21) and the Monster's CR is equal to or lower than your Level, you can spend a Downtime Activity to banish the Monster from your territory and end the Crisis. Additionally, you and your party can never be *Surprised* by a Monster while on a Journey.

THRALL

At Level 11, you can pull the strings of Decay as adeptly as a puppeteer. As a Free Action, you can spend a Hit Die to possess a creature affected by your *Bound by Hate* feature. You become *Stunned* but gain complete control of the creature for a number of rounds equal to your Constitution Bonus. You decide what Actions the target takes, make any rolls required, and can use any of the creature's abilities and Skills. You can choose to extend the duration of the possession, but must make a Decay Saving Throw at the start of each round you do so. On a failure, you gain 1 Decay.

DROWN IN DARKNESS

At Level 15, you can turn a small crack into a flood, overwhelming a creature with Decay. As an Action, choose a creature affected by your *Bound by Hate* feature. The target gains 1d4 Decay at the start of each of its turns and suffers Necrotic Damage equal to its new Decay. This Damage ignores Resistances. The target continues to gain Decay for the duration of the *Bound by Hate* feature.

BLACK PARADE

At Level 19, your ability to control Decay grows, granting you an army of servants. You can use your *Bound By Hate* feature to target a number of creatures equal to your Constitution Bonus. You can use your *Thrall* feature to possess all these creatures, but you must spend a Hit Die for each one you wish to control.

Additionally, if a creature is killed by your *Drown in Darkness* feature, they become a lifeless shell under your power. As a Free Action, you can possess them as if they were one of your Thralls. You do not need to spend a Hit Die to do so. You can maintain the possession for a number of rounds equal to your Constitution Bonus, after which you must make a Decay Saving Throw at the start of each round. On a failure, you gain 1 Decay. When not under your control, the Thrall follows you but takes no other actions.



'I really am flattered! But no, I promise, it's not magic. I'm not an idiot...'

— Carlen-pra, upon revealing his
"Everice Flask"

MAKER

Makers create whatever a community needs, from buildings and pottery to arms and alchemical brews. In the Broken World, those who can build something from what little remains are the lifeblood of Havens. Many Makers specialise in a specific craft, while others collect recipes and materials like glint-birds, turning their hand to anything required of them. This is extremely useful in smaller Havens or as part of a travelling group.

The death of a Maker can leave a Haven without the skills or knowledge to replace them. For this reason, Makers are generous with their knowledge and train apprentices as a matter of course. Some even pride themselves on the heredity of their skills, tracing their mentor's lessons back to storied Makers of the past. Others believe that the craft does not care who first invented it: what matters is how it best serves their community.

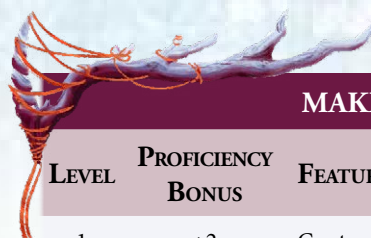
Innovation is a necessity for Makers, but many encounter resistance within their Haven — especially if their experimentation puts the Haven at risk. The art of Artificers, for example, is often seen as dangerous because they aim to recreate contraptions from the pre-Breaking world, which many worry will bring Decay upon the Haven. Some reckless Makers are spoken of in hushed tones as a warning to those who believe they can master the arts of the pre-Breaking world.

Play a Maker if you want to:

- Craft items and structures that help your Haven survive and thrive.
- Experiment with rare and dangerous materials.
- Create constructs, potions, and weapons to deal with any situation.

PLAYING A MAKER

Makers' lives are shaped by their craft. Any Maker worth their salt has had a lengthy period of learning and perfecting their craft. Were they apprenticed to a master Maker, or did they learn by trial and error? How did they pick up specialist tools and skills, and what allies and rivals do they have among the Makers of their Haven?



MAKER		
LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Creator, Maker's Kit, Dabbler (1 Tool)
2	+2	Talent
3	+2	Maker's Calling
4	+2	Personal Advancement
5	+3	Extra Action, Form and Function, Dabbler (2 Tools)
6	+3	Talent
7	+3	Calling Feature
8	+3	Personal Advancement
9	+4	Trial and Error, Dabbler (3 Tools)
10	+4	Talent
11	+4	Calling Feature
12	+4	Personal Advancement
13	+5	Mark of the Maker, Waste Not, Dabbler (4 Tools)
14	+5	Talent
15	+5	Calling Feature
16	+5	Personal Advancement
17	+6	Apprentice, Dabbler (5 Tools)
18	+6	Talent
19	+6	Calling Feature
20	+6	Personal Advancement

Makers are driven by the desire to craft and perfect. They are well-positioned to provide services to others. Think about when you provided people with the right thing in their hour of need and the bonds that formed.

Exploration and discovery fuel Makers, as every new material or place provides opportunities for innovation. They balance efficiency with curiosity when creating something for their Haven. Within a group, Makers are highly valued for their expertise and ability to fashion various tools and equipment as needed. In the wilderness, this can mean the difference between life and death.

QUICK BUILD

To quickly build a Maker, first gain +1 Dexterity and Proficiency in Investigation, Natural Lore, and Sleight of Hand. Next, gain Proficiency with Alchemist's Tools and Artificer's Tools. You have a hammer, a hunting knife, a light crossbow with 20 bolts, chichit pelt armour, a set of artificer's tools, and a survivor's pack.

CLASS FEATURES

As a Maker, you gain the following features:

PRIMARY ATTRIBUTE

Makers are constantly working with their hands, whether fitting together intricate clockwork devices or delicately plucking petals from a poisonous flower. You gain +1 Dexterity.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 16 + your Constitution Bonus

Hit Points after 1st Level: 1d8 (or 5) + your Constitution Bonus

PROFICIENCIES

You have the following Proficiencies in addition to those gained during your Lifepath:

- **Armour:** Light Armour, Medium Armour
- **Weapons:** Simple Weapons
- **Tools:** Choose two from Alchemist's Tools, Artificer's Tools, and Smith's Tools
- **Saving Throws:** Dexterity, Intelligence
- **Skills:** Choose three from Acrobatics, Athletics, Forgotten Lore, Investigation, Medicine, Natural Lore, Perception, Sleight of Hand, and Stealth

EQUIPMENT

You have the following equipment in addition to anything gained during your Lifepath:

- Two simple weapons.
- A light crossbow with 20 bolts.
- Chichit pelt armour or armole scale armour.
- A set of tools of your choice.
- A delver's pack or a survivor's pack.

CREATOR

Makers create all manner of things in the Broken World, some of which are deadly to others. Dexterity is your crafting Attribute and is used to determine the Creation Bonus and Creation Save DC of your inventions.

Creation Save DC = 8 + your Proficiency Bonus
+ your Dexterity Bonus.

Creation Bonus: Your Proficiency Bonus
+ your Dexterity Bonus.

MAKER'S KIT

Necessity is the mother of invention, and you have learned to make do with what is at hand. In addition to your other equipment, you have a small assortment of gear, ingredients, and materials weighing 5 pounds that you can quickly repurpose to fit various needs. This is your Maker's Kit. You are continuously refilling your Maker's Kit with spare parts, discarded items, and useful components you find in the world.

Once per day, you can spend 1 hour using your Maker's Kit to create one of the following items. You can use this ability during a Long Rest in addition to any Campcraft Activities you undertake. The GM has the final say regarding whether you could reasonably construct the item. Unless otherwise stated, the object holds together for one day, after which it falls apart.

- **Survival Gear:** You create one mundane item or object of adventuring gear, such as a block and tackle, a climber's kit, a hunting trap, a lantern, and so on.
- **Tools:** You create a set of makeshift tools, a gaming set, or an instrument.
- **Ammunition:** You craft ammunition for a ranged weapon. You can create 10 arrows, crossbow bolts, blowgun needles, or sling bullets. Each piece of ammunition is destroyed upon use.
- **Makeshift Weapon:** You use your tools to create a weapon. The weapon is a Simple Weapon and deals 1d8 Bludgeoning, Piercing, or Slashing Damage (your choice). If it is a Ranged Weapon, it also gains Range (30/60). If the wielder rolls a 1 when attacking with the weapon, it breaks and falls apart.

- **Ablative Armour:** You reinforce a piece of armour, whether your own or an ally's. The armour gains a bonus to AC equal to your Proficiency Bonus. Each time an Attack damages the person wearing the armour, the AC bonus is reduced by one. When the AC bonus is reduced to 0, the reinforcements you created break and fall away.

DABBLER

You are experienced with a variety of tools. At 1st Level, choose one set of Crafter's Tools or Forager's Tools and gain Proficiency with it. You become Proficient with another set of Tools at 5th, 9th, 13th, and 17th Level. Additionally, you add half your Proficiency Bonus, rounded down, to any Test you make using Crafter's Tools that you are not Proficient with. You are considered Proficient with all Crafter's Tools for the purposes of Campcraft, Downtime, and Seasonal Activities (see **Chapter 10. The Passage of Time** for more information).

TALENT

When you reach Level 2, you learn a new Talent (see page 95). You learn additional Talents at Levels 6, 10, 14, and 18.

MAKER'S CALLING

At Level 3, you begin to specialise in a particular type of craft. Choose a Calling from **Alchemist**, **Artificer**, or **Smith** (see page 59 onwards). Your choice grants you unique abilities at Levels 3, 7, 11, 15, and 19.

PERSONAL ADVANCEMENT

When you reach Level 4, you achieve significant personal advancement, such as increased physical or mental Attributes or learning new Skills. Choose one of the following:

- Increase one Attribute Score by 2.
- Increase two Attribute Scores by 1.
- Increase one Attribute Score by 1, and gain Proficiency in Saving Throws with that Attribute. If you already have Proficiency with the chosen Saving Throw, you double your Proficiency.
- You gain Proficiency with three Skills or Tools of your choice. If you already have Proficiency with one of the chosen Skills or Tools, you double your Proficiency Bonus.

You gain personal advancement again at Levels 8, 12, 16, and 20. You can gain the same benefit multiple times but can't increase Attribute Scores above 20.

EXTRA ACTION

At Level 5, you are more efficient in combat. You can take two Actions per turn instead of one.

FORM AND FUNCTION

Starting at 5th Level, when you use your Maker's Kit to craft Survival Gear, Tools, Weapons, and Armour, the creations last for a number of days equal to your Proficiency Bonus.

TRIAL AND ERROR

At Level 9, you are skilled enough to salvage a creation that otherwise seems lost. When you fail a Test using Crafter's Tools, you can choose to reroll the Test. You must keep the second result. You can do this a number of times per day equal to your Proficiency Bonus.

MARK OF THE MAKER

At Level 13, the mastery of your craft brings a mark of permanence to an ever-changing world. Decay, Hazards, and Monster abilities cannot destroy your creations.

WASTE NOT

Also at 13th Level, you have learned to make the most of what you have to hand, and this philosophy has spread to others in your Haven. Whenever your Haven rolls to generate Resources, you can reroll any number of the resulting dice and take the highest result.

APPRENTICESHIP

At Level 17, you have begun passing on your knowledge and expertise and have taken on your first apprentice. During downtime (see page 158), your Apprentice can help you with Downtime Activities. You have Advantage on all Tests you make when being assisted by your Apprentice.

Additionally, while you are away from your Haven, your Apprentice can continue working in your stead. Your Apprentice can undertake one Downtime Activity for each week that you are away. They have a +4 bonus to Tests made during the Downtime Activity.

At the beginning of each **Season** (see page 164), you can take on another Apprentice. Each additional Apprentice can undertake a Downtime Activity while you are away from the Haven, or two can work together to gain Advantage on Tests during downtime.

CALLING: ALCHEMIST

Alchemists brew potions and poisons from the ever-changing natural resources of the Broken World. Whether they need a healing salve or a bottle of fiery oil, they have a concoction for every occasion. As they progress in their art, they recreate Decay-fuelled recipes of the world before that can create powerful but costly effects.

THE STUDY OF CHANGE

When you choose this Calling at 3rd Level, you gain Proficiency in Alchemist's Tools. If you are already Proficient with Alchemist's Tools, you instead double your Proficiency Bonus for Tests with these tools.

ALCHEMICAL CONCOCTIONS

Starting at 3rd Level, you can use your *Maker's Kit* feature to create Alchemical Concoctions. You can brew a number of Concoctions equal to your Proficiency Bonus, which can be any combination of the potions listed below. For example, if you have a Proficiency Bonus of +3, you can use this feature to create a Smoke Screen and two Elixirs of Healing.

Your Alchemical Concoctions remain potent for one day, after which they become inert. You are considered Proficient with your Concoctions to throw them as part of a Ranged Attack. They have a Range of 20/60.

BOTTLE OF BURNING

When exposed to air, this luminous orange liquid erupts into flame and is almost impossible to snuff out. As an Action, you can throw the container at a target within 20 feet, shattering it on impact. On a hit, the target suffers 1d4 Fire Damage and catches fire. They suffer another 1d4 Fire Damage at the start of their turn for a number of rounds equal to your Proficiency Bonus. This Damage ignores Resistance to Fire and deals double Damage to constructs and objects. The only way to extinguish the flames is for the target to completely submerge themselves in water for 1 round.

DRAUGHT OF ALERTNESS

This rich brown liquid heightens your senses and keeps you alert to danger. As an Action, a creature can consume a Draught of Alertness. For one minute, they add your Creation Bonus to Wisdom (Perception) and Initiative Tests.

ELIXIR OF HEALING

This warm red liquid revitalises the body. As an Action, a creature can consume an Elixir of Healing. They regain a number of Hit Points equal to their Hit Die + your Maker Level.

FLASK OF ICE

This icy blue liquid flash-freezes everything around it when exposed to air. As an Action, you can throw the container at a point within 20 feet, shattering it on impact and creating a blast of freezing ice in a 15-foot radius. All creatures within the area must make a Constitution Saving Throw versus your Creation Save DC. On a failure, they suffer 2d8 Cold Damage. On a success, they take half Damage.

All surfaces in the area become coated with a thin layer of ice. Any creature moving through the area must succeed on a Dexterity Saving Throw versus your Creation Save DC or fall *Prone*. A creature can choose to move at half its Speed to succeed this Test automatically.

**KNOCKOUT TOXIN**

This pale white liquid can cause someone to fall into a deep sleep. As an Action, you can apply one dose of this toxin to a Piercing or Slashing weapon. The toxin remains active on the weapon for 1 hour or until the next successful Attack. Alternatively, you can hide this poison in food or drink. Detecting the poison requires a Wisdom (Perception) Test with a DC equal to your Creation Save DC.

Any creature that imbibes the toxin or takes Damage from a weapon coated in it must make a Constitution Saving Throw versus your Creation Save DC. On a failure, they fall *Unconscious* for 1 minute or until they take Damage. On a success, they are *Poisoned* until the end of their next turn.

SMOKE SCREEN

When exposed to air, this swirling black liquid produces a cloud of dark smoke. As an Action, you can throw the container at a point within 20 feet, shattering it on impact and creating a cloud of black smoke in a 15-foot radius. The inside of the cloud is *Heavily Obscured* and blocks line of sight. The smoke dissipates after 1 minute or until blown away by a strong gust of wind.

HEALTHY HAVEN

At Level 7, you have learned how to prepare large batches of potions that the people of your Haven can use in emergencies. If you are in a Haven when it falls into Crisis (see page 131) you can spend a Long Rest preparing a bulk batch of potions for your community. If you do so, your Haven gains Resistance to Crisis Damage caused by medical threats, such as plagues or diseases, for one week.

PHILOSOPHER'S STONE

At Level 11, you have created a Philosopher's Stone — a sphere of crystallised chaos that taps into the lost magic of the pre-Breaking world. Once per turn, as a Free Action, you can choose to gain 1 Decay to use your Philosopher's Stone to instantly create an enhanced version of one of your *Alchemical Concoctions*. The Concoction remains potent indefinitely and is enhanced in the following way:

- **Bottle of Burning:** The bottle inflicts 4d4 Fire Damage on impact and 4d4 Fire Damage per turn.
- **Draught of Alertness:** The creature adds your Creation Bonus to Attack Tests for one minute.
- **Elixir of Healing:** The target doubles the Hit Points they recover.
- **Flask of Ice:** The flask deals 4d8 Cold Damage.
- **Knockout Toxin:** On a failure, the target falls *Unconscious* for one hour. On a success, they are *Poisoned* for 10 minutes.
- **Smoke Screen:** The smoke affects a 30-foot radius area. The smoke dissipates after 10 minutes or until blown away by a strong gust of wind.
- **Alter Biome:** You permanently alter the biome of your region. Choose an area up to 1 mile in diameter. You cause the area's biome to change, such as changing desert to dense jungle or tundra to fertile farmland. You choose the new biome, and the effects happen over one month. Creatures in the area not accustomed to the new biome may die due to this effect.
- **Create Chimera:** You merge two living creatures to create a monstrosity with the traits of both. Choose two creatures within 5 feet. The creatures transform into a single entity. The new creature has the three highest and three lowest Attributes of the original creatures and gains the Skills, Resistances, Immunities, Vulnerabilities, Senses, and Languages of both. It gains up to two features of each creature and has the average Proficiency Bonus of both. Work with your GM to determine the creature's Decay, physical traits, personality, and other vital information.
- **Transmute Material:** You change one type of material into another, such as turning a rock into a piece of silver. Choose an inorganic material up to 5 feet cube in size. You transmute the material into any other inorganic material. The change is permanent.
- **Other Effects:** You can use your Philosopher's Stone to create different effects not listed here, such as causing one of your Concoctions to affect an entire Haven in one use. Tell your GM what you wish to do, and they will tell you if it is feasible. This ability allows you to alter organic and inorganic material but does not allow you to twist space and time.

THUMB ON THE SCALES

At Level 15, you have managed to build a resistance to the effects of your Philosopher's Stone. When you use your Philosopher's Stone, you can make a Decay Saving Throw. On a success, you don't gain Decay from using the stone. On a failure, you gain 1 Decay as normal. Whether you succeed or fail, you gain the benefits of using the stone.

EQUIVALENT EXCHANGE

At Level 19, you can harness the power in your Philosopher's Stone for one final, miraculous effect. As an Action, choose one of the following effects. Your Philosopher's Stone is destroyed when you use the feature, and you gain 1d4 Decay. You cannot create a new Philosopher's Stone.

- **Raise the Dead:** You place the Philosopher's Stone on the chest of a creature that has died in the last ten days. The stone shatters, and the shards are forever embedded in the creature's chest. The creature returns to life with all its Hit Points. They can never reduce their Decay below 3.
- **Cleanse Decay:** Choose a creature within 5 feet or an area up to 100 feet in diameter. The target's Decay is reduced to 0. If the target is a Humanoid, the effects of their Lineage Curse are reversed.

CALLING: ARTIFICER

Artificers create cunning devices and tools such as crossbows capable of hurling custom ammunition and even small automata. They surround their Haven with traps, provide repairs wherever needed, and can even develop mass production methods that benefit future Haven-dwellers.

AFFINITY FOR INTRICACIES

When you choose this Calling at 3rd Level, you gain Proficiency in Artificer's Tools. If you are already Proficient with Artificer's Tools, you instead double your Proficiency Bonus for Tests with these Tools.

ARTIFICER'S LAUNCHER

Starting at 3rd Level, you modify a crossbow to allow it to launch special ammunition. Choose a light or heavy crossbow in your possession. This is your Artificer's Launcher. If you do not have a light or heavy crossbow, you are assumed to create one when you take this Calling. You are considered Proficient with your Artificer's Launcher, and only you know how to use it. If your Launcher breaks or is lost, you can modify another crossbow throughout a Long Rest to create a new Launcher.

In addition to its standard weapon stats, choose one of the following enhancements for your Artificer's Launcher. Several enhancements allow you to fire special ammunition, such as a bola or shrapnel. If you choose one of these enhancements, you have five pieces of ammunition of that type. When you use your *Maker's Kit* feature to craft ammunition, you can choose to craft five pieces of one special ammunition instead of 10 pieces of mundane ammunition.

Your Launcher gains additional enhancements at 7th, 11th, 15th, and 19th Level. If your Launcher gains the ability to fire multiple types of special ammunition, you can switch between ammunition as part of reloading your weapon.

ANCHOR LAUNCHER

Your Launcher has a grappling hook and line that you can fire up to 50 feet. When used, the Anchor Launcher grants Advantage on Strength (Athletics) Tests to climb, allowing the user to climb at their normal Speed as the line is reeled in. The user can also remain suspended by the Launcher without making a Test. When used as a weapon, it has a Range of 50 feet and deals 1d4 Bludgeoning Damage, but the Attack is made at Disadvantage.

AUTO-LOADER

Your Launcher is equipped with a mechanism that automatically reloads ammunition. The crossbow loses the *Loading* Property, and the wielder can switch between types of ammunition as a Free Action.

BOLA

Your Launcher can fire a thick cord, weighted on each end, that ensnares your enemies. The bola deals 1d4 Bludgeoning Damage and has a Range of 30/60. A Medium or smaller creature damaged by this Attack is *Restrained*. Large or greater creatures suffer Damage but are not *Restrained*. As an Action, a *Restrained* target or an ally within 5 feet can make a DC 10 Strength (Athletics) Test or use a Slashing weapon to remove the restraint.

HARNESS AND BRACE

Your Launcher is equipped with a weight-dispersing harness and an articulated arm that allows the wielder to operate it with one hand. The crossbow loses the *Two-handed* Property.

OILBURST

Your Launcher can fire a clay pot filled with thick black oil. The pot deals 1d4 Piercing Damage and has a Range of 30/60. A creature damaged by this Attack must make a Constitution Saving Throw versus your Creation Save DC. On a failure, they are *Blinded* for 1 minute. The creature can repeat the Saving Throw at the start of each of their turns as a Free Action or use an Action to clear the oil from their eyes, ending the effect. This has no effect on creatures without eyes.

RAM

Your Launcher can fire heavy, punching bolts that knock opponents off their feet. The ram bolt deals +1 Bludgeoning Damage and has a Range of 60/90. A creature damaged by this Attack must make a Strength Saving Throw versus your Creation Save DC. On a failure, they are knocked *Prone*.

SHRAPNEL

Your Launcher fires a small canister that explodes on impact, driving metal shards into those within range. Choose a point within 60 feet. All creatures within the area must make a Dexterity Saving Throw versus your Creation Save DC. On a failure, they suffer 2d4 Piercing Damage. On a success, they take half Damage.

THE BEST DEFENCE

At Level 7, you learn more efficient methods of crafting weapons and armour and share them with your Haven. The Resource cost of all Weapons and Armour made within your Haven is reduced by 1.

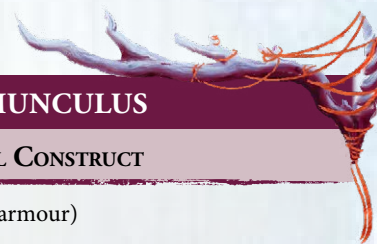
HOMUNCULUS

At Level 11, you have learned to create a small, human-like automaton from metal, wood, and various strange materials harvested from the outlandish flora and fauna of the Broken World. This Homunculus is a great work in its own right, yet also capable of assisting you in your endeavours. Unlike the ancient automata of the pre-Breaking world, which used magic, your creation is a scientific marvel of ingenuity and invention.

Your Homunculus has the statistics listed and uses the following rules:

- When you create your Homunculus, choose its model from **Defender**, **Fighter**, or **Helper**. It gains the listed Trait.
- Your Homunculus uses your Proficiency Bonus for Attack Tests and Skills it is Proficient in. This is +4 when you first create the Homunculus and increases to +5 at 13th Level, and +6 at 17th Level.
- Your Homunculus gains +3 Hit Points each time you gain a Level.
- Once per day, you can use an Action to repair your Homunculus. Make a DC 10 Dexterity (Artificer's Tools) Test. On a success, the Homunculus recovers a number of Hit Points equal to 1d6 × your Proficiency Bonus.
- You can repair your Homunculus during a Long Rest, in addition to any Campcraft Activities you undertake. It recovers all its Hit Points at the end of the rest.
- Your Homunculus can follow basic instructions, such as 'wait here', 'bring me that tool', or 'hide', but it can't think for itself.
- Once per turn, you can issue a command to your Homunculus as a Free Action.
- Your Homunculus has no sense of self-preservation and will not defend itself or flee unless instructed to do so.
- Your Homunculus is not alive and does not need to eat, drink, sleep, or breathe.

If your Homunculus is destroyed, you can spend the following downtime rebuilding your Homunculus. When you do so, you can again choose whether you built it to be a Defender, Fighter, or Helper. You can rebuild your Homunculus in addition to any other Downtime Activities you undertake.



HOMUNCULUS

SMALL CONSTRUCT

Armour Class: 14 (natural armour)

Hit Points: 27 (6d6 + 6)

Speed: 25 feet

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	3 (-4)	10 (+0)	1 (-5)

Damage Immunities: Poison, Psychic

Condition Immunities: Charmed, Exhaustion, Frightened, Paralysed, Petrified, Poisoned

Senses: Darkvision 30 feet, Passive Perception 10

Languages: None

TRAITS

Model: The Homunculus was built for a specific purpose. When you create it, choose one of the following Traits:

Defender: You created your Homunculus to protect you from harm, fortifying its structure and equipping it with a shield. Its Constitution is 14 (+2), and its AC is 18. It has 33 Hit Points and gains +4 Hit Points each time you gain a Level instead of the usual +3.

Fighter: You have enhanced your Homunculus for physical combat, making it stronger and equipping it with a blade. Its Strength is 14 (+2), and its AC is 15. It gains +1 on Attack Tests and deals +1 Damage (included in the *Sword* Action below). When ordered to attack, it attacks twice instead of once.

Helper: You built your Homunculus to aid you in your work, making it more agile and fitting it with a selection of tools. Its Dexterity is 14 (+2), and it gains Proficiency in 4 Skills and Tools of your choice. Your Homunculus can help with any crafting tasks, including Campcraft, Downtime, and Seasonal Activities. You gain Advantage on any Test your Homunculus helps with.

ACTIONS

Metal Fists: *Melee Weapon Attack:* +5 to hit, range 5 feet, one target. *Hit:* 4 (1d6 + 1) Bludgeoning Damage.

Multiattack (Fighter Only): The Homunculus makes two Attacks with its *Sword*.

Sword (Fighter Only): *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 6 (1d8 + 2) Slashing Damage.

THE MARCH OF PROGRESS

At Level 15, your continued advancement in efficient manufacturing ensures that your Haven can produce resources in greater quantities. Whenever you are within your Haven when it generates **Resources** (see page 23), it generates an additional 1d4.

ARTIFICIAL ADAPTATION

Additionally at 15th Level, you can modify your Homunculus to suit your needs. You can use your *Maker's Kit* feature to temporarily grant your Homunculus the benefits of a second model type, choosing from Defender, Fighter, or Helper. It can't gain the bonuses of the same model type twice. The augmentation lasts for one day, after which the additional parts grind to a halt or fall away.

MASS PRODUCTION

At Level 19, you have formalised the creation of one of your inventions, allowing you and your apprentices to mass produce them and share them with the people of your Haven. Choose either a Launcher with one enhancement, or one type of Homunculus (Defender, Fighter, or Helper). You create documentation, blueprints, and guidelines for how to make that specific piece of artifice.

At the end of each Season, your Haven produces one of your inventions, plus one per Apprentice (**Apprenticeship**, page 59). While you are still alive and present in your Haven, this number doubles as you provide direct instruction and advice on building the creation. These mass-produced creations do not benefit from your *Mark of the Maker* feature (page 59) and are still affected by Decay.

If you mass-produce a Launcher, future generations will become familiar with the weapon and know how to use it. Future characters raised within your Haven gain Proficiency with this Launcher.

If you mass-produce a Homunculus, future generations will benefit from a more sedentary lifestyle where manual labour gives way to a devotion to arts and creativity. Future characters raised within your Haven gain Proficiency in one set of Crafter's Tools or Kinship Tools of their choice.

CALLING: SMITH

Smiths are the doughty forge masters of their Havens and excel at creating the highest quality fortifications, weapons, ammunition, and armour. They can modify weapons and armour in the field, ascertain the best way to destroy an object, and lead the way in transforming their Haven into a defensible outpost.

ARMED AND ARMoured

When you choose this Calling at 3rd Level, you gain Proficiency in Smith's Tools. If you are already Proficient with Smith's Tools, you instead double your Proficiency Bonus for Tests with these Tools.

Additionally, you gain Proficiency with Heavy Armour and Martial Weapons.

SHARPEN THE BLADE

Starting at 3rd Level, you have learned to create deadly weapons and solid armour even when crafting in the field. When you use your *Maker's Kit* to create a Makeshift Weapon, the weapon deals +1 Damage. When you create Ablative Armour, the Armour grants an additional +1 AC.

GENIUS FORTIFICATIONS

At Level 7, the fortifications you construct for your Haven are works of genius that even allow defenders to attack aerial foes. Any Defences you build (see page 159) also grant your Haven Resistance to Crisis Damage from aerial-based physical threats, such as flying Monsters.

LIFE'S WORK

At Level 11, years at the forge have allowed you to create your life's great work. Choose a weapon or set of armour from **Chapter 7. Equipment**. The chosen item becomes your Life's Work. If you choose a weapon, the weapon deals +1 Damage and grants a +1 bonus to Attack Tests. If you choose a set of Armour, the armour gains +1 AC.

Your Life's Work can't be destroyed and is immune to the effects of Decay. Choose one of the following benefits. Your Life's Work gains an additional benefit at Levels 15 and 19. You can choose the same benefit multiple times.

BEAUTIFUL

You have created something extraordinary, akin to the legendary arms and armour of the pre-Breaking world. You have Advantage on social Tests when interacting with anyone who would be impressed by your craftwork.

DEADLY (WEAPON ONLY)

The weapon you have forged is incredibly dangerous. The weapon deals an additional +1 Damage, for a total of +2.

SILENT (ARMOUR ONLY)

The armour is so perfectly crafted that it almost moulds to the wearer's skin. The armour grants Advantage on Dexterity (Stealth) Tests or removes the Disadvantage to Stealth Tests imposed by certain armours.

REINFORCED (ARMOUR ONLY)

The armour has been reinforced to offer even more protection. The armour grants an additional +1 AC for a total of +2.

RESISTANT (ARMOUR ONLY)

The armour is built to resist certain types of Damage. Choose Bludgeoning, Piercing, Slashing, Fire, Cold, Acid, or Lightning. The armour grants Resistance to the chosen Damage Type.

PENETRATING (WEAPON ONLY)

The weapon has been forged to bypass a creature's armour and defences. Attacks from the weapon ignore Damage Resistance and Damage Immunity.

WELL BALANCED (WEAPON ONLY)

The weapon you have forged is perfectly balanced. The weapon grants an additional +1 to Attack Tests, for a total of +2.

UNMAKER

Additionally at 11th Level, you can find the tiniest weak point in an object, allowing you to unmake it with a single strike. As an Action, you can spend a Hit Die to destroy a Medium or smaller object. The object is shattered and reduced to its component parts. If the object is being worn or held by someone, you must make a successful **Called Shot** (see page 124) to destroy it.

WALKING ARMOURY

At Level 15, crafting weapons and armour becomes second nature to you. When you use your *Maker's Kit* to craft an item, you can create a Makeshift Weapon or Ablative Armour in addition to your chosen creation.

ANCESTOR'S ANVIL

At Level 19, you have built a great forge to be the roaring heart of your Haven, providing weapons and armour to your community for generations to come. Your Haven gains the *Smithy* improvement (see page 168) if it doesn't have it already. At the end of each Season, each of your Apprentices (**Apprenticeship**, page 59) can create one of the following:

- 1d8 Simple Weapons
- 1d4 Martial Weapons
- 1d6 sets of Light Armour
- 1d3 sets of Medium Armour
- 1 set of Heavy Armour

You can directly instruct one Apprentice while you are still alive and present in your Haven. Doing so doubles the amount of weapons or armour they can forge each Season. This does not cost you an Activity Equipment created without your involvement do not gain the benefit of your *Mark of the Maker* feature (page 59) and is still affected by Decay.

Thanks to your work, future generations are well-versed in using various weapons and armour. Future characters raised within your Haven can start with Proficiency in Martial Weapons or Medium Armour.



SAGE

Sages are repositories of knowledge and experience, living libraries that chronicle the history and stories of their Haven. While some brash young folk might scoff at the usefulness of esoteric lore, none can deny the value of a skilled healer nor the hard-won knowledge of a grizzled veteran. In the Broken World, lives are often tragically short, and most Sages are simply those who survived the longest. They are likely to have seen more than one Haven rise and fall and can use their knowledge and experience to guide their own.

Sages are the guardians of the Haven's history in the form of a Lorekeeper's Tome, a cherished book added to by each successive keeper. Great libraries of writings are impractical to maintain when a Haven might have to evacuate at any moment, so much knowledge is kept in memory. A Lorekeeper's Tome is a precious record of the lives and understanding of a community, and the people of a Haven are likely to expend considerable resources to reclaim it if it is lost.

Sages have a wide variety of knowledge and expertise on a range of subjects. They maintain traditions around conclaves, teaching and sharing their insights with other Havens. Many people refuse to harm Sages, knowing the weight of the knowledge they would take from the world, and so Sages often assist Speakers in diplomatic overtures to other Havens.

Play a Sage if you want to:

- Be the guardian of your Haven's history and lore.
- Learn from the past to shape your Haven's future.
- Seek out, preserve, and share knowledge.

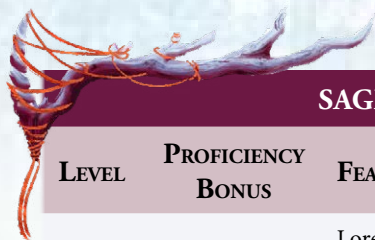
PLAYING A SAGE

When creating your Sage, consider what drives them to seek out knowledge and what knowledge they regret the loss of. Was the passion always within them? Did a life event leave them determined to learn more? Or have they accrued experience from a life of surviving when all around them fell?

A Sage's pursuit of knowledge is likely to have gotten them into trouble at some point. Think about what happened, what they might have uncovered, what risk it brought to their Haven, or how they survived when the knowledge they sought led to a dangerous place.

'Dinna shush me bairn! I was cuttin' about ah Molten Sea an cuttin' doon beasts twice yer size a'fore yah were a twinkle in yer da's eyes!

— Sena the Knife,
Elder Captain of Shellsport



SAGE

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Lorekeeper's Tome, Past Life, Harmless
2	+2	Talent
3	+2	Sage's Understanding
4	+2	Personal Advancement
5	+3	Extra Action, Fast Thinker
6	+3	Talent
7	+3	Understanding Feature
8	+3	Personal Advancement
9	+4	Experienced Foresight
10	+4	Talent
11	+4	Understanding Feature
12	+4	Personal Advancement
13	+5	Mentor's Guidance, Pass the Torch
14	+5	Talent
15	+5	Understanding Feature
16	+5	Personal Advancement
17	+6	My Final Lesson
18	+6	Talent
19	+6	Understanding Feature
20	+6	Personal Advancement

Sages can often pass through places without harm due to unspoken conventions of non-violence, but they may struggle more than other Classes to survive on their own. Who do they turn to for protection? A Sage is truly at the heart of their community and carries a vast history they cannot afford to lose. Who has this Sage's knowledge helped directly, and did anyone come to harm along the way?

Every Sage has accrued odds and ends of information they wish to learn more about. Work with your GM to generate a few leads and rumours that your Survivor finds fascinating.

QUICK BUILD

To quickly build a Sage, first gain +1 Intelligence and Proficiency in Forgotten Lore, Investigation, Local Lore, Medicine, and Natural Lore. Next, gain Proficiency in Scribe's Tools. Lastly, you have a staff, a hunting knife, chichit pelt armour, a set of scribe's tools, and a lorekeeper's pack.

CLASS FEATURES

As a Sage, you gain the following features:

PRIMARY ATTRIBUTE

Sages are keepers of lost lore with a wealth of knowledge and experience. You gain +1 Intelligence.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 16 + your Constitution Bonus

Hit Points after 1st Level: 1d8 (or 5) + your Constitution Bonus

PROFICIENCIES

You have the following Proficiencies in addition to those gained during your Lifepath:

- **Armour:** Light Armour
- **Weapons:** Simple Weapons
- **Tools:** Any Tool of your choice
- **Saving Throws:** Intelligence, Wisdom
- **Skills:** Choose five from Forgotten Lore, Insight, Investigation, Local Lore, Medicine, Natural Lore, Perception, Persuasion, and Survival

EQUIPMENT

You have the following equipment in addition to anything gained during your Lifepath:

- Any simple weapon.
- Chichit pelt armour and a hunting knife.
- A set of tools of your choice.
- A lorekeeper's pack or a survivor's pack.

LOREKEEPER'S TOME

You are the bearer of a Lorekeeper's Tome. These chronicles contain a community's oldest records, which you must safeguard and add your knowledge and experience to. The Lorekeeper's Tome is filled with history, stories, myths and legends, and the collective expertise of the Sages that came before. It is a vital part of any Haven, as committing these tales and histories to a physical medium gives them permanence and holds back Decay. The material the Lorekeeper's Tome is constructed of, and the languages it's written in are different in every community and can change with each new Sage charged with its care.

Your Lorekeeper's Tome grants you the following abilities.

RECORD KEEPER

You are diligent in chronicling your experiences in the Broken World, and recording this knowledge has become second nature. Once per day when you take a Long Rest, you can undertake the *Record Knowledge* Campcraft Activity (see page 157) in addition to any other Campcraft Activities you undertake.

CONSULT THE ANCESTORS

You delve into the records set down by Sages in search of information. You can declare a subject for study, such as a specific Haven, faction, landmark, ruin, Arcane Artefact, plant, creature, or Monster. You must then spend 10 minutes consulting your Lorekeeper's Tome and make a **DC 15 Intelligence (Forgotten Lore, Local Lore, or Natural Lore)** Test based on your research subject.

On a success, your Lorekeeper's Tome contains a precious piece of factual and verified information. Your GM must tell you one piece of truthful and helpful information about the subject of your research, such as a Monster's Actions, an Artefact's effects, a plant's medicinal uses, or a secret method of entering a ruin.

On a failure, your Lorekeeper's Tome contains nothing of use or, at best, some half-remembered myths about the subject. The GM can tell you up to three pieces of information about your research topic. This information may be as precise or vague as the GM desires, and it may be true, false, or even conflicting — you have no way of knowing until you prove or disprove it yourself.

You can Consult the Ancestors a number of times equal to your Intelligence Bonus, after which you must take a Long Rest before you can do so again.

PAST LIFE

Sages are often the eldest of their community and only take on the role after a long and hard life. Choose a Skill or Tool you utilised as a part of your past life and gain Proficiency with that Skill or Tool. If you are already Proficient, you instead double your Proficiency Bonus when making a Test using the chosen Skill or Tool.

LOSING A LOREKEEPER'S TOME

Losing a Lorekeeper's Tome means losing generations of knowledge and tales integral to holding a community together. If your Lorekeeper's Tome is destroyed or lost, your Haven increases its Decay by 1. Someone can remove this Decay by recovering the Tome and returning it to your Haven.



HARMLESS

At first glance, most Sages don't seem dangerous, bowed as they are under the weight of years and their scholarly trappings. This, combined with a taboo around harming Sages, means that people are unlikely to directly harm you when a fight breaks out.

During a battle, Humanoids initially believe you are Harmless and will not attack you. However, they may still use non-damaging Actions against you, such as Shove or Grapple. This effect lasts until you make an Attack or take another action that would endanger them or their loved ones. At the GM's discretion, this effect may extend to certain animals and Monsters.

TALENT

When you reach Level 2, you learn a new Talent (see page 95). You learn additional Talents at Levels 6, 10, 14, and 18.

SAGE'S UNDERSTANDING

At Level 3, you begin to hone in on a particular field of study to master. Choose a Sage's Understanding from **Healer**, **Lorekeeper**, or **Veteran** (see page 70 onwards). Your choice grants you unique abilities at Levels 3, 7, 11, 15, and 19.

PERSONAL ADVANCEMENT

When you reach Level 4, you achieve significant personal advancement, such as increased physical or mental Attributes or learning new Skills. Choose one of the following:

- Increase one Attribute Score by 2.
- Increase two Attribute Scores by 1.
- Increase one Attribute Score by 1, and gain Proficiency in Saving Throws with that Attribute. If you already have Proficiency with the chosen Saving Throw, you double your Proficiency.
- You gain Proficiency with three Skills or Tools of your choice. If you already have Proficiency with one of the chosen Skills or Tools, you double your Proficiency Bonus.

You gain personal advancement again at Levels 8, 12, 16, and 20. You can gain the same benefit multiple times but can't increase Attribute Scores above 20.

EXTRA ACTION

At Level 5, you are more efficient in combat. You can take two Actions per turn instead of one.

FAST THINKER

Also at 5th Level, you can maintain your composure and quick thinking even in the midst of combat. You gain a bonus to your Initiative equal to your Intelligence Bonus.

EXPERIENCED FORESIGHT

At 9th Level, you can bridge the gap between your research and the dangerous realities you face. As an Action, choose a creature within 100 feet that you can see and make a **DC 15 Intelligence (Forgotten Lore, Local Lore, or Natural Lore)** Test based on your target subject. You have Advantage on this Test if you have previously studied the creature using your *Consult the Ancestors* feature. On a success, you use your knowledge to predict the creature's next move. The GM tells you what that creature plans to do on its next turn. You can share this information with your allies as a Free Action, provided they can hear you.

If the creature's plans change before its next turn, the GM must update you on its plans. For example, if a Monster was planning to attack a specific ally, but your quick warning caused the ally to move out of the Monster's range, the GM will tell you that the Monster is now planning to attack a different ally instead.

MENTOR'S GUIDANCE

At Level 13, you know the best way to embolden your allies with meaningful insight at just the right time. During a Short Rest, you can choose an ally and offer them your Mentor's Guidance. If they accept, you can reduce your current Hit Dice by an amount up to your Intelligence Bonus to replenish an equal number of your ally's Hit Dice.

PASS THE TORCH

Also at 13th Level, you acknowledge that you will not be around forever and entrust an ally with the secrets of your Lorekeeper's Tome. As a Downtime Activity, you can educate someone else in the use of your *Lorekeeper's Tome*. This can be a friendly NPC or a Player Character, provided they swear to protect and preserve the Haven's tome at all costs. If they accept, they permanently gain access to your *Lorekeeper's Tome* feature whenever they have your tome in their possession.

MY FINAL LESSON

At Level 17, you feel deep in your body and soul that your time will soon come to leave the Broken World forever. During a Short or Long Rest, you can grant your Final Lesson before peacefully passing away. Your Haven gains Hope equal to your Intelligence Bonus. In addition, choose the nature of your Final Lesson and select an appropriate Skill, Saving Throw, Tool, or weapon that is thematically connected to the lesson. For the next week, all characters who heard your final lecture have Advantage on Tests made with the associated Skill, Saving Throw, or weapon as your parting words resonate in their hearts.

Alternatively, if you would die during play, rather than dying immediately, you instead fall *Unconscious*. Enemies assume you are dead and will not attack you for the remainder of combat. You cling to life long enough to survive the battle, at which point you wake just long enough to say your farewells and impart your Final Lesson as above.

UNDERSTANDING: HEALER

Healers focus on learning about anatomy, biology, and how the constant dangers of the Broken World can harm them. They can treat injuries in the wild with minimal equipment and often put themselves in harm's way to save the dying. The most advanced Healers can even undertake dangerous operations to cut Decay from the body.

APPLIED MEDICINE

When you choose this Understanding at 3rd Level, you master the use of a Healer's Kit and dedicate yourself to the selfless act of healing your allies in their time of need.

As an Action, you can expend one use of a Healer's Kit to heal a wounded creature. Choose a target within 5 feet who is not within 5 feet of an enemy and grant them one of the following effects:

- **Stem the Bleeding:** The target recovers a number of Hit Points equal to its Hit Die + your Sage Level.
- **Purge Toxins:** The target immediately recovers from the *Poisoned* Condition.
- **Save a Life:** The target is immediately Stabilised.

You can use this feature a number of times equal to your Intelligence Bonus, to a minimum of 1. You regain all uses of your Applied Medicine at the end of a Long Rest.

SEW AND SET

Starting at Level 3, you can care for more severe wounds, even in the wilds — sewing shut gashes and resetting broken bones with little more than lamplight and whatever comes to hand. During a Long Rest, choose an ally with at least two Death Saves. At the end of the Long Rest, the target recovers from an additional Death Save thanks to your care. Alternatively, the ally recovers all of their Hit Dice.

HEAL THE MASSES

At Level 7, you have learned how best to prioritise the treatment of illness and injury in a population to save the most lives. In the wake of a Crisis (see page 131), you can spend your first Downtime Activity saving lives others thought lost. Make a **DC 15 Intelligence (Medicine)** Test. On a success, your Haven recovers Population equal to your Intelligence Bonus. This cannot take the Population above its value before the Crisis occurred.

DRASTIC MEASURES

At Level 11, you have uncovered a dangerous and painful method of physically cutting Decay from the body. The results are far from guaranteed, as no matter how sharp the knife, it cannot pare Decay from the soul, and even when the procedure is successful, it always leaves lasting scars.



During a Long Rest, you can target a single willing creature with 9 or less Decay and begin a procedure to cut away the physical signs of Decay. When you begin the procedure, you can make up to three **Intelligence (Medicine)** Tests, with a DC equal to 10 + the target's Decay. Determine the result of each Test separately. You can choose to end the procedure after completing each Test.

- **Success:** You deftly cut free a large mass of Decay. The target reduces their Decay by 2 but permanently reduces their maximum Hit Dice by 1.
- **Failure:** Complications arise. The target reduces their Decay by 1 but permanently reduces their maximum Hit Dice by 2.
- **Natural 1:** You make a catastrophic error. Make an immediate **DC 15 Intelligence (Medicine)** Test. On a success, you stabilise the target, and the procedure ends. On failure, the target dies.

If a creature's maximum Hit Dice is reduced to 0 as a result of this feature, they perish during the procedure.

PAIN KILLER

Also at 11th Level, you have developed potent methods of dulling pain or stimulating adrenaline that you employ in the field to help your allies rally in the face of danger. Whenever you use a Healer's Kit, the target can immediately use a Free Action to spend their Hit Dice to recover Hit Points.

URGENT AID

At Level 15, you can deliver your healing even faster than before, darting through the battlefield to save your allies. Once per round, if a creature within 30 feet is Critically Injured (see page 125), you can spend your Reaction to immediately move over to within 5 feet of them and use your *Applied Medicine* feature. This movement does not provoke Opportunity Attacks.

ENDURING LESSON

At Level 19, the lessons you teach about health and medicine take root in the minds of your community, ensuring that all future generations know how to live healthier lives. Future characters raised in your Haven start with one additional Hit Die.

UNDERSTANDING: LOREKEEPER

True scholars through and through, Lorekeepers spend their lives seeking out, collecting and preserving knowledge within their Lorekeeper's Tome until they know its contents inside and out. Over time, their academic nature helps them piece together the secrets of the Broken World and ultimately discover forbidden knowledge of pre-Breaking magic.

THEORETICAL KNOWLEDGE

When you choose this Understanding at 3rd Level, you have spent so long studying that you have gained a vast theoretical knowledge that few in the Broken World can compete with. You add half your Proficiency Bonus to any Skill you are not already Proficient in.

MASTER OF TOMES

Starting at Level 3, you have read your Lorekeeper's Tome cover-to-cover countless times and all but memorised it. You gain the following benefits:

- You can *Consult the Ancestors* as an Action.
- If you take 10 minutes to *Consult the Ancestors*, you have Advantage on the required Test to uncover knowledge about your subject.
- If your *Lorekeeper's Tome* is lost or destroyed, you can spend a Downtime Activity to recreate it from memory. This counts as returning your tome to your Haven.

PRACTICAL KNOWLEDGE

At Level 7, you can connect the disparate travelogues within your Lorekeeper's Tome to better understand the world around your Haven. When you Make Preparations for a Journey, you automatically succeed on the Test if you *Consult the Elders* (see page 139).



FORBIDDEN KNOWLEDGE

At Level 11, you discover a code or cypher concealed within your Lorekeeper's Tome. Upon translation, you discover several archaic invocations left by an unknown ancestor who claims to have mastered the forbidden power of magic.

When you *Consult the Ancestors*, you can draw upon this Forbidden Knowledge to manifest one of the following effects. After manifesting one of these effects, you must succeed on a DC 15 Decay Save or gain 1 Decay.

- **Darts of Agony:** Three inky-black darts leap from your Tome and automatically hit creatures of your choice within 120 feet. Each dart deals 1d10 Necrotic Damage to the target creature, increases their Decay by 1, and knocks them *Prone* and back 10 feet in the direction of your choice.
- **Shield of Curses:** You gesture at yourself or a creature within 120 feet. A storm of dark wards rip from your tome to coat the target's skin. The target gains +5 AC until the end of your next turn.



DAMNING KNOWLEDGE

At Level 15, you uncover additional invocations left by your dark ancestor, who almost encourages you to follow them down this accursed path. You gain the following additional invocations for your *Forbidden Knowledge* feature. After manifesting one of these effects, you must succeed on a DC 20 Decay Save or gain 1 Decay.

- **Explosion of Death:** You rip a ball of pitch-black flame from the pages of your tome and hurl it at a point within 120 feet. All creatures within 30 feet of the target point take 12d6 Necrotic Damage and gain 2 Decay.
- **Wings of Night:** You manifest wings made from ink-splattered pages that carry you aloft. You can Fly at your normal Speed for 10 minutes, after which the paper wings crumble to dust.

BREAK THE WEAVE

At Level 19, you uncover the final secret of your arcane ancestor — a ritual to don the mantle of a spellcaster of old. With this power, reality is yours to command and yours to break.

On your turn, you can use two Actions to speak the invocation of ascension left by your dark ancestor. A violent explosion of inky flames destroys your Lorekeeper's Tome, and a well of seemingly bottomless arcane power empowers you. For the next 10 minutes, you gain Resistance to all Damage, and you do not suffer Decay when you use your *Forbidden Knowledge* feature.

At the end of this period, a 30-foot-long howling tear in reality opens at your location. The landscape and all creatures within 120 feet of the tear immediately increase their Decay to 10. In addition, you are pulled into the tear and lost to the void — your ultimate fate is cursed and unknown.

UNDERSTANDING: VETERAN

Once a storied fighter, the Veteran has laid down their weapons and chosen a quieter life at the heart of their community. Now they must again take up arms to protect their Haven, replacing youth and vigour with experience and knowledge. They can call upon their old friends for help, even as old enemies emerge to threaten everything they hold dear.

IT STILL FITS

When you choose this Understanding at 3rd Level, you don your old mantle and show the young ones how to do it. You gain Proficiency in all Martial Weapons, Medium Armour, and Shields. In addition, you acquire a set of Medium Armour, a Martial Weapon of your choice, and either a Shield or a second Martial Weapon of your choice. This equipment does not cost Resources, as you unearth your old gear from storage.

OLD DOG, NEW TRICKS

Starting at Level 3, you have discovered that even if your best years are behind you, you can make up for it by putting your hard-won life experience to good use. You gain the following benefits:

- Your attacks deal additional Damage equal to your Intelligence Bonus.
- You can use your Intelligence instead of Strength to determine the Save DC of Called Shots (see page 124).
- The first time you attack an enemy who believes you are *Harmless*, you have Advantage on the Attack Test.

NOT THAT PERSON ANYMORE

At Level 7, word of your choice to return to the fold spreads, causing old allies and enemies to re-enter your life. Work with the GM to create three new Allies and three new Enemies (see page 32). You can choose any number of your old allies to already be present in your Haven. Alternatively, whenever you enter a new Haven or other community, you can declare that one of your allies lives there.

Your old allies may grumble, but they will never refuse to aid you in dire times and will often risk their own lives to help you, “*just like the good old days*”. However, the GM has control over where and when your enemies appear. At the GM’s discretion, you may also encounter old allies or enemies outside of a Haven.

WAR STORIES

At Level 11, you can share the lessons you’ve learned throughout your life with your allies. During a Long Rest, choose a Skill or Tool you are Proficient in and an ally willing to listen. The chosen ally has Advantage on Tests using that Skill or Tool for the following day or until they fail a Test using that Skill or Tool.

SAME OLD DANCE

Also at 11th Level, you have fought one particular type of enemy for so long that you can avoid their attacks and strike them down with tired efficiency. Choose either Monsters, Fauna, or Humanoids. Creatures of the chosen type have Disadvantage on Attacks against you. In addition, once per round, if a creature of this type misses you with an Attack, you can spend a Hit Die and use your Reaction to immediately make an Attack against them with Advantage.

Unfortunately, the scars you bear run so deep you struggle to empathise with them. You have Disadvantage on all Charisma (Persuasion) Tests when interacting with creatures of the chosen type.

I GUESS I’M BACK

At Level 15, you feel better than you have in years, as if you’ve finally managed to recapture some of your youthful might. Your weapon attacks score a Critical Hit on a roll of 18, 19, or 20. In addition, once per turn, you can spend a Hit Die to immediately take an additional Action.

ONE LAST JOB

At Level 19, you can burn the last remnants of your life in one final heroic effort to protect the ones you love or defeat an enemy once and for all. When you make a **Last Stand** (see page 125), you do not die at the end of your turn. Instead, you can maintain your Last Stand for up to 10 minutes before dying.

SEEKER

The scouts, explorers, and hunters of a Haven, Seekers undertake dangerous forays out into the wild and walk the broken paths of the world. With the land shifting constantly, maps can only be relied upon for a short time. Instead, Seekers trust their instincts and the trail glyphs they find. Seekers build Waymarkers, which provide some stability in the changing wilds and help guide travellers along their way.

Seekers are hardy by nature and practised at traversing any terrain, even when one landscape changes into another without warning. They share stories and knowledge on the roads and often spend much time away from their Havens. Many Seekers have a particular fascination with lost artefacts of the pre-Breaking world and spend much of their time traversing ancient ruins and delving deep into the world's forgotten places.

Seekers often have loose organisations within Havens, coordinating as needed without a formal hierarchy. Some Havens have a more formal structure, but the ever-changing landscape of the Broken World means that a Seeker might spend weeks on a journey that should have only taken days. Thankfully, by forging these new paths, Seekers make the routes easier for allies and can be responsible for connecting entire communities of Havens.

Play a Seeker if you want to:

- Delve deep into untamed lands to find strange and dangerous places.
- Guide your companions in traversing the wilds safely.
- Build Waymarkers and create maps that will benefit future generations.

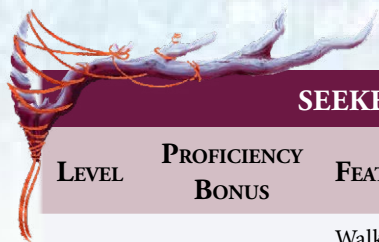
PLAYING A SEEKER

Seekers have a clearly defined role within their Havens: they scout the lands nearby and upkeep the network of **Waymarkers** (see pages 128 and 157).

The choice to become a Seeker is one few people make, as their lives are dangerous and isolated, and they must face the terrifying creatures of Decay without the support of the Haven beside them. Consider why your Survivor chose this life: was it a sense of duty, a reaction to something that happened to them, an inherited role from their parents, or a desire for freedom?

'Remember, friends! Blindfolds, earplugs, and don't let go of the guide rope. And don't peek! No matter what you hear...'

— *Flynlos Izza,*
Delver of the Singing Depths



SEEKER

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Walk the Old Paths, Lead the Way
2	+2	Talent
3	+2	Seeker's Path
4	+2	Personal Advancement
5	+3	Extra Action, Lucky Find
6	+3	Talent
7	+3	Path Feature
8	+3	Personal Advancement
9	+4	All Roads Lead Home
10	+4	Talent
11	+4	Path Feature
12	+4	Personal Advancement
13	+5	Well-trodden Paths
14	+5	Talent
15	+5	Path Feature
16	+5	Personal Advancement
17	+6	Centre of the Wheel
18	+6	Talent
19	+6	Path Feature
20	+6	Personal Advancement

Seekers often build close ties with other Seekers. Consider your Survivor's relationships with other Seekers from their Haven or further afield. How do they react when they meet each other on the road? Who do they rely on?

A Haven's goals are often most important to a Seeker, but they also see many things out in the wilds. What places have you found that you want to explore further? What trails intrigue you? Work these out with your GM so they can tempt your Survivor into wandering off the path!



QUICK BUILD

To quickly build a Seeker, first gain +1 Wisdom and Proficiency in Perception, Stealth, and Survival. Next, gain Proficiency in Seeker's Tools. Lastly, you have a staff, a hunting knife, a broken blade, a longbow with 20 arrows, chichit pelt armour, seeker's tools, and a delver's pack.

CLASS FEATURES

As a Seeker, you gain the following features:

PRIMARY ATTRIBUTE

Seekers have an inherent understanding and awareness of the Broken World and the people and creatures that inhabit it. You gain +1 Wisdom.

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 20 + your Constitution Bonus

Hit Points after 1st Level: 1d10 (or 6) + your Constitution Bonus

PROFICIENCIES

You have the following Proficiencies in addition to those gained during your Lifepath:

- **Armour:** Light Armour, Medium Armour
- **Weapons:** Simple Weapons, Martial Weapons
- **Tools:** Seeker's Tools
- **Saving Throws:** Dexterity, Strength
- **Skills:** Choose three from Animal Handling, Athletics, Forgotten Lore, Insight, Investigation, Natural Lore, Perception, Stealth, and Survival

EQUIPMENT

You have the following equipment in addition to anything gained during your Lifepath:

- A staff and any simple weapon.
- A longbow with 20 arrows or any martial weapon.
- Chichit pelt armour.
- A delver's pack or a survivor's pack.
- Seeker's Tools.

WALK THE OLD PATHS

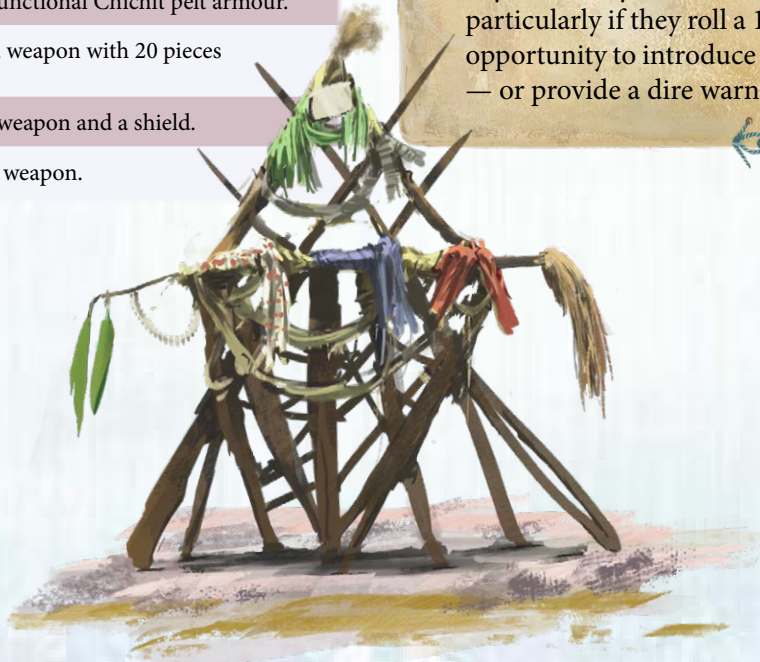
Seekers travel through the Broken World, placing Waymarkers as they rediscover old paths and charter new ones. When you take a Long Rest, you can undertake the *Place Waymarker* Campcraft Activity (see page 157) in addition to any other Campcraft you undertake.

Additionally, you can locate Waymarkers set by other Seekers or perhaps even by yourself on a previous journey. These Waymarkers often contain hidden supplies or essential information. Once per day, you can spend 1 hour searching for a Waymarker. If there is one in the area, you will find it. Roll on the **Waymarker Stash** table below to see what resources have been hidden with the Waymarker. If you can't find a Waymarker, there isn't one in the area, and you may be the first Seeker to travel through these lands.



WAYMARKER STASH

1D20	YOU FIND...
1-5	A series of trail glyphs with important information about the surrounding lands, such as lost ruins, nearby settlements, or warnings about Monsters in the area.
6-7	A Survivor's Pack.
8-9	A Delver's Kit.
10-11	A two-person tent, two bedrolls, and two sets of traveller's clothes.
12-13	Two Healing Poultices (see page 116).
14-15	Well-worn but functional Chichit pelt armour.
16-17	A simple ranged weapon with 20 pieces of ammunition.
18-19	A simple melee weapon and a shield.
20	A martial melee weapon.



LEAD THE WAY

You are used to travelling ahead of others, traversing obstacles and avoiding hazards to find a safe path for your allies. You ignore the effects of *Difficult Terrain* and your Speed is not reduced while moving stealthily.

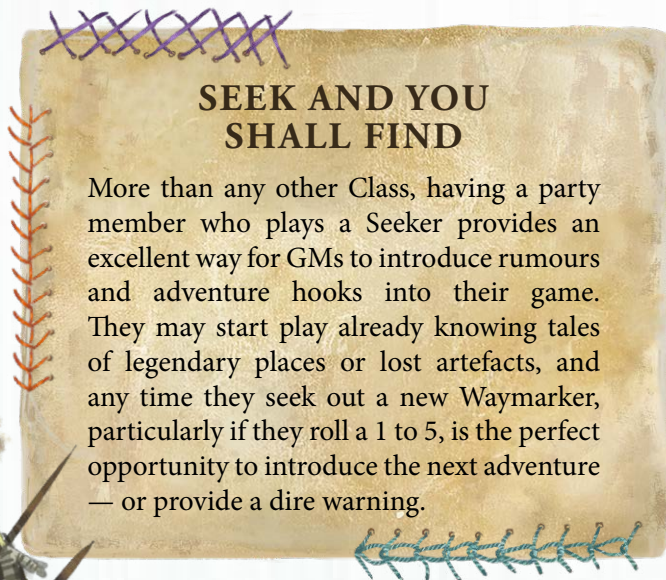
When you take on the Outrider Role as part of a Journey (see page 137), you have Advantage on all Tests made as part of that Role.

TALENT

When you reach Level 2, you learn a new Talent (see page 95). You learn additional Talents at Levels 6, 10, 14, and 18.

SEEKER'S PATH

At Level 3, you choose a path to follow. Choose a Seeker's Path from **Delver**, **Hunter**, or **Strider** (see page 77 onwards). Your choice grants you unique abilities at Levels 3, 7, 11, 15, and 19.



PERSONAL ADVANCEMENT

When you reach Level 4, you achieve significant personal advancement, such as increased physical or mental Attributes or learning new Skills. Choose one of the following:

- Increase one Attribute Score by 2.
- Increase two Attribute Scores by 1.
- Increase one Attribute Score by 1, and gain Proficiency in Saving Throws with that Attribute. If you already have Proficiency with the chosen Saving Throw, you double your Proficiency.
- You gain Proficiency with three Skills or Tools of your choice. If you already have Proficiency with one of the chosen Skills or Tools, you double your Proficiency Bonus.

You gain personal advancement again at Levels 8, 12, 16, and 20. You can gain the same benefit multiple times but can't increase Attribute Scores above 20.

EXTRA ACTION

At Level 5, you are more efficient in combat. You can take two Actions per turn instead of one.

LUCKY FIND

Also at 5th Level, you can find just the right resources when needed. When you search for a Waymarker as part of your *Walk the Old Paths* feature, you can roll twice and choose your preferred result.

ALL ROADS LEAD HOME

At Level 9, you have walked countless paths but always return home. Choose four locations that you have visited. These can be other Havens, ancient ruins, a Waymarker, or places with vital resources. When you make a Journey between your Haven and one of these locations, the Difficulty is reduced by an amount equal to your Proficiency Bonus. You can create bonds with five locations at Level 14 and six at Level 17. During downtime (see page 158), you can change one of the locations. The old location loses the benefit of this feature, and the new site gains the benefits.

Additionally, you can spend an hour instructing others about the route between your Haven and one of the locations. You offer advice and warnings on what

hazards travellers might encounter. Any creature that listens to your advice can use your Wisdom (Survival) and Wisdom (Perception) in place of their own while travelling between the locations, regardless of whether you are accompanying them. They retain this benefit for one week.

WELL-TRODDEN PATHS

At Level 13, you have forged strong connections with other communities and ceaselessly mapped your Haven's lands. These well-trodden paths give permanence to the lands, rebuilding at least a part of the Broken World. Decay decreases by 1 in your Haven and each location you choose as part of your *All Roads Lead Home* feature.

CENTRE OF THE WHEEL

At Level 17, your Haven has become the focal point for a collection of connected communities. Any group leaving your Haven gains +1 Hope. Additionally, any group travelling from a location connected to your Haven as part of your *All Roads Lead Home* feature gains +1 Hope.

PATH: DELVER

Delvers travel into the dark places beneath the ground and seek out ruins where artefacts might lie buried. Artefacts are dangerous, but Delvers believe these powerful items are worth the risk and learn to mitigate the Decay as best they can.

WHAT LIES BENEATH

When you choose this Path at 3rd Level, you gain Proficiency in Prospector's Tools. If you are already Proficient with these Tools, you instead double your Proficiency Bonus for Tests using them. Additionally, you have Advantage on Strength (Athletics) Tests to climb and move at your normal Speed while climbing.

TALES OF THE PAST

Starting at 3rd Level, you learn to reconstruct the stories of the pre-Breaking world from the ruins and remnants you find. If you spend 10 minutes studying an area, you know about its history and what valuable resources may remain. The GM informs you of any information you could reasonably infer from studying the terrain, such as the nature of what the site may have been in the past, the location of a nearby ruin, a hidden entrance, or other myths and legends.

HEIGHTENED AWARENESS

Also at 3rd Level, you are used to traversing dark caves and ruins, many of which contain unexpected dangers. You ignore the effects of *Dim Light* up to 60 feet and treat areas of non-magical *Darkness* as *Dim Light*.

Additionally, you have Advantage on Wisdom (Perception) Tests to notice traps and hazards.

WHAT'S OLD IS NEW

At Level 7, you discover a nearby ruin, stockpile of ancient materials, or colossal broken machine. After careful exploration, you conclude that the area is safe for your Haven and could provide a valuable resource for the future. Discuss the nature of this discovery with your GM and grant your Haven an appropriate Abundance (see page 14), such as 'Salvaged Metal', 'Polished Glass', or 'Inert Crystals'.

VAULT KEEPER

At Level 11, you have created a vault or secure location to safely store ancient artefacts without risking the effects of Decay spreading to your Haven. You can keep a number of **Arcane Artefacts** (see page 224) in your Haven equal to your Wisdom Bonus. These Arcane Artefacts do not increase your Haven's Decay unless used. If your Haven already holds Arcane Artefacts that have increased its Decay, such as those acquired during Haven Creation (see page 20), they can be stored in the vault, and their Decay is subdued.

DELVER'S LUCK

Also at 11th Level, you have learned to survive through skill but with a fair share of luck. When you fail a Test, you can use your Reaction to spend a Hit Die. If you do, roll 1d10 and add it to the result of the failed Test. This can turn a failure into a success.



WANDERER IN THE DARK

At Level 15, you have spent countless hours exploring dark caves and ruins and have gained an almost preternatural sense of your surroundings. You can perceive your surroundings up to 30 feet without relying on sight.

HANDLE WITH CARE

Also at 15th Level, continuous exposure to artefacts from the pre-Breaking world has granted you a semblance of resistance to their corrupting influence. You have Advantage on Decay Saving Throws caused by exposure to and use of Arcane Artefacts or other magical items from the pre-Breaking world.

WHAT ONCE WAS LOST

At Level 19, you have accumulated countless myths and legends about a handful of lost artefacts. By piecing the rumours together, you believe you have pinpointed the final resting place of these ancient relics. Choose a number of **Arcane Artefacts** listed on page 224 equal to your Wisdom Bonus. You know the exact location of these items.

During each Season, you can seek out one of these lost artefacts instead of taking a Seasonal Activity. Roll 1d20. On a 2+, you retrieve the artefact and return to your Haven with it. If you roll a 1, you go in search of the artefact and never return. Your Survivor is lost forever, their final fate unknown.

PATH: HUNTER

The monstrous creatures of Decay are enough to make anyone think twice, but Hunters dedicate themselves to becoming experts in killing them. Progressing from traps and trophies, they eventually become the dominant predator in their area, and even the creatures of Decay dare not approach the Haven they protect.

THE WHOLE BEAST

When you choose this Path at 3rd Level, you gain Proficiency in Butcher's Tools and Hunter's Tools. If you are already Proficient with these Tools, you instead double your Proficiency Bonus for Tests using the tools.

SLAYER'S STRIKE

Starting at 3rd Level, you have learned how to strike swiftly and quietly, driving arrows and blades through your quarry's thick hides or armoured plates. Once per turn while wielding a ranged weapon or a weapon with the *Finesse* Property, you can make a special Slayer's Strike attack.

If you have Advantage on an Attack Test or a conscious ally is within 5 feet of the target, your attack deals an additional 1d6 Damage. This Damage increases to 2d6 at Level 7, 3d6 at Level 11, 4d6 at Level 15, and 5d6 at Level 19.

STALKER

At Level 7, you are accustomed to hunting and being hunted. You have Advantage on Dexterity (Stealth) and Wisdom (Survival) Tests when tracking and hunting prey. Additionally, you have Advantage on Wisdom (Perception) Tests to spot creatures trying to hunt you.

Additionally, if your Haven has the *Hunter's Lodge* improvement (see page 168), it generates a number of additional Resources equal to your Wisdom Bonus, or one additional Component.

HEARTSEEKER

At Level 11, you can completely bypass your quarry's defences to strike where they are most vulnerable. You ignore a creature's Resistances when dealing Damage. Additionally, if you score a Critical Hit, you can spend a Hit Die to add 1d10 Damage.

GRIM WARNING

At Level 15, you have collected trophies from countless kills and leave these on the outskirts of your Haven as a grim warning to any creatures that would attack. If you are in a Haven when it falls into Crisis (see page 131) you can spend a Long Rest preparing your Grim Warning. If you do so, your Haven gains Immunity to Crisis Damage caused by Monsters for one week.

APEX PREDATOR

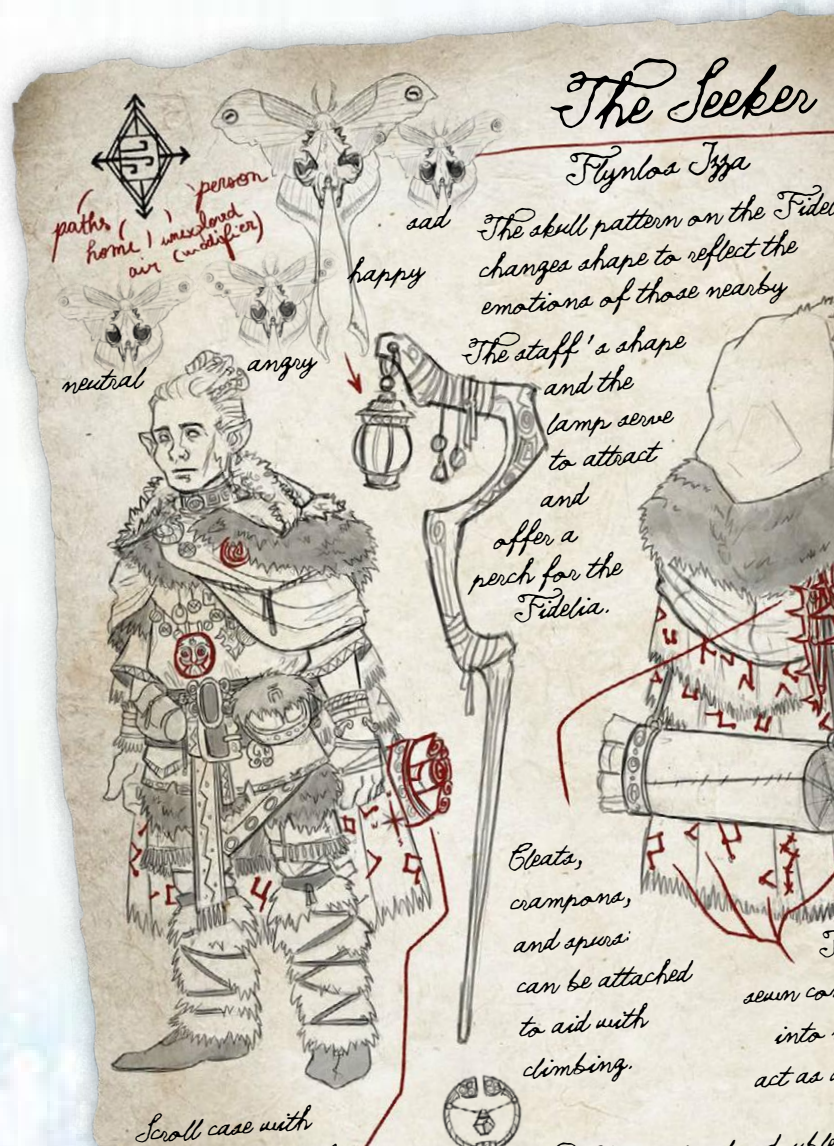
At Level 19, other creatures recognise you as one of the deadliest predators in the land. You have Advantage on attack Tests against all Beasts and Monsters, and Beasts and Monsters have Disadvantage on attacks against you. In addition, your Haven will never come under attack from Beasts as long as you are alive, but Monsters may still attack.

PATH: STRIDER

Striders ally with nature and wild animals, easily navigating the landscape and forming packs of beasts to fight alongside them. In return for a Strider's protection, animals lead them through danger or towards natural resources. Striders commit themselves to fixing the shattered ecosystem and driving Decay out of wild places.

COMMUNE

When you choose this Path at 3rd Level, you learn to recognise the signs of natural imbalance. During a Long Rest, you can venture into the surrounding lands, seeking out flora and fauna and trying to learn about your environment. The GM tells you of any imbalance in the ecosystem, such as a scarcity, an unusual migration pattern in nearby beasts, or any areas of Decay or Monsters that may have infested the area. You can use this feature in addition to any Campcraft Activities you undertake.



ANIMAL FRIEND

Starting at 3rd Level, you have learned to live alongside the animals and beasts of the Broken World and have garnered a measure of their trust. When you take a Long Rest, you can seek out a creature to forge a temporary bond. The creature must be a Medium or smaller Beast native to the area (see page 244 onwards for some examples). The GM has the final say on what animals live nearby. You can use this ability in addition to any Campcraft Activities you undertake.

The creature accompanies you for one day, after which it leaves and returns to its natural habitat. The beast acts of its own accord but will aid you if it can. It can lead you to water sources, help you find your way if you are lost, and generally tries to help you on your journey. Your companion grants Advantage on Wisdom (Perception) and Wisdom (Survival) Tests. Your animal friend will not aid you in combat and will run and hide if it is attacked.



STEP WITH ME

Also at 3rd Level, you know the swiftest way to travel and how to go unseen. While travelling in the wilds, you and allies within 30 feet have Advantage on Dexterity (Stealth) Tests and ignore the effects of *Difficult Terrain*.

At 7th Level, the Speed of allies within 30 feet is not reduced while moving stealthily.

WIND'S HOWLING

At Level 7, you can read the land around your Haven and detect when a severe change will occur. If you are in a Haven when it falls into Crisis (see page 131) you can spend a Long Rest predicting the weather and preparing your community for the storm to come. If you do so, your Haven gains Resistance to Crisis Damage caused by environmental threats, such as storms or droughts, for one week.

PART OF THE PACK

At Level 11, you bond with the creatures of the Broken World, and they see you as one of their own. You can use your *Animal Friend* feature to bond with Large or smaller Beasts with Decay 9 or lower, including deadly predators such as the Wetlurch. Your beast companion remains by your side for a number of days equal to your Wisdom Bonus and will fight to the death to protect you. The creature acts on its own Initiative and is controlled by the GM.

STEEL AND FANG

At Level 15, your bonded companions learn from you and are more deadly when hunting alongside you. Your *Animal Friend* gains a bonus to Attack Tests, Damage, and AC equal to your Proficiency Bonus.

RESTORE NATURE

At Level 19, you stabilise the ecosystem around your Haven, providing the opportunity for your community to gather new resources. Your Haven gains a new Abundance (see page 14) of your choice, and gains Resources equal to your Wisdom Bonus \times 2.

In addition, thanks to your presence and actions, future generations have learned a tremendous respect for the land and developed a kinship with its creatures. From now on, characters raised in your Haven can choose to be Proficient in either Animal Handling, Natural Lore, or one set of Forager's Tools.

SPEAKER

Speakers are negotiators, storytellers, and diplomats. They are charismatic and can put forward arguments and viewpoints persuasively. This power over hearts and minds makes Speakers some of the most powerful individuals in the Broken World, as a competent Speaker can unify a fractured community, or drive it to tear itself apart.

Speakers often work with Sages to maintain a Haven's histories and tell the stories of admirable survivors. However, they are notorious for their embellishments, as a good Speaker understands the power of a good tale, regardless of whether it is true or not. Stories can also be a currency, a trade for a night's hospitality or a stranger's trust on the road. They are often leaders within Havens, but they might also see their role as a powerful supporting voice for others.

Speakers from different Havens share stories when they meet, and it is not unusual to find a story that has evolved through the telling. Speakers can also reach the hearts of those with violence in mind and have been known to stop fights with words that ring across the battlefield. While not necessarily humble, Speakers often spread the fame of other Survivors as powerful tools to bring hope to Havens in dire circumstances.

Play a Speaker if you want to:

- Inspire others through your words and stories.
- Deftly control situations and turn war into peace.
- Wield words as weapons to tear people down or raise them up.

PLAYING A SPEAKER

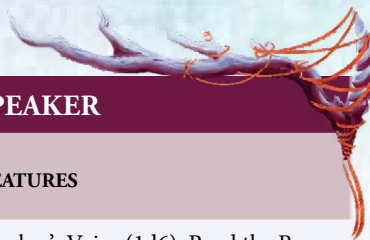
Speakers play a vital role in the Broken World. Without Speakers, Havens would quickly fall to infighting and find it near impossible to negotiate with travellers or other Havens. More than that, they inspire and persuade people when hard choices need to be made.

Speakers are often naturally charismatic. Some might have been shy while young and found themselves growing into their role, and others could be unsuited to diplomacy by nature but stepped up when others would not. Does your Speaker approach a situation with smooth charm, blunt honesty, inspiring leadership, or cunning wordplay?



'I know we're all strangers, and we have no reason to trust each other. But if we can't live together, we'll die alone.'

— *Lamaya-opi,*
Speaker of Guardian's Lament



SPEAKER		
LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Speaker's Voice (1d6), Read the Room, Natural Storyteller
2	+2	Talent
3	+2	Speaker's Art
4	+2	Personal Advancement
5	+3	Extra Action, Speaker's Voice (1d8)
6	+3	Talent
7	+3	Art Feature
8	+3	Personal Advancement
9	+4	Tale of Hope
10	+4	Talent, Speaker's Voice (1d10)
11	+4	Art Feature
12	+4	Personal Advancement
13	+5	Peaceful Resolution
14	+5	Talent
15	+5	Art Feature, Speaker's Voice (1d12)
16	+5	Personal Advancement
17	+6	Enduring Hope
18	+6	Talent
19	+6	Art Feature
20	+6	Personal Advancement

Speakers are better placed than other classes to pursue their own agendas in their Haven or beyond. Consider what your Survivor wishes to change in the world and who could help them achieve that. Within a Haven, Speakers can be a wild card. If they choose to support the leaders of a Haven, they are powerful allies, but Speakers make equally potent rabble-rousers when they make a stand.

QUICK BUILD

To quickly build a Speaker, first gain +1 Charisma and Proficiency in Deception, Insight, and Persuasion. Next, gain Proficiency in Actor's Tools and flutes. Lastly, you have a broken blade, two hunting knives, a hand crossbow with 20 bolts, chichit pelt armour, actor's tools, and an emissary's pack.

CLASS FEATURES

As a Speaker, you gain the following features:

PRIMARY ATTRIBUTE

Speakers are known for their magnetic personalities and commanding presence, making them excellent diplomats and leaders. You gain +1 Charisma.

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 16 + your Constitution Bonus

Hit Points after 1st Level: 1d8 (or 5) + your Constitution Bonus

PROFICIENCIES

You have the following Proficiencies in addition to those gained during your Lifepath:

- **Armour:** Light Armour
- **Weapons:** Simple Weapons, three Martial Weapons of your choice
- **Tools:** Two Kinship Tools of your choice and one other tool of your choice
- **Saving Throws:** Wisdom, Charisma
- **Skills:** Choose any three Skills

EQUIPMENT

You have the following equipment in addition to anything gained during your Lifepath:

- A broken blade or a forged longsword.
- Any simple weapon or a hand crossbow with 20 bolts.
- Chichit pelt armour and a hunting knife.
- Any set of tools or an instrument of your choice.
- A survivor's pack or an emissary's pack.



SPEAKER'S VOICE

Your words have power, and you know that the right words at the right time can push an ally to new heights or strike at a foe's greatest insecurity. This is your Speaker's Voice, and you can use it a number of times per day equal to your Charisma Bonus, to a minimum of one. You regain all expended uses of your Speaker's Voice when you finish a Long Rest.

You can use your Speaker's Voice for one of the following effects:

- **Inspire:** As an Action, choose an ally within 60 feet who can see and hear you. Once within the next 10 minutes, the target can add 1d6 to the result of any Attack, Skill, or Tool Test. They can do this after roll, but before the GM informs them whether they succeed or fail.
- **Insult:** When a creature within 60 feet makes a Test or Saving Throw, you can use your Reaction to force the target to subtract 1d6 from the result. The target must be able to see and hear you but doesn't need to understand you (your tone of voice and body language are enough).

The die used for your Speaker's Voice increases to 1d8 at Level 5, 1d10 at Level 10, and 1d12 at Level 15.

READ THE ROOM

You have an instinct for when a conversation is about to turn violent. When you are in a social situation that turns into a combat situation, you gain +5 Initiative and cannot be *Surprised*.

NATURAL STORYTELLER

You long ago learned the power of a good story. Tales of the past, fictional or otherwise, can lift the spirits, guide the hand, or soothe the soul in times of need. You have collected and rehearsed so many stories or songs that you can happily recite them even as you go about your chores.

Once per day when you take a Long Rest, you can undertake the *Bond* Campcraft Activity (see page 155) in addition to any other Campcraft Activities you undertake.

TALENT

When you reach Level 2, you learn a new Talent (see page 95). You learn additional Talents at Levels 6, 10, 14, and 18.

SPEAKER'S ART

At Level 3, you have mastered a particular way of dealing with others. Choose a Speaker's Art from **Envoy**, **Preacher**, or **Whisperer** (see page 84 onwards). Your choice grants you unique abilities at Levels 3, 7, 11, 15, and 19.

PERSONAL ADVANCEMENT

When you reach Level 4, you achieve significant personal advancement, such as increased physical or mental Attributes or learning new Skills. Choose one of the following:

- Increase one Attribute Score by 2.
- Increase two Attribute Scores by 1.
- Increase one Attribute Score by 1, and gain Proficiency in Saving Throws with that Attribute. If you already have Proficiency with the chosen Saving Throw, you double your Proficiency.
- You gain Proficiency with three Skills or Tools of your choice. If you already have Proficiency with one of the chosen Skills or Tools, you double your Proficiency Bonus.

You gain personal advancement again at Levels 8, 12, 16, and 20. You can gain the same benefit multiple times but can't increase Attribute Scores above 20.

EXTRA ACTION

At Level 5, you are more efficient in combat. You can take two Actions per turn instead of one.

TALE OF HOPE

At Level 9, you craft a powerful song, performance, or story that depicts heroic individuals or a community overcoming an existential crisis. Describe the story and how it resonates with your community. If you are in your Haven when it falls into Crisis (see page 131) you can spend a Long Rest to perform your Tale of Hope. If you do so, your Haven generates Hope equal to your Charisma Bonus. You can only perform your Tale of Hope once per Crisis.

PEACEFUL RESOLUTION

At Level 13, your voice can carry across the din of bloodshed and speak reason to the heart, even while blades are locked.

On your turn during combat, you can use an Action to make a bold or desperate attempt to find a peaceful resolution to the bloodshed. Make a **Charisma (Persuasion)** Test to represent your argument. All Humanoids who can hear and understand you within 60 feet must make a Wisdom Saving Throw against the result of your Test. If a creature fails this Saving Throw, you speak to their heart and calm their emotions. If you calm half or more enemy combatants in this manner, they add to your plea and force the remaining combatants to stand down, thus peacefully ending the combat.

This calming effect lasts for 10 minutes or until you or your allies attack one of the affected enemies. You regain the use of this ability after a Long Rest.

ENDURING HOPE

At Level 17, your continued efforts to strengthen your community take root in the very culture of your people, instilling in them an almost unwavering optimism or dogged endurance that lasts for generations. From this generation onwards, when a character raised within your Haven spends Hope, they can roll 1d20. On a result of 20, they immediately regain the Hope they just spent.

ART: ENVOY

Envoys are diplomats and charmers who make people feel special and understand their needs. They can sway people's opinions deftly, help their companions to feel ready for anything and adapt to new cultures. An Envoy knows that war never solves problems, only that it creates more issues that must be solved later with words.

UNSpoken Words

When you choose this Art at 3rd Level, you have developed a fundamental understanding of how people communicate and live together, and the basic emotions that transcend language barriers. This empathetic outlook on life proves vital when entering unfamiliar social situations or trying to reach an understanding with a Haven or community that has a very different language than your own. You gain the following benefits:

- Whenever you make an Insight Test to gauge the emotions or intentions of a person or group of people, you treat any roll of a 9 or less on your Test as a 10.
- If you take a Long Rest in a Haven, familiar or new, you can learn the details of its Values, Leadership, Clothing and Appearance, and Traditions and Superstitions (see **Haven Creation**, page 15). You achieve this in addition to your normal recovery. Once you have done this, you instinctually know if your actions, or in some cases inaction, will insult or upset a person from that Haven.
- If you spend a Long Rest listening to a person or group of people speaking a language you do not know, you gain a rudimentary understanding of their language, which allows you to communicate simple concepts, such as 'hunger', 'danger', or 'friend'.
- You can use a Downtime Activity to learn a new language, provided you spend that time with someone fluent in the language. If you do so, you gain Proficiency in the language.



SMOOTH OVER

At Level 3, you can instinctually sense when you have said something you shouldn't have and can quickly correct yourself or cover your misstep. Whenever you fail a Charisma (Persuasion) Test, you can use your Reaction and one use of your *Speaker's Voice* to try and cover your mistake. Roll your *Speaker's Voice* die and add the result to your Charisma Test. This can cause a failed Test to pass.

FIRST IMPRESSIONS

Starting at Level 7, you have mastered the art of first impressions, allowing you to make allies in even the most distrustful communities. When you arrive in a Haven or community, you may request an audience with the local leader or another influential member of the community and make a **DC 15 Charisma (Performance or Persuasion)** Test to ingratiate yourself with the community. You have Disadvantage on this Test if your party or Haven have had violent encounters with this community. On a success, the community leaders celebrate your arrival and treat your party or Haven as allies, offering you shelter, food, and other resources. This generosity ceases if you endanger, betray, or anger the community leaders.

EMPOWERED VOICE

Starting at Level 11, you can empower your voice and presence to levels few Speakers can match, enabling you to drive more allies to more remarkable feats or sow uncertainty in enemies.

Whenever you use your *Speaker's Voice* feature to Inspire your allies, you can spend 1 Hit Die to target an additional ally. Alternatively, when you use your *Speaker's Voice* feature to Insult a creature, you can spend 1 Hit Die to also give them Disadvantage on their next Attack.

EMOTIONAL RESONANCE

At Level 15, your words echo in the minds of those you have steered away from violence. When you use your *Peaceful Resolution* feature, you have Advantage on your Charisma (Performance) Test. In addition, if a Peaceful Resolution is reached, the calming effect lasts for one day.

STRONGER TOGETHER

At Level 19, you can dedicate yourself to the cultural and logistical task of uniting two disparate groups of survivors into one greater whole. If you choose to do so, select any two Havens with which you have fostered a good relationship, including your own Haven. These two communities unite to make a greater whole and build a new future together. You create a new Haven using the following steps:

- Choose the Location of one Haven to act as the foundation for your new Haven.
- Combine the Cultures of both Havens into one.
- Reduce the Haven's Decay to the lowest value between the two Havens.
- Combine the two Havens' Hope, Population, and Resources into one.
- Set your new Haven's Founders' Legacy to: '*A great Speaker united our two Havens into one.*'
- Pick a name for your new Haven.

In addition, this new Haven is emboldened with a sense of unity and work together for a brighter future. The new Haven generates an additional 1d6 Resources every four weeks and does not suffer Internal Conflicts (see page 19) for a number of Seasons equal to your Charisma Bonus.

ART: PREACHER

The gods are not truly dead, or so the Preacher believes. The Preacher inspires others to faith, believing that with enough followers, the gods might return. When they start performing minor miracles, who is to say where the true power lies?

RELIGIOUS EXPERIENCE

When you choose this Art at 3rd Level, you dedicate time to learning about the gods of old and the world they ruled over. You gain Proficiency in Forgotten Lore. If you already have Proficiency in this Skill, you double your Proficiency Bonus.

PRAYERS OF DENIAL

Starting at Level 3, you refuse to believe the gods are dead and use your powerful voice and charisma to convince others that miracles can still happen if they only believe. You gain the following additional options for your *Speaker's Voice* feature.

- **Preach Freedom:** As an Action, choose yourself or an ally within 60 feet that can see and hear you. For the next 1 minute, the target can take an additional Move on each of their turns and has Advantage on Tests to break free from grapples, or other forms of restraint. In addition, if the target jumps during this time, they can roll your *Speaker's Voice* die and a number of feet to their jump equal to the result.
- **Preach Endurance:** As an Action, choose yourself or an ally within 60 feet who can see and hear you. For the next 1 minute, they can add your *Speaker's Voice* die to any Saving Throws they make, including Decay Saving Throws.

SERMON OF ANGER

At Level 7, you can passionately orate great speeches that can drive your followers into righteous fury and empower them to fight their oppressors or lash out against the Broken World. If you are in a Haven when it falls into Crisis (page 131) you can spend a Long Rest preaching anger to your Haven. If you do so, your Haven gains Resistance to Crisis Damage caused by physical threats they can direct their anger towards, such as raiders or Monster attacks. This effect lasts for one week.

RIGHTEOUS FURY

At Level 11, you are filled with rage by those who would deny the existence of the gods. As an Action, you can spend a Hit Die to launch into a righteous fury. Make a Melee Attack with Advantage. If this Attack deals Damage, you can immediately spend another Hit Die to make a second Melee Attack as a Free Action. You do not have Advantage on the second Attack. If the second Attack also deals Damage, you can spend another Hit Die to make a third Melee Attack as a Free Action. The third Attack is made at Disadvantage. Each attack deals additional Damage equal to your Charisma Bonus.

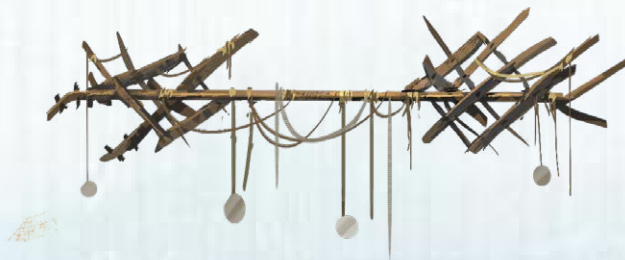
IMPART DESPAIR

At Level 15, you allow your faith to be tested and imagine a world where the gods are truly dead. Your despair in this moment of weakness overwhelms others with a sense of existential dread. When you use your *Peaceful Resolution* feature, you can use Charisma (Forgotten Lore) instead of Charisma (Persuasion). If you find a peaceful resolution, your targets also gain 1 level of *Exhaustion*.

TEST OF FAITH

At Level 19, after a seemingly endless pilgrimage to seek out or resurrect the gods, you are standing on the final threshold of your spiritual enlightenment. Once in your lifetime, during a Long Rest, you can compile everything you have witnessed and preach your concluding sermon. Choose the nature of your sermon:

- **Acceptance:** You accept that the gods are dead, and there is nothing you or anyone can do to bring them back. What matters is sharing their history to ensure their glory is never forgotten and their mistakes never repeated. Your Haven gains Hope equal to your Charisma Bonus, and every future generation raised within your Haven has Advantage on Wisdom Saving Throws.
- **Transcendence:** You cannot and will not accept that the gods are dead. You are their chosen avatar, living proof of their existence. Your deific determination is so strong that you willingly open yourself to Decay — the essence of what remains of the gods — and use their power to become an avatar of the divine. Your body is unmade as it is flooded by Decay and you are transformed into a Titan. You can either choose an existing Titan (see page 284) and change its aesthetic to match your chosen deity or work with your GM to create a unique Titan for you to become. After one day as a Titan, your mind rapidly becomes alien and unknowable, and you become an NPC Titan under the control of the GM.



ART: WHISPERER

Whisperers live by the mantra that sometimes a lie can do more good than the truth ever could. Whisperers are expert manipulators and spies and use their words to change the course of a Haven's future — for better or ill. Where most Speakers keep their hands clean, Whisperers know how to take their targets by surprise when less peaceful methods are required.

TRICKS OF THE TRADE

When you choose this Art at 3rd Level, you learn several valuable skills which help you operate undetected.

- You gain Proficiency in Stealth and Deception. You double your Proficiency Bonus if you already have Proficiency in these Skills.
- You gain Proficiency in Artificer's Tools and can use them to pick locks. If you already have proficiency in Artificer's Tools, you double your Proficiency Bonus.
- You can conceal a pair of knives, daggers, or equivalent palm-sized weapons or objects on your person. Visual inspection alone cannot detect them. If a creature physically searches you, they must succeed on a DC 15 Wisdom (Perception) Test to find them.
- You can read a person's lips up to 60 feet away. If they are speaking a language you understand, you can know what a person is saying even if you can't hear them.

OUT COLD

Starting at Level 3, you learn the best ways to silently incapacitate people who get in the way of your secretive undertakings. If you make a successful **Called Shot** to the head (see page 124) against a *Surprised* Humanoid, you can choose to deal no Damage and silently knock them *Unconscious*. They remain *Unconscious* for 1 minute or until they take Damage. When they wake up, they are confused and do not recall you or the attack.

EXTORT SUPPLIES

At Level 7, you have found a way to 'acquire' extra supplies when times are dire. Maybe you know where people keep their secret stashes, how to pilfer some from a nearby Haven without them noticing, or simply have your

own stockpile nobody knows about. When your Haven falls into Crisis (see page 131), you can add additional Resources to your Haven equal to your Proficiency Bonus.

ASSASSINATE

At Level 11, you have learned that sometimes a well-placed blade is the only way to stop a war, restore hope, or steer your community towards a brighter future. When you successfully use your *Out Cold* feature, you can spend 1 Hit Die to kill the target instead of knocking them *Unconscious*.

DISTRACTING WORDS

Also at Level 11, you can execute scathing quips, deceptive movements, or other forms of distraction to confuse your foes and grant you a chance to escape. You gain the following additional option for your *Speaker's Voice* feature.

- **Distract:** As an Action, choose an enemy within 60 feet and make an opposed **Charisma (Deception)** Test versus their **Wisdom (Insight)**. If you succeed, the target is *Blinded* until the end of its next turn. Regardless of success, you can also immediately Move as a Free Action without provoking Opportunity Attacks.

MASTERFUL DECEPTION

At Level 15, lying comes as easy as breathing to you. When you make a Charisma (Deception) Test, you treat any result of 9 or lower as a 10.

THE SPIDER'S WEB

At Level 19, you have built a web of secrets, lies, and debts that can change the fate of a Haven with one conversation.

During a downtime period, you can choose one Haven you have encountered during your lifetime, including your home Haven. You assume a leadership position in the Haven and change its form of **Leadership** (see page 17) to one of your liking.

Alternatively, you can use your influence to cause the chosen Haven to collapse upon itself under the weight of mistrust and infighting. The Haven is destroyed. If the destroyed Haven is not your home Haven, your Haven can claim any Resources and up to half the Population of the destroyed Haven for themselves.

WARDEN

Wardens are the first and last lines of defence for their Havens. They are skilled warriors who know that their lives are secondary to the safety of their people. Carrying the ancient arms of their forebears, they cannot afford to back down, even when it means their deaths.

Almost everyone in the Broken World has been saved by a Warden at one time or another, or has a tale to tell of the heroic sacrifice a Warden made to save a Haven from certain doom. Wardens are vaunted heroes whose grim determination is matched only by their courage.

Many Havens organise Wardens into groups, or pair veterans with newer Wardens so they can train in a particular fighting style. Self-discipline is usually a vital part of their training: knowing yourself is the first step towards standing firm in the face of true horrors.

In smaller Havens with little or no ancestral arms, there may be scant few Wardens, with each one a solitary figure among the community — a paragon of bravery and martial skill that others look up to. Others wander the paths between Havens, helping anyone in need and protecting others on the road. These Wardens often have a tragic history involving the death of their Haven or a loved one and find it hard to settle in any one place.

Play a Warden if you want to:

- Protect those around you, even at risk to yourself.
- Inspire people by leading from the front.
- Bear ancestral weapons or armour with a proud and tragic history.

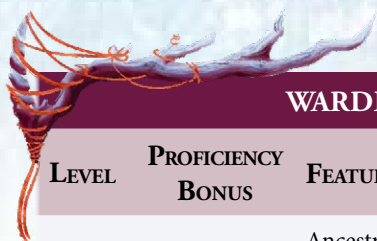
PLAYING A WARDEN

When creating a Warden, think about what has compelled them to offer their lives for others willingly. They might be genuinely selfless and philosophical or feel compelled by some deep-rooted drive towards self-sacrifice that stems from past trauma. If the role is a family tradition, perhaps they felt bound by duty to continue it, or they might be making up for some past crime.



'This shield has safeguarded the bridge for twelve generations. I refuse to lower it now.'

— Lucien the Unmoving



WARDEN

LEVEL	PROFICIENCY BONUS	FEATURES
1	+2	Ancestral Arms, Valiant Defender, Warrior's Determination
2	+2	Talent
3	+2	Warden's Burden
4	+2	Personal Advancement
5	+3	Extra Action, Grim Resolve
6	+3	Talent
7	+3	Burden Feature
8	+3	Personal Advancement
9	+4	Walking Legend
10	+4	Talent
11	+4	Burden Feature
12	+4	Personal Advancement
13	+5	Unbowed Hero
14	+5	Talent
15	+5	Burden Feature
16	+5	Personal Advancement
17	+6	Mythological Feat, End of an Era
18	+6	Talent
19	+6	Burden Feature
20	+6	Personal Advancement

Wardens are the front-line fighters of the Haven. They are capable of enduring and dealing out great force. Think about their relationship to their duty when you consider their goals. Who in the Haven represents what they fight to protect, and what have they done in the past to keep them safe?

The Warden's Ancestral Arms provide an excellent opportunity for personal and setting development. The Ancestral Arms' reputation shapes how the people of that Haven react to the Warden wielding them. Work with the GM to develop a compelling story to describe its history. Think about the event that made it special, the personality that went with that story, and the people who have had care of it since.

QUICK BUILD

To quickly build a Warden, gain +1 Strength. You have Proficiency in the Athletics and Intimidation Skills. You have a forged longsword and a reinforced shield, a light crossbow with 20 bolts, patchwork plate armour, and a survivor's pack.

CLASS FEATURES

As a Warden, you gain the following features:

PRIMARY ATTRIBUTE

Wardens are potent warriors and stalwart guardians who sacrifice their safety to protect others. You gain +1 Strength.

HIT POINTS

Hit Dice: 1d12

Hit Points at 1st Level: 24 + your Constitution Bonus

Hit Points after 1st Level: 1d12 (or 7) + your Constitution Bonus

PROFICIENCIES

You have the following Proficiencies in addition to those gained during your Lifepath:

- **Armour:** All Armour, Shields
- **Weapons:** Simple Weapons, Martial Weapons
- **Tools:** None
- **Saving Throws:** Strength, Constitution
- **Skills:** Choose two from Acrobatics, Athletics, Insight, Intimidation, Local Lore, Medicine, Perception, and Survival

EQUIPMENT

You have the following equipment in addition to anything gained during your Lifepath:

- A one-handed melee weapon and a reinforced shield, or a melee weapon with the *Two-handed* Property.
- A light crossbow with 20 bolts, or two hatchets.
- Strongback leather armour and a longbow with 20 arrows, or patchwork plate armour.
- A delver's pack or a survivor's pack.



ANCESTRAL ARMS

As a Warden, you are entrusted with an ancient weapon or suit of armour that has a storied history within your Haven. This artefact has a deep connection to your community and is imbued with the hopes and dreams of those you protect. Choose a weapon, shield, or suit of armour in your possession. This is your Ancestral Arms. The artefact is immune to the effects of Decay and any other effect that would damage or destroy it — such as creature abilities or environmental effects. Your Ancestral Arms gains one of the following properties, depending on the nature of the item.

- **Melee Weapon:** The Ancestral Weapon deals +1 Damage.
- **Ranged Weapon:** You gain a +1 bonus to Attack Tests made with the Ancestral Weapon.
- **Armour or Shield:** The Ancestral Armour or Shield grants an additional +1 bonus to AC.

Ancestral Arms have the *Resilient* Property and cannot be modified (see page 118).

LOSING YOUR ANCESTRAL ARMS

Your Ancestral Arms are not just powerful weapons; they are sacred relics which connect you and your community to a heroic legacy. If your Ancestral Arms is somehow destroyed or lost, your Haven increases its Decay by 1. If someone manages to recover the Ancestral Arms and return them to your Haven, the Haven's Decay decreases by 1.

VALIANT DEFENDER

You know when an enemy blow would deal devastating harm to an ally and are willing to intercept it with your own body without a second thought.

When an ally within 5 feet of you is damaged, you can use your Reaction to take the Damage instead — dramatically stepping between your ally and the incoming attack at the last second.

WARDEN'S DETERMINATION

You are used to pushing through hardship and pain with nothing but your strength and force of will. At the start of your turn, you can use a Free Action to gain one of the following effects:

- Recover from a single Condition.
- Regain Hit Points equal to 1d12 + your Constitution Bonus + your Warden Level.

You can use this feature a number of times per day equal to your Strength Bonus, to a minimum of one. You regain all expended uses when you finish a Long Rest.

TALENT

When you reach Level 2, you learn a new Talent (see page 95). You learn additional Talents at Levels 6, 10, 14, and 18.

WARDEN'S BURDEN

At Level 3, there is a burden you must bear for the betterment of those you love. Choose a Warden's Burden from **Avenger**, **Sentinel**, or **Warcaller** (see page 91 onwards). Your choice grants you unique abilities at Levels 3, 7, 11, 15, and 19.

PERSONAL ADVANCEMENT

When you reach Level 4, you achieve significant personal advancement, such as increased physical or mental Attributes or learning new Skills. Choose one of the following:

- Increase one Attribute Score by 2.
- Increase two Attribute Scores by 1.
- Increase one Attribute Score by 1, and gain Proficiency in Saving Throws with that Attribute. If you already have Proficiency with the chosen Saving Throw, you double your Proficiency.
- You gain Proficiency with three Skills or Tools of your choice. If you already have Proficiency with one of the chosen Skills or Tools, you double your Proficiency Bonus.

You gain personal advancement again at Levels 8, 12, 16, and 20. You can gain the same benefit multiple times but can't increase Attribute Scores above 20.

EXTRA ACTION

At Level 5, you are more efficient in combat. You can take two Actions per turn instead of one.

GRIM RESOLVE

Also at 5th Level, you can push yourself beyond your normal limits. Once per day, if you have no more uses of your *Warden's Determination* remaining, you can spend a Hit Die to use it instead.

WALKING LEGEND

At Level 9, the sacrifices you have made in defence of your Haven have ensured that your equipment will be passed down to future generations alongside the stories of your heroics — truly building upon your ancestor's legacy. Choose one piece of equipment you wear or carry. It becomes a new piece of Ancestral Arms and gains the associated bonuses. Alternatively, you can reinforce the legacy of your existing Ancestral Arms. If you do so, it doubles its associated bonus from your *Ancestral Arms* feature. For example, an ancestral melee weapon would deal +2 Damage instead of +1.

UNBOWED HERO

At Level 13, you can push back pain and rise to your feet to defend your allies, even when death's cold hands seek to drag you into the dirt.

If you are Critically Injured (see page 125) at the start of your turn, you can use your *Warden's Determination* feature to Stabilise yourself. You recover Hit Points as normal and can then take your turn. This happens before you make a Death Save.

WARRIOR OF MYTH

At Level 17, you have become a living embodiment of the pre-Breaking heroes who once walked the lands — capable of burning the candle of your life in moments of blazing glory that defy the darkness of the Broken World.

When you use your *Warden's Determination* feature, you double the Hit Points you recover and gain Advantage on all Tests and Saving Throws you make until the start of your next turn.

PASS INTO LEGEND

In addition, at Level 17, you have reached a point where you accept that sacrificing your ancestral gifts is sometimes the right and just action in the name of the greater good.

You can sacrifice your Ancestral Arms in one final heroic deed, destroying them in the process. The effects of this heroic deed depend on the type of Ancestral Arms you utilise:

- **Melee or Ranged Weapon:** You strike your foe with one legendary final blow. When you attack a creature, you can choose to sacrifice your Ancestral Arms. If you do, the Attack automatically hits your intended target and deals the weapon's maximum Damage multiplied by your Level.
- **Armour or Shield:** You make one final desperate defence against an impossible foe. If you suffer Damage due to an Attack or ability targeting you or using your *Valiant Defender* feature, you can reduce the Damage you received to 0. At the GM's discretion, this feature can allow you to survive Attacks, abilities, or narrative events which would otherwise kill you instantly, such as a Titan's direct assault or a cataclysmic explosion.

After you sacrifice your Ancestral Arms, they shatter, break, or crumble in a way that makes them irreparable. However, the tale of your noble sacrifice emboldens your allies. Your Haven gains Hope equal to your Strength Bonus.

BLADE WITH WHOM I HAVE LIVED

The sacrifice of a Warden's Ancestral Arms should be treated with the narrative importance it deserves. What happens to a Warden who has destroyed their inheritance? Some may continue to serve and, over time, forge their own Ancestral Arms. Others may decide to retire now that their burden is no more, while some may suffer a personal crisis, believing themselves lesser or incomplete without them. And what happens to the remains of the ancestral arms? Are they gathered up and enshrined within the Haven, or are they left where they fell, to be reclaimed one day by a future chosen Warden?

BURDEN: AVENGER

Avengers keenly feel the world's wrongs and cannot rest without righting them. Avengers push themselves beyond their limits in pursuit of vengeance. They punish wrongdoers in the hope of preventing future harm, and while they walk a lonely road, Avengers are fiercely protective of the people they care about.

IMPOSING MANNER

When you choose this Burden at 3rd Level, your retributive tendencies have granted you an air of malice, making others think twice before starting a fight with you or your allies.

You gain Proficiency in Intimidation and can always use your Strength Bonus instead of your Charisma Bonus when making Intimidation Tests.

VENGEFUL STRIKE

Starting at Level 3, you have learned to take the fear and injustice you feel at witnessing the pain of your allies and channel it into bursts of violent retribution.

Once per turn, when an ally within 60 feet of you takes Damage from an enemy attack or ability, you can immediately use your Reaction to make a free Attack or Charge Action. If your Attack targets the creature that damaged your ally, you have Advantage on the Attack Test.

OATH OF BLOOD

At Level 7, your sense of retributive justice only grows with time, as you swear a solemn or furious oath to mete out mortal punishment to those who have harmed your Haven or your loved ones.

During downtime, you can spend a Downtime Activity to meditate on or seethe over an individual creature who has killed or injured one of your allies or a member of your Haven. The next time you encounter that creature, you have Advantage on all Attacks against them, but you have Disadvantage on all Tests to interact with them socially.

One or more Player Characters can join you in swearing the Oath of Blood, provided they also spend a Downtime Activity doing so.

FELLING BLOW

At Level 11, your sincere desire to protect and avenge your allies has caused you to adopt a strategy of all-out attack, as you aim to eliminate the enemy in one incredible strike.

When you take the Charge Action, the subsequent Attack counts as a Critical Hit if you roll an 18, 19, or 20. In addition, whenever you hit with an Attack, you can spend 1 Hit Die to increase your weapon's Damage by an additional 1d12.

UNRELENTING ASSAULT

At Level 15, your bursts of adrenaline ensure that you keep swinging even as you bolster yourself.

After using your *Warden's Determination* feature, you can immediately make a Charge or Attack as a Free Action.

VENGEFUL FLURRY

At Level 19, your fury has been driven to all new heights as your strikes fall like bloody rain upon those who harm your loved ones.

When you execute a *Vengeful Strike*, you can Charge or Attack twice instead of once. In addition, you can execute a *Vengeful Strike* whenever one of your party members dies.

BURDEN: SENTINEL

While all Wardens risk themselves to protect others, Sentinels become bastions of endurance in the face of overwhelming odds. They are the ones who get back up time and time again, refusing to stay down while the fight rages on and suffering injuries that would have felled their allies.

WALL OF IRON

When you choose this Burden at 3rd Level, you become an immovable wall, absorbing enemy attacks and remaining on your feet no matter the cost.

Whenever you use the *Valiant Defender* feature to take Damage in place of an ally, you have Resistance to the Damage from that Attack. Additionally, you cannot be knocked *Prone* unless you are also *Incapacitated*.

AGAINST THE DYING LIGHT

Starting at Level 3, you refuse to give up while your allies are in danger, pushing yourself to keep fighting even when Critically Injured (see page 125).

You can fail an additional 2 Death Saves before you die, for a total of 5. In addition, whenever you fail a Death Save, you can immediately take an additional Action.

FORTIFICATION EXPERT

At Level 7, you have a keen eye for the weakest points of any defensive structure and are adept at instructing others in various ways to reinforce them. Any Defences you construct (see page 159) grant Immunity to Crisis Damage from ground-based physical threats, such as raiders or Monster attacks, for one week.

PERFECT DEFENCE

At Level 11, you have mastered a defensive stance that grants you incredible resilience while also luring enemies into over-extending and leaving themselves off-balance and vulnerable.

When you take the Dodge Action, if an enemy within 5 feet makes an Attack against you and fails to hit you, you can immediately **Shove** (see page 124) them as a Free Action. Additionally, whenever you successfully Shove an enemy, you can spend a Hit Die to deal 1d12 Bludgeoning Damage and may shove them an additional 10 feet in the direction of your choice.

HEROIC INTERVENTION

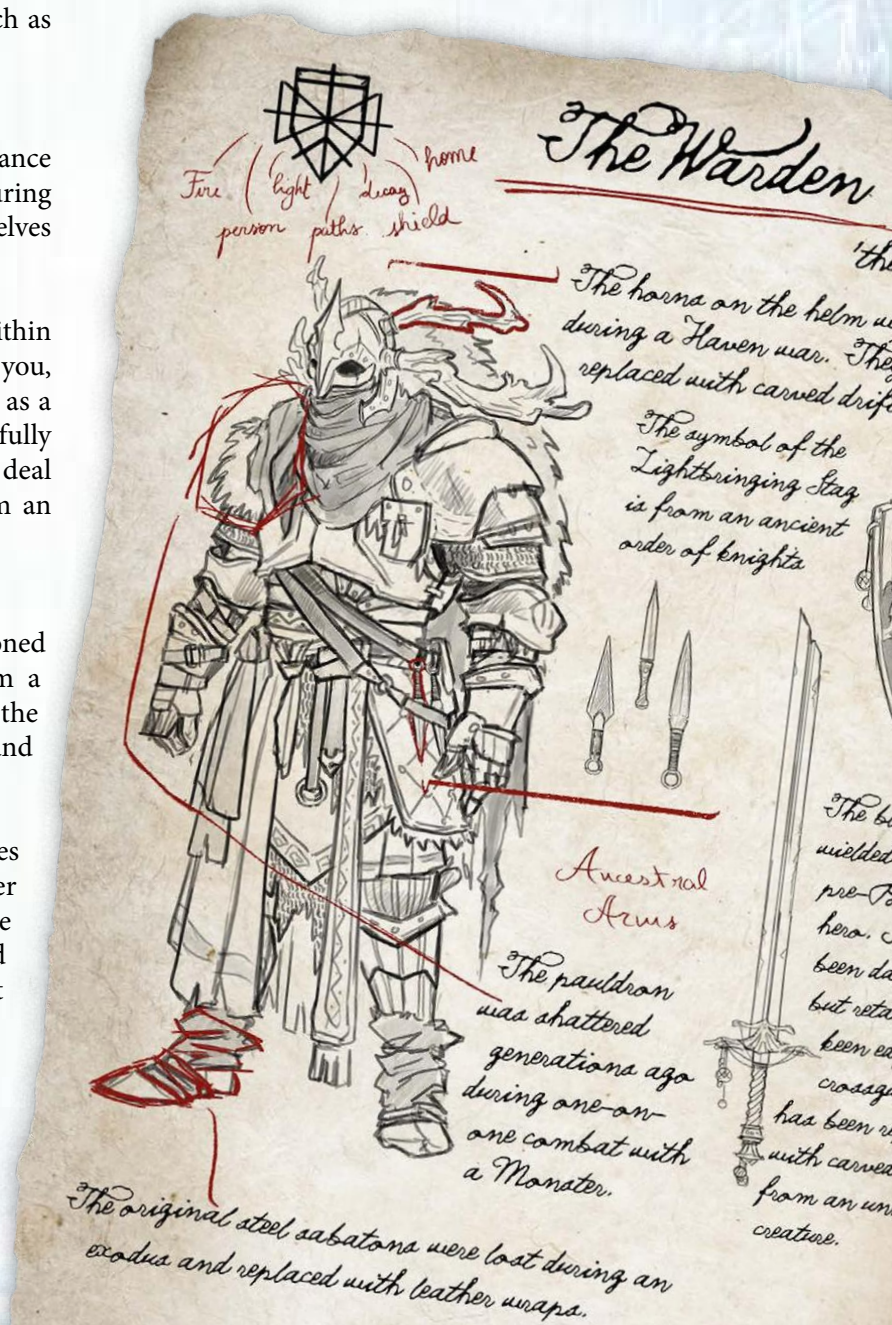
At Level 15, your sensitivity to danger is so honed that you can predict and intercept attacks from a surprising distance, leaping, running, or rolling at the perfect moment to place yourself between an ally and harm.

Your *Valiant Defender* feature can now target allies and enemies within 30 feet. You can choose whether you move within 5 feet of the attacking enemy or the targeted ally when you use this feature, provided you can reasonably reach them. This movement does not provoke Opportunity Attacks.

I AM HERE

At Level 19, you come to embody the purest ideals of a Warden — an individual dedicated to the protection of a Haven and its people. The power of your presence alone is enough to lift your allies from pain and despair and rally them around your unbreaking strength.

When you use your *Warden's Determination* feature, allies within 60 feet of you recover from any Conditions they have and can immediately Move as a Free Action. If your allies use this to move within 5 feet of you, they gain Temporary Hit Points equal to 1d12 + your Warden Level.



BURDEN: WARCALLER

Warcallers are tacticians, generals, and leaders who command and direct others in the fray. They strive to understand the bigger picture of a battle and coordinate their allies efficiently to deal with threats. Warriors through and through, they lead from the front and develop strategies to exploit weaknesses or counter strengths.

COMBAT AWARENESS

When you choose this Burden at 3rd Level, you have developed a heightened awareness during the heat of battle, which ensures you rarely lose track of your enemies.

You gain Proficiency in Perception. In addition, on your turn during combat you can Search as a Free Action.

TACTICAL MIND

Starting at Level 3, you learn how to galvanise or command your allies in battle, allowing you to execute complex strategies on the fly.

Once per round, you can use your Reaction to direct an ally within 60 feet that can hear you to take a single Action. The direction must be clear and include an Action that the ally could conceivably take, such as *'Attack that Monster!'* or *'Run while you still can!'* The ally can immediately use a Free Action to follow your direction.

MILITIA COMMANDER

At Level 7, your self-reflection on your skills over the years has allowed you to teach others how to fight with new weapons and tactics.

You can use a Downtime Activity to train a number of people equal to your Proficiency Bonus in the use of a weapon you are Proficient with. The trainees gain Proficiency in your chosen weapon. You can choose to train NPCs or other party members using this feature. If you are training party members, they must also spend a Downtime Activity dedicated to your lessons.

CUNNING STRIKE

At Level 11, you have mastered the ability to strike your foes with precision and skill in a manner that lets you control the battlefield like no other.

Whenever you make a **Called Shot** (see page 124), you do not have Disadvantage on the Attack Test. In addition, when you successfully hit with a Called Shot, you can choose to spend 1 Hit Die to put your all into the strike, making it almost impossible to turn aside. If you do so, your weapon deals an additional 1d12 Damage, and your target has Disadvantage on their Saving Throw to resist the Called Shot's additional effect.

GRANT STRENGTH

At Level 15, your voice alone can push allies to get to their feet and persevere through the pain they couldn't bear alone.

Once per turn, you can use an Action to bolster an ally that can hear you within 60 feet. If you do so, they regain Hit Points equal to 1d12 + your Constitution Bonus + your Warden Level and can recover from a single Condition. You cannot use this feature again until you complete a Long Rest.

MASTER OF WAR

At Level 19, your ability to issue clear, rapid-fire commands in battle becomes legendary. Survivors look up to you as a leader who can guide them through any storm and rally a defence against any who threaten their home.

Your *Tactical Mind* feature no longer costs your Reaction to use. Instead, you can issue up to three commands per round. An ally cannot be commanded multiple times in the same round.





6

TALENTS

'I knew a woman who could shoot the wings from a fly at fifty paces. Scared the salt from my sweat, she did.'

— *Flynlos Izza,*
Delver of the Singing Depths

You must be able to adapt if you hope to survive in the Broken World. Talents are abilities, tricks, and quirks that Survivors pick up as they grow in experience.

You gain one Talent during **Survivor Creation** (see page 30) and additional Talents at Levels 2, 6, 10, 14, and 18. Some Talents can be taken multiple times for increased effects. This is noted in the Talent description.

REQUIREMENTS

Some Talents have Requirements, such as being of a particular Class, having Proficiency in a Skill, or having a minimum Attribute Score. You must meet the Talent's Requirements to take that Talent. If it is appropriate for the story and the GM agrees, you may ignore a Talent's Requirements.



ARE TALENTS THE SAME AS FEATS?

Broken Weave introduce Talents. Talents are similar to the Feats found in standard 5th Edition, but are notably less powerful — two Talents are roughly equivalent to one Feat. If your group would like to use Feats found in many 5th Edition supplements, characters can choose a Feat whenever they gain Personal Advancement (Level 4, 8, 12, 16, and 20) as long as the Feat is thematically appropriate for **Broken Weave**.

ARMOUR MASTER

You can get the most out of your armour and know just how to move to turn away blows. You gain +1 AC while wearing armour.

ARMOUR TRAINING

You've spent time acclimatising to wearing heavier forms of protection. You gain Proficiency in Medium Armour. If you take this Talent again or are already Proficient in Medium Armour, you gain Proficiency in Heavy Armour.

ARTEFACT ADEPT

Requirements: Proficiency in Forgotten Lore

Over the years, you've encountered more than your share of relics from pre-Breaking civilisations — from baroque vault doors to unusual arcane constructs. You have Advantage on Forgotten Lore Tests to identify the purpose and workings of pre-Breaking artefacts.

BACKSTAB

Requirements: Proficiency in Stealth

You know how to strike from the shadows with deadly precision. Once per turn, when you attack a creature that is unaware of you, you deal +1d6 Damage.

BEACON

You ground people in the world, reminding them what they are fighting for. Allies within 10 feet of you add your Charisma Bonus to Decay Saving Throws.

BLEND IN

You are adept at going unnoticed, becoming just another face in the crowd. You have Advantage on Stealth Tests to move through crowds and hide in plain sight when hiding in a Haven.

BLOODY DETERMINATION

Requirements: Proficiency in Constitution Saving Throws

You refuse to die and are almost always the last to fall. Once per day, when you fail a Death Saving Throw, you can choose to succeed instead. If you take this Talent a second time, you gain Proficiency in Death Saves.

BRAWLER

You don't need steel in your hand; your whole body is a weapon. Your Unarmed Attacks deal 1d6 Damage.

'You'll have to get through me first.'

— *Lucien the Unmoving*

BULWARK

You have mastered the art of using your shield. While wielding a shield, you can use your Reaction to target a creature within 5 feet. The target has Disadvantage on their next attack against you.

BUILT TO LAST

Requirements: Proficiency with Seeker's Tools

You know how to build Waymarkers to last, allowing them to resist the corrosive effects of Decay for a time. When the GM rolls to see if any **Waymarkers** you have built succumb to Decay (see page 128), they must roll twice and take the higher result.

CREATURE COMPANION

Requirements: Proficiency in Animal Handling

You have gained the affection, loyalty, or at least begrudging obedience of an otherwise wild creature. Choose one of the following: **Armole**, **Clingray**, **Chichit**, **Deadwing**, **Parline**, or **Strongback**. This is your Creature Companion. The statblocks for these creatures can be found from page 224 onwards. Your companion has the same features and abilities listed in its statblock, with the following exceptions:

- Your Creature Companion uses your Proficiency Bonus for Attack Tests and Skills it is Proficient in.
- Your Creature Companion gains additional HP equal to $2 \times$ your Level.
- Your Creature Companion makes Death Saving Throws when reduced to 0 HP and can make a **Last Stand** (see page 125).
- Once per turn, you can issue a command to your Creature Companion as a Free Action.

Your Creature Companion can follow basic instructions, such as 'wait here', 'attack', or 'hide'; otherwise, it follows its own instincts. If you command a Creature Companion to take a more complex action or one that goes against its instincts, the GM may call for an Animal Handling Test to see if the creature complies.

SIT! STAY!

True domestication is rare in the Broken World, and some animals are barely-obedient wild animals that just happen to bond with a Survivor. When you take the *Creature Companion* Talent, discuss with your GM whether you would like to directly control your Creature Companion, roleplaying it, taking Actions, and making Tests for it, or if you would like the GM to take control instead.

DANGER SENSE

You are always aware of danger and are ready to fight at a moment's notice. You gain a bonus to Initiative equal to your Wisdom Bonus + your Proficiency Bonus.

DARK SECRET

You learn one truth about the Broken World that nobody else does. It may be the location of an ancient city, the secret to activating a powerful artefact, or the true nature of a Monster. Work with the GM to determine what this is. If other people learn that you hold a secret, they may treat you with curiosity or even fear.

DEADEYE

You have a keen eye and are deadly with a ranged weapon. You gain +1 to Attack Tests with ranged weapons.

DECAYED

Requirements: This Talent can only be taken during Survivor Creation

At some point, you were exposed to abundant Decay. Maybe you were lost in the wilds, used an Arcane Artefact, or suffered a grievous wound from a Decayed Monster. Either way, Decay has left its mark for all to see. You start with 3 Decay.

DECAY RESISTANCE

You were either born with a natural resistance to Decay, a rare and enviable trait, or a brush with Decay has had the unexpected effect of hardening your body against its touch.

You gain Proficiency in Decay Saving Throws (see page 126). If you were already Proficient in Decay Saves, or later would gain Proficiency in them, you double your Proficiency Bonus for any Decay Saves you make.

DECAY SENSE

Your senses have sharpened to signs of Decay. You have Advantage on Wisdom (Insight) and Wisdom (Survival) Tests to gauge the Decay of a creature, location, or object and to identify and locate a source of Decay.

EIDETIC MEMORY

You remember moments from the past with near-perfect clarity. You can recall the major elements, including landmarks, number of people, and so on, but must make a Test to remember minutiae, such as people's faces, glyphs on a Waymarker, words on a scroll, and so on. The DC and Skill for the Test is determined by the GM. In addition, you have Advantage on Tests to resist memory loss caused by Decay (see page 127).

FAST FRIENDS

You find it easy to make new friends and learn local customs. During a Long Rest in a Haven or large community, you can forego your recovery to make some friends. If you do so, you have Advantage on Intelligence (Local Lore) Tests within that community and Charisma (Persuasion) Tests to learn rumours.

FAST HEALER

You recover from injury quicker than most other people. When you roll a Hit Die to recover Hit Points, you can roll twice and take the higher result.



FEARLESS

Many Survivors boast that they laugh in the face of death and danger, but few follow through. Whenever you become *Frightened*, you can immediately make a **DC 15 Wisdom** Saving Throw as a Reaction. On a success, you are no longer *Frightened*.

FRUGAL

You are able to make your resources stretch a little further. Any time you take a Downtime or Seasonal Activity that requires Resources, the cost is reduced by 1 to a minimum of 1.

GUARDIAN

You are willing to absorb injuries for your allies selflessly. Once per day, when an ally within 5 feet of you is damaged, you can use your Reaction to take the Damage instead.

GENIAL

You have some unique methods of endearing yourself to people. When you spend 1 minute conversing with someone who can understand you, you can make a **Charisma (Persuasion)** Test opposed by the person's **Wisdom (Insight)**.

If you have harmed or caused trouble for this person or their allies in the past, the Test automatically fails. On success, the person is *Charmed* by you for the following day or until you or your allies cause them harm or trouble.

HAGGLER

Requirements: Proficiency in Deception or Persuasion

You drive a hard bargain, and know the value of what you have. When bartering (see page 104), choose one item you are trading as part of the deal. The item's Resource Cost is considered one higher for the purposes of making the trade.

HARD WORKER

You rise early and work late into the night, getting the most out of every day, but at a personal cost. Between Crises, you can take an additional Downtime Activity (see page 159). If you do so, you begin your next adventure with 1 Level of *Exhaustion*.

HEAVY SHOT

Requirements: Proficiency with Martial Weapons, Strength 14

You have learned a unique way of firing a longbow, utilising your natural physicality for maximum effect. When you make an attack with a longbow, you can add your Strength Bonus to the Damage dealt instead of your Dexterity Bonus. You still use your Dexterity Bonus for the Attack Test.

HELPFUL

You are an enthusiastic assistant, and keen to help however you can. When you take the Help Action, you and the person you are helping both roll an additional 1d4 and add it to the result.

HIDDEN PATHS

You're good at finding shortcuts through the unpredictable wilderness of the Broken World. When undertaking a Journey (see page 133), if your party chooses to take a Short Rest, it does not increase the number of Encounters. You can only use this Talent once per Journey.

HIT AND RUN

You have learned to strike an enemy and retreat before your foe retaliates. If you successfully deal Damage to an enemy with a melee attack, you can use your Reaction to move 10 feet away. This movement does not provoke Opportunity Attacks.

HOME COMFORTS

Requirements: Proficiency with Cook's Tools

You're a great cook and welcoming host — always able to lift people's spirits and make them feel better.

During a Long Rest, you can forgo your recovery to put on a spread, using 1 Ration or equivalent food per guest. If you do so, anyone who partakes gains a number of Temporary Hit Points equal to your Level.

HOPEFUL

You maintain your optimism, even in the face of the horrors the Broken World throws at you. Whenever you spend Hope (see page 130), roll 1d20. On a natural 20, your Haven regains the Hope that you spent.

HURLER

Whether it's a well-balanced knife, a sky-arcng spear, or simply an opportunistic rock, you are able to cast thrown objects far and true.

When you throw a weapon with the *Thrown* Property, you can increase the weapon's Normal and Long Range by 15 feet. This bonus applies to throwing the Maker's Alchemical Concoctions and other objects that are not strictly weapons.

IRON GRIP

You have an iron grip and refuse to release something you are holding. You have Advantage on Tests and Saving Throws to resist being disarmed, such as from a **Called Shot** (see page 124). Additionally, creatures have Disadvantage to escape when you are grappling them.

IMPROVISED WEAPONS

You have a knack for cobbling together weapons from almost anything. Once per day, you can spend 1 hour creating **Ammunition** or a **Makeshift Weapon**. These objects hold together for one day, after which they fall apart.

- **Ammunition:** You craft ammunition for a ranged weapon. You can create 10 arrows, crossbow bolts, blowgun needles, or sling bullets. Each piece of ammunition is destroyed upon use.
- **Makeshift Weapon:** You create a weapon from whatever you can get your hands on. The weapon is a Simple Weapon and deals 1d8 Bludgeoning, Piercing, or Slashing Damage (your choice). If it is a Ranged Weapon, it also gains Range 30/60. If the wielder rolls a 1 when attacking with the weapon, it breaks and falls apart.

LEADER'S FAVOURITE

You've given your Haven's leaders good advice in the past, and they are more likely to listen to you in the future.

You have Advantage on Charisma (Persuasion) Tests when interacting with the leaders of your Haven. If the leaders are ousted, killed, or otherwise removed from power, you lose this benefit until you can spend a Downtime Activity (see page 159) to ingratiate yourself with the new leaders.

LIGHT STEP

Your feet are well used to traversing dangerous or unstable lands. You ignore the effects of *Difficult Terrain* and your Speed is not reduced while moving stealthily.

METICULOUS

When you do a job, you make sure to do it right. When you take a Downtime or Seasonal Activity that requires an Extended Test, you can reroll one of the Tests involved. You can choose which Test to reroll at the end of the Extended Test.

MIMIC

Requirements: Proficiency in Performance

You can mimic another person's speech or the sound a creature makes. You must have heard the person or creature for at least one minute to do so. If you are trying to deceive someone or lure a creature using this Talent, you must make a **Charisma (Performance)** Test opposed by the target's **Wisdom (Insight)**.

MONSTER HUNTER

You have spent your days hunting Monsters and have a keen eye for how to expose their weaknesses. If you take the *Observe* Downtime Activity (see page 162) to watch a Monster, you gain the following benefits against Monsters of that type until the the next period of downtime:

- Your attacks ignore one type of Damage Resistance the Monster has.
- You have Advantage on Initiative Tests.
- If you Damage the Monster during the first round of combat, you can roll for Damage twice and take the higher result.

NATURALLY GIFTED

Requirements: This Talent can only be taken during Survivor Creation

You have a natural affinity or gift for a certain task. Choose any Skill or Tool, regardless of whether you are Proficient with it. You have Advantage on Tests with that Skill or Tool.

NIGHT VISION

You have grown accustomed to finding your way in the dark, and your eyes quickly adapt to the shadows. You ignore the negative effects of *Dim Light* and treat areas of *Darkness* as if they were *Dimly Lit*. Your *Night Vision* extends up to 30 feet.

POINT BLANK SHOT

You are unphased when fighting with a ranged weapon in close combat. You do not suffer Disadvantage on ranged attacks when an enemy is within 5 feet.

PROVIDER

You are meticulous when harvesting or foraging and can often find resources others might miss. Whenever you Harvest Resources from a dead creature (see page 106), you gain an extra 1d4 Resources.

QUICK CONSTRUCTION

Requirements: Proficiency with Builder's Tools

You know how to get things built quickly. When you take the *Build Defences* Downtime Activity (see page 159) you can choose to build two Defences instead of one. The DC for each Test increases to 15, and you must pay 12 Resources instead of 6.

QUICK RELOAD

You can quickly reload any weapon. You ignore the *Loading* Trait on ranged weapons.

REFINED SENSE

One of your senses is almost supernaturally acute. Choose one of your senses from sight, hearing, smell, taste, or touch. You have Advantage on Wisdom (Perception) Tests when using this particular sense.

SAFE PATH

You know how to find relatively safe spots to rest in the wilds, and keep a keen eye on the road ahead. When your party takes a Long Rest in the wild, you can take the *Scout Ahead* Campcraft Activity (see page 158) in addition to any other Campcraft Activities you take.

SCAVENGER

You are meticulous when searching and scavenging for equipment and resources. Any time you take a Downtime or Seasonal Activity that grants Resources, you gain an additional 1 Resource.

SEASONED TRAVELLER

You have spent much time on the road and know what is required to survive. Choose either Leader, Outrider, Quartermaster, or Sentry. If you take that Role while on a Journey (see page 113), you have Advantage on Tests made as part of that Role.

SECRET LANGUAGE

You understand the benefits of being able to communicate secretly with your allies. Choose either a written cipher or hand signals to be your secret language. Anyone attempting to decode your secret language must make an Intelligence Test with a DC equal to 8 + your Intelligence Bonus + your Proficiency Bonus. When you take this Talent, you can choose up to four people who understand and can decrypt your secret language. These may be other party members, the leaders of your Haven, or trusted allies. You can teach one additional person the secret language between Crises and during Seasons in addition to other Activities you undertake.

SHARPSHOOTER

You have honed your skill with ranged weapons to the point that you can hit smaller and smaller targets, even in the heat of battle. Your ranged attacks ignore the effects of half-cover and three-quarters cover.

SHIELD SLAM

Requirements: Proficiency with shields

With a shield in hand, you are both an unstoppable force and an immovable object. If you take the **Shove** Action (see page 124) or are targeted by a Shove while wearing a shield, you have Advantage on the Test.



SPRING UP

Requirements: Proficiency in Acrobatics or Athletics

You know falling can mean death, so don't stay down for long. If you are knocked *Prone*, you can immediately make a **DC 12 Dexterity Saving Throw**. On a success, you immediately stand back up as a Free Action. If you fall from a height and are knocked *Prone*, you take falling Damage as normal and then make the Saving Throw to stand back up after hitting the ground.

TRICK SHOT

You can pull off impressive shots from great distances. You can make Called Shots (page 124) against targets within your weapon's Long Range, instead of just its Normal Range.

TRIVIA HOARDER

You have amassed a vast collection of anecdotes from other survivors which sometimes come in handy. Once per day, you can make a **DC 15 Intelligence (Forgotten Lore, Local Lore, or Natural Lore)** to try and remember a fact about a specific object, event, or creature you encounter. On a success, the GM must tell you one piece of truthful and helpful information about the subject.

TWO WEAPON FIGHTER

You are adept at fighting with two weapons, making you a deadly foe in combat. When dual wielding, you add your Attribute Bonus to the Damage dealt by your second Attack. Additionally, you can draw or sheathe two weapons in the time it takes to draw or sheathe one.

If you take this Talent a second time, you can dual wield one-handed weapons even if they don't have the *Light* Property.

If you take this Talent a third time, you gain +1 AC when dual wielding.

UNDERDOG

You are deadly when backed into a corner. If two or more enemies and no allies are within 30 feet of you, you have Advantage on Attack Tests.

UNTOUCHED BY DECAY

Requirements: This Talent can only be taken during Survivor Creation

Whether from a secluded upbringing or sheer luck, you have somehow remained free from the influence of Decay. Some see you as a lucky charm, while others assume you are simply a Harrowed in the making. Whatever the case, you show no signs of Decay — for now. You start with 0 Decay.

WASTE NOT, WANT NOT

You make sure to get the most out of every beast. After **Harvesting** from a dead creature (see page 106), you can make a **DC 15 Wisdom (Survival)** Test to harvest an additional Component. The GM decides what Component you gain.

WEAPON OF CHOICE

You have mastered the use of a single type of weapon. Choose a weapon you are Proficient with. You deal +1 Damage with weapons of that type. You can take this Talent multiple times, choosing a new weapon each time.

WEAPON TRAINING

You have dedicated your time to learning to use various weapons to protect yourself and your loved ones better. You gain Proficiency in three weapons of your choice. You can take this Talent multiple times, choosing new weapons each time.

WELL PREPARED

Preparation is key, and you are always ready for the challenges ahead. While preparing for a Journey, you can make two Preparations instead of one. See page 138 for a list of Preparations.





7

EQUIPMENT

Once-precious commodities like gold coins and priceless gems are now worthless. The people of the Broken World do not need luxuries; all that matters is survival. They craft, trade, or barter for the things they need. An item's value depends on its scarcity and utility, with reliable tools and weapons, warm clothes, and fresh food and water always in high demand.

There is little in the way of personal wealth in **Broken Weave**. Instead, the people of a Haven share what they have with one another, pooling their resources to survive. The Haven uses this communal pool to outfit Survivors tasked with combating a crisis, supply materials for new buildings and fortifications, trade with other Havens, and more.

As well as these common resources, the Broken World is filled with strange flora and fauna with bizarre properties. You can use these unique resources and components to modify your equipment, as explained on page 118.

RESOURCES

Resources are the closest thing to a currency in **Broken Weave**. They represent a Haven's surplus, including food, clean water, medical supplies, construction materials, weapons, armour, and anything else its people can spare.

There is no such thing as personal Resources — people keep what they need to survive and share the rest with their neighbours. Your Haven's Resources are tracked on the **Haven Sheet** (see page 302).

USING RESOURCES

Survivors most often use Resources to acquire new gear and equipment, as shown below. Resources are also used to improve a Haven during **The Passage of Time** (see page 154) and are depleted when a Haven falls under threat from a new Crisis (see page 131).

ACQUIRING GEAR

When a Survivor wants a new piece of equipment, such as a sword, a set of tools, or medical supplies, they take it from their Haven's Resources. Each item in this chapter lists its Resource Cost, Availability, and Crafting DC.

- The **Resource Cost** represents the item's drain on a Haven's supplies and its typical value when trading or adding it to the Haven's Resources.
- An item's **Availability** determines how easy or difficult it is to acquire. Items are listed as Common, Uncommon, Rare, and Very Rare. The **Availability** table below shows the chance to find an item based on the size of the Haven.
- The **Crafting DC** of an item is used when a Survivor takes the *Craft Equipment* Downtime Activity (see page 159).

AVAILABILITY

To acquire a new piece of gear, you must first check its Availability. The Availability of an item is determined by the size of your Haven, as shown on the **Availability** table. Common items can be found everywhere, Uncommon items are harder to find, Rare items harder still, and Very Rare items can only reliably be found in large Havens.

If the item is available in your Haven, you simply pay the Resource Cost and acquire the item. If there is only a chance it is available, the GM rolls a d100. If the result is equal to or less than the percentage chance listed, you find the item and pay the Resource Cost to acquire it.

If the result exceeds the percentage chance, you can't find the item. You can try to find the item again after one week, or by taking the *Reequip* Downtime Activity between Crises (see page 163).

Example: *Arturius' rusty sword was destroyed defending their Haven, Guardian's Lament, from a rampaging Monster. Arturius decides they need a more reliable weapon and tells the GM they want to try to find a Forgemade Longsword. A Forgemade Longsword is Rare and Guardian's Lament has a Population of less than 200, so there is only a 45% chance of finding one. The GM rolls 1d100 and gets a 37 — as luck would have it, the Haven's Maker has just finished forging a new blade! Arturius reduces the Haven's Resource by 2 and claims their new weapon.*

MONEY TALKS

Using Resources offers a different approach to traditional fantasy adventures, which often focus on gaining loot, treasure, and magic items. This system reinforces the struggle for survival in **Broken Weave** and the need to come together as a community.

However, if your group prefers the more straightforward approach of using currency, that can work too. If you decide to do this, think about how a system of currency and commerce survived, why the currency still holds value, and whether the currency is only valuable in the party's Haven or throughout the Broken World.

AVAILABILITY

	<200	200– 00	400–600	600–1,000	1,000+
Common	Available	Available	Available	Available	Available
Uncommon	60%	75%	90%	Available	Available
Rare	45%	60%	75%	90%	Available
Very Rare	30%	45%	60%	75%	90%

TRADING

When acquiring an item, you can exchange an item you own for the new item, reducing or increasing your Haven's Resources by the difference in value.

Example: Finlay wants to trade in his shortbow for a longbow. The shortbow has a Resource Cost of 1, and the longbow has a Resource Cost of 2. Finlay acquires his longbow and reduces the Haven's Resources by 1 (2 - 1 = 1). If he were swapping a longbow for a shortbow, he would increase the Haven's Resources by 1 instead.

ABUNDANCE AND SCARCITY

During Haven Creation, you determine the Abundance and Scarcity of certain materials and natural resources around your Haven. Some of these resources, such as salt or sand, will likely have little impact on a Survivor hoping to acquire new equipment. Others, such as metal and wood, could significantly affect the availability of weapons and armour. But the people of the Broken World are resourceful and have learned to make what they need from all manner of things. For this reason, a Haven's Abundance and Scarcity does not affect how you acquire new gear — if your Haven has a scarcity of metal, what are its weapons made from? These questions fuel roleplay and build your Haven's story.

However, if your group would like your Haven's Abundance and Scarcity to come into play when sourcing new equipment, you can do one of the following:

- If the item is made from a scarce material, the Resource Cost is doubled. If it is made from an abundant material, the Resource Cost is halved (rounding up).
- When checking for **Availability** (see page 103), the GM rolls two d100s. If the item is made from an abundant material, the GM takes the lower result. If the item is made from a scarce material, they take the higher result.

BARTERING

Your Haven has a vested interest in your success and will provide you with the equipment you need if it can. However, other Havens may not be as charitable. When you are trying to acquire equipment in another Haven, you must barter for what you need. You can't use your Haven's Resources unless a trade route has been established between the Havens (see *Establish Trade Route* on page 161). To barter for equipment, take the steps below:

- **What do you want?:** Tell the GM what you want. They roll to determine the Availability of the item based on the Haven's Population (see page 103). If the item can be found in the Haven, you must choose something to trade.
- **What are you offering?:** Tell the GM what you are willing to trade. They roll to determine the Availability of the item in the Haven you are trading with. If the item is available, the value of your item is equal to its standard Resource Cost. If the item is not available, demand is high and your item's Resource Cost increases based on its rarity, as shown on the **Bartering Value** table.
- **Make the Trade:** If the items being traded are of equal value, the parties make the trade. However, if your item is worth less than expected, you'll have to offer something else as part of the deal. Likewise, if your item is worth more than you expected, you may wish to ask for something extra to be thrown in. If this happens, the GM once again rolls to determine the Availability and value of the items. Once both parties are happy with what is being exchanged, they hand over the items and finish their trading.

BARTERING VALUE

RARITY	RESOURCE COST
Common	Standard
Uncommon	+1
Rare	+2
Very Rare	+3



Example: Azza has reached the Haven of Lantern Deep and wants to acquire a set of patchwork plate to protect her on the next leg of her journey. Patchwork plate is Uncommon but Lantern Deep has a population of over 200, so there is only a 75% chance of finding a set. The GM rolls a d100 and gets a 71 — Azza finds a smith willing to trade the armour for items worth 2 Resources or more (the standard cost of patchwork plate).

Azza has a long-hafted axe she no longer needs, and decides to offer it in trade. The axe is Rare, so there is a 60% chance that one can be found in Lantern Deep. The GM rolls an 82 — no such axe exists in the Haven, so the value of the long-hafted axe increases by 2, to a total of 4.

The trader is honest about the axe's worth, and asks if there is anything else Azza needs. She adds a spool of rope (1 Resource) and a hunting knife (1 Resource) along with the patchwork plate and makes the trade.

LET'S MAKE A DEAL

The Bartering rules offer a structured and straightforward way for players to trade equipment with other Havens, but are not meant to replace roleplaying. You and your players can still enjoy playing out scenes of tense haggling and back and forth bargaining!

The rules are primarily used when bartering with a Haven, but can also be used for trade between individuals. When trading with a lone traveller or small group of survivors, the GM should modify the value of an item based on the person or group's needs.

You can also add Tests at certain stages of the process. For example, the Survivor may have no idea of how valuable the item they are trading is, so the GM could ask for a Wisdom (Insight) Test to allow them to notice how the eyes of the person they are trading with lit up when they offered to trade.

GAINING RESOURCES

Havens naturally produce small amounts of surplus over time. People set aside some preserved foods for leaner times; others stockpile construction materials to repair homes after a disaster. Your Haven can gain Resources in the following ways:

- **Haven Creation:** Your Haven starts with 1d4 Resources per party member.
- **Over Time:** Your Haven generates additional Resources every four weeks based on its size, as shown on the table on page 23.
- **Consolidating Resources:** During downtime, the party can consolidate their Resources. Each party member can add any equipment they found or no longer need to the communal pool. The Haven's Resources increase by the Resource value of the item. For example, returning a forged longsword (Resource 2) to the Haven would increase the Haven's Resources by 2.
- **Downtime Activities:** Survivors can take Downtime Activities, such as *Source Materials*, to increase their Haven's Resources. See page 159 for a list of Downtime Activities.
- **Harvesting:** You can gain additional Resources by Harvesting creatures. See **Harvesting** on page 106.

COMPONENTS

Components are unique resources that are tracked individually due to their special nature or effect. They include a Monster's poison glands, a rare gemstone, a piece of living metal, etc. These are kept separate from your Resources and are tracked as unique Components on your Haven Sheet.

Components are often used in crafting to add unique Properties to equipment (see page 118). At the GM's discretion, you can trade Components with other people or Havens in return for Resources.



HARVESTING

Skilled hunters and butchers are vital to a Haven's longevity. When you kill or find the body of a Beast or Monster, you can attempt to harvest it for **Resources** or **Components**. Resources are added directly to the Haven's Resources, including meat, bone, sinew, and hide. Components are unique creature parts, such as Strongback leather or Blightclaw tentacles. These are most often used when modifying equipment (see page 118).

When Harvesting a creature, you must choose whether to gather Resources or Components. If more than one Survivor is Harvesting from the same creature, they must all harvest the same thing — one Survivor can't harvest Resources while another harvests Components. This is because Harvesting Resources destroys valuable Components and vice versa. The amount of Resources and Components you can gather is based on a creature's Size, as shown on the **Harvesting** table. If a creature has been dead for more than a day, you can only harvest half the amount of Resources and Components.

Harvesting Resources and Components from Decayed creatures is incredibly risky. Any Survivor who attempts to harvest from a creature with Decay 10, such as Monsters and Titans, must succeed on a **DC 15 Decay Saving Throw** or suffer 1 Decay.

HARVESTING		
SIZE	RESOURCES	COMPONENTS
Tiny	0	1
Small	1	1
Medium	3	1
Large	5	2
Huge	7	3
Gargantuan	9	4

I'VE NEVER SEEN ANYTHING LIKE THAT

As well as Components, the Survivors are likely to find strange equipment and esoteric devices as they travel the Broken World. The value of such oddities depends on the needs of the person you are trading with. For example, most people have little use for a plate of acid-proof chiton carved from a Monster, but an alchemist may be willing to pay a high price for such a rarity. When you are trading or bartering using unusual materials and items, the GM determines the Resource value based on the needs of the person or Haven you are trading with.

HARVESTING RESOURCES

To harvest Resources, you must make a **DC 10 Dexterity** Test using Butcher's Tools or Hunter's Tools. The Test takes 20 minutes to complete. On a success, you harvest 1 Resource. On a failure, you destroy the Resource. You can continue to attempt to harvest Resources until you have exhausted all possible Resources, as determined by the creature's Size.

Multiple Survivors can attempt to harvest Resources simultaneously, each making their own Test. The number of Survivors that can harvest from the same creature is limited by the amount of Resources that can be gained from that creature. For example, three Survivors could each attempt to harvest Resources from a Medium Creature. Alternatively, two Survivors can work together to harvest Resources, reducing the time taken to 10 minutes or gaining Advantage on the Test (the players choose which benefit they gain).

Example: *Baskar, a Maker, wants to harvest Resources from the Strongback the party has just killed. The Strongback is Large, so it can yield a total of 5 Resources. Baskar makes a DC 10 Dexterity (Hunter's Tools) Test and succeeds, securing 1 Resource. He has time, so he tries to harvest more from the Strongback. Unfortunately, he fails his Test, destroying a part of the corpse. The Strongback has 3 Resources remaining, but Baskar knows the party must move on soon. He asks his companions, Azza and Finlay, for help, and they move to aid him. Finlay assists Baskar, giving him Advantage on his Test, while Azza moves to another part of the corpse and makes her own harvesting Test. Both Baskar and Azza succeed on their Tests, securing 1 Resource each. The group has harvested a total of 3 Resources from the Strongback corpse. There is still 1 Resource remaining on the Strongback, but they have already spent an hour harvesting the corpse and must move on before they draw any unwanted attention.*

BLOOD IN THE WATER

Harvesting a body is a messy process that will likely spill a lot of blood and may attract predators. Each 20 minutes spent Harvesting has a cumulative 25% chance of attracting a predatory Beast or Monster from the area.



HARVESTING COMPONENTS

To harvest a Component, tell the GM what Component you wish to Harvest and make a **Dexterity** Test using Butcher's Tools or Hunter's Tools. At the GM's discretion and depending on what you are trying to harvest, you may also be able to use Alchemist's Tools, Cook's Tools, or Smith's Tools. The DC for the Test is equal to 10 + the creature's Decay. The Test takes 20 minutes to complete. On a success, you harvest the Component. On a failure, you destroy the Component during the extraction process. You can continue to attempt to harvest Components until you have exhausted all possible Components, as determined by the creature's Size.

Due to its delicate nature, multiple Survivors can't attempt to harvest Components simultaneously. However, two Survivors can work together to harvest a Component, reducing the time taken to 10 minutes or gaining Advantage on the Test (the players choose which benefit they gain).

Example: *The party has just slain a monstrous Blightclaw. Sena, a Sage, knows that the tentacles, claws, and carapace of a Blightclaw can be particularly useful and decides to try to harvest some Components. The Blightclaw is Large, so it can yield a total of 2 Components. Because it is a Monster with Decay 10, the DC to harvest Components is 20 (10 + 10). Sena decides to try to harvest its tentacles first. She makes a DC 20 Dexterity (Butcher's Tools) Test but gets only an 11. Sena fails and destroys the tentacles in the process, leaving her with nothing to show for 20 minutes of work. She can harvest one more Component from the Blightclaw and decides to try to remove its claws. She knows she needs to be careful but is also in a hurry. Sena asks Lucoye for help to harvest the Component faster. She makes another Test and succeeds, stripping the creature of its claws in just 10 minutes with Lucoye's aid.*

INCOMPLETE CORPSES

There is a good chance Survivors will find corpses in the wild that they did not kill. If the party discovers the corpse of a Monster or Beast partially eaten or destroyed, the GM may reduce the total number of Resources and Components you can harvest.

EQUIPMENT

Most goods and equipment in the Broken World are scavenged from ancient ruins or handed down over generations. However, as a Haven grows, its people begin to craft new items, utilising the natural resources and strange new minerals the post-Breaking world has to offer. By combining the relics of the past with new creations born from necessity, the people of the Broken World have managed to create a wide range of equipment, weapons, and tools to help them survive.



CRAFTING MATERIALS

The equipment in this chapter represents what passes for typical gear in **Broken Weave**, and is based on what you can find in the Haven of **Guardian's Lament** (see page 187). However, the people of the Broken World must make do with whatever resources are available and the weapons, armour, and equipment found in each Haven can be wildly different. Ropes are woven from the ethereal roots of ghostly plants, blades are chiselled from glistening crystal, and armour is forged from the carapace of giant insects.

Think about where your Survivor got their equipment and what it is made from. If their Haven is near a bestial graveyard, maybe their armour is made from bone; if one of the group is a Maker, perhaps everyone has newforged steel weapons; or if they are the survivor of a fallen Haven, maybe your Survivor scavenged their equipment from the bodies of their former friends. If you want your equipment to feel more personal and unique, speak with your GM about how you can change the gear in this chapter to reflect your place in the Broken World. Often, simply changing the name is enough — Patchwork Plate (page 112) can easily become *Boneshard Plate*.

If your group agrees, equipment made from unusual materials can gain additional Properties (see page 118). For example, a sword made of glass could have the *Brittle* Property, while heavy armour made from the bark of a Deathstalk might be *Flexible*.

WEAPONS

Since the Breaking, Survivors have utilised various weapons to protect themselves from the horrors that stalk the Broken World. Most take the shape of weapons used before the Breaking, though now forged from all manner of strange material. Regardless of their construction, no Survivor ventures beyond a Haven's walls without a weapon.

The **Melee Weapons** and **Ranged Weapons** tables list the weapons commonly available in **Broken Weave**. Each entry includes the weapon's name, Resource Cost, Availability, Crafting DC, amount and type of Damage it deals, weight, and any Properties it might have. If a weapon lists multiple Damage types, such as the Hunting Knife, you choose which type of Damage is inflicted when you make an attack.

MELEE WEAPONS

The following melee weapons are used by the people of **Guardian's Lament** (page 187) and may be found in other Havens in the Broken World.

BONESHARD GREATSPEAR

A 6 to 8-foot long piece of wood topped with a shard of bone. The boneshard is usually taken from the skull plate of a great beast and sharpened down to a wicked edge.

BREAKER'S HAMMER

A hefty hammer topped with a lump of iron or stone, often mined from the Haven of **Lantern Deep** (see page 202). Used for breaking rocks and shattering bone to harvest god-marrow.

BROKEN BLADE

A short, jagged blade that was once part of a longer sword, sharpened to a keen edge to be used again.

CLUB

A solid lump of wood or bone that can be wielded in one hand.

DEEPSTONE GREATHAMMER

A massive hammer topped with a chunk of deepstone — obsidian rock mined from **the Depths** (see page 198). The haft of a deepstone greathammer is usually made from stonewood, as it is one of the only materials strong enough to not snap when the hammer is used.

FELLING AXE

A 2 to 3-foot haft topped with a sharpened wedge of iron. Used for felling trees and Monsters alike.

FIRE-HARDENED SPEAR

A sharpened wooden staff, its tip blackened by fire to strengthen it. Some Havens make rudimentary spears from the ribs of **Lumberfiends** (see page 247).

FORGEMADE LONGSWORD

A newly forged iron longsword, fresh from the smithy. Its design pales in comparison to those spoken of in tales of the pre-Breaking world, but the blade cuts just as deeply.

HAMMER

A simple builder's hammer.

HATCHET

A small hatchet, used for cutting and splitting wood.

HUNTING KNIFE

A small curved knife, typically used for gutting and skinning animals.

LONG-HAFTED AXE

A 6 to 8-foot long piece of wood topped with a sharpened wedge of iron. Sometimes known as a Monster Slayer's Axe, as it lets the wielder keep a relatively safe distance from the creatures they are fighting.

REAPING HOOK

A short-handled farming tool with a long crescent shaped blade. Used for dealing with the **Chichits** (see page 245) that prowl the fields as much as for reaping a harvest.

REFORGED GREATBLADE

A large two-handed sword or axe from the pre-Breaking world. Its shattered remnants have been reforged into something new, much like those who wield it.

RUSTY SWORD

An old, rusty sword with a brittle blade. Many of these blades can be found strewn across **Sorrowfield** (see page 212).

SMITHING HAMMER

A weighted iron hammer, often used by smiths. Can crack bone as easily as it can shape metal.

SPLITTING PICK

A 2 to 3-foot haft topped with a curved, pointed spike of metal. Used to split rock and clear debris, or to harvest godbone.

STAFF

A simple 6-foot staff. Often made from sturdy wood, such as stonewood, but sometimes carved from the stalks of the giant mushrooms found in the **Endless Woods** (see page 199).

STONEWOOD GREATCLUB

A huge club made of stonewood. Its distinct grey bark chips away with each strike, exposing the pale white wood beneath.

RANGED WEAPONS

The following ranged weapons are used by the people of **Guardian's Lament** (page 187) and may be found in other Havens in the Broken World.

NOTE: A weapon with the *Loading* Property can only be fired once per turn, regardless of how many Actions a character can take.

BLOWPIPE

A foot-long hollowed out tube, often made from wood or mushroom stalks. Used to fire a variety of small projectiles, including carved wooden darts, shards of bone, or **Parline** claws (see page 248).

BOWS

Bows are made from flexible but strong wood, such as from a young stonewood tree. The brightly coloured trees of the **Painted Woods** (see page 207) are a prized material for crafting bows, but venturing into the woods can be a death sentence.

CROSSBOWS

Sometimes called crank-bows, crossbows offer more destructive power than a typical bow but take longer to reload. Some come with a hand-crank to assist the wielder, while others require brute strength. Crafting a crossbow is usually the final test of a would-be Maker.

SLING

A small cradle between two pieces of string. Used to fire rocks, boneshards, or the shells of small crustaceans that lurk on the edge of the **Lake of Frozen Tears** (see page 201).

MELEE WEAPONS

NAME	COST	AVAILABILITY	DC	DAMAGE	WEIGHT	PROPERTIES
SIMPLE						
Club	1	Common	8	1d4 Bludgeoning	2 lb.	Light
Fire-hardened Spear	1	Common	10	1d6 Piercing	3 lb.	Thrown (Range 20/60), Versatile (1d8)
Hatchet	1	Common	10	1d6 Slashing	2 lb.	Light, Thrown (Range 20/60)
Hammer	1	Common	10	1d4 Bludgeoning	2 lb.	Light, Thrown (Range 20/60)
Hunting Knife	1	Common	10	1d4 Piercing/ Slashing	1 lb.	Finesse, Light, Thrown (Range 20/60)
Reaping Hook	1	Common	10	1d4 Slashing	2 lb.	Light
Smithing Hammer	1	Common	10	1d6 Bludgeoning	6 lb.	–
Staff	1	Common	10	1d6 Bludgeoning	4 lb.	Versatile (1d8)
Stonewood Greatclub	1	Uncommon	12	1d8 Bludgeoning	20 lb.	Two-handed
Unarmed Strike	–	–	–	1 Bludgeoning	–	–
MARTIAL						
Boneshard Greatspear	2	Rare	10	1d10 Piercing	14 lb.	Heavy, Reach, Two-handed
Breaker's Hammer	2	Uncommon	10	1d8 Bludgeoning	4 lb.	Versatile (1d10)
Broken Blade	1	Common	10	1d6 Piercing/ Slashing	2 lb.	Finesse, Light
Deepstone Greathammer	3	Rare	12	2d6 Bludgeoning	16 lb.	Heavy, Two-handed
Felling Axe	2	Uncommon	10	1d8 Slashing	4 lb.	Versatile (1d10)
Forgemade Longsword	2	Rare	12	1d8 Piercing/ Slashing	3 lb.	Versatile (1d10)
Long-hafted Axe	2	Rare	15	1d10 Slashing	6 lb.	Heavy, Reach, Two-handed
Reforged Greatblade	3	Very Rare	15	2d6 Slashing	6 lb.	Heavy, Two-handed
Rusty Sword	1	Common	8	1d8 Slashing	3 lb.	Brittle, Versatile (1d10)
Splitting Pick	2	Uncommon	10	1d8 Piercing	2 lb.	Versatile (1d10)



RANGED WEAPONS

NAME	COST	AVAILABILITY	DC	DAMAGE	WEIGHT	PROPERTIES
SIMPLE						
Crossbow, Light	2	Uncommon	12	1d8 Piercing	5 lb.	Ammunition (Range 80/320), Loading, Two-handed
Shortbow	1	Common	12	1d6 Piercing	2 lb.	Ammunition (Range 80/320), Two-handed
Sling	1	Common	10	1d4 Bludgeoning	–	Ammunition (Range 30/120)
MARTIAL						
Blowpipe	1	Common	12	1 piercing	1 lb.	Ammunition (Range 25/100), Loading
Crossbow, Hand	2	Very Rare	18	1d6 Piercing	3 lb.	Ammunition (Range 30/120), Light, Loading
Crossbow, Heavy	3	Rare	15	1d10 Piercing	18 lb.	Ammunition (Range 100/400), Heavy, Loading, Two-handed
Longbow	2	Common	15	1d8 Piercing	2 lb.	Ammunition (Range 150/600), Heavy, Two-handed

ARMOUR

The creatures of the Broken World can rip, tear, and kill in the blink of an eye. Anyone hoping to face such horrors and survive cloaks themselves in whatever protection they can. Survivors craft armour from any sturdy materials they can find. Some favour tanned animal hides that offer freedom of movement, while others clad themselves in heavy interlocking plates of metal or bone.

The **Armour** table lists the armour and shields commonly available in **Broken Weave**. Each entry includes the type of armour or shield, its Resource Cost, Availability, Crafting DC, its Armour Class, any requirements to wear the armour, whether it imposes Disadvantage on Stealth Tests, and its weight.

LIGHT ARMOUR

Light armour offers some protection but its main benefit is manoeuvrability, allowing the wearer to avoid danger through stealth and agility.

CHICHIT PELT

Made from the stitched together pelts of dozens of **Chichits** (see page 245), small pests that are common in many Havens. Chichit pelt offers minimal protection, but is easy to make due to the abundance of resources.

STRONGBACK LEATHER

Strongbacks (see page 249) serve as beasts of burdens or mounts, but their thick hide can also be used to make sturdy but flexible armour — though it always retains the Strongback's distinctive earthy smell.

WOODWEAVE

Woodweave armour is made from stonewood saplings that have been tightly woven together. The saplings are light and flexible, but retain much of the strength stonewood trees are known for. The armour usually dries out and hardens after about a year, crumbling to kindling as the owner tries to don it.




ARMOUR

NAME	COST	AVAILABILITY	DC	ARMOUR CLASS (AC)	REQ.	STEALTH	WEIGHT
LIGHT ARMOUR							
Chichit Pelt	1	Common	10	11 + Dex Bonus	–	–	10 lb.
Strongback Leather	2	Common	12	12 + Dex Bonus	–	–	13 lb.
Woodweave	3	Uncommon	15	13 + Dex Bonus	–	–	15 lb.
MEDIUM ARMOUR							
Armoles Scale	1	Common	10	13 + Dex Bonus (max 2)	–	–	20 lb.
Patchwork Plate	2	Uncommon	12	14 + Dex Bonus (max 2)	–	Disadvantage	30 lb.
Newforged Breastplate	3	Rare	15	15 + Dex Bonus (max 2)	–	Disadvantage	40 lb.
HEAVY ARMOUR							
Lumberfiend Hide	2	Uncommon	12	15	Str 12	Disadvantage	40 lb.
Newforged Chainmail	3	Rare	15	16	Str 13	Disadvantage	50 lb.
Reclaimed Plate	4	Very Rare	18	17	Str 15	Disadvantage	60 lb.
SHIELDS							
Splintered Shield	1	Common	10	+1	–	–	3 lb.
Reinforced Shield	2	Uncommon	12	+2	Str 12	–	6 lb.
Shellshield	3	Rare	15	+3	Str 14	Disadvantage	15 lb.

MEDIUM ARMOUR

Medium armour strikes a balance between protection and flexibility.

ARMOLES SCALE

This armour is made from the plates of **Armoles** (see page 244), small burrowing creatures with hard shells. The plates have been stitched into Strongback leather and overlaid to provide extra protection.

PATCHWORK PLATE

Patchwork plate is typically scavenged from the plains of **Sorrowfield** (see page 212). It is sometimes reinforced with newforged steel, and underlaid with Strongback leather or layers of Chitchit hide.

NEWFORGED BREASTPLATE

Few Havens are lucky enough to have the resources to forge armour, or a skilled Maker to craft it. This armour is newly forged and offers solid protection against the claws and teeth of the beasts of the Broken World.

HEAVY ARMOUR

Heavy armour offers maximum protection, but is bulky and can be difficult to move in.

LUMBERFIEND HIDE

Lumberfiends (see page 247) are towering creatures that roam the Broken World. Their peaceful nature means they have had to develop a stone-thick hide to fend off the Monsters and people that hunt them. When one does fall, they can provide months of food for a Haven, and their hide can be fashioned into tough and resilient armour.

NEWFORGED CHAINMAIL

Seekers and scavengers often find fragments of armour made from intricate interlocking chain, but most smiths can't fathom how such a thing was made. Newforged chainmail is crafted by talented Makers who have meticulously studied pre-Breaking armour and managed to reproduce the work of those who came before.

RECLAIMED PLATE

Reclaimed plate is an almost complete set of plate armour that managed to survive the Breaking. Such armour is vanishingly rare, and often needs to be repaired by a talented Maker before it can be worn in combat.

SHIELDS

Shields offer additional protection for those who know how to use them.

SPLINTERED SHIELD

A cracked and splintered shield from before the Breaking. A makeshift shield fashioned from planks of work or a mushroom cap also offer similar protection.

REINFORCED SHIELD

A Maker-crafted shield that has been reinforced with thick bands of iron.

SHELLSHIELD

A towering shield made from the shell of a **Karag** (see page 246). Karags can vary in length from 4 to 8 feet, and their hard shells cover almost their entire bodies.



TOOLS

Tools speed up time-consuming tasks or allow you to perform actions you couldn't otherwise do with your bare hands, such as crafting armour or repairing a clockwork artefact. The following is the list of tools available to Survivors in **Broken Weave**, separated into categories. If a Class feature, Talent, or other ability allows you to gain or become Proficient in a set of Tools from a specific category, you can choose any set of Tools in that category. For example, at Level 1 the Speaker gains Proficiency in two Kinship Tools of their choice. This means they can select any two Tools from Actor's Tools, Board Games, Cards, Dice Set, or an Instrument of their choice.

CRAFTER'S TOOLS

Survivors use Crafter's Tools to transform resources and components into vital equipment and valuable goods.

ALCHEMIST'S TOOLS

A set of Alchemist's Tools includes flasks, vials, clay pots, mortar and pestle, and, most critically, thick leather gloves for handling dangerous materials.

ARTIFICER'S TOOLS

A set of Artificer's Tools usually includes tweezers, callipers, files, pins, pliers, and various other tools in various shapes and sizes.

ARTIST'S TOOLS

Depending on the artist, a set of Artist's Tools might consist of brushes, paints, chisels, bowls for inks and dyes, soft clay, tools for creating jewellery, and so on.

BUILDER'S TOOLS

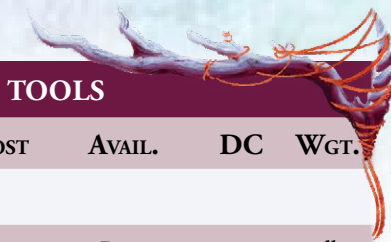
A set of Builder's Tools includes a hammer, nails, a saw, a hand drill, sandpaper, strings of various lengths used for measuring, ropes, and other construction tools.

COOK'S TOOLS

A set of Cook's Tools includes pots and pans, a ladle, and containers for fermenting alcohol. Depending on the cook, they may include a collection of spices, flour and eggs, and various herbs and grains.

SCRIBE'S TOOLS

A set of Scribe's Tools comes with dozens of sheets of paper and everything you need to write on various surfaces, including a quill and ink, chalk, charcoal, and even a small hammer and chisel.



TOOLS				
NAME	COST	AVAIL.	DC	WGT.
CRAFTER'S TOOLS				
Alchemist's Tools	2	Rare	15	8 lb.
Artificer's Tools	2	Rare	15	10 lb.
Artist's Tools	1	Uncommon	12	5 lb.
Builder's Tools	1	Common	10	6 lb.
Cook's Tools	1	Common	10	8 lb.
Scribe's Tools	1	Uncommon	12	4 lb.
Smith's Tools	2	Common	10	8 lb.
Tailor's Tools	1	Common	10	5 lb.
FORAGER'S TOOLS				
Butcher's Tools	1	Common	10	7 lb.
Herbalist's Tools	1	Uncommon	12	4 lb.
Hunter's Tools	1	Common	10	5 lb.
Seeker's Tools	2	Rare	15	10 lb.
Prospector's Tools	1	Uncommon	10	8 lb.
KINSHIP TOOLS				
Actor's Tools	1	Rare	15	3 lb.
Board Game	1	Rare	12	1 lb.
Cards	0	Uncommon	10	-
Dice Set	0	Common	10	-
Instrument (choose)	1	Rare	12	1 to 10 lb.



SMITH'S TOOLS

Smith's Tools are used to reshape metal, repair broken tools, cure leather, and patch holes in armour. A set includes a hammer, tongs, a small anvil, sturdy gloves, a small knife and mallet, a large needle and heavy thread, and spare leather straps.

TAILOR'S TOOLS

Tailor's Tools are used to make and alter clothing, weave fabric, and repair shoes. A set includes needles of various sizes, bobbins of thread, bolts of cloth, spare leather, hole punches, buttons, twine, and so on.

FORAGER'S TOOLS

Survivors use Forager's Tools to find and harvest all manner of resources.

BUTCHER'S TOOLS

A set of Butcher's Tools includes a large cleaver, knives of various sizes, a whetstone, a bone saw, a spiked hand hammer for tenderising, and a large chopping block.

HERBALIST'S TOOLS

Herbalist's Tools are used to prune dangerous plants, extract poison from animal glands, and create healing salves. A set includes small scissors, a pestle and mortar, thick gloves, an array of small pins and needles, and a collection of small pouches, jars, and vials.

HUNTER'S TOOLS

Hunter's Tools allow for the trapping, cleaning, and preparation of small animals, birds, and fish. A set includes snares, a fishing line, a net, a small knife, hooks, and a variety of bait.

PROSPECTOR'S TOOLS

A set of Prospector's Tools includes a pickaxe, a hammer, chisels, trowels, a shovel, wooden wedges, and panning equipment.

SEEKER'S TOOLS

Seeker's Tools are used for navigating the unreliable paths of the Broken World. A set includes paper, ink, maps, star charts, magnets, callipers, rulers, and a sextant. This kit also includes all the materials needed to create new Waymarkers.

KINSHIP TOOLS

Survivors use Kinship Tools to relax, foster new relationships, and build community.

ACTOR'S TOOLS

Actor's Tools are used for putting on performances and taking on a new persona. A set includes dyes and powders for changing hair colour, makeup and face paint, a variety of wigs and false facial hair, and a motley collection of fanciful clothing.

BOARD GAME

A Board Game can contain a variety of components, including a tiled board, cards, dice, and dozens of intricately carved playing pieces. Boards and cards can be made of paper, wood, bone, or woven cloth.

CARDS

Card games are played in Havens across the Broken World, with wildly different rules and designs. Cards are made of paper where available but are often made of lacquered wood or, in some cases, carapace. The drawing and symbols on the cards vary from Haven to Haven, though the Broken Moon is a common, recurring symbol in nearly every deck.

DICE SET

Be they made of bone, wood, metal, or stone, dice are easily made and easily packed for long journeys. They can be used in games of chance or in predicting the future. Some Havens even ascribe a spiritual meaning to the results of a dice roll.



INSTRUMENT

Music speaks to the soul, can transcend boundaries, and can be essential to bridging the gaps between communities. Playing musical instruments together around a campfire creates goodwill between strangers. Instruments come in various shapes and sizes, including drums, wind instruments, string instruments, hollowed-out bones, and more.

VEHICLES

The Broken World is difficult to haul resources across. Survivors use vehicles to move heavy burdens further distances at faster speeds wherever possible.

The Resource Cost, Availability, Crafting DC, and Weight of a vehicle is based on the type of vehicle and the Haven's location, and is determined by the GM.

LAND

The treacherous terrain of the Broken World is not kind to the fixed axles of carriages, carts, and wagons. These vehicles are usually reserved for moving resources within a Haven or along only the safest and least Decayed routes. Sledges are proven to be more reliable on rugged terrain.

WATER

Along with the existing dangers of travelling the seas of the Broken World, the influence of Decay makes any attempt at navigation beyond the sight of the coast almost impossible. River navigation and journeys along the coast are relatively easier to manage, with some Havens hauling goods by sailing ship, longboat, barge, or rowboats.

FREE TO A GOOD HOME

Several items in this chapter have a Resource Cost of 0. This means the item is so small or insignificant that adding it to or taking it from the Haven's Resources would have no real impact. Acquiring such items costs the Survivors nothing, but they still have to track it down. And it doesn't mean they can have infinite free items! At the GM's discretion, adding or removing a significant amount of value 0 items from a Haven can affect a Haven's Resources.

SURVIVAL GEAR

Along with weapons, armour, and tools, a Haven needs countless other pieces of equipment and gear to survive. The **Survival Gear** table lists a variety of equipment, its Resource Cost, Availability, Crafting DC, and weight.

HEALING POULTICE

A Healing Poultice is a salve that can be applied to wounds and injuries to speed recovery. As an Action, a Survivor can apply a Healing Poultice. After 10 minutes, the Survivor regains a number of Hit Points equal to their Hit Die + 2.

If a Survivor needs instant aid, Alchemists can create **Elixirs of Healing** (see page 60), which heal wounds immediately.

LANTERNS AND TORCHES

There are a wide variety of light sources in the Broken World. Many are mundane, like oil lamps and torches, but others use glowing crystals, or bioluminescent flora and fauna. Regardless of its nature, a light source is considered to be either a **Lantern** or a **Torch**.

- **Lanterns** require Lantern Fuel, such as oil, food, or another consumable substance. Each batch of fuel allows the lantern to burn for 12 hours.
- **Torches** are disposable light sources that burn for 1 hour before they are extinguished.

Both lanterns and torches cast *Bright Light* in a 30-foot radius and *Dim Light* for an additional 30 feet.

At the GM's discretion, specific Lanterns and Torches may have additional benefits based on their construction, such as oil based torches being capable of lighting fires, or crystalline torches working underwater.

MOONSTONE

One of the most rare and precious minerals in the Broken World, Moonstone is a luminescent crystal that can absorb Decay. If a Survivor spends a Long Rest with a chunk of Moonstone pressed against their flesh, their Decay is reduced by 1. After use, Moonstone dulls and transforms into mundane stone.

PACKS

Each Class gets one of the following packs as part of their starting equipment. These packs include essential equipment and gear a Survivor needs to face the challenges of the Broken World. Packs are less of a drain on a Haven's Resources than if you bought the items individually. If you are returning a pack to the Haven's Resources (see **Consolidating Resources**, page 105), it must be complete. You can't split the items in a pack.

DELVER'S PACK

A Delver's Pack includes a backpack, a bedroll, a crowbar, a hammer, chalk, a lantern, lantern fuel, five days of rations, a full waterskin, a grappling hook, and 50 feet of rope.

EMISSARY'S PACK

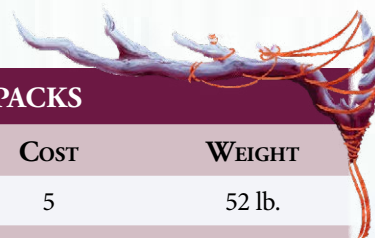
An Emissary's Pack includes a backpack, a bedroll, a set of fine clothes or a costume, pen and ink, a small bag of sand, 20 sheets of loose paper, sealing wax, a scroll case, a lantern, lantern fuel, a spyglass, a bar of soap, and a vial of perfume.

LOREKEEPER'S PACK

A Lorekeeper's Pack includes a backpack, a bedroll, an abacus, an hourglass, pen and ink, a blank book, a small bag of sand, chalk or charcoal, 20 sheets of loose paper, a scroll case, a magnifying glass, a lantern, and lantern fuel.

SURVIVOR'S PACK

A Survivor's Pack includes a backpack, a bedroll, a tinderbox, 10 torches, a hunting trap, five days of rations, a full waterskin, a healing poultice, a healer's kit, a two-person tent, and 50 feet of rope.



PACKS		
NAME	COST	WEIGHT
Delver's Pack	5	52 lb.
Emissary's Pack	4	22 lb.
Lorekeeper's Pack	5	24 lb.
Survivor's Pack	4	72 lb.

SURVIVAL GEAR

NAME	COST	AVAILABILITY	DC	WGT.	NAME	COST	AVAILABILITY	DC	WGT.
Abacus	1	Rare	12	2 lb.	Ladder	1	Common	12	25 lb.
Arrows (20)	1	Common	10	1 lb.	Lantern	1	Rare	15	2 lb.
Backpack	1	Common	10	5 lb.	Lantern Fuel	1	Rare	15	1 lb.
Barrel	1	Common	10	70 lb.	Lock	1	Uncommon	12	1 lb.
Basket	0	Common	10	2 lb.	Magnifying Glass	1	Rare	15	–
Bedroll	1	Common	10	7 lb.	Manacles	1	Rare	15	6 lb.
Bell	0	Uncommon	12	–	Mirror, steel	1	Rare	15	1/2 lb.
Blanket	1	Common	10	3 lb.	Moonstone (chunk)	3	Very Rare	–	1 lb.
Block and Tackle	1	Uncommon	12	5 lb.	Paper (20 sheets)	1	Rare	15	–
Blowgun Needles (50)	1	Common	10	1 lb.	Pen and Ink (1-ounce bottle)	0	Rare	15	–
Book (blank)	1	Very Rare	15	5 lb.	Perfume (vial)	0	Very Rare	18	–
Bottle, Glass	0	Rare	15	2 lb.	Pouch	0	Common	10	1 lb.
Bucket	0	Common	10	2 lb.	Quiver	1	Common	12	1 lb.
Chain (10 feet)	1	Uncommon	15	10 lb.	Rations (5 days)	1	Common	12	10 lb.
Chalk (1 piece)	0	Common	12	–	Rope (50 feet)	1	Common	10	10 lb.
Chest	1	Uncommon	15	25 lb.	Sack	0	Common	10	1/2 lb.
Climber's Kit	2	Rare	15	12 lb.	Scales	1	Uncommon	15	3 lb.
Clothes, Common	1	Common	10	4 lb.	Scroll Case	1	Rare	12	1 lb.
Clothes, Traveller's	1	Common	15	6 lb.	Sealing Wax	0	Rare	12	–
Clothes, Fine	1	Rare	18	5 lb.	Shovel	1	Common	10	5 lb.
Crossbow Bolts (20)	1	Uncommon	12	1 lb.	Sling Bullets (20)	0	Common	10	1 lb.
Crowbar	1	Uncommon	12	5 lb.	Soap	0	Very Rare	15	–
Fishing Tackle	1	Common	12	4 lb.	Spikes, Iron (10)	1	Uncommon	12	1/4 lb.
Flask or tankard	0	Common	10	1 lb.	Spyglass	1	Very Rare	18	1 lb.
Grappling Hook	1	Rare	15	4 lb.	Tent, two-person	1	Common	12	20 lb.
Healer's Kit (10 uses)	1	Uncommon	12	3 lb.	Tinderbox	0	Uncommon	15	1 lb.
Healing Poultice	1	Rare	15	1 lb.	Torch	0	Common	10	1 lb.
Hourglass	1	Rare	15	1 lb.	Waterskin (full)	1	Common	12	5 lb.
Hunting Trap	1	Rare	15	25 lb.	Whetstone	0	Common	12	1 lb.
					Whistle	0	Uncommon	12	–

MODIFYING EQUIPMENT

Survivors must use every tool at their disposal, including materials harvested from Decayed flora and fauna. This section details how to modify equipment using Components. The Tools required to modify equipment are determined by the GM — most weapons and armour require Proficiency in Smith's Tools, while modifying other gear may require Tailor's Tools, Builder's Tools, Artificer's Tools, or some other set of Tools.

NEW PROPERTIES

Broken Weave introduces several new weapon and armour Properties, which are listed below. To add one of these Properties to a piece of equipment, you must take the *Modify Equipment* Downtime Activity (see page 162). Each Property lists the type of equipment that it can be applied to, the DC of the Extended Test required to modify your equipment, and a number of potential Components that could grant the Property. Other Components may be suitable, but the GM has the final say on what Components are required for each Property. You may also find items that already have one of these Properties. For example, a rusty sword already has the *Brittle* Property.

AGONISING

Crafting: Any melee weapon or up to 10 pieces of ammunition; DC 8 + the CR of the Monster the Component came from

Components: Godsblood, Murky Dancer acid gland, a stinger from a creature with the *Venomous Retribution* Decayed Transformation

Any creature damaged by a weapon or piece of ammunition with this Property suffers 1d8 Acid or Poison Damage at the start of its next turn. The type of Damage is determined by the Component used.

AQUATIC

Crafting: Any light armour; DC 12

Components: Blightclaw flippers, Murky Dancer fins

While wearing armour with this Property, your Swim Speed is the same as your Walking Speed.

BALANCED

Crafting: Any melee weapon or up to 10 pieces of ammunition; DC 14

Components: Dreamspawn claws, minerals from an area with the *Shifting Weight Hazard*

You gain +1 to Attack Tests when using this weapon.

BRITTLE

Crafting: Any object; DC 10

Components: Glass, Blightclaw carapace

The *Brittle* Property functions differently based on what type of equipment it is applied to.

- If a creature wearing *Brittle* clothing or armour is damaged by a Critical Hit, the clothing or armour breaks.
- If an attack using a *Brittle* weapon results in a natural 1, the weapon breaks.
- If a Tool Test using a *Brittle* Tool results in a natural 1, the tool breaks.

Broken equipment can be repaired by taking the *Repair Equipment* Campcraft Activity (see page 157).

CAMOUFLAGED

Crafting: A cloak or set of clothing; DC 12

Components: Deathstalk bark, the scales of a creature with the *Invisible* Decayed Transformation

While you are wearing clothing with this Property, you have Advantage on Dexterity (Stealth) Tests.

DAMAGE RESISTANT

Crafting: Any clothing or armour, DC 8 + the CR of the creature the Component came from

Components: The hide of a creature that is Resistant to one or more types of Damage

Armour or clothing with this Property gains Resistance to one Damage Type that the harvested creature was Resistant to.

DISTRACTING

Crafting: Any clothing or armour; DC 14
Components: Scythe splinters, Weeper spores

All creatures within 60 feet of armour or clothing with this Property have Disadvantage on Wisdom (Perception) Tests to notice anything other than the wearer.

ELEMENTAL

Crafting: Any melee weapon or up to 10 pieces of ammunition; DC 12
Components: Sparking automaton salvage, ever-frost from the Lake of Frozen Tears, blood from a Monster with the *Volatile Blood* Decayed Transformation

The Damage Type of weapons and ammunition with this Property changes to Cold, Fire, Acid, Lightning, or Necrotic. The type of Damage is determined by the Component used.

ENDURING

Crafting: Any footwear; DC 10
Components: Strongback leather, Mother Caring tendons

While wearing footwear with this Property, you ignore the effects of *Difficult Terrain*.

FLEXIBLE

Crafting: Any medium armour; DC 17
Components: Blightclaw tentacles, Drainer cartilage

Any medium armour with this Property lets you add a maximum of +3 Dexterity Bonus to your AC rather than +2.

GRASPING

Crafting: Any weapon; DC 12
Components: Clingray tentacles, appendages from a creature with the *Covetous Skin* Decayed Transformation

A weapon with this Property cannot be disarmed.

GLOOMY

Crafting: Any armour or clothing; DC 15
Components: The hide of a creature that has been exposed to the *Oppressive Gloom* Hazard

Clothing or armour with this Property dampens light around it, turning an area of *Bright Light* into *Dim Light* and *Dim Light* into *Darkness*.

INSPIRING

Crafting: Any weapon, clothing, or armour; DC 13
Components: Speakthief feathers, blooms from a creature with the *Mystifying Aroma* Decayed Transformation

While wearing or holding an item with this Property, you have Advantage on Performance and Persuasion Tests.

MERCILESS

Crafting: Any melee weapon or up to 10 pieces of ammunition; DC 20
Components: Godbone, shards of a Titan

Weapons and ammunition with this Property score a Critical Hit on a 19 and a 20.

RESILIENT

Crafting: Any object; DC 18
Components: Moonstone, Godbone

An item with this Property is immune to the effects of Decay.





SCREAMING

Crafting: Any weapon, armour, or jewellery; DC 13
Components: Shrieking Horror beaks, voicebox of a creature with the *Mournful Wail* Decayed Transformation

As a Free Action, you can cause the equipment to emit a loud scream or shriek that can be heard clearly up to 1,000 feet away. If this Property is on a weapon, you can cause this scream whenever you make an attack with it.

SILENCED

Crafting: Up to 10 pieces of ammunition; DC 14
Components: Shrieking Horror feathers, wood from an area with the *Silencing Hazard*

Ammunition with this Property does not make a sound when fired and does not reveal the attacker's location.

SPIKED

Crafting: Any armour; DC 15
Components: Spines from a creature with the *Spiny Decayed Transformation*

Any creature that hits a target wearing *Spiked* Armour with a Melee Attack from within 5 feet takes 1d4 + 1 piercing Damage.

UNSETTLING

Crafting: Any weapon, clothing, or armour; DC 13
Components: Shrieking Horror talons, horns of a creature with the *Unnerving Presence* Decayed Transformation

While wearing or holding an item with this Property, you have Advantage on Intimidation Tests.

VIGILANT

Crafting: Any heavy armour or a shield; DC 20
Components: Godbone, skull-plates from a creature with the *Telepathic* Decayed Transformation

While wearing armour or wielding a shield with this Property, any Critical Hit against you becomes a normal hit.

WEATHERPROOF

Crafting: Any armour or clothing; DC 10
Components: Hide from a creature native to the chosen environment

This attire grants protection from either hot or cold environments. While wearing it, you have Advantage to resist the negative effects of the chosen environment, and Disadvantage to resist the negative effects of the opposite environment.

CREATE SOMETHING NEW

If you want to create new weapons and armour and introduce an in-depth crafting system to your game, *Hammer and Anvil* and *Mortar and Pestle* have expansive rules that are the perfect addition to the harvesting and equipment modification rules presented in this book. Visit cubicle7games.com for more information.

NEW RULES

8

There's rules to living outside the Haven. I know I'm no Lorekeeper, but it's better to learn from an old Seeker by the fire, than a Monster in the night.
— Bran 'the Hook', Strand-walker of Shellsport

Broken Weave provides players and GMs with new rules to help you tell nail-biting stories of desperate Survivors in a post-apocalyptic fantasy world. These rules modify the 5th Edition rules to enhance your game and evoke the themes of **Broken Weave**.

SKILLS

Survivors must have sharp minds, quick reflexes, and keen senses to survive the Broken World. Groups of Survivors must ensure they have a wide array of Skills before leaving their Haven.

Below is the complete list of Skills in **Broken Weave**. Each Skill lists a short description and the Attribute it is most often associated with. If you are Proficient with a Skill, you add your Proficiency Bonus and the relevant Attribute Bonus to any Test made using that Skill. **Broken Weave** introduces three new Skills: Forgotten Lore, Local Lore, and Natural Lore. These Skills replace Arcana, History, Nature, and Religion.

ACROBATICS (DEX)

Your agility and natural grace. Used when trying to keep your balance or perform acrobatic stunts.

ANIMAL HANDLING (WIS)

Your affinity and understanding of beasts. Used to calm animals or control a mount.

ATHLETICS (STR)

Your physical conditioning and strength. Used to climb, swim, and lift.

DECEPTION (CHA)

Your ability to lie and deceive others. Used to spread false rumours and present fiction as fact.



FORGOTTEN LORE (INT)

Your knowledge of the pre-Breaking world. Used to identify ancient relics and decipher forgotten languages.

INTIMIDATION (CHA)

Your force of will and intimidating manner. Used to cow others into submission and threaten people.

INSIGHT (WIS)

Your empathy and intuition. Used to gauge someone's emotional state and know when a person is lying.

INVESTIGATION (INT)

Your deductive reasoning. Used to piece together clues and logically analyse a situation.

LOCAL LORE (INT)

Your knowledge of a Haven and the surrounding lands. Used to find points of interest and important people.

MEDICINE (INT)

Your understanding of anatomy and healing. Used to treat injuries, diagnose ailments, and determine the cause of death.

NATURAL LORE (INT)

Your knowledge of the flora and fauna of the Broken World. Used to identify plants and animals and know when an ecosystem is out of balance.

PERCEPTION (WIS)

Your awareness and senses. Used to spot secrets and see enemies trying to sneak up on you.

PERFORMANCE (CHA)

Your ability to perform for a crowd. Used to play musical instruments, sing, and tell stories.

PERSUASION (CHA)

Your natural charisma and ability to sway others. Used to convince people or your point of view, charm others, and defuse hostile situations.

SLEIGHT OF HAND (DEX)

Your manual dexterity and trickery. Used to take something without being spotted and hide things.

STEALTH (DEX)

Your ability to remain silent and unseen. Used to hide and pursue someone secretly.

SURVIVAL (WIS)

Your ability to navigate the wilds and track prey. Used to find your way in unfamiliar lands, hunt wild game, and predict the weather.

MIXING SKILLS AND ATTRIBUTES

Each Skill lists in parentheses the Attribute it is most commonly associated with. However, parts of this book and future supplements will call for alternate pairings, such as using Constitution (Athletics) to run long distances without stopping, using Charisma (Local Lore) to gather rumours, or the Warden Avenger's *Imposing Manner* feature (see page 92) that allows them to always use Strength instead of Charisma for Intimidation Tests.

Players and GMs should feel free to suggest alternate pairings for Attributes and Skills. As always, the GM has the final say on when you can use different Attributes and Skills for a Test. When making a Test using an uncommon pairing of Attributes and Skills, add the relevant Attribute Bonus to your Proficiency Bonus with the Skill.

THE GOLDEN RULE

If there is ever a conflict between the 5th Edition or C7d20 rules and the new rules presented in **Broken Weave**, remember the golden rule: whichever ruling the group agrees would result in the most dramatic, tragic, or hopeful story always takes precedence.

EXTENDED TESTS AND GROUP TESTS

Broken Weave introduces two new types of Tests: **Extended Tests** and **Group Tests**.

EXTENDED TESTS

Building fortifications for your Haven or harvesting priceless godsblood can take weeks or even months. For tasks that require this kind of time and dedication, **Broken Weave** introduces **Extended Tests**. Extended Tests require you to make multiple Tests and track your progress. They are most often used during downtime, but the GM may use them elsewhere as the need arises. The process for making an Extended Test is below:

- **Time Required and Number of Tests:** The GM determines the time required for the Extended Test and the number of Tests you can make. Most **Downtime Activities** (see page 159) take a week and allow you to make three Tests.
- **Determine DC and Skill(s):** The GM determines the Test's DC and the Skill or Tool required. Both the DC and the Skill or Tool may vary throughout the Extended Test, such as using Survival to find a rare plant and then using Alchemist's Tools to process it.
- **Determine Goal:** The GM determines the Goal for the Extended Test. You must meet or exceed this value to succeed on the Extended Test. You gain and lose progress towards your Goal based on how well or poorly you roll on each Test (see below).
- **Track Progress:** Each time you make an attempt during an Extended Test, note the difference between the DC and the result of your roll. This is your Progress towards your Goal. If the result of a Test exceeds the DC, you add to your Progress; if the result is less than the DC, you subtract from your Progress; if you equal the DC, you neither make nor lose Progress. For example, if you roll 13 on a DC 10 Test, you would add 3 to your Progress; if you roll 8 on a DC 10 Test, you subtract 2 from your Progress. Your Progress can't go below 0.

- **Determine Success:** If your Progress equals or exceeds the Goal at the end of the Extended Test, you succeed. If you do not meet the Goal, you fail the Extended Test. Depending on the type of Extended Test, you may be able to try again, retaining any Progress you have already made.

Campcraft, Downtime, and Seasonal Activities that require Extended Tests list the DC, Goal, and the Skill or Tool required to succeed.

***Example:** Finlay, a Seeker, is searching the wilds for a Monster. The GM decides that it will take Finlay an hour to track the Monster, after which its trail will go cold. Tracking the Monster will require three Tests: a DC 10 Intelligence (Natural Lore) Test to find the Monster's hunting ground, a DC 12 Wisdom (Survival) Test to follow the trail, and a DC 15 Dexterity (Stealth) Test to sneak into the Monster's lair. The GM tells Finlay he must reach a Goal of 8 to succeed.*

Finlay begins the hunt. He rolls a 14 on the DC 10 Intelligence (Natural Lore) Test to find the Monster's hunting ground, gaining +4 Progress towards his goal. However, he struggles to follow the Monster's tracks, rolling a 10 on the DC 12 Wisdom (Survival) Test and suffering -2 Progress towards his goal. After finally tracking the Monster down, he rolls a 21 on the DC 15 Dexterity (Stealth) Test to sneak into the creature's lair, gaining +6 towards his goal. He just about manages to reach his Goal (4 - 2 + 6 = 8), and has successfully tracked the Monster and snuck into its lair.

GROUP TESTS

Group Tests involve multiple participants working together to accomplish a single goal. Group Tests often happen over a shorter period and can use a single Skill or multiple Skills and Tools. You use a single Skill when the whole party is taking the same action, such as sneaking, while you use a variety of Skills when party members are taking different actions. The successes of each of these individual Tests are then added together and compared to the Goal set by the GM.

Group Tests work the same way as Extended Tests, but each participant only makes one Test. The total Progress is then added together and compared to the Goal. If the party equals or exceeds the Goal, they succeed. If they don't, they fail.

Example: *The party has ventured deep into the ruins of a temple to some forgotten god of the dead. Suddenly, the temple begins to shake and collapse around them — they must escape quickly or be crushed and left to rot with the rest of the corpses! The GM calls for a Group Test to escape the temple. Each party member has time to make one Test, and they must reach a Goal of 10 to succeed. The GM asks each Survivor what they are doing to aid the party's escape.*

*Sena, a Sage, wants to remember the layout of the temple so they can escape quicker, so the GM asks for a **DC 12 Intelligence (Forgotten Lore)** Test. Sena succeeds, gaining +3 Progress towards the Goal. Azza, a Harrowed, says she will lead the group through the dark, twisting corridors and watch for danger, so the GM asks for a **DC 15 Wisdom (Perception)** Test. Azza succeeds, gaining another +3 Progress towards the Goal. Lastly, Arturius, a Warden, wants to protect their allies and push aside any obstacles in the way. The GM asks for a **DC 12 Strength (Athletics)** Test and Arturius succeeds, gaining +7 Progress towards the goal. The party get a total of 13, surpassing the Goal of 10 set by the GM. They rush from the collapsing ruin, and gratefully fall to the ground.*

NEW ACTIONS

This section provides several new Actions you and your enemies can take in combat.

CALLED SHOT

You target a vital area, leaving your foes vulnerable. When you make an attack, you can choose to target a specific body part. Make an Attack Test with Disadvantage and choose your target location from those listed below. The enemy must make the Saving Throw listed, with a DC equal to the Damage suffered. If you are using a ranged weapon, you can only make Called Shots at targets within your weapon's Normal Range (the *Trick Shot* Talent extends this range).

- **Head:** You aim for the target's head to disorient them. The target must succeed on a **Constitution Saving Throw** or become *Blinded* or *Deafened* (your choice) until the end of their next turn.

- **Arms:** You target something the creature is holding, such as a weapon or shield. The target must succeed a **Strength Saving Throw** or drop what they are holding. If they fail by 5 or more, the object is hurled 15 feet away.
- **Legs/Wings:** You try to knock the target to the ground, aiming for their legs or wings. The target must succeed a **Dexterity Saving Throw** or fall *Prone*. Creatures knocked out of the sky suffer falling Damage.

CHARGE

You charge at your target, channelling your momentum into a powerful attack. When you Charge, you move as far as your Speed allows and make a melee attack. You cannot Charge an enemy within 15 feet. You deal additional Damage equal to your Strength Bonus, but attacks against you are made with Advantage until the start of your next turn.

If you take the Charge Action while controlling a mount, you use the mount's Speed and Strength Bonus instead of your own, but you make the attack. Attacks against you and your mount are made with Advantage until the start of your next turn.

SEIZE THE INITIATIVE

You forgo acting now to gain an edge later. When you Seize the Initiative, your turn ends, but you move to the top of the Initiative at the start of the next round. You remain at the top of the Initiative until someone else takes this Action or another effect changes the Initiative order.

SHOVE

Sometimes you just need a little space. To Shove a creature, you must make a **Strength (Athletics)** Test opposed by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)**.

If you succeed, the target is shoved 5 feet away. If you succeed by 5 or more, you can choose to Shove the target up to 15 feet away, including off a great height.

INJURIES AND HEALING

The Broken World is a brutal and unforgiving place. The arcane power that could mend flesh and cheat death is long forgotten, so Survivors must rely on knowledge, skill, and each other to survive.

Broken Weave introduces new rules for injuries and healing to reflect this harsh world.

CRITICAL INJURIES

When you have 0 Hit Points, you are **Critically Injured**. While Critically Injured, you suffer the following effects:

- When you become Critically Injured, you must immediately make a **Death Saving Throw** (see below).
- You can only Move or take one Action and can't take Reactions.
- You can't recover Hit Points in any way.
- If you take Damage, you immediately fail a Death Saving Throw.
- At the end of your turn, you must make a Death Saving Throw.

DEATH SAVING THROW

At the end of your turn while Critically Injured, you must make a **Death Saving Throw**. Unlike other Saving Throws, you do not apply any bonuses to the roll — you must rely on fate. Roll 1d20:

- If you roll 10 or higher, you gain one success.
- If you roll 9 or lower, you suffer one failure.
- If you roll a 20, you regain 1 Hit Point and are no longer Critically Injured.
- If you roll a 1, you suffer two failures.

If you gain three successes, you are **Stabilised** (see below). When you fail your third Death Save, you die. You can gain successes and failures in any order; they need not be consecutive.

STABILISING

When you are Stabilised, you are no longer Critically Injured. You can be Stabilised by gaining three successes on Death Saving Throws or getting help (see below). Some Class features and equipment, such as a Healer's Kit (see page 117), can also Stabilise a Survivor. When you are Stabilised, the following happens:

- You are no longer Critically Injured.
- You regain 1 Hit Point.
- You can Move, take Actions and Reactions, and receive healing as normal.
- You clear all successful Death Saves from your Survivor Sheet.
- You **do not** clear failed Death Saves.

GETTING HELP

Survivors rarely travel alone and rely on each other in dire circumstances. When you are Critically Injured, an ally within 5 feet can use an Action to make a **DC 15 Intelligence (Medicine) Test**:

- On a success, you are stabilised.
- On a failure, nothing happens.
- If your ally fails and rolls a 1, you suffer one failed Death Save.

LAST STAND

In the darkest moments, some people choose to make the greatest sacrifice for their allies, transcending from Survivor to Hero. If you are Critically Injured, you can declare that you are making a Last Stand. You must do this at the start of your turn. When you do so, the following happens:

- You are no longer Critically Injured.
- You recover from any Conditions you have.
- You are Immune to all Damage.
- You gain Advantage on all Tests.
- You deal double Damage with all attacks and Class features.
- At the end of your turn, you die. Nothing can prevent this death.
- Your sacrifice inspires your allies and becomes a thing of legend. The Haven gains Hope equal to 1 + the number of remaining party members.

HEALING

The wounds you suffer do not go away simply because you received quick first aid from an ally or managed to persevere through the pain. The injuries you suffer linger. Failed Death Saving Throws remain even after Stabilising, meaning that if you are Critically Injured again, you are all that much closer to death.

At the end of a Long Rest, you regain all your Hit Points, recover spent Hit Dice up half your Level (minimum of 1), and clear one failed Death Save from your Survivor Sheet. A skilled healer can help you recover more Death Saves (see the Healer's *Sew and Set* feature, or the *Tend Wounds* Campcraft Activity). At the end of your downtime, you recover all Death Saves.

DECAY

In the Broken World, every arcane artefact, every lurking Monster, and even the blighted landscape radiate a pervasive, insidious force that corrupts all it touches. Many Havens have their own name for this phenomenon: the Worldplague, Ruination, the Withering, Father Doom, and more. Most simply call it **Decay**. Many claim that Decay is what has become of the once unifying force of magic, a well of arcane power that was shattered when the world was broken and now runs rampant across the land, but none can know for certain.

Like magic before it, Decay is inherent in all parts of the Broken World. However, creatures, artefacts, and locations that were once steeped in magic now overflow with corrupting energy, each one oozing Decay like an invisible toxin. Decay is the greatest threat every Survivor will face in their lives, for to underestimate or misunderstand it is a death sentence like no other.

Decay erodes the foundations of reality. It breaks down, pulls apart, and remakes everything with little rhyme or reason. Landscapes wither to nothing or bloom into surreal wildernesses, while creatures are twisted into uncanny parodies of their former selves. Even time and space bend to Decay's whims, making travel a deadly undertaking. History and memory are forgotten, or wound into a tangled knot of frayed threads that not even the most dedicated Sage can unravel.

TRACKING DECAY

Every creature and location in the Broken World has a level of Decay represented by a number between 1 and 10. Decay 1 represents something that is relatively safe or stable by Broken World standards while Decay 10 represents an irredeemable Monster resplendent with terrifying mutations, or a psychedelic landscape of shattered space and time beyond comprehension.

Players track their Survivor's Decay on their Survivor Sheet, while the GM tracks the Decay of the group's Haven on the **Haven Sheet** (see page 302), and the Decay for NPCs and locations in their personal notes. **Chapter 12. Storytelling** (see page 223) provides the GM with additional advice on showing the effects of Decay on the land and its creatures.

DECAY SAVING THROW

Whenever you are exposed to Decay or targeted by certain creature abilities, the GM will call for a **Decay Saving Throw**. To make a Decay Saving Throw, roll 1d20 and add your highest Attribute Bonus. The GM determines the DC of the Decay Saving Throw based on the severity of the Decay's source, or uses the DC of the ability targeting you. If you succeed, you resist Decay's effects. If you fail, your Decay increases by 1. In some cases, your Decay may increase by more than 1, but this is rare.

Only the Harrowed Class and Survivors with the *Decay Resistance* Talent (see page 97) add their Proficiency Bonus to Decay Saving Throws.

SOURCES OF DECAY

The following are the most common sources of Decay in the Broken World.

ARCANE ARTEFACTS

Magical items or objects created using magic are common sources of Decay. Arcane Artefacts that can be activated, worn, or carried apply Decay directly to their wielders. Each artefact increases a Survivor's Decay when it is used and may even spread Decay to the world around them.

You can find examples of **Arcane Artefacts** and their effects starting on page 224.

CORRUPTED LANDS

The ambient Decay of a location seeps into all creatures that spend time there, making those who explore Decayed ruins or the lands around god-corpses especially dangerous. When you finish a Long Rest in a location that has a Decay rating greater than your own, you must make a **Decay Saving Throw** with a DC equal to 10 + the location's Decay. On failure, you increase your Decay by 1.

MONSTERS

Monsters and Titans spread Decay throughout the Broken World, and many can corrupt other creatures with only a touch. Titans and Monsters have abilities that force a creature to succeed on a Decay Saving Throw or suffer 1 Decay.

DECAYED MEMORY

1d12

MEMORY LOST

- | | |
|----|--|
| 1 | Home: You forget something important about your Haven, such as a landmark, distinguishing feature, or the path that leads you home. |
| 2 | Family: You forget the details of an influential family member, such as their name, appearance, or significance in your life. |
| 3 | Upbringing: You forget a memory from your upbringing, such as a hobby growing up or a childhood friend. |
| 4 | Occupation: You forget details about your role in your community, such as the hunting grounds you regularly track, or the workshop where you craft. |
| 5 | Defining Experience: You forget an important moment in your life, and the people or places involved in it. |
| 6 | Talent: You forget where you learned or mastered a particular Talent you have. |
| 7 | Education: You forget how and when you learned to use a particular tool or weapon. |
| 8 | Ally: You forget the name and appearance of one of your allies. |
| 9 | Enemy: You forget the name and appearance of one of your enemies. |
| 10 | Dream: You forget an important personal goal and what steps you have made towards it. |
| 11 | Connection: You forget the details of a specific connection you have with another character, such as a shared moment of bonding. |
| 12 | Name: You forget your own name. When people tell you what it is, it doesn't quite feel right. |

EFFECTS OF DECAY

Whenever a member of the Elemental Lineages increases their Decay, it advances the progress on their Lineage Curse. If a Survivor reaches Decay 10, they become a Monster under the control of the GM.

In addition to the effects of your Lineage Curse, whenever you suffer a point of Decay, you also lose something of your past or personality. Roll on the **Decayed Memory** table to see what type of memory has been lost. You can share the memory with the group or keep it to yourself.

These results tie directly back to your **Lifepath** (see page 26), but this loss of memory does not remove any mechanical benefits you gained from that part of your life. Even if you forget the person who taught you how to hunt and track prey, enough of your muscle memory and fragmented experiences remain intact to retain the skill. This can be a surreal and frustrating experience for Survivors, who can find themselves expertly skilled at something but with no recollection of how they learned it.



MEMORIA

Memoria are small charms that Survivors carefully craft and meditate upon as a way of protecting their most cherished memories. When a Memoria is created, it is linked to a specific person, place, experience, or goal. If you roll a Decayed Memory that has a Memoria associated with it, you can make another **Decay Saving Throw** to resist the memory loss. The DC is equal to 10 + your current Decay. If you succeed, your Memoria protects your memory. If you fail, you lose the memory and the Memoria becomes meaningless to you.

You start with three Memoria at Survivor Creation (see page 36) and can create new Memoria by taking the *Craft Memoria* Downtime Activity (see page 160).

REDUCING DECAY

Despite its seemingly relentless nature, Decay can be slowed and even eradicated entirely. Fostering hope, building community, or purifying a creature with Moonstone can completely eradicate a creature or location's Decay, reducing it to 0.

CLASS FEATURES

Some powerful individuals can reduce or redirect Decay, though this often comes at a cost. Many Harrowed Class features and the Sage Healer subclass feature *Drastic Measures* offer ways to reduce Decay.

JOURNEYS

Travelling the Broken World is vital to remaking it, and walking the forgotten paths helps to reconnect communities and rebuild the world. Completing a Journey decreases Decay along the route by 1 for one week. Walking the path again extends this effect for one month. See page 148 for more information.

MOONSTONE

These rare chunks of iridescent stone fall from the Broken Moon and have the power to absorb a limited amount of Decay. A fist sized chunk of **Moonstone** (see page 116) can reduce a Survivor's Decay by 1, before transforming into an inert, dull rock.

REBUILDING

Growing your Haven and building for the future pushes back Decay. **Chapter 10. The Passage of Time** lists a number of Downtime and Seasonal Activities that reduce Decay and foster Hope.

WAYMARKERS

Space and distance in the Broken World are fickle things, but Waymarkers can solidify the land and help guide other Survivors in the twisting wilderness. You can build a Waymarker using the *Place Waymarker* Campcraft Activity (see page 157). Waymarkers are tracked on your Haven Sheet. A Waymarker has the following effects:

- Decay within 1 mile of the Waymarker decreases by 1.
- A Waymarker can be used as the Destination for a Journey (see page 134), allowing you to break up a longer Journey into multiple shorter ones.
- Trail Glyphs can be integrated into a Waymarker to leave messages for others (see page 179).

MAINTENANCE

Waymarkers succumb to Decay over time unless they are maintained. At the end of each period of downtime and each Season, the GM rolls 1d10 for each Waymarker listed on the Haven Sheet:

- If the result is greater than the Decay in the Waymarker's area, the Waymarker resists the effects of Decay for now.
- If the result is equal to or less than the Decay in the Waymarker's area, the Waymarker is destroyed.

The *Maintain Waymarkers* Downtime Activity and the *Reinforce Waymarker* Seasonal Activity can prevent this Decay.

OVERWHELMING DECAY

Some sources of Decay are so powerful that they completely overwhelm a Survivor's ability to resist. In these situations, you do not make a Decay Saving Throw and simply increase your Decay by the listed amount. GMs should use this sparingly, keeping it for only the most dramatic moments or in the most Decayed areas.

HOPE

When a group of Survivors comes together to face a crisis, the Haven puts its fate in their hands. This may take the form of prayers, festivals, or physical gifts. Regardless of the details, the Haven's belief in the Survivors creates a powerful force for change that is untouched by Decay. This force is **Hope**.

Survivors can harness the Hope of their community as a blazing fire that lets them push beyond their mortal limits. However, Hope is a finite resource that waxes and wanes with triumph and defeat. Hope must be nurtured, lest it die completely.



WHAT IS HOPE?

Hope is the antithesis to Decay. It is a tangible force of good that is created when communities come together with a common goal and the shared belief that the world is not lost. Hope is the certainty that existence has purpose and the belief that no matter the odds, you can change the world for the better — made manifest in the hearts of those who endure, survive, and even prosper in the Broken World.

Hope comes from everyone working together towards a common goal. If, for some reason, a Survivor is working against the best interests of the Haven, they can't use Hope — it simply won't work for them.



TRACKING HOPE

Hope is a shared resource that is tracked on the **Haven Sheet** (see page 302).

GAINING HOPE

Hope is gained in the following ways:

- **Haven Creation:** During **Haven Creation** (see page 10), the Haven starts with Hope equal to 1d4 per player.
- **Noble Sacrifice:** Whenever a Survivor makes a **Last Stand** (see page 125), the Haven gains Hope equal to 1 + the number of party members.
- **Community Growth:** Some Downtime and Seasonal Activities, such as *Foster Community* (see page 161), increase a Haven's Hope.
- **Overcoming a Crisis:** Certain narrative events, such as saving the community from a Titan, grant Hope to the Haven. The amount of Hope gained is normally equal to 1d4 per surviving party member.

LOSING HOPE

Hope is lost in the following ways:

- **Spending Hope:** When a Survivor spends Hope, Hope is reduced by 1. See **Using Hope**, page 130 for more information.
- **Survivor Death:** If a Survivor dies but does not make a Last Stand, the Haven loses 1d4 Hope.
- **Failing a Crisis:** If the party fails to overcome a crisis, the Haven loses 1d4 Hope per surviving party member.
- **Decaying Haven:** Whenever a Haven's Decay increases, it loses Hope equal to the Decay gained.

If a Haven's Hope is ever reduced to 0, it immediately suffers an **Internal Conflict** (see page 19 for more information).

USING HOPE

Once per round, whenever you are working towards the betterment of your Haven, you can spend Hope to achieve one of the following effects:

AUTOMATIC SUCCESS

Before rolling a Test, you can spend 1 Hope to automatically succeed. In combat, this does not count as a **Critical Hit** (see below).

CHEAT DEATH

If you are Critically Injured (see page 125), you can spend 1 Hope to Stabilise yourself and recover 1d10 Hit Points. You are no longer Critically Injured but retain any failed Death Saves.

CRITICAL HIT

If you succeed on an Attack Test, you can spend 1 Hope to turn the success into a Critical Hit.

RECOVER FROM A CONDITION

You can spend 1 Hope to recover from any Condition.

RESIST DECAY

Whenever your Decay would increase, you can spend 1 Hope to prevent the Decay increase.

REROLL A TEST

If you fail a Test, you can spend 1 Hope to reroll the Test.

TAKE AN EXTRA ACTION

You can spend 1 Hope to take an extra Action or Reaction.

TWIST FATE

Whenever a creature within 120 feet makes a Saving Throw, you can spend 1 Hope to force them to make the Saving Throw with Disadvantage.

SHARING HOPE

The party can share their Hope with a pet gained through the *Creature Companion* Talent (see page 96) or an allied NPC who has joined them. The party must all agree to this before the Hope is spent — the GM can never spend the party's Hope on an allied NPC without their consent.



HAVENS IN CRISIS

Havens are constantly under threat from the dangers of the Broken World. Titans threaten to crush them underfoot, raiders lay siege to their walls, and plagues of unknown origin decimate their people. Whenever a danger arises that could destroy a Haven, the GM declares that the Haven is in **Crisis**. The Haven remains in Crisis until the Survivors can resolve the Crisis — or until the Haven is destroyed.

CRISIS DAMAGE

A Haven in Crisis suffers damage at the end of each week. The amount suffered is based on the severity of the Crisis, as shown in the **Crisis Damage** table.

Crisis Damage first reduces the Haven's **Resources** (see page 102). This represents the Haven being damaged, destroyed, or looted, as well as the community using everything at their disposal to protect themselves from the threat, including medical supplies, food reserves, and weapons and ammunition.

When the Haven's Resources are reduced to 0, any remaining Damage reduces the Haven's **Population** (see page 23). Further Crisis Damage continues to reduce the Population. If a Haven's Population reaches 0, it is destroyed.

***Example:** A Haven with a Population of 50 and 12 Resources is under siege from the White Serpent Raiders. At the end of the first week, the raiders deal 2d6 Damage to the Haven. The GM rolls and gets a result of 8.*

The Haven suffers 8 Damage, which reduces the Resources from 12 down to 4. At the end of week 2, the GM rolls again, this time dealing 10 Damage. The Haven's Resources are reduced to 0, and the remaining 6 Damage is inflicted on the Population, resulting in the deaths of half a dozen members of the Haven. With no Resources remaining, subsequent Damage is dealt directly to the Population.

The amount of Damage a crisis causes often changes as the nature of the threat evolves — either naturally or in reaction to the actions of the Survivors. For example, if the Crisis is a swarm of Monsters that is heading towards the Haven, it may only deal 1d6 Damage in the first week as the outriders approach, but it may increase by 1d6 every week as more and more Monsters descend upon the Haven. Similarly, if there was a forest fire, the party can organise a fire-fighting effort to hold back the flames, thereby reducing its Crisis Damage per week from 2d6 to 1d6.

REMEMBER WHAT YOU FIGHT FOR

Parties who are working to resolve a Crisis are often forced to leave their Haven and go on lengthy journeys. This can make an ongoing Crisis feel distant. GMs are encouraged to present the group with small narrative scenes that provide the players a glimpse of how the Crisis is evolving back in their Haven to keep the Crisis feeling urgent, even when the party is far from home.

CRISIS DAMAGE

CRISIS DAMAGE	EXAMPLE
1d6	A lone Monster attacking the Haven's walls; a small group of raiders who ambush hunters or travellers on the road; a sickness that can be treated with relative ease.
2d6	A fire that spreads through the Haven; a Monster that sneaks into the Haven at night; a debilitating and highly contagious sickness; a group of raiders who use hit-and-run tactics to attack the Haven.
3d6	A group of Monsters that attack the Haven; a direct assault from a well-organised group of raiders; a deadly plague with no known cure that moves on the wind; an earthquake or devastating storm.
4d6	A Titan moving through the Haven; a chunk of the Broken Moon falling on the Haven; a flood that crashes over the Haven; an army of Raiders who take no prisoners.

RESISTING CRISIS DAMAGE

A well-prepared Haven has a better chance of weathering a Crisis. Survivors can prepare their Haven by using the *Build Defences* Downtime Activity (see page 159) to construct buildings or otherwise strengthen a Haven against various threats.

Each Defence grants the Haven Resistance to Crisis Damage for 4 weeks, meaning it only suffers half Damage from Crises. The GM has final say on whether a structure aids the Haven when a new Crisis arises. For example, the GM may declare that a Haven's spiked walls are no use against an incorporeal enemy.

Example: *The Haven of Shellport is under threat from a swarm of Murky Dancers that pick off its fishers and traders whenever they take to the sea. The GM declares that the swarm will deal 2d6 Crisis Damage to Shellport at the end of each week. Thankfully, the party previously used the Build Defences Downtime Activity to create some heavy duty underwater nets that should prevent the creatures from easily attacking the Haven. The GM agrees that the nets will help, and grants the Haven Resistance to the Crisis Damage for the next 4 weeks, after which the Murky Dancers reduce the nets to tatters.*

However, the GM may reduce the duration of the Resistance if the nature of the threat changes or the defence is otherwise circumvented. GM advice for using Crises and Defences in adventures can be found on page 217.

Example: *An army of White Serpent Raiders have surrounded Guardian's Lament in an attempt to starve its people into submission. The siege deals 1d6 Crisis Damage at the end of each week. The people of Guardian's Lament have previously built an extensive stockpile of grain that should help, granting them Resistance to the Crisis Damage for the next 4 weeks. Unwilling to wait for the stockpiles to die down naturally, the Raiders undertake a nighttime raid at the end of week two. The Survivors fail to stop the infiltration, and the raiders succeed in burning down the stockpile, thereby removing the Haven's Resistance to the Crisis Damage.*

ADDITIONAL HARM

Some threats may cause additional harm to a Haven, such as applying the *Poisoned* Condition to all members of a Haven until the Crisis is overcome. Crisis such as corrupt artefacts, hordes of Monsters, or strange magic can also increase a Haven's Decay. The impact of a Crisis can often be felt for months or years after it has been overcome.

LEFT WITH NOTHING

A Haven's Population is akin to a Survivor's Hit Points, and Resources are like Temporary Hit Points. You should always be cautious of using all of your Haven's Resources, as it leaves the Haven defenceless. Think about whether that new sword is worth the lives of your friends and family!





9

TRAVEL AND HAZARDS

The Breaking destroyed the fabric of reality, making time and distance malleable. Travelling beyond your Haven is dangerous and unpredictable. Twisted Monsters stalk the Broken World, and once-reliable roads lead to oblivion. But travel is a necessity in a world that has become fractured and isolated, and forging new bonds and remaking the paths that connect the world is critical to survival.

The Journey Rules and Hazards in this chapter present the perils, hardships, and challenges Survivors face when travelling in the Broken World and require a full range of skills, resources, and abilities to overcome. Any expedition that involves leaving the safety of a Haven and crossing the Broken World uses the rules presented in this chapter and is referred to as a **Journey**. These rules break a Journey down into three distinct stages.

- **Stage 1: Set the Route:** The first stage, **Set the Route**, determines the origin and destination of the Journey, as well as the distance and difficulty involved.
- **Stage 2: Prepare:** The second stage, **Prepare**, represents the opportunity before the Journey's outset for Survivors to assign roles, take stock of their resources, and engage in various endeavours to prepare for the trials ahead.

- **Stage 3: Make the Journey:** The final stage, **Make the Journey**, represents the noteworthy events and challenges that arise during the Journey, and how Decay affects them. This stage also includes **Journey's End**, where the group takes stock of how the Journey has changed them.

MAKE IT YOUR OWN

While they travel, the group will have several **Encounters** (see page 145). These are unique events that occur during the Journey that bring interest and excitement to the endeavour. As well as these random encounters, the GM is encouraged to include essential plot points and narrative scenes relevant to the Havens and communities the Survivors know. Traversing the Broken World is filled with strife and danger. Even relatively safe journeys should include character-building opportunities, dramatic choices, and exciting moments to drive the story.

STAGE 1: SET THE ROUTE

This stage builds the framework for a Journey by determining the **Distance** and **Difficulty**. The players choose their Destination, and the GM determines how long it will take and how difficult the Journey will be. Some of the information may not be appropriate to share with the players at this stage, though the GM is welcome to provide partial information, vague clues, or hints as to what may lie in store.

DISTANCE

The Survivors begin a Journey by identifying their origin and destination. Havens are common origins for Journeys because they help facilitate preparations in **Stage 2: Prepare**, but the origin is simply where the party is. Potential destinations can vary widely, but the Survivors should decide on one that is unambiguous, such as a known landmark, a Haven they are familiar with, or the sealed entrance of a pre-Breaking ruin. Establishing the Distance at the outset helps the players and GM to conceptualise the Journey narratively, but also serves a crucial purpose when determining the number of **Encounters** (see page 142).

The GM then determines the approximate Distance between the origin and destination. This should represent the most direct route under ideal circumstances and should not consider terrain, weather, or similar factors. Most parties can expect to cover approximately 20 to 30 miles per day on foot, or 30 to 40 with reliable mounts (see *Procure Mounts*, page 140), though the forces of Decay will make this distance unpredictable.

Example: Arturius, Lucoye, Baskar, and Finlay are preparing to leave the Haven of Guardian's Lament to travel to Lantern Deep — a distant Haven with whom they want to improve relations. The GM checks her notes and determines that Lantern Deep is roughly 200 miles away, so it will take the party about two weeks to travel on foot. The GM notes that the party are undertaking a Medium Journey.

DISTANCE

JOURNEY LENGTH	DISTANCE (IN MILES)	TRAVEL TIME (ON FOOT)
Short	50–150	2 days–1 week
Medium	150–500	1–4 weeks
Long	500–1,000	1–2 months
Very Long	1,000+	2 months+

DIFFICULTY

Once the GM has determined the Distance, they must establish the **Difficulty** of the Journey by assessing the weather and terrain the Survivors will have to contend with. The Difficulty is a value from 12 to 30 and determines the DC of any Tests the party make along their Journey.

Using the **Journey Difficulty** table, the GM assigns the weather and terrain a value from 1 to 10. These are then added to the starting Difficulty of 10 to determine the final Difficulty of the Journey.

$$10 + (\text{Weather}) + (\text{Terrain}) = \text{Difficulty}$$

If the route includes a mix of various terrains and weather, the GM should determine the average Difficulty across the length of the Journey.

Example: The GM is deciding on the Difficulty of the party's Journey from Guardian's Lament to Lantern Deep. The weather is hot and uncomfortable, but tolerable. She assigns a value of 3 for the weather.

The GM then looks at the route from Guardian's Lament to Lantern Deep. The beginning and end of the Journey are across a well-known trail (1), but the second half is through a dense, unmapped forest (6). She decides to take the average value, rounding up to 4.

The final Difficulty of the Journey is 17 (10 + 3 for weather + 4 for terrain). This means that Tests and Saving Throws the party makes during the Journey will be DC 17.

JOURNEY DIFFICULTY

EXAMPLE WEATHER	EXAMPLE TERRAIN	VALUE
Perfectly clear, comfortable weather.	A well-known route.	+1
Rare, light drizzles here and there.	An overgrown or poorly-maintained path.	+2
Occasional bouts of rain, snow, or wind.	The broken remains of an old road.	+3
Gales and thunderstorms crop up here and there.	Open range with rare but substantial obstacles.	+4
Frequent rain and snow. Thick, lingering fog.	Rugged, rocky terrain. Barren expanses.	+5
Frequent storms with high winds.	Dense forest. Steep hills.	+6
Heavy snow or sweltering heat.	Leech-filled swamps. Deep, muddy ravines.	+7
Ice-slick ground. Perpetual rain. Scathing sandstorms.	Steep cliff faces. High mountains with poor passes.	+8
Unceasing, howling wind. Biting cold. Deep snow. Flash floods.	Broken expanses of sharp rocks and treacherous precipices. Impenetrable woodlands of brambles.	+9
Constant storms of mud, rain, and pounding hail.	Rampant volcanic and seismic activity.	+10

AN UNCANNY WORLD

The **Journey Difficulty** table provides examples of non-Decayed weather and terrain to give you a grasp for how to measure Difficulty, but remember that Decay's touch can change these in strange ways. An overgrown path may be covered in glowing plants that shriek when stepped on, it may rain blood or oil, and mountains may be made of glass or the corpses of dead gods. The more Decayed the land you traverse, the stranger the weather and terrain you encounter.

STAGE 2: PREPARE

This stage is when Survivors **Assign Roles** and determine their responsibilities during the Journey. It also presents the opportunity for the party to **Make Preparations** in the days and hours before their departure. The Survivors do not *need* to make preparations before their Journey; some or all of them can skip that stage if they wish. However, ignoring these opportunities is ill-advised, as making preparations is one of the only ways to reduce the Journey's Difficulty. A high Difficulty makes a Journey significantly more risky, so any opportunity to reduce it could be the difference between a successful and disastrous expedition.

ASSIGN ROLES

A successful journey requires cooperation and understanding from all party members. To help with this, Journeys use **Roles** which represent a Survivor's responsibilities throughout a Journey. Any Survivor can take on any Role, regardless of their Class. The four Roles are **Leader**, **Outrider**, **Quartermaster**, and **Sentry**. Each Survivor must have a different Role.

- **If there are fewer than four party members**, a Survivor can occupy up to two Roles. They choose one as their primary Role and one as their secondary Role. They have Disadvantage on Tests they make for their secondary Role, but they can use the Role Ability of each.
- **If there are more than four party members**, up to two Survivors can occupy each Role. Only one player rolls when their Role must make a Test (taking turns is recommended), but they do so with Advantage. However, only one Survivor can use their Role's Ability during the Journey.

Example: The party are discussing who should take on which Role. Lucoye puts herself forward as the Leader, offering her diplomatic and linguistic skills. The party agrees, remembering the last time she got them out of a scrape. Arturius takes on the role of Quartermaster due to their meticulous nature and resolute strength. With their knowledge of the lands outside the Haven, Finlay is a natural fit as the Outrider. Finally, Baskar takes the role of Sentry due to his keen eyes.

Each Role has a **Role Ability** that they can use once per Journey. These unique abilities can be the difference between success and failure, particularly on long and gruelling journeys, so choosing the right time to use them is vital.

As well as their Role Ability, each Role lists options for the type of Tests the Role makes during the **Group Travel Test** step of a Journey (see page 142). These are Skill Tests or Tool Tests that contribute to the overall success of the Journey. At the GM's discretion, Survivors may propose a different type of Test if it makes sense for the Role and as part of the story.

LEADER

The Leader's primary goal is to keep up the party morale and lead their allies to safety. Typically, a Leader aids their fellow party members in pushing past harrowing obstacles, keeping spirits high on the road, and resolving tense interactions with other travellers.

Leaders are typically wise and have a strong spirit. They may often do the talking for the party but can also be a keen strategist who devises plans to tackle the party's challenges. A calm and level-headed leader can excel at negotiating conversations and labyrinths alike.

INSPIRATIONAL RESOLVE

You inspire your allies and lift their spirits, driving them forward to push beyond their limits. As a Reaction while on a Journey, you can allow another party member to reroll a failed Saving Throw or Test. You can do this once per party member per Journey.

GROUP TRAVEL TEST

You can make one of the following Tests during the Group Travel Test step of a Journey:

- **Outward Confidence:** You are a bastion of hope and optimism to those around you. Make a **Charisma (Persuasion)** Test to inspire others for the journey ahead.
- **Inward Resolve:** You look inward, steeling yourself for what is to come and the trials you must face. Make a **Wisdom (Insight)** Test to prepare yourself for the journey.

- **A Song in Your Heart:** You sing or tell a grand tale of the pre-Breaking world. Make a **Charisma (Performance)** Test or a **Dexterity** Test with any **Musical Instrument** to fill your allies' hearts with hope and heroism.

OUTRIDER

An Outrider aims to find the path through dangerous terrain and lead the party to safety. The Outrider watches for signs of nearby movement, assessing any threats based on perceived evidence and spotting other travellers along the road before they notice the party.

Outriders typically have a strong knowledge of the wilds and are at home in nature. They usually take point on Journeys and will often be away from most of the party, searching for signs of danger or opportunity.

FIND THE PATH

You have a keen sense of the perils that lie ahead and can guide your party along a safer route. Once per Journey, when the GM rolls 1d20 to determine the Encounter, you can also roll. The GM tells you the Encounter you both rolled but not the specifics. You can then decide which Encounter the group has next. The GM then prepares the chosen Encounter as normal.

GROUP TRAVEL TEST

You can make one of the following Tests during the Group Travel Test step of a Journey:

- **Blaze the Trail:** You trek ahead of the rest of the party, navigating the wilderness and finding the best routes. Make a **Wisdom (Survival)** Test to find the ideal starting point.
- **Leave No Stone Unturned:** Your expertise with the Broken World allows you to predict the potentially dangerous wildlife you will encounter along the way. Make an **Intelligence (Natural Lore)** Test to research the local flora and fauna before you set out.
- **Chart the Course:** Using your knowledge and understanding of the world, you sketch a map indicating the terrain and hazards you will all face along the journey. Make an **Intelligence (Seeker's Tools)** Test to determine the accuracy of your work.

QUARTERMASTER

The Quartermaster ensures the party are well equipped, well-fed, and well-prepared for the road ahead. Having enough supplies and equipment to complete the journey is crucial, and having the right tools to deal with complications can be the difference between the expedition grinding to a halt or overcoming a minor setback.

Quartermasters usually have a strong back and can intuit the group's needs. Their attention is typically focused on the party rather than the world around them. They spend their time monitoring and hauling supplies, offering aid, and looking for additional resources.

WELL PREPARED

You always come prepared and have the right tools, gear, and food to keep everyone going and give a much-needed boost when things get tough. At the start of **Stage 3: Make the Journey** (see page 142), you gain a number of Supply Dice equal to your Proficiency Bonus. For example, a 5th-level Quartermaster departs with three Supply Dice. The Supply Dice is a d6.

At any time throughout the Journey, as a Reaction to an ally making a Test, you can spend a Supply Die to improve the ally's Test, adding 1d6 to the result. You can decide to spend the Supply Die after your ally has rolled but before the GM declares whether the Test succeeds or fails.



GROUP TRAVEL TEST

You can make one of the following Tests during the Group Travel Test step of a Journey:

- **Share the Load:** You take a few extra things from your fellow Survivors, lightening their load and allowing them to excel at their tasks. Make a **Strength** or **Constitution (Athletics)** Test to carry some of your ally's gear.
- **Good As New:** You inventory your and your ally's equipment, sharpening blades, tightening straps, mending saddles and stirrups, and reshaping dented armour. Make a **Strength** or **Dexterity (Smith's Tools)** Test to ensure the quality of the party's gear.
- **A Warm Meal:** You prepare a hearty feast or stiff drink for the group as you embark on your journey, ensuring everyone starts the expedition with a warm meal in their bellies and a spring in their step. Make a **Dexterity** or **Intelligence (Cook's Tools)** Test to start your journey off right.

SENTRY

The Sentry acts as the lookout for the party. They cover the party's trail and watch for pursuit and ambushes. A Sentry's senses are always on the world about them, keeping an eye open for danger and staying in the shadows to turn the tables on those who would sneak up on the party.

Sentries have sharp senses and a keen mind and can easily remain hidden and alert for long periods. They stay close to the party while travelling but often stray off the road to watch for danger. Of all the groups, they are usually the most keenly aware of the threats lurking at night when the party makes camp.

EVER VIGILANT

You are always alert to danger and keep a close eye out for ambushes, hazards, and traps. At the start of **Stage 3: Make the Journey** (see page 142), you gain a number of Focus Dice equal to your Proficiency Bonus. For example, a 5th-level Sentry departs with three Focus Dice. The Focus Die is a d6.

At any time throughout the Journey, as a Reaction to an ally making a Saving Throw, you can spend a Focus Die to improve the ally's roll, adding 1d6 to the result.

You can spend the Focus Die after your ally has rolled but before the GM declares whether the Saving Throw succeeds or fails. Additionally, you can spend a Focus Dice to grant an ally +1d6 on their Initiative Test at the start of combat.

GROUP TRAVEL TEST

You can make one of the following Tests during the Group Travel Test step of a Journey:

- **First Watch:** As the party embarks on the journey, you watch for any dangers lurking on the road ahead. Make a **Wisdom (Perception)** Test to spot early problems along the route.
- **Slip the Noose:** You keep to the shadows and out of sight as the party departs, making it hard for anyone to follow your trail. Make a **Dexterity (Stealth)** Test to ensure the party is not followed.
- **Hide in Plain Sight:** You know the best way to avoid becoming a target for trouble is to make yourself seem unimportant and not worth the effort of ambushing. Make a **Charisma** or **Dexterity (Actor's Tools)** Test to disguise the party as simple travellers carrying nothing of value.

MAKE PREPARATIONS

Once Roles are assigned, each Survivor participating in the Journey may attempt one Preparation. A Survivor can choose to make one additional Preparation, but they skip the **Rest** step (see page 141) and gain one Level of *Exhaustion*. Players choose a Preparation from the following list, or they can work with the GM to develop a new Preparation to befit the situation.

Resolve Preparations with a DC 13 Test using the pertinent Skill or Tool, though the GM may adjust the DC as needed to account for beneficial or detrimental circumstances. Additionally, the GM may decide that a Preparation is simply impossible at the current location — such as asking for directions in a place with no inhabitants! If this happens, the player can simply choose a different Preparation.

Each Preparation has an effect if successful, and some also have effects upon failing. Unless otherwise noted, the party cannot attempt the same Preparation more than once per Journey.

It's possible to accomplish an activity that counts as a Preparation before the Journey, such as finding an accurate map of the surrounding lands during a prior adventure, perhaps before the party even decided to undertake the Journey. If the GM agrees that a previous activity counts as a Preparation, that Preparation is automatically successful during this step.

Once the party is finished making Preparations, they record the benefits and penalties they have gained on the **Journey Chronicle** (see page 303), and the party may **Rest** (see page 141). Regardless of how many Preparations succeed, the party cannot reduce the Journey Difficulty below 10.

***Example:** With their Roles decided, the party set about making preparations. Lucoye decides to Rally the Party, granting them all +1 to all Tests until the end of the Journey. Arturius decides to Pack Up, reorganising the party's equipment to be more efficiently distributed, reducing the Journey Difficulty by 2. Finlay undertakes the Speak with Seekers Preparation, further reducing the Journey Difficulty by 5. And Baskar decides to Procure Supplies to improve Arturius' Role Ability.*

ASSIST ALLY

You assist an ally with their Preparations. One other Survivor can make the Test for their Preparation with Advantage.

BREW TONICS

You bolster your party with fortifying brews, salves, or tinctures. Make an **Intelligence (Alchemist's Tools, Cook's Tools, or Herbalist's Tools)** Test. On a success, each party member has Advantage on Constitution Tests and Saving Throws until the Journey ends. A Survivor loses this benefit the first time they fail a Constitution Test or Saving Throw.

CELEBRATE

You decide the best way to prepare for the road ahead is to enjoy life now — just in case you don't get another chance. You visit friends, treat yourself to a fine meal, and swap stories with members of the community. Make a **Constitution (Athletics or Performance)** Test or a **Charisma** Test with any Kinship Tools:

- **On a success**, you are filled with a love for life. You have Advantage on all Tests during the first Encounter on the Journey.

- **On a success of 5 or more**, you had a joyful and memorable time. As well as Advantage on all Tests during the first Encounter, you also learn something valuable about the Journey. Decrease the Journey Difficulty by 2.
- **On a failure**, you are a little worse for wear. You have Disadvantage on all Tests during the first Encounter on the Journey.
- **On a failure of 5 or more**, you grow mournful of the life you risk leaving behind. As well as Disadvantage on all Tests during the first Encounter on the Journey, you skip the **Rest** step (see page 141) and begin the Journey with a maximum of half your total Hit Dice.

CONSULT THE ELDERS

You spend a few hours speaking with the elders and Sages of the community. They give advice and share experiences of life on the road from the past. Make a **Wisdom or Charisma (Insight)** Test. On a success, each party member may reroll a failed Saving Throw once before the end of the Journey.

RECRUIT HELP

You recruit a skilled companion to aid you in your journey. When you take this Preparation, you speak with a known Ally and ask for their aid on the Journey. The Ally is an NPC **Survivor** (see page 236) controlled by the GM but follows your directions unless it conflicts with their beliefs or breaks any agreements.

Allies can be used to fill vacant Roles for a Journey and gain the use of that Role's Ability. The Ally has +3 for all Tests and Saving Throws relating to their Role.

When choosing this Preparation, work with the GM to see if one of the Allies you created during the Lifepath (see page 32) is suitable for this help. At the GM's discretion, the Ally may refuse to join a particularly dangerous venture.

PACK UP

You lug, haul, and consolidate the party's supplies, then painstakingly organise and pack them tightly to make them as easy to carry as possible. Make a **Strength or Constitution (Athletics)** Test. On a success, reduce the Journey Difficulty by 2.

PREPARE A FEAST

You prepare a simple, hearty, elaborate, and decadent feast, lavishing your party with good food and company to lift their spirits before the Journey begins. Make a **Wisdom** or **Charisma (Cook's Tools)** Test. On a success, the first time each party member suffers an effect that makes them gain a Level of *Exhaustion* during the Journey, they do not gain *Exhaustion*.

PROCURE BEASTS OF BURDEN

You take time to find capable creatures to bear your party's supplies on the Journey ahead. Make a **Charisma (Investigation)** Test to locate and purchase pack animals from a populated origin. Alternatively, make a **Strength** or **Wisdom (Animal Handling)** Test to find and wrangle useful pack animals from the surrounding area. On a success, reduce Journey Difficulty by 2.

PROCURE MOUNTS

You search for riding animals to carry your party throughout the Journey. Make a **Charisma (Investigation)** Test to locate trained mounts and riding gear and to come to an agreement about their return. The GM determines what kinds of mounts are available. Alternatively, make a **Dexterity (Stealth)** Test to steal mounts rather than purchasing them.

On a failure, you are spotted before you can steal the mounts and must abandon your plans. You can't make another Preparation. If you fail by 5 or more, you were caught in the act, likely resulting in hostility, a hit to your reputation, or other narrative complications. If you are caught stealing from your own Haven, you can't use Hope during this Journey.

Regardless of the specific approach, if the Preparation succeeds, the party acquires a mount for each Survivor. Mounts can be any properly equipped riding animal, such as **Strongbacks** (see page 249) and other large beasts that survive in the Broken World. The GM determines the type of mount from those listed below. The mounts may all be the same type, or each Survivor may have a different mount type.



- **Agile:** Agile mounts are sure-footed and nimble, quickly navigating precarious terrain. A Survivor riding an agile mount can make **Wisdom (Animal Handling)** Tests instead of Dexterity Tests and Dexterity Saving Throws during the Journey.
- **Rugged:** Rugged mounts are hardy creatures, enduring arduous travel conditions without complaint. A Survivor riding a rugged mount can make **Wisdom (Animal Handling)** Tests instead of Constitution Tests and Constitution Saving Throws during the Journey.
- **Strong:** Strong mounts are powerfully muscled and capable of incredible feats of strength. A Survivor riding a strong mount through the Journey can make **Wisdom (Animal Handling)** Tests in place of Strength Tests and Strength Saving Throws during the Journey.

PROCURE SUPPLIES

You spend time inventorying the party's supplies and procuring the proper provisions to outfit the group for the challenges ahead. Make a **Charisma (Investigation)** Test to locate and procure the necessary supplies from the Haven. The GM determines the equipment required in exchange, if any. Alternatively, you can make a **Wisdom (Survival)** Test to harvest useful supplies from the surrounding area.

Alternatively, you may attempt to steal supplies rather than procure or harvest them. Make a **Dexterity (Sleight of Hand or Stealth)** Test. On a failure, you are spotted before you can steal the supplies and must abandon your plans. You can't make another Preparation. If you fail by 5 or more, you were caught in the act, likely resulting in hostility, societal consequences, or other narrative complications. If you are caught stealing from your own Haven, you can't use Hope during this Journey.

Regardless of the specific approach, if the Preparation succeeds, each of the Quartermaster's Supply Dice increases from a 1d6 to a 1d8. See page 137 for more information.

RALLY THE PARTY

You speak to or perform for your party members, mentally and emotionally preparing them for the long road ahead. Choose one of the following approaches and make a **Charisma (Performance)** Test. On a success, your party gains one of the following bonuses:

- **Hopeful:** The party gains +1 Hope.
- **Galvanising:** Party members gain +1 to all Tests until the end of the Journey.
- **Encouraging:** Party members gain Advantage to Tests and Saving Throws made during the first Encounter of the Journey.
- **Resolute:** Each party member gains Temporary Hit Points equal to twice their Proficiency Bonus. These temporary Hit Points remain until they are lost due to damage or when the Journey ends. They are not lost when the Survivor rests.
- **Solemn:** Party members gain +1 to Saving Throws until the end of the Journey.

SEEK ADVICE

You ask locals or other travellers to provide advice about the Journey you are about to make. Make a **Wisdom (Insight)** or **Charisma (Persuasion)** Test. On a success, each party member has Advantage on Wisdom Tests and Saving Throws until the Journey ends. A Survivor loses this benefit the first time they fail a Wisdom Test or Saving Throw.

SPEAK WITH THE SEEKERS

You confer with the Seekers in the community and identify the best route for your Journey. Make an **Intelligence (Seeker's Tools)** or **Charisma (Survival)** Test. The DC of the Test is equal to 10 + average Decay of the Journey. On a success, reduce Journey Difficulty by 5. On a failure, increase Journey Difficulty by 2.

STUDY THE WEATHER

You survey the state of nature around you and do your best to forecast the weather, allowing you to prepare accordingly. Make an **Intelligence** or **Wisdom (Natural Lore)** Test. On a success, reduce Journey Difficulty by 2.

REST

Starting a Journey fresh maximises the chances for a successful expedition, so once all Preparations have been made, the party should take a Short or Long Rest. The party will have minimal opportunities to rest again during the Journey (see below), so it is strongly recommended that the whole party use this opportunity to rest while they can. If a Survivor does not take a Long Rest during this step, they suffer a Level of *Exhaustion* but can make one additional Preparation.

RESTING DURING A JOURNEY

Once the party is on the road, opportunities to rest and recuperate are severely limited. While the party no doubt stops moving and makes camp periodically, there simply isn't enough safety and security to relax and recover while travelling. During a Journey, Short and Long Rests are limited in the following ways:

- **Short Rest:** Once per Journey, the party can take a Short Rest. If they do so, the GM rolls an additional Encounter to represent the party pausing long enough to recuperate at the expense of extending their trip.
- **Long Rest:** The party can't take a Long Rest during a Journey unless an Encounter specifies they can, such as from *A Place to Rest* Encounter. When you take a Long Rest on a Journey, you can perform Campcraft Activities as normal.

OPTIONAL RULE: RECOVERING ABILITIES

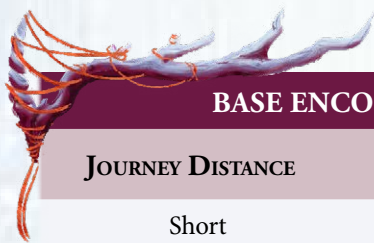
As resting is limited on a Journey, you can use this optional rule to allow players to spend Hit Dice to recover some of their Survivor's key Class features. Between Encounters, but not during, a player can spend two Hit Dice to recover a use of one of their Class features. For example, a Speaker could spend two Hit Dice to regain all uses of their *Speaker's Voice* feature (see page 83). This gives players more options for tackling Encounters and offers an exciting tension between using their Survivor's abilities or recovering health.

STAGE 3: MAKE THE JOURNEY

In this stage, players deal with the actual travel and **Encounters** that occur during the Journey and the events of the **Journey's End**.

ENCOUNTERS

Encounters represent the challenges and situations the party must address and resolve along the way. The results of those Encounters cause lasting consequences that impact the rest of the Journey and the party's condition, meaning a Journey with more Encounters is generally more perilous. The number of Encounters the party must face is determined by the Distance of the Journey, as shown on the **Base Encounters** table. This is then modified by the results of the party's **Group Travel Test** (see below).



BASE ENCOUNTERS

JOURNEY DISTANCE	ENCOUNTERS
Short	1
Medium	2
Long	3
Very Long	4

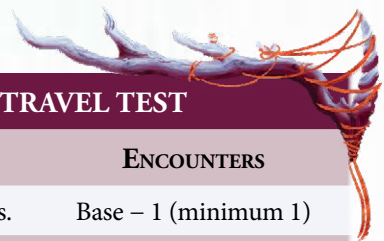
GROUP TRAVEL TEST

The **Group Travel Test** represents how well the party work together. If they work as a cohesive unit and everyone performs their utmost, the party can make good time and avoid hazards and events that otherwise would have caused them hardship. If they perform poorly or aren't united in their efforts, they may have to double back or stumble into unforeseen problems.

Each party member must make a Test, choosing one of the Skills or Tools listed in their Role description (see page 136 onwards). The DC for this Test equals the Journey Difficulty determined in **Stage 1: Set the Route** (see page 134). Once all Tests are made, the GM notes the results and consults the **Group Travel Test** table, modifying the number of Encounters accordingly.

***Example:** The GM knows that the party's Journey from Guardian's Lament to Lantern Deep is a Medium Journey with a Journey Difficulty of 17. She calls for a Group Travel Test to see how the party fairs.*

*Finlay makes a **Wisdom (Survival)** Test to determine the party's path and passes, Arturius succeeds on a **Strength (Athletics)** Test to help their allies carry their gear, Baskar fails his **Wisdom (Perception)** Test to keep an eye out for hazards, and Lucoye fails her **Charisma (Persuasion)** Test to inspire her allies. Unfortunately, half or more of the party has failed. The GM consults the **Group Travel Test** Table and adds an Encounter to the Journey.*



GROUP TRAVEL TEST

RESULT	ENCOUNTERS
The whole party succeeds.	Base - 1 (minimum 1)
More than half the party succeeds.	Base + 0 (unmodified)
Half or more of the party fails.	Base + 1
The whole party fails.	Base + 2

QUICKEN THE PACE

Though there is little a party can do to shorten the length of a Journey, they can quicken their pace to cover ground more quickly, rushing toward their destination. Such haste may allow the party to lessen their time on the road and even outrun trouble, but it invites substantial risk and stress. If the party chooses to rush their Journey, decrease the number of Encounters by 1 (to a minimum of 1). However, all Saving Throws during the Journey are made with Disadvantage, and the Journey Difficulty increases by 5.

Likewise, if the party chooses to take their time and move more cautiously, increase the number of Encounters by 1, and decrease the Journey Difficulty by 3 (to a minimum of 10).

RESOLVING ENCOUNTERS

The Encounters the party face and how they resolve them are the heart of the Journey. Encounters are resolved in the following way:

- The GM rolls 1d20 and consults the **Journey Encounters** table. Each Encounter details the characters met and the situation the Survivors encounter.
- The GM rolls 1d20 + the Decay of the area the party is travelling through and consults the **Effects of Decay** table. The result of this roll can drastically alter the upcoming encounter.
- The GM describes the Encounter, and the party resolves it as they see fit.
- The GM notes the consequences and rolls for the next Encounter, if applicable.

During an Encounter, the GM describes the scene to the players. The GM and players decide whether to roleplay the scenario in detail or resolve the situation by rolling dice. In either case, the Encounter includes conditions for success and failure. Depending on the outcome, some encounters may require the party to roll again on the **Journey Encounters** table. Encounters generated in this way do not count toward the Journey's total number of Encounters; they are added to the total and typically represent the Journey taking longer than expected as the party struggles through setbacks.

If the group decides to resolve an Encounter by simply rolling dice, the Encounter will call for one or more rolls. Unless otherwise noted, the DC for such rolls equals the Journey Difficulty.

If the group resolves the Encounter via roleplay, the Survivors interact with the scenario as they would outside of a Journey. The GM should use their discretion when determining the levels of difficulty involved. However, using the Journey Difficulty as the DC for any rolls directly related to the Encounter's challenges is recommended. While roleplaying through an Encounter, Survivors may use their resources and abilities normally, but they may not take a Rest during the Encounter unless otherwise noted.

***Example:** On their Journey from Guardian's Lament to Lantern Deep, the party will have three Encounters — two due to the length of the Journey (Medium) and an additional one because half or more of the party failed the Group Travel Test.*

*The GM rolls an 8 on the **Journey Encounters** table for the first Encounter, resulting in the party facing the Forager's Bounty Encounter. The GM decides that the area has Decay 4, then rolls on the **Effects of Decay** table. They roll a 13 and add +4 for the Decay of the area, for a total of 17 — Perilous Lands. The result means that there are 2 Decayed Hazards in the encounter.*

JOURNEY ENCOUNTERS

1D20	ENCOUNTER
1	A Place to Rest
2	Abandoned Domicile
3	Arduous Expanse
4	Beacon
5	Buried Machinery
6	Curious Stranger
7	Discovered Trail
8	Forager's Bounty
9	God Grave
10	Hostile Territory
11	Information Cache
12	Majestic Sight
13	Obstruction
14	Opportune Prey
15	Raging River
16	Steep Edifice
17	Supply Cache
18	Unexpected Company
19	Wandering Titan
20	Warped Path



EFFECTS OF DECAY

1d20 + DECAY	EFFECT
1–5	Untouched: You manage to avoid or resist the effects of Decay. The Encounter is unaffected by Decay.
6	Oddity: One of the party suffers a minor but noticeable physical change, such as their eye or hair colour, or the pitch of their voice. The GM randomly determines which Survivor is affected. The change lasts for 1d10 days.
7	Loud: Sound is amplified in the area, making it easier to hear your allies, though unpleasant to have a conversation. During the Encounter, Wisdom (Perception) Tests that rely on sound are made with Advantage.
8	Quiet: Sound is muted in the area, making it harder to hear the world around you. During the Encounter, Wisdom (Perception) Tests that rely on sound are made with Disadvantage.
9	Dim: The area is dull and dark, and the world appears as if all colour has been drained from it. During the Encounter, Dexterity (Stealth) Tests are made with Advantage.
10	Bright: Everything in the area is bright, as if glowing, and the colours are rich and oversaturated. During the Encounter, Dexterity (Stealth) Tests are made with Disadvantage.
11	Longer Road: A new stretch of land inexplicably appears before you, making it feel as if you have barely moved. Increase the number of Journey Encounters by 1.
12	Dreamwalk: You fall into a lucid trance and march without end. Reduce the number of Encounters on your Journey by 1. At the start of the next Encounter, each party member must succeed a Constitution Saving Throw or suffer a Level of <i>Exhaustion</i> . If this result reduces the number of Encounters to 0, you skip the upcoming Encounter but must make the Constitution Saving Throw when you reach your destination.
13–14	Fall Back: The world around you flows backwards in a blur. Your party moves backwards in time, based on the area's Decay: Decay 1: One week, Decay 3–7: Two weeks, Decay 8–9: Three weeks, Decay 10: Four weeks.
15–16	Leap Ahead: Time lurches around you unexpectedly. Your party moves forward in time, based on the area's Decay: Decay 1: One week, Decay 3–7: Two weeks, Decay 8–9: Three weeks, Decay 10: Four weeks.
17–18	Perilous Lands: The lands are unpredictable and dangerous. The upcoming Encounter features one or more Hazards (see page 150). The number of Hazards is determined by the area's Decay: Decay 1: One Hazard, Decay 3–7: Two Hazards, Decay 8–9: Three Hazards, Decay 10: Four Hazards.
19	Mutated Creatures: Decay has seeped into the flora and fauna in this area. All creatures in the upcoming Encounter have one or more Decayed Transformations (see page 253). The number of Transformations is determined by the area's Decay: Decay 1: One Transformation, Decay 3–7: Two Transformations, Decay 8–9: Three Transformations, Decay 10: Four Transformations.
20+	Bastion of Decay: You stumble upon a source of almost overwhelming Decay. Each party member must succeed a Decay Saving Throw or gain 1 Decay. The DC is based on the area's Decay: Decay 1: DC 10, Decay 3–7: DC 15, Decay 8–9: DC 20, Decay 10: DC 25.

TIME DILATION

Several results on the **Effects of Decay** table can result in the party stepping forward or backwards in time. Remember to factor this in if your Haven falls into Crisis (see page 131), as it could be devastating, or even life saving. This can also result in strange paradoxes where your party encounters past or future versions of themselves in their journey as NPCs in the *Curious Stranger* or *Unexpected Company* Encounters.

UNCHARTED ENCOUNTERS

The Journey Rules presented here first appeared in *Uncharted Journeys*, which also includes rules for creating ruins, generating NPCs, and over 1,000 unique Encounters. You can use these Encounters in your **Broken Weave** campaign with some minor modifications and many of the *Wild Magic Lands* Encounters work as they are. For more information on *Uncharted Journeys*, visit cubicle7games.com.

JOURNEY ENCOUNTERS

This section includes a list of 20 sample Encounters the Survivors might face. You can adjust these Encounters to suit your campaign better and add new ones as you see fit, or introduce some of the locations and groups described in **Chapter 11. The Broken World** and **Chapter 13. The Broken Ecosystem**.

A PLACE TO REST

The party encounters a sheltered cave, a secure hunter's blind, or some other location with features that make it a safe place to rest. The party may take a Long Rest and do not add any extra Encounters to their Journey. The Quartermaster makes a **Wisdom (Survival)** Test to make the site as comfortable as possible. On a success, the party can ignore the next Level of *Exhaustion* they would gain on this Journey.

ABANDONED DOMICILE

The party finds a place where people once dwelled, such as an abandoned Haven, empty hovel, or burned-out ruin. Though it may provide useful shelter, the circumstances surrounding the lack of habitation feel ominous. If the party wishes to rest here, each Survivor must make a **Wisdom (Insight)** or **Intelligence (Investigation)** Test:

- If the entire party succeeds, they may take a Long Rest and do not add any extra Encounters to their Journey.
- If more than half the party succeeds, they may take a Short Rest in the location before they are too unnerved and must move on.
- If half or more of the party fails, they can't relax and are unable to rest. Each party member gains a Level of *Exhaustion*.
- If the entire party fails, they have unwittingly set up camp in a creature's lair. They are attacked by Monsters or other suitable enemies and are *Surprised*.



ARDUOUS EXPANSE

A vast expanse of barren or mountainous terrain extends out before the party. The terrain is challenging to traverse and physically taxing. Each party member must make a **Constitution Saving Throw**. Each Survivor that fails gains one Level of *Exhaustion*. If the entire party fails, their progress is plodding and torturous. The GM adds an additional Encounter to the Journey.

BEACON

Just above the horizon, a Waymarker points the way to your destination, though it is far in the distance and difficult to discern. If the Outrider succeeds on a **Wisdom (Perception)** Test, they can use the Waymarker to orient the group and speed their progress. Reduce the number of Encounters remaining for the Journey by 1 to a minimum of 1. On a failure, the Outrider misreads the marker, and the group becomes lost. The GM adds an additional Encounter to the Journey.

BURIED MACHINERY

The party comes upon a mostly-buried pre-Breaking machine that still thrums with power. Each party member must succeed a **Decay Saving Throw** or suffer 1 Decay. If the party chooses to investigate the device, the Quartermaster can make an **Intelligence (Forgotten Lore or Investigation)** Test.

If successful, the machine yields 1d4 Resources in the form of pre-Breaking metals. On a failure, the machine shocks the Quartermaster, dealing 2d8 Lightning Damage, and any possible Resources are destroyed. Regardless of success or failure, the machine deactivates with a shudder and becomes inert. Each party member must succeed another **Decay Saving Throw** or suffer 1 Decay.

CURIOUS STRANGER

A lone **Survivor** (see page 236) wanders down the path towards the party. They inform the party about a location ahead of them in their Journey. The Sentry makes a **Wisdom (Insight)** Test. On a success, they determine if the stranger is hostile or peaceful and whether they are telling the truth. On a failure, they are uncertain if the Survivor's advice is sincere or is being used to lure the party into danger.

DISCOVERED TRAIL

The party finds the trail of a creature moving in the direction they are travelling. The Outrider can make a **Wisdom (Natural Lore)** Test to determine the type of creature (Beast, Monster, etc.) and whether the party should follow its path or avoid it. On a success, they find a safe trail through the wilds and avoid a confrontation with the creature. Each party member adds +1d4 to the next Saving Throw they make. On a failure, the Outrider misreads the signs and blunders into danger. The party encounters one or more dangerous creatures which attack on sight. The GM chooses foes representing a difficult challenge and adds a Hazard to the encounter.

FORAGER'S BOUNTY

The party finds a readily available source of food, water, medicinal herbs, or other valuable Resources. The Quartermaster makes a **Wisdom (Survival)** or **Intelligence (Herbalist's Tools)** Test to harvest the Resources. On a success, the party gains 1d4 Resources. On a failure, the Resources are lost.

GOD GRAVE

The party comes across the massive rotting corpse of a forgotten god whose demise has flooded the area with Decay. Each Survivor must succeed a **Decay Saving Throw** or gain 1 Decay. Regardless of whether they succeed or fail, the party can choose to stop to harvest Components from the god-corpse (see **Harvesting Components**, page 107). The party can Harvest up to 3 Components, choosing whether they are gathering Godsblood or Godbone. Any Survivor that harvests or assists in harvesting from the god-corpse must succeed another **Decay Saving Throw** or gain 1 Decay.

HOSTILE TERRITORY

The party passes through an area crawling with hostile creatures who actively hunt them. The Sentry makes a **Wisdom (Perception)** Test.

If the Sentry succeeds, each party member can make a **Dexterity (Stealth)** Test to hide from the incoming enemies. If at least half the party succeeds, they are hidden from the enemies. They can remain hidden or attack the enemies. If they attack, the enemies are *Surprised*. If the Sentry fails, the enemies attack without warning and the party are *Surprised*. The GM chooses foes representing a hard challenge and adds a Hazard to the encounter.

INFORMATION CACHE

The party finds an ancient repository of forgotten lore. If they choose to investigate the cache, a Survivor can make an **Intelligence (Forgotten Lore)** Test. If successful, the party can access or decode the knowledge and learns valuable information. The GM determines the nature of what they learn, but it should be relevant to the party's goals. On a failure, the party learns a sinister secret. They discover a hidden danger or deception within their Haven and lose 1 Hope.

MAJESTIC SIGHT

A view from a clear vantage point reveals a fleeting scene of majestic natural beauty. This might be a herd of healthy animals darting across a field of emerald grass, a lightning bolt striking the peak of a lonely snow-capped mountain, or another brief scene that inspires the party to believe there may be beauty left in the world. The Leader can make a **Charisma (Persuasion)** Test to rally their allies. On a success, the party gains 1 Hope.

OBSTRUCTION

Natural or otherwise, something massive physically obstructs the party's forward progress. The Outrider must make a **Wisdom (Survival)** or **Intelligence (Natural Lore)** Test to find an alternative route.

Each member of the party then makes a **Strength (Athletics)** Test. If the Outrider succeeded on their previous Test, they found a relatively straightforward route, and the Test is made with Advantage. If the Outrider failed, their path is arduous and time-consuming, and the Test is made at Disadvantage. Any party member who fails the Strength (Athletics) Test gains a Level of *Exhaustion*.

OPPORTUNE PREY

The party discovers signs of wild game that would make for a fine meal. Each party member can make a **Wisdom (Survival)** or **Intelligence (Hunter's Tools)** Test to hunt or trap the prey. The Sentry can replace any other party member's result with their own.

If half or more of the party succeeds, they successfully capture their prey. They can choose to bring the kill with them, gaining 1d4 Resources, or they can share a meal together and gain 1 Hope. If more than half the party fails, the prey escapes, and each party member gains a level of *Exhaustion* due to their disastrous hunt.

RAGING RIVER

A wide, deep river or other body of water cuts across the party's path, hindering their progress and cutting off detours. Each party member makes a **Wisdom (Survival or Perception)** Test to identify the safest place to cross. If half or more of the party succeeds, they find a safe place to cross and can continue their journey. If more than half the party fails, they cannot find a suitable ford and must either double back or try to cross the rushing river (see below). If the party doubles back, they lose 1 Hope, and the GM adds an additional Encounter to their Journey.

If the party attempts to cross the river, each Survivor must make a **Strength (Athletics)** Test. On a success, the Survivor makes it across without incident. On a failure, the Survivor makes it across but is exhausted and battered by the ordeal. They gain a Level of *Exhaustion* and lose 1d8 Hit Points.

STEEP EDIFICE

The way forward requires the party to scale or descend an unexpectedly steep edifice. Each Survivor must make a **Strength (Athletics)** Test. On a success, the Survivor safely traverses the edifice without incident. On a failure, the Survivor suffers 2d8 Bludgeoning Damage as they slip and fall. If all party members fail or the party decides not to scale the edifice, they must turn back and find a detour. Each party member gains a Level of *Exhaustion*.

SUPPLY CACHE

The party discovers a cache of useful supplies, though it is impossible to tell when they were stashed or by whom. The GM secretly rolls 1d20. If the result is equal to or greater than the area's Decay, they are safe to use, and the party gains 1d6 Resources. If the result is less than the area's Decay, the supplies have been corrupted by Decay. The party gains 1d4 Resources, but each party member must succeed a **Decay Saving Throw** or suffer 1 Decay.

UNEXPECTED COMPANY

One or more other travellers appear in the distance, moving toward the party. If the party wants to avoid them, each party member makes a **Dexterity (Stealth)** Test. If at least half the party succeeds, the travellers pass by without detecting the party. If more than half the party fails, the other group sees the party and reacts at the GM's discretion.

If the party chooses to interact with the other travellers, the Leader makes a Test appropriate to their intent, such as **Charisma (Deception, Intimidation, or Persuasion)**. If they succeed, the travellers provide helpful information about recent encounters, granting each party member Advantage on Tests and Saving Throws during the next Encounter.

If they fail, the travellers are suspicious and provide unhelpful or misleading information, forcing the party to make Tests and Saving Throws during the next Encounter at Disadvantage.

WANDERING TITAN

An impossibly large Titan wanders the area for unknown reasons. It is so large and alien compared to mortal creatures it is unlikely even to notice the party, but they become caught in its path. As the Titan closes in, its unwholesome presence assaults the party. Each party member makes a **Decay Saving Throw**. Survivors that fail suffer 1 Decay and gain a Level of *Exhaustion* as the Titan's presence places an enormous strain upon them.

WARPED PATH

Reality buckles and strains, the land shifting suddenly and wildly as the party passes through an area saturated with Decay. Each party member must succeed a **Decay Saving Throw** or suffer 1 Decay. Then, each party member rolls 1d20.

If more than half the party get a result of 11 or higher, the land shifts and their Journey is shortened. The GM reduces the number of remaining Encounters by 1. If this reduces the Encounters to 0, the party suddenly and inexplicably find themselves at their desired destination.

If half or more of the party gets a result of 10 or less, the land distorts and folds in on itself. The GM adds an additional Encounter to the Journey, as the party are shunted off their previous path and away from their destination. Each Survivor must succeed another **Decay Saving Throw**, or suffer 1 Decay.



JOURNEY'S END

The final stage of the Journey is known as Journey's End. Here, the GM and players determine the **Outcome** of their Journey, what occurs upon their **Arrival**, and any **Rewards** they may receive for their Journey.

OUTCOME

The Outcome of the Journey will be self-evident to the players and GM and normally ends in one of the following ways.

ARRIVE SUCCESSFULLY

The party completes all of the Encounters and arrives at their destination, either buoyed by a successful expedition or drained by the events that have occurred.

Each party member must make a **Constitution Saving Throw**, adding the Quartermaster's Strength or Intelligence Bonus to the result. On a success, the Survivor gains temporary Hit Points equal to their Level. On a failure, they gain a Level of *Exhaustion*. If the entire party succeeds, the party gains 1d6 Hope. If the entire party fails, the party loses 1d6 Hope.

The party then arrives at their destination, ending their Journey and resuming play as normal. See **Arrival** for more information.

ABANDON THE JOURNEY

If things are not going well, the party may abandon the Journey between Encounters.

Each party member must make a **Constitution Saving Throw**, adding the Quartermaster's Strength or Intelligence Bonus to the result. On a success, the Survivor manages to endure and suffers no adverse effects of their failed expedition. On a failure, they gain a level of *Exhaustion*. If the entire party fails, each Survivor loses all their remaining Hit Dice.

The party then arrives at a destination determined by the GM. This location should be somewhere between the origin and the intended destination, possibly in the middle of nowhere and far from safety — potentially a more dangerous situation than finishing the Journey. See **Arrival** for more information.

CATASTROPHIC FAILURE

The party's expedition suffered a catastrophic failure. A number of the party members may have been lost, maimed, captured, or killed. The party is broken, and the Journey ends. Any remaining Survivors suffer a Level of *Exhaustion*, and the party loses all Hope. The party may suffer other effects as determined by the GM.

ARRIVAL

By the end of their Journey, the party will be longing for a soft bed and a hot meal. However, as much as they yearn for a well-earned rest, they may not always receive the warmest welcome upon arrival.

When the party arrives at their destination, the Sentry rolls $Xd12$, where X equals their Wisdom Bonus (minimum 1), and takes the highest result. The GM then refers to the **Arrival** table to determine the circumstances awaiting the party.

If the party has the option to rest, they may do so but are not obligated to if they prefer to do something else upon arrival. If the party enters a dangerous situation, the GM decides the exact circumstances. Combat with hostile creatures, stumbling into environmental hazards, and discovering narrative complications that make the party's goals harder to achieve are all excellent examples of dangerous situations a party might encounter on a roll of 1–7.

REWARDS

Travelling the Broken World is vital to remaking it. Walking the forgotten paths gives the world shape and pushes back the forces of Decay.

- When the party completes a Journey, the Decay along the route between the Origin and Destination is reduced by 1 for one week.
- If the party returns along the same route within one week of arriving, the reduction in Decay lasts for one month instead.

In addition to reducing Decay, completing a Journey should change the party somehow. You can convey the importance of a Journey and make it more meaningful and memorable to the players by rewarding the Survivors for completing their expedition. You can do this through Narrative Rewards, Short-term Bonuses, or Awarding XP.

- **Narrative Rewards** are benefits and perks the party receive that may not be easily quantified, such as fame, renown, or gaining new allies.
- **Short-term Bonuses** are minor mechanical benefits the party earns for completing their journey, such as earning Hope, gaining Advantage or a bonus die on certain Skill Tests, or temporary or improved Proficiency with a set of Tools.
- **Awarding XP** is a straightforward, quantifiable reward for players. To do this, consult the **Awarding XP** table and grant the party shared XP per Encounter based on the Journey Difficulty. This is the final Difficulty after the party has made their Preparations (see page 138).

AWARDING XP			
Difficulty	XP	Difficulty	XP
11 or less	100	21	5,900
12	200	22	7,200
13	450	23	8,400
14	700	24	10,000
15	1,100	25	11,500
16	1,800	26	13,000
17	2,300	27	15,000
18	2,900	28	18,000
19	3,900	29	22,000
20	5,000	30+	25,000

ARRIVAL

1d12 CIRCUMSTANCES

- 1–2 **Unforeseen Danger.** The party unknowingly stumble into a dangerous situation, such as an ambush from a Monster, or a Haven that has fallen to Decay. They are unaware of the hazards that await them and have no time to prepare. Any hostile creatures know the party's arrival and have at least one round to prepare before rolling Initiative.
- 3–5 **Immediate Danger.** The party arrive during a perilous situation, such as Haven under siege by raiders or a fire rapidly spreading through a settlement. Neither the party nor any hostile creatures are surprised, but no one has a chance to prepare. Roll Initiative as normal if the situation requires it.
- 6–7 **Imminent Danger.** The party arrive on the cusp of a dangerous situation, such as when a magical artefact is about to be activated, or an ally is about to be executed. The party has at least one round to prepare or act before hostile creatures notice them, and the party may notice hazardous conditions before being exposed to them.
- 8–9 **Unsafe.** The party ends their Journey safe from immediate danger but with a looming threat on the horizon, such as a hostile Monster stalking the area or a nearby volcano about to erupt. The danger is close enough to prevent the party from taking a Short or Long Rest in the area, but they have some time to prepare.
- 10–11 **Relative Safety.** The party arrives at a relatively safe time. Dangers are never far in the Broken World, but their eyes are turned elsewhere for now. It is safe enough to take a Short Rest without significant risk, but the danger is near enough to preclude a Long Rest.
- 12 **Safety.** The party ends their Journey in a safe location, far from danger. This may be a well-fortified Haven or a secluded campsite by a Waymarker. It is safe to take a Short or Long Rest without significant risk.

HAZARDS

The GM can add Hazards to any encounter, scene, or battle to show the surreal, sundered, and sometimes beautiful nature of the Broken World. They are less straightforward than natural features like chasms, rockslides, and bogs. They are the byproducts of the fabric of reality being corrupted by Decay, creating haunting and devastating new forces. Areas with low Decay experience these Hazards as a sinister, foreboding sign that oblivion is never far away in this world. Areas of high Decay are usually surging and roiling with dangerous Hazards that threaten to tear the world apart.

When planning encounters and combat scenes, the GM should include a number of Hazards equal to the Decay of the area, divided by 2 and rounded down. Multiple Hazards can affect the same area or be spread throughout the environment. To choose a Hazard, the GM can select one from those beginning on page 151, roll on the **Hazards** table, or draw a card from the *Deck of Broken Things* (see www.cubicle7games.com for more information).

CUSTOMISING DANGER AND DIFFICULTY

Some Hazards create effects that require players to make Saving Throws. If the Hazard is included as part of a Journey Encounter, use the Journey DC for the Saving Throw. If the Hazard is being used outside of a Journey Encounter, the GM chooses the DC. Hazards should be meaningful, memorable, and dangerous, so using a DC that is challenging for your party is recommended.

You can also adjust Hazards to make them more threatening. You can do this by increasing their area of effect, increasing their Damage, or altering the dice used (changing a d6 to a d10, for example).

HAZARDS

1d100	EFFECT
1-4	Boiling Pools
5-8	Burning Air
9-12	Clutching
13-16	Corrosive Mists
17-20	Edge of Reality
21-24	Explosive Residue
25-28	Fractal Visions
29-32	Freezing
33-36	Hallucinatory
37-40	Infested
41-44	Labyrinthine
45-48	Lunar Tears
49-52	Miasmatic
53-56	Moonfall
57-60	Mournwind
61-64	Oppressive Gloom
65-68	Razorshine
69-72	Rift in Space
73-76	Shattered Earth
77-80	Shifting Weight
81-84	Shocking
85-88	Silencing
89-92	Soul Cursed
93-96	Sporefall
97-100	Violet Storm



BOILING POOLS

Bubbling pools of scorching magma, boiling godsblood, or molten metal oozes upwards from the cracked ground or settled in place after a horrifying rain. There are 1d6 *Boiling Pools* in the area. When a creature enters or starts their turn in the area, they suffer 1d8 × Decay Fire Damage.

BURNING AIR

The air in this area sparks with pyrotechnic potential as motes of energy drift along the winds, primed to combust spectacularly. While in an area of *Burning Air*, all Fire Damage is doubled. In addition, any fires burn twice as bright and spread twice as fast.

CLUTCHING

Locations filled with clinging webs, snaring vines, hooked brambles, or adhesive substances can be warped by Decay, grasping at all living things around them. When a creature ends its turn in the area, it must succeed on a **Strength** or **Dexterity Saving Throw** or become *Restrained*. On its turn, the creature can use its Action to repeat the Saving Throw, freeing itself on a success.

CORROSIVE MISTS

Thick curtains of corrosive vapour or unstable time fill the area. When a creature enters or starts their turn in the area, they must succeed a **Constitution Saving Throw** or take 1d4 × Decay Acid Damage. If a creature rolls a 1 on their Saving Throw, an inorganic object of the GM's choice on their person is corroded. If the object is a weapon, it becomes an Improvised Weapon. If the object is Armour, its AC is reduced by 1d4. If the object is a piece of equipment, users have Disadvantage to use it. Equipment with the *Resilient* Property (see page 119) is immune to this effect.

EDGE OF REALITY

The ultimate manifestation of Decay is a marching storm of oblivion that rips landscapes and creatures apart until nothing remains but a featureless void. The *Edge of Reality* only manifests in areas with Decay 10. When a creature enters or starts their turn in the area, they suffer 2d12 Necrotic Damage and gain 1 Decay (no Saving Throw).

EXPLOSIVE RESIDUES

Objects in this area ooze or are covered in explosive residue. 1d6 objects or surfaces in the area are covered in this residue. If a creature deals Damage to one of these objects, all creatures within 10 feet of the object must make a **Dexterity Saving Throw**. On a failure, a creature takes 1d12 Fire Damage and 1d12 Force Damage, is pushed 10 feet away from the object, and is knocked *Prone*.

FRACTAL VISIONS

Time itself has frayed and come undone here, offering fleeting glimpses of possible futures, for better or worse. Whenever a Survivor makes a Test while in the area, they may declare that they seek insight from the future. If so, they roll 1d4 and add the result to their Test. However, if the Test fails, they are *Blinded* for 1 minute and gain a Level of *Exhaustion* as they are assaulted by unrelenting fractal visions of horrors yet to pass.

FREEZING

Decay has birthed a pocket of thermal entropy that sucks the heat from creatures at a horrifying speed. Exposed liquids immediately freeze in the area, and flames are extinguished. When a creature enters or starts their turn in the area, they must make a **Constitution Saving Throw**. On a failure, the creature's Speed is reduced by 10 feet until the start of its next turn. If this causes the creature's Speed to reach 0, they are frozen solid. They immediately drop to 0 Hit Points and become Critically Injured (see page 125). If a frozen creature is removed from the area, they automatically Stabilise.

HALLUCINATORY

This area manipulates the mind or senses into a confused state. All Attacks made within a *Hallucinatory* area have Disadvantage. In addition, if a creature rolls a 1 on an Attack, they accidentally strike an ally instead. They move within range of their nearest ally and deal Damage as if the attack had hit the ally.

INFESTED

Thick swarms of bulbous flies, ravenous locusts, and bloodthirsty butterflies infest the area. When a creature enters or starts their turn in the area, they must succeed a **Constitution Saving Throw** or take 1d4 × Decay Piercing Damage and become *Poisoned* until they take a Long Rest.

LABYRINTHINE

Though a *Labyrinthine* area appears outwardly normal, Decay twists the space within and turns a creature's path inexplicably back upon itself if it tries to leave. Whenever a creature moves within a Labyrinthine area, it must make a **Wisdom (Natural Lore)** Test. If they succeed, they can Move as normal. If they fail, they move their full Speed in a random direction.

LUNAR TEARS

Rarely, when the Broken Moon passes overhead, a gentle cloud of iridescent glittering dust known as *Lunar Tears* follows in its wake. *Lunar Tears* fill the area with *Dim Light*, and a creature exposed to the falling dust is coated in it, causing them to emit *Dim Light* up to 10 feet. *Lunar Tears* glow until sunrise when they become inert dust and never glow again.

MIASMIC

The area is choked by foul clouds of pestilent vapours that sicken the body. *Miasmatic* areas are *Lightly Obscured*. In addition, if a creature begins its turn within the area, they must succeed a **Constitution Saving Throw** or become *Poisoned* for 1 minute.

MOONFALL

Two colossal chunks of the Broken Moon collide overhead and shatter with a deafening boom. 1 round after the collision, chunks of rock rain down on the area below. Any creature that starts its turn beneath the meteor shower and not in cover must succeed a **Dexterity Saving Throw** or take 3d12 Bludgeoning Damage and be knocked *Prone*. On a success, the creature suffers half Damage but is not knocked *Prone*.

The *Moonfall* lasts for 1d6 minutes. Once the smoke has cleared, 1d4 pieces of **Moonstone** (see page 116) are salvageable from the rubble.

MOURNWIND

Mournwind is a nightmarish storm of Decay that steals memories and adds them to its ethereal, weeping winds. Any ranged attacks made within an area of *Mournwind* have Disadvantage. In addition, any Survivor who ends their turn in an area of *Mournwind* must succeed an **Intelligence Saving Throw** or lose a memory of the GM's choice. Memories protected by Memoria are immune to this effect.



OPPRESSIVE GLOOM

Decay in this area has degraded light and emotion, shrouding them in oppressive gloom. Within an area of *Oppressive Gloom*, *Bright Light* becomes *Dim Light*, *Dim Light* becomes *Darkness*, and creatures and objects gain Resistance to Radiant and Fire Damage. You cannot spend Hope in an area of *Oppressive Gloom*.

RAZORSHINE

Even light can succumb to Decay's corruption, turning beautiful rays of light into blades of impossibly sharp energy. An area of *Razorshine* is always *Brightly Lit*. When a creature enters or starts their turn in the area, they must make a **Dexterity Saving Throw**. On a failure, the creature takes $1d4 \times$ Decay Radiant Damage, and it is *Blinded* until the start of its next turn. On a success, the creature only takes half Damage and is not *Blinded*.

RIFT IN SPACE

A stark hole in reality rips open in this area, bridging the gap between two vastly different locations. Survivors within the area when the rift opens must succeed on a **Dexterity Saving Throw** or be instantly teleported $1d10 \times 10$ miles to a different location. Survivors can also choose to leap through the rift. The rift remains open for $1d10$ minutes.

SHATTERED EARTH

The land in this area has broken and shattered as the world unmakes itself, carving open a web of seemingly bottomless crevasses. $1d4 +$ Decay feet wide cracks criss-cross through the area. Creatures who fall down these cracks are never seen again.

SHIFTING WEIGHT

Gravity can't make up its mind in this area. Shifting between oppressively heavy and startlingly light at the drop of a hat. At the beginning of each round, roll $1d6$ and apply the following result:

- 1–3: Halve the movement Speed and jump distance of all creatures in the area.
- 4–5: Double the movement Speed and jump distance of all creatures in the area.

SHOCKING

Currents of multicoloured lightning spark from ferrous objects or ancient artefacts in this area. $1d6$ objects in the area are *Shocking*. When a creature starts its turn within 30 feet of a *Shocking* object, it must make a **Dexterity Saving Throw**. A creature wearing metal armour has Disadvantage on the Saving Throw. On a failure, it takes $1d8$ Lightning Damage, and it is *Stunned* until the start of its next turn. On a success, the creature only takes half Damage and is not *Stunned*.

SILENCING

Decay or another unnatural dampening force consumes all sound in this area. Sound cannot be created within or pass through the area, and creatures and objects in the area are *Deafened* and Immune to Thunder Damage.

SOUL CURSED

The plants or animals in this area spread a corruption of the soul. $1d6$ plants or creatures in this area are *Soul Cursed*. If a creature makes physical contact with a *Soul Cursed* plant or creature, they must make a **Wisdom Saving Throw**. On a failure, they contract the curse, become *Poisoned*, and suffer a Level of *Exhaustion*. They must repeat this Saving Throw during each Long Rest until they pass and are freed from the curse or die from *Exhaustion*.

SPOREFALL

Impossibly fine streams of seemingly sentient spores descend from an unknown source and seek haven in the lungs of living creatures. Any creature that breathes inside an area of *Sporefall* inhales the spores and is infested. Until their next Long Rest, infested creatures cannot speak and have Disadvantage on all Stealth Tests as they cough incessantly.

VIOLET STORM

Storms of impossibly strong winds and violet lightning regularly wrack the Broken World. When a creature enters or starts their turn in the area, they must succeed on a **Strength Saving Throw** or be pushed 30 feet in a random direction and knocked *Prone*. Once per minute, a lightning bolt strikes the tallest metallic object within the storm, *Deafening* all creatures in the area for 1 hour and dealing $1d6 \times$ Decay Lightning Damage to any creature within 10 feet of the object.



10 THE PASSAGE OF TIME

Survivors do not spend every waking hour fighting for their lives. They have moments of respite to share a meal around the campfire, or can spend years working on a project to improve their Haven. These precious moments of calm are why Survivors fight.

When not fighting for survival, there are three ways Survivors can spend their time. **Campcraft Activities** can be taken when the party rests during an adventure, and allow you to prepare for the trials ahead. **Downtime Activities** are undertaken between Crises, and can be used to improve your Haven or work towards your personal goals. Finally, **Seasons** represent the passing of months and even years, and determine what happens to the people and places you care about most and what challenges your Haven will face.

REQUIREMENTS

Some Campcraft, Downtime, and Seasonal Activities have specific **Requirements** you must meet in order to take them, such as having Proficiency in a Tool or Skill, being of a specific Class, or certain narrative events. If an activity requires a Tool Proficiency, you must also have the Tools in your possession. See page 114 for the Resource Cost of Tools.

IF AT FIRST

Some Downtime and Seasonal Activities require an Extended Test (see page 123). If you take a Downtime or Seasonal Activity that requires an Extended Test and don't reach the Goal, you have a number of options:

Keep Trying: If you have time before the next Crisis, you can extend your Downtime or Seasonal Activity. You keep your progress towards the Goal, and can make another three Tests to try to reach it. If the activity requires you to spend Resources, such as the *Build Defences* Downtime Activity, you must spend half the Resources again to continue trying.

Abandon Your Progress: You give up on your project, and discard your progress. If the activity required you to spend Resources, you can return up to half the value of the Resources to the pool.

Finish Later: At the GM's discretion, if you have a secure location to store your work or a way to maintain your progress, you can leave your project and finish it another time. Note your progress towards the Goal for when you return to your work. If the activity requires you to spend Resources, such as the *Build Defences* Downtime Activity, you must spend half the Resources again when you restart the activity.

MANY HANDS MAKE LIGHT WORK

At the GM's discretion, multiple Survivors can work together on the same activity, turning the Extended Test into a Group Test instead (see page 123).

Additionally, the greater a Haven's population, the more likely you are to find members of the community willing to help you in your endeavours. When you take an activity that requires an Extended Test, you reduce the Goal of the Extended Test based on your Haven's population, as shown in the **Population** table.

Example: Kryssa returns to her home Haven, Spider-eater Gulch, and undertakes the Modify Equipment Downtime Activity. Normally the Goal for her Extended Test would be 10, but since Spider-eater Gulch has a Population of 347, she reduces this by 3, down to a final goal of 7.

POPULATION

POPULATION	RESOURCES GENERATED	GOAL REDUCTION
<100	1	- 0
100-200	1d4	- 1
201-300	1d6	- 2
301-400	2d4	- 3
401-500	2d6	- 4
501-600	3d4	- 5
600+	3d6 + 1d6 per additional 100 people	- 6

CAMPCRAFT DURING JOURNEYS

When undertaking a Journey (see page 133) you can only use Campcraft Activities during Encounters which grant your party the chance to take a Long Rest, such as *Abandoned Domicile* (see page 145). Your party can still make camp during their Journey, but most of the time they are too focused on their immediate survival to do more than eat, sleep, and watch for danger.

IN TIMES OF CRISIS

When your Haven is in Crisis, you must put aside personal goals and focus on protecting your Haven from those who would threaten it. Even in the fleeting moments of rest and recovery, most Survivors spend what little time they have making preparations for what is to come by tending to wounds, hunting for food, or caring for their allies.

This section presents a collection of **Campcraft Activities** that Survivors can undertake during a Crisis when they stop to rest.

CAMPCRAFT ACTIVITIES

Campcraft Activities are short tasks you can take while outside the safety of your Haven. They are usually not strenuous, and can be completed while the party prepares to rest for the night. Each Survivor can take one Campcraft Activity during a Long Rest, though some Class features allow you to take an additional Campcraft Activity. Unless an activity says otherwise, you gain the benefits of a Long Rest as normal after taking a Campcraft Activity.

BOND

Your party spends time telling stories, playing games, sharing jokes, or otherwise bonding in some way. Ties between the group are strengthened, and your bond fortifies you against the challenges ahead.

This Campcraft Activity must be taken by the whole party. As a group, describe how you spend time bonding. At the end of the Long Rest, all party members gain 2d10 Temporary Hit Points.

CONTEMPLATE SCARS

Requirements: You have previously failed 1 or more Death Saving Throws

You contemplate the grievous injuries you have endured over the course of your life. Describe the injuries you suffered and what lesson they taught you. Once before your next Long Rest, you can reroll a failed Death Saving Throw.

COMFORT BEASTS

Requirements: Proficiency in Animal Handling

You take time to care for your beasts or animal companions, offering a kind word or simply being a reassuring presence. You can care for a maximum number of Beasts equal to your Wisdom Bonus. Until your next Long Rest, the Beasts you tended to have Advantage on Saving Throws against being *Frightened*, and you have Advantage on Animal Handling Tests when instructing those Beasts.

CRAFT AMMUNITION

Requirements: Proficiency with Artificer's Tools or Hunter's Tools

An empty quiver can mean death in the Broken World, so you take time to craft the ammunition you need. Choose either arrows, crossbow bolts, blowgun needles, or sling bullets. You create 1d6 pieces of the chosen ammunition. Each piece of ammunition is destroyed upon use.

ENCOURAGE

Requirements: Proficiency in Persuasion

You take a moment to encourage one of your companions, perhaps offering quiet reassurance or even a rousing speech. Once before their next Long Rest, your ally can add 1d4 to the result of any Test or Saving Throw. They can choose to add this bonus after they have rolled but before the GM declares the result of the Test.

FORAGE

Requirements: Proficiency in Survival

You take the time to forage, searching for edible berries or mushrooms. You find a number of Rations equal to your Wisdom Bonus, to a minimum of 1.

FORTIFY THE BODY

You prepare your body for the challenges ahead through rigorous exercise and training. Choose either Strength, Dexterity, or Constitution. Until your next Long Rest, you have Advantage on Saving Throws with the chosen Attribute. However, the additional training interrupts your rest. You do not recover Hit Points during this Long Rest, though you recover Hit Dice as normal.

GALLOWS HUMOUR

Requirements: Proficiency in Performance

You tell jokes and indulge in dark humour to help bring some laughter to the grim world around you. Some companions welcome this levity while others do not appreciate it. Each ally that can hear you must make a **DC 10 Wisdom Saving Throw**. On a success, your companion has Advantage on their next Decay Saving Throw. On a failure, your companion has Disadvantage on their next Decay Saving Throw.

HUNT

Requirements: Proficiency with Hunter's Tools

You leave the relative safety of your camp to hunt for fresh meat. Make a **Dexterity (Hunter's Tools) Test**, with the DC equal to 10 + the Decay of the area. On a success, you manage to hunt or trap some wild game that is blessedly free from Decay. You gain a number of Rations equal to your Proficiency Bonus. If you succeed by 5 or more, you gain an additional 1d6 Rations worth of meat.

On a failure, your hunt is in vain and you return empty handed. If you fail by 5 or more, you stumble into the hunting grounds of a predator and must spend the night running or hiding from the creature. You do not gain the benefits of a Long Rest.

INSTRUCT

You spend the evening sharing your knowledge with an ally. Choose a Skill or Tool that you are Proficient with and an ally willing to learn. Until the ally's next Long Rest, they can add your Proficiency Bonus to any Tests they make with the chosen Skill or Tool.

The ally you are instructing can't take any Campcraft Activities during this Long Rest.

LISTEN

Requirements: Proficiency in Insight

You take a moment with one of your companions, offering a shoulder to cry on, a sounding board for something that is weighing on their mind, or simply listening to their stories. Your empathy and understanding eases your ally's burdens. Once before their next Long Rest, they can choose to gain Advantage on a Test or Saving Throw.

PLACE WAYMARKER

Requirements: Proficiency with Seeker's Tools

You use your Seeker's Tools to place a Waymarker, solidifying and remaking a small piece of the Broken World. Describe the materials used and appearance of your Waymarker and make a note of it on your Haven Sheet. The effects of a Waymarker are explained on page 128.

PRACTICE

You take the opportunity to practise in preparation for the trials ahead. Choose a Skill, Tool, or Weapon you are Proficient with. Once before your next Long Rest, you can reroll a failed Test using that Skill, Tool, or Weapon.

PREPARE A MEAL

Requirements: Proficiency with Cook's Tools, 1 Ration per party member

You prepare a hearty meal to fortify the body and soul of your allies. You need Cook's Tools and the equivalent of 1 Ration per party member. You can take this Campcraft Activity while your allies are gathering the required rations using the *Forage* or *Hunt* Campcraft Activities. Once before the party's next Long Rest, every ally who ate the food you prepared can reroll a failed Saving Throw.

QUIET MOMENT

You take a quiet moment to yourself, perhaps meditating or gazing up at the fragments of the shattered moon as they drift across the sky. Centering yourself and remembering why you are on this journey allows you to resist the corrupting effects of Decay. You gain Advantage on your next Decay Saving Throw.

RECORD KNOWLEDGE

You make an effort to record important knowledge or memories from your journey so far in order to fend off Decay's memory erosion. You can create a written account, draw sketches, carve something from hardened mushroom root, or any other method you wish. Until your next Long Rest, you have Advantage on Saving Throws to resist memory loss caused by Decay (see page 128)

REMEMBER THE FALLEN

You remember those you have lost, sharing stories and fond memories, or taking a quiet moment to remember all they accomplished.

This Campcraft Activity must be taken by the whole party. At the end of the Long Rest, the party gains 1 Hope.

REPAIR EQUIPMENT

Requirements: Proficiency with the relevant Tools

You spend your time making minor repairs to your hard-worn gear. Choose a piece of equipment that has been broken or damaged. You cobble together a rudimentary repair. The equipment is restored to working condition, but gains the *Brittle* Property (see page 118).

BEYOND REPAIR

Some equipment may be broken by savage attacks from Monsters or during dramatic narrative events, such as when a Warden uses their *Pass Into Legend* feature. The GM has final say on what equipment can reasonably be repaired using the *Repair Equipment* Campcraft Activity and what Tools are required.



SCOUT AHEAD

Requirements: Proficiency in Perception or Survival

You leave camp and scout the lands ahead, watching for sites where you could be ambushed or identifying the hunting grounds of dangerous creatures. Make a **Wisdom (Perception or Survival)** Test. The DC of the Test is determined by the GM based on the environment and any potential threats in the area. On a success, you and your allies are aware of the dangers ahead. Each party member has Advantage on their next Initiative Test. On a failure, the party is lured into a false sense of security. Each party member has Disadvantage on their next Initiative Test.

SET TRAPS

Requirements: Proficiency with Artificer's Tools or Hunter's Tools

You prepare traps to warn you against attackers. You surround the camp with wires and ropes strung with bells, shells, glass bottles, or anything that will make noise. When triggered, the traps are loud enough to wake you and your allies.

A creature with an Intelligence of 5 or higher approaching your camp can make a **Wisdom (Perception)** Test to notice the traps. The DC of the Test is equal to 8 + your Proficiency Bonus + your Wisdom or Intelligence Bonus (you choose). If the creature succeeds, they spot the traps and can take measures to avoid them.

When you take this Campcraft Activity, you can also set any number of hunting traps or other traps you have in your possession.

SHARPEN THE MIND

You prepare your mind for the challenges ahead with study, problem-solving exercises, and visualisation techniques. Choose either Wisdom, Intelligence, or Charisma. Until your next Long Rest, you have Advantage on Saving Throws with the chosen Attribute. However, the strenuous mental activity interrupts your rest. You do not recover Hit Points during this Long Rest, though you recover Hit Dice as normal.

TEND WOUNDS

Requirements: Proficiency in Medicine

You tend to the wounds of an injured ally, applying medicinal herbs, dressing cuts and gashes, or creating splints for broken bones. Make a **DC 15 Intelligence (Medicine)** Test. On a success, the ally recovers one additional Death Save or all of their Hit Dice at the end of this Long Rest (you choose). On a failure, you can't accelerate their healing but they recover one Death Save and Hit Dice equal to half their Level as normal. On a failure by 5 or more, you make the injuries worse. Your ally recovers no Death Saves or Hit Dice when they finish this Long Rest.

BETWEEN CRISES

Havens face near constant threats to their continued survival. The rare moments of peace between Crises are priceless and offer a moment for rest and recuperation, personal growth, and a chance to build community.

During downtime, the following happens:

- Each Survivor can take one Downtime Activity.
- Each Survivor recovers all Hit Points, all Hit Dice, and clears any Death Saves.
- The party can consolidate their Resources. Each party member can choose to add any equipment they found or no longer need to the communal pool. The Haven's Resources increase by the Resource value of the item.
- At the end of the period of downtime, the Haven generates Resources based on its population, as shown on the **Population** table on page 23.
- At the end of the period of downtime, the GM rolls to see if any Waymarkers succumb to Decay (see page 128).

DOWNTIME ACTIVITIES

Downtime Activities are endeavours and personal goals that require days or even weeks to complete. They are undertaken between Crises, when your Haven is in a state of relative safety. You can undertake one Downtime Activity before the next Crisis begins, or every 4 weeks. At the GM's discretion, you can take multiple Downtime Activities back-to-back if longer periods of time pass between Crises. If more than a year would pass between Crises, you should use **Seasons** instead (see page 164).

BUILD DEFENCES

Requirements: 6 Resources

You lead a group of builders in the construction of temporary defences to protect your Haven. Defences grant a Haven Resistance to **Crisis Damage** (see page 131) until the end of the next Season. When you are building your defences, work with your GM to determine what form the defences take, and agree on what types of Crises that it can help with. The **Example Defences** table provides inspiration and suggestions, but you are encouraged to come up with your own ideas that take advantage of your Haven's natural resources and location. For more details on how defences protect Havens, see **Havens in Crisis** on page 131.

Constructing a Defence is an Extended Test with a Goal of 10 and costs 6 Resources. Over the course of your downtime you must make three Tests. The first is a **DC 10 Charisma (Persuasion)** Test to gather enough workers for the project. The second is a **DC 10 Intelligence (Local Lore)** Test to source the required materials. The third is a **DC 10 Strength (Builder's Tools)** Test to aid in the construction. If you succeed, the Defence is constructed. If you fail, you can **Keep Trying, Abandon Your Progress, or Finish Later**.

Defences require maintenance to remain effective, lest they crumble to neglect and Decay. During a Season (see page 164), a Survivor can take the *Maintain Defences* Seasonal Activity to upkeep all the Haven's Defences, or the *Improve Haven* activity to erect a single permanent Defence. Otherwise, the Defence falls into disrepair and no longer provides any benefit.

EXAMPLE DEFENCES

DEFENCE	CRISES TYPES RESISTED
Artefact Vault	Decay from Arcane Artefacts held within the Haven.
Extra Shelters	A sudden influx of refugees.
Forum	Political or cultural unrest.
Healer's Hut	Plagues, illnesses, or unexpected disasters (such as a mine collapsing).
Jail or Gallows	Cults, murderers, and other criminals
Spiked Walls	Raiders or creatures that cannot fly.
Stockpile	Starvation, blight, or natural disaster.
Watchtowers	Spies or flying creatures
Water Tower	Droughts or fires

CRAFT EQUIPMENT

Requirements: Resources; Suitable Tools

You craft a new piece of equipment or survival gear so you are better equipped to face the challenges of the Broken World.

Crafting Equipment is an Extended Test and requires Resources equal to the cost of the item you are trying to create. The DC of the Extended Test is based on the equipment you are trying to craft, as shown in **Chapter 7. Equipment**, and the Goal is determined by the type of equipment, as shown in the **Crafting Goal** table. The Tools required for the Test are determined by the GM — most weapons and armour require Proficiency with Smith's Tools, while crafting various Survival Gear may require Tailor's Tools, Builder's Tools, Artificer's Tools, or some other set of Tools.

CRAFTING GOAL

EQUIPMENT TYPE	GOAL
Simple Weapons	5
Martial Weapons	10
Armour	10
Survival Gear	8
Tools	8
10 pieces of Ammunition	5

Over the course of your downtime you must make three Tests using the requisite Tools. If you fail, you can **Keep Trying**, **Abandon Your Progress**, or **Finish Later**. If you succeed, you craft the chosen item. If you exceed the goal by 5 or more, the Resource Cost of the item is halved, rounding up.

Example: Baskar wants to craft a reinforced shield for his ally Arturius. A reinforced shield has a DC of 12, a Resource Cost of 2, and requires Smith's Tools to craft. Because the shield is a piece of armour, the Goal for the Extended Test is 10. Baskar gets a 15 on his first Test, gaining +3 Progress towards the Goal; then rolls an 18 for another +6 Progress (9 total); and lastly a 19 for a further +7 Progress (16 total). Because Baskar exceeded the goal by 5 or more, he crafts the reinforced shield and it only costs 1 Resource instead of the usual 2.

If you reach or exceed the Goal before you have made all three Tests, you can immediately take this Downtime Activity again. You can only do this once.

Example: Later, Baskar is crafting a Hunting Knife for his companion Finlay. Baskar gets lucky and reaches the Goal of 5 after just one Test. He immediately takes the Craft Equipment Downtime Activity again and begins working on a new Heavy Crossbow for himself.



CRAFT MEMORIA

You take the time to carefully craft a new **Memoria** (see page 36). You can create up to three Memoria and add them to your Survivor Sheet. Describe each Memoria you create and the memory it is protecting.

DARK RITUAL

You seek out a dark power and make a bargain. You can't be found or contacted during the downtime period — you may have left the Haven or gone into seclusion, but either way your allies have no idea where you went. When you return, you have gained something but have had to trade something in return.

Work with the GM to decide what you gained and the price you had to pay. Benefits could include gaining *Darkvision*, learning a piece of ancient and forgotten lore, finding a powerful artefact, increasing an Attribute, learning a new Talent, reducing your Decay, or even returning someone from the dead. The price you must pay should be equal if not greater than the benefit you gained, and could include losing a limb or organ, having some of your memories taken, being unable to use Hope, permanently reducing an Attribute Score, increasing Decay, or promising to kill a member of your community.

DEAL WITH THE DEVIL

The *Dark Ritual* Downtime Activity offers the perfect opportunity to introduce magic to your **Broken Weave** campaign. The GM can allow the person taking the activity to gain a limited form of arcane power, such as a spell they can use once per day, a magic item, an eldritch invocation, or a divine ability such as *Smite* or *Channel Divinity*.

Be sure that the bargain the Survivor makes adds to the drama and excitement of the story. Avoid deals that will turn the Survivors against one another or lead to friction at the table. The Survivor may be going down a dark path, but the players don't need to!

ESTABLISH TRADE ROUTE

Requirements: Two Havens within 150 miles of each other; a route with an average Decay of 3 or lower

You spend time establishing formal trade between your Haven and a Haven you have visited in the past. The Havens must be within 150 miles of each other and have amicable relations or influential members in their communities who are willing to put aside their differences to trade. Additionally, the average Decay along the route between the Havens must be 3 or less.

Establishing a trade route is an Extended Test with a Goal of 15. Over the course of your downtime you must make three Tests. The first is a **DC 10 Intelligence (Local Lore)** Test to identify valuable resources that can be traded. The second is a **DC 12 Charisma (Persuasion)** Test to convince the right people to trade. The third is a **DC 15 Intelligence (Seeker's Tools) or Wisdom (Survival)** Test to plot the safest route between the Havens. If you successfully establish a trade route, the following happens:

- Both Havens gain +1d4 Resources every 4 weeks when they generate Resources.
- You use the Haven with the highest population when determining an item's Availability when you take the *Reequip* activity (see page 163).
- When acquiring gear (see page 103) in the other Haven, you can spend your Haven's Resources instead of bartering.

If you fail to establish the trade route, you can **Keep Trying, Abandon Your Progress, or Finish Later**. If the Decay along the trade route ever increases above 3, the road becomes too dangerous. Trade collapses and you lose the benefits of the trade route. You can build and reinforce Waymarkers along the route to keep Decay down. See **Waymarkers** on page 128 for more information.

FOSTER COMMUNITY

You take time to inspire a sense of community and support in your Haven. This can take the form of a song or play that brings joy to people, a festival to celebrate a victory, or finding love and starting a family. Whatever you do, it fosters hope and brings people together. Your Haven generates 1d4 + 1 Hope.

FORGE PATH

Requirements: Proficiency with Seeker's Tools

You forge a path between two important locations, such as your Haven and another Haven, or a Waymarker and a nearby ruin. Forging a path is an Extended Test with a Goal of 10. If there is already a trade route between the locations, the goal is reduced to 8.

Over the course of your downtime, you must make three Tests. The DC of the Tests is equal to 10 + the average Decay along the path. The first Test is an **Intelligence (Seeker's Tools) or Wisdom (Survival)** Test to plan your route. The second is a **Wisdom (Perception)** Test to watch for signs of attack. The third can be either a **Dexterity (Stealth)** Test to avoid danger or a **Strength (Athletics)** Test to fight or flee from trouble (you decide). If you succeed, Decay along the route decreases by 1. If you succeed by 5 or more, Decay decreases by 2 instead. If you fail you can **Keep Trying, Abandon Your Progress, or Finish Later**. If you fail by 5 or more, you are injured along the way. You begin the next Crisis with half your Hit Dice, to a minimum of 1.

HONEST LABOUR

Requirements: Proficiency in Athletics or any Crafter's Tools

You help out with the necessary physical labour around the Haven. You can tend crops, assist in construction, repair equipment, clean, cook, and so on. Your help means that the Haven has more free hands, and can work on creating even more for the community. Your Haven gains 1d4 + 1 Resources.



OBSERVE

You observe or spy on a person, creature, or group, learning their habits and weaknesses.

Observing is an Extended Test with a Goal of 10. Over the course of your downtime, you must make three Tests. The type of Tests and DC is determined by the GM based on the target you are trying to observe. For example, observing a Monster might require Wisdom (Survival) to track them, Dexterity (Stealth) to remain hidden, and Wisdom (Perception) to learn their habits. Observing a group might require a Charisma (Persuasion) Test to ingratiate yourself with the group, Charisma (Deception) to create a cover story, and Wisdom (Inight) to learn who is the weak link.

If you succeed, you learn valuable details about the target. For Monsters and creatures, you learn any weaknesses or resistances, and where and when they hunt; for a person or group, you learn their routine, who is important to them, secret information, and any defences they have. If you fail, you can **Keep Trying**, **Abandon Your Progress**, or **Finish Later**. If you fail by 5 or more, the target becomes aware of you. You escape unharmed but the target becomes watchful and vigilant, and doesn't trust you if they meet you again.

MAINTAIN WAYMARKERS

Requirements: Proficiency with Seeker's Tools

You travel beyond the Haven to maintain the Waymarkers and keep Decay at bay. When you take this activity, you can maintain up to three existing Waymarkers. If you do, the GM does not roll to see if the Waymarkers succumb to Decay at the end of this downtime period (see page 128). The Waymarkers are still at risk of Decay during future periods of downtime. You can build permanent Waymarkers by taking the *Reinforce Waymarker* Seasonal Activity (see page 169).

Alternatively, you can choose to place up to three new Waymarkers at points within 100 miles of your Haven. These Waymarkers are not at risk of Decay at the end of this period of downtime.

MAKE TRAVEL PREPARATIONS

You take the time to prepare for a future journey. Choose one of the Journey Preparations listed on page 138. The next time you would undertake a Journey, you count as having already completed that Preparation. During the next Journey, you can choose to take another Preparation, gaining the benefits of both.

MODIFY EQUIPMENT

Requirements: Suitable Components and Tools

You attempt to grant your equipment unique properties by combining them with strange components taken from the Broken World. Choose a new Property from those listed on page 118. You must be Proficient with the Tools required and have suitable Components.

Modifying equipment is an Extended Test with a Goal of 10. Over the course of your downtime, you must make three Tests using the appropriate Tools. The Tools required and the DC of the Tests are based on the Property you are trying to apply.

If you succeed, you complete the modification. If you fail, you can **Keep Trying**, **Abandon Your Progress**, or **Finish Later**. If you decide to Keep Trying or Finish Later, the equipment can't be used until the modifications are complete.



PUSH BACK DECAY

Requirements: At least 2 Hope

You use your downtime to solidify the Haven's place in your mind and in the Broken World. You spend time with isolated members of the community, bond with friends and meet new people, and learn all you can about your Haven. When you take this Downtime Activity, you can spend Hope to reduce Decay. It costs 2 Hope to reduce each 1 point of Decay.

REEQUIP

You seek out new equipment and weapons in preparation for what challenges lie ahead. When you take this Downtime Activity, you can acquire up to three pieces of equipment using the **Acquiring Gear** rules on page 103. You roll for Availability, pay the Resource Cost, and can trade in your own gear as normal. If an item is not available, you can try to roll for that item again or try to find a different item.

REMEMBER WHAT MATTERS

You spend your precious free time recovering and spending quality time with friends and family. You have Advantage on Decay Saving Throws for 1 week after the end of this downtime period.

RESEARCH FORGOTTEN LORE

Requirements: Proficiency in Forgotten Lore

You research forgotten lore of the pre-Breaking world, perhaps seeking to learn the origins of a Titan, the location of a lost artefact, or the nature of a fallen god.

Researching forgotten lore is an Extended Test with a Goal of 10. Over the course of your downtime, you must make three Tests. The type of Tests and DC is determined by the GM based on what you are researching, but the first Test is always an **Intelligence (Forgotten Lore)** Test. Other Tests may include an **Intelligence (Investigation)** Test to decipher an old manuscript, or a **Wisdom (Survival)** Test to track a Titan's movements.

If you succeed, you learn or decipher the forgotten lore you were seeking. If you fail, you can **Keep Trying**, **Abandon Your Progress**, or **Finish Later**. If you fail by 5 or more, you uncover something you were not meant to know and must make a **Decay Saving Throw**. On a failure, your Decay increases by 1.

SOURCE MATERIALS

Requirements: Proficiency with any Forager's Tools

You dedicate time to securing additional Resources to bolster your Haven's supplies. You harvest plants, hunt, or prospect for precious minerals.

Sourcing materials is an Extended Test with a Goal of 10. Over the course of your downtime, you must make three Tests. The first is a **DC 10 Wisdom (Survival)** Test to locate the Resources. The second is a **DC 12 Strength** or **Dexterity** Test using the appropriate **Forager's Tools**. The third is a **DC 15 Wisdom (Survival)** Test to safely return to your Haven. If you succeed, you generate 2d4 Resources for your Haven, or gain 1d4 Components as chosen by the GM. If you succeed by 5 or more, you generate an additional 1d4 Resources or gain 1 Component. If you fail, your efforts are fruitless and you are left dejected and tired. You start the next Crisis with a Level of *Exhaustion*.

STEER COMMUNITY

You push for fundamental change within your Haven. Choose an aspect of the Haven's **Culture** (see page 15). You can choose to add to the Haven's Culture, or replace an existing aspect of the Haven's Culture.

Steering the community is an Extended Test with a Goal of 10. Over the course of your downtime, you must make three Tests, using three different Skills. The Skills used are based on how you are steering the community and the change you are trying to bring. If you are adding to the Haven's Culture, such as introducing a new tradition, the DC of each Test is 10. If you are changing the Haven's Culture, such as enacting a new form of Leadership, the DC of each Test is 15. If you succeed, you can add or replace an aspect of your Haven's Culture. If you fail, you can **Keep Trying**, **Abandon Your Progress**, or **Finish Later**.

WATCH FOR TROUBLE

Requirements: Proficiency in Perception or Insight

You spend your time watching for trouble in and around your Haven. You know when the next Crisis is coming, and can try to resolve it before it even starts. During the next Crisis, the Haven suffers no Crisis Damage for 1 week. If your Haven has the *Watchtower* Improvement (see page 168), you instead suffer no Crisis Damage for 2 weeks.

SEASONS

Seasons represent the passage of time over months and years and determine what happens to the people and places you care about. You can undertake great endeavours and prepare the next generation for what is to come. Your Haven will grow and change as it faces internal strife and external threats.

The length of a Season is fluid, both in the Broken World and in the game. A Season represents between one and ten years of time passing, and the GM may run multiple Seasons in a row. Each Season follows these steps:

1. Decide What's Important
2. Invest in the Future
3. Advance Time
4. (Optional) Begin Anew

1. DECIDE WHAT'S IMPORTANT

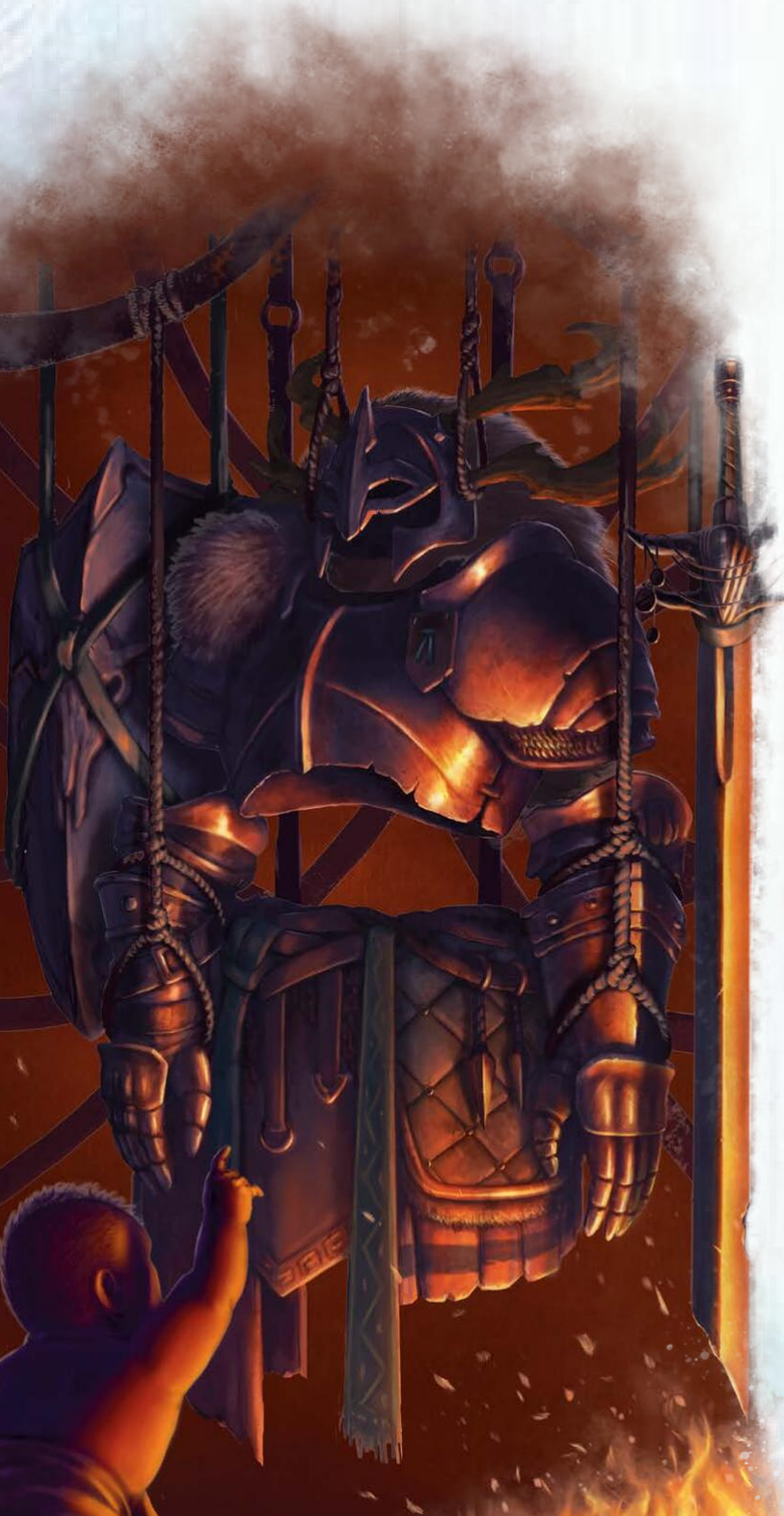
As a group, create a list of the characters, factions, or locations you encountered during your adventures. From this list, decide which of these you are most interested in following during this Season. Your list should be built in the following order:

- Add the names of all the Survivors in your party.
- Add your party's home Haven.
- Each player, including the GM, adds one NPC, faction, or Location to the list.
- As a group, choose one more NPC, faction, or Location and add it to the list.

THE MARCH OF TIME

The people and places on your list are not the only ones that change during a Season, they are simply the ones that your Survivors make an effort to keep track of over the years. The GM can create their own list in private to cover what happens to additional important people and places, especially if they are going to feature in future adventures.

Additionally, if you wish, you can represent the passing of years by altering your Survivor's Attributes. At the end of a Season, and with the GM's permission, you can decrease a single physical Attribute (Strength, Dexterity, or Constitution) and increase a single mental Attribute (Intelligence, Wisdom, or Charisma). This represents the decline of your physical ability, and the increased knowledge and wisdom of age.



2. SEASONAL ACTIVITIES

Your Survivor is not idle during a Season. They undertake long-term personal goals and endeavours that take months or even years to complete. Each Survivor can take one of the activities listed below.

BUILD A HOME

Requirements: 8 Resources, Proficiency with Builder's Tools

Many Survivors share a house with friends and allies or sleep in a communal shelter, and rarely have a place to call home. When you take this activity, you spend a Season building a permanent home for yourself and those you love. Building a home costs 8 Resources.

Building a home is a significant act. It gives permanence to the Haven and is a sign, whether consciously or subconsciously, that you have hope for a life where the Haven no longer needs you. When you build your home, the Haven's Decay decreases by 1. Additionally, at the end of each period of downtime and each Season, your Haven automatically gains 1 Hope.

AN END AND A BEGINNING

Seasons are best used at the end of a major story arc in your campaign. Think of them as the transition from one book to the next in your favourite fantasy series. They are an opportunity for players to retire characters whose story they feel is complete, or for you to make great changes to the world. They are also a chance for players to see the impact they have made, and how their struggles have improved the lives of others.

Spend a session together playing through a Season. The players and GM roll to see what happens, creating montages of scenes with different characters and places as each event unfolds. Work together to create a shared story everyone is happy with, and only pick up the dice when you really need them. By the end of the session, you should have a tapestry of events filled with hope and loss, with plenty of adventure hooks to begin the next part of your campaign.

DOMESTICATE BEAST

Requirements: Proficiency in Animal Handling

The beasts of the Broken World can be dangerous, but some, like the **Strongback** (see page 249), can prove invaluable if they can be tamed. You spend a Season tracking, wrangling, and training a new Beast in the hopes of domesticating it.

Domesticating a Beast is an Extended Test with a Goal of 15. Over the course of your downtime, you must make three Tests. The first is a **DC 10 Wisdom (Survival)** Test to track the creature. The second is either a **Dexterity (Stealth)** Test to sneak up on the beast, opposed by its Passive Perception; or an opposed **Strength (Athletics)** Test to grapple it. The third Test is to calm and train the beast and requires a **Wisdom (Animal Handling)** Test with a DC equal to 15 + the creature's Challenge. If you successfully domesticate the Beast, it provides the following benefits:

- The beast can now be selected as a companion when you or any other Survivor takes the *Creature Companion* Talent (see page 96).
- The beast can be used as a mount, if possible.

The beast may also provide additional benefits, such as a large beast of burden granting a +1 bonus to the Resources a Haven generates, or a hunting animal granting Advantage on Tests during the *Source Materials* activity (see page 163). Work with your GM to determine what additional benefits the newly domesticated beast can provide to you and your Haven.

If you fail to domesticate the Beast, you can **Keep Trying**, **Abandon Your Progress**, or **Finish Later**. If you choose to Finish Later, you must have somewhere to stable the beast (see **Stables**, page 168).



EXPEDITION TO UNKNOWN LANDS

You leave the Haven, spending an entire Season travelling and exploring beyond the boundaries of the world you know. You meet new people, discover forgotten sites, and encounter creatures you have never seen before. Choose one of the following benefits you gain from your journey:

- You spend your time following rumours and collecting tales and legends. You learn three pieces of vital information or forgotten history about the Broken World.
- You walk lost paths in search of other survivors or fragments of the pre-Breaking world. You learn the location of three new sites, such as other Havens or ruins. If you undertake a Journey to one of the sites, the Difficulty is reduced by 3.
- You seek out a Harrowed or a skilled healer, or encounter something pure and uncorrupted. Your Decay decreases by 1d3.
- You find a rare and precious item or piece of equipment. You gain a Very Rare item.
- You venture into a ruined city, vault, or dungeon and claim the treasure within. You gain an Artefact. Your Decay increases by 1d3.
- You gather a variety of goods and equipment to help the Haven. The Haven gains 2d6 Resources.
- You search for strange ingredients and hunt rare beasts. The Haven gains 1d6 Components. Discuss with the GM what Components you gained.

Travelling the Broken World alone is a harrowing experience, and changes you. Until the next period of downtime, you suffer one of the following effects, as chosen by the GM:

- One of your Attributes decreases by 2.
- You have Disadvantage on two types of Saving Throws chosen by the GM.
- You have Disadvantage on Decay Saving Throws.
- You have Disadvantage on Death Saving Throws.
- Your maximum Hit Dice is halved, rounding up.

FOUND A NEW HAVEN

You decide to begin anew and found a new Haven, perhaps because the Haven has grown too big or the loss of loved ones has left you with too many painful memories. Regardless of the reason, you gather up your belongings, say your goodbyes, and leave to start a new Haven with anyone willing to join you.

To found a new Haven, choose a location within 150 miles of your old Haven and create your Haven using the **Haven Creation** rules on page 10. To determine the Population, roll 10d10 to see how many people have joined you, and decrease your old Haven's Population by the same amount. When you found a new Haven, the following happens:

- Your Survivor becomes an NPC.
- If you left your old Haven on good terms and the average Decay between the Havens is less than 3, a trade route is automatically established between the Havens. See *Establish Trade Route* on page 161 for more information.
- Depending on the circumstances surrounding your departure, your old Haven may have gifted you additional Resources or Components to begin your new life.

GATHER SURVIVORS

Requirements: Proficiency with Seeker's Tools

There are many lost souls wandering the Broken World in search of a safe place. You spend a Season searching for survivors to join your Haven.

Gathering survivors is an Extended Test with a Goal of 10. Over the course of the Season, you must make three Tests. The first is a **DC 10 Intelligence (Seeker's Tools)** or **Wisdom (Insight)** Test to determine where the survivors might be. The second is a **DC 12 Wisdom (Survival)** Test to track them down. The third is a **DC 15 Charisma (Persuasion)** Test to convince the survivors you are trustworthy.

If you succeed, your Haven's Population increases by 2d10; if you succeed by 5 or more, it increases by 3d10; and if you succeed by 10 or more, it increases by 4d10. If you fail, you do not find anyone, or those you find refuse to join you.

GO TO WAR

Requirements: Charisma 16 or higher

You grow tired of reacting to danger and decide to strike first. Along with other willing members of the community, you launch an assault against a nearby enemy and aim to destroy it before it can destroy you. If you fail in your assault, it could have grave ramifications.

Going to war is an Extended Test with a Goal of 15. Over the course of a Season, you must make three Tests. The first is a **Charisma (Deception or Persuasion)** Test to rally followers to join you. The second is a **Wisdom (Survival)** Test to reach the target's home or lair. The third is a **Charisma (Intimidation)** Test to drive your followers into battle. The DC of these Tests is determined by the target of the attack, as shown below:

- **Creature:** 10 + the creature's Challenge Rating
- **Monster:** 15 + the Monster's Challenge Rating
- **Haven:** 10 + 5 per one hundred people in the Population
- **Group:** 15 + the leader's Challenge Rating

If you succeed, the target is utterly destroyed. They are no longer a threat and you gain anything of value they had, such as Resources, Components, or Artefacts. However, your group does not escape unharmed. The Haven's Population decreases by 2d4. Additionally, if the target was another Haven or group that had shown no aggression towards your Haven, the people of your Haven are shaken by the brutality of your actions. Hope decreases by 1d4.

If you fail, you return to the Haven defeated. Hope decreases by 2d4, and many of the people you brought with you are killed. The Haven's Population decreases by 2d4 plus an additional 1d4 for every point of difference between your Progress and the Goal. For example, if you only made Progress of 11 against a Goal of 15, the Haven's Population decreases by 6d4 (2d4, plus an additional 4d4).

IMPROVE HAVEN

Requirements: Resources (varies)

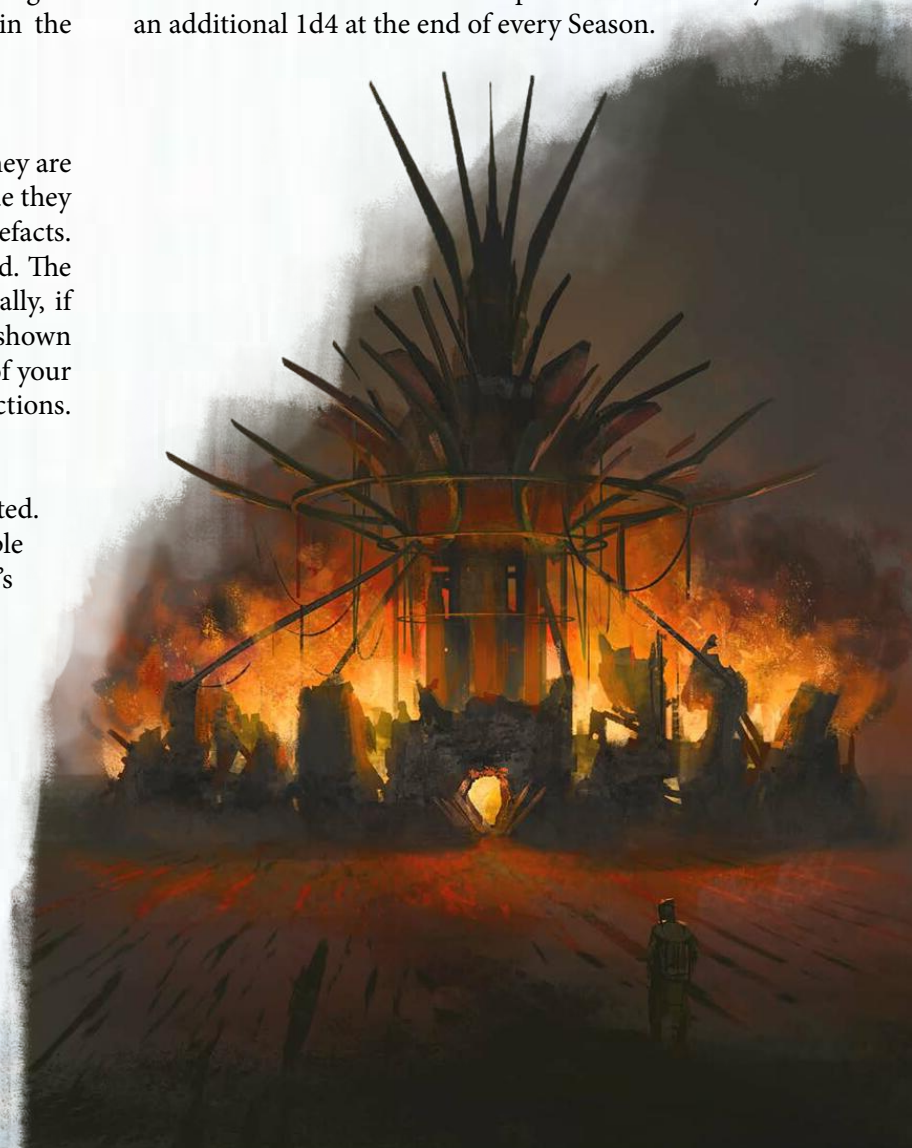
There is more to the Broken World than survival. You strive to build something for the future, and leave a lasting mark for the next generation. You spend a Season working with other community members to improve your Haven in some way, such as building an infirmary, constructing a beacon, or tending a garden so children have somewhere beautiful to play.

Choose one of the following Improvements. You gain the benefit listed, and Decay in the Haven decreases by 1. You can take this activity multiple times, and Decay decreases by 1 with each Improvement.

BEACON

Resources: 6

You build a beacon, creating a light in the darkness for others to follow. The Haven's Population increases by an additional 1d4 at the end of every Season.



COOKHOUSE**Resources:** 10

You build a cookhouse, offering warm meals and hearty food to everyone. The children of the Haven grow up strong. Future characters raised in your Haven gain +1 HP every Level.

HUNTER'S LODGE**Resources:** 8

You build a lodge dedicated to hunting fresh meat. When the Haven generates Resources, it generates an additional +1d4 Resources or 1 Component (the party chooses).

INFIRMARY**Resources:** 10

You build a house of healing to tend to the Haven's medical needs. The **Availability** (see page 103) of Healer's Kits becomes Common in your Haven, and Healing Poultices become Uncommon.

MARKET**Resources:** 6

You clear an area for a regular market in the Haven, allowing people to come and trade. When the GM rolls to determine the Availability of an item, they roll twice and take the lowest result.

PERMANENT DEFENCES**Resources:** 4

You reinforce an existing Defence (see *Build Defences* on page 159). Choose one of your Defences and gain its benefit permanently. It no longer needs to be maintained and is not destroyed at the end of a Season.

PLACE OF BEAUTY**Resources:** 6

You build a place of beauty and communal gathering in your Haven, such as a monument to the Haven's perseverance, a theatre or dance hall, a garden of remembrance for those who have fallen, or a field where children can play safely. At the end of each period of downtime and each Season, your Haven automatically gains 1 Hope.

ROAD**Resources:** 6

You build a road into and out of your Haven, smoothing out the path and perhaps laying stone cobbles. The Journey Difficulty when travelling to and from your Haven decreases by 5. When you build this Improvement, you can choose to decrease the Decay along the road by 1 instead of decreasing Decay in your Haven.

SCHOOL**Resources:** 10

You build a school where the children of the Haven can learn about the world. Future characters raised in your Haven can choose to gain Proficiency in either Forgotten Lore, Local Lore, or Natural Lore.

SMITHY**Resources:** 10

You build a shared smithy or workshop that is open to everyone in the Haven. Survivors have Advantage on all Tests during the *Craft Equipment* Downtime Activity (see page 159).

STABLES**Resources:** 6

You build a stable to shelter beasts of burden, or a pen to house potentially dangerous animals. The stables can be used to house animals and other creatures, and offers a safe place for beasts in training as part of the *Domesticate Beast* Seasonal Activity.

WATCHTOWER**Resources:** 8

You build a watchtower to warn the Haven of approaching danger. The watchtower warns the Haven when the next Crisis is coming, so it can try to resolve it before it even starts. During the next Crisis, the Haven suffers no Crisis Damage for 1 week.

INVEST IN THE FUTURE

You know the importance of growing and investing in the future, and spend the precious time you have improving yourself and your Haven. Choose three different **Downtime Activities** (see page 159) to undertake during this Season.

- Any Tests required by the Downtime Activity automatically succeed, as you have plenty of time to overcome obstacles or failures you encounter along the way.
- Any Resource Cost is halved, as you are able to partially replenish any Resources you use.
- Any effects that last until your next downtime period or that require maintenance and upkeep, such as the *Maintain Waymarkers* or *Establish Trade Route* activities, do not come into effect until the start of **The Next Challenge** (see page 172).

MAINTAIN DEFENCES

Requirements: A Haven with one or more Defences

Reliable defences are vital to a Haven's survival, so you spend a Season making sure they are maintained and kept in good working order. When you take this activity, you can maintain up to three existing Defences (see *Build Defences*, page 159). The Defences do not crumble at the end of this Season (see page 172). The Defences can still fall into disrepair during future Seasons. You can build permanent Defences by taking the *Improve Haven* Seasonal Activity (see page 167).

REINFORCE WAYMARKER

Requirements: 4 Resources; Proficiency with Builder's Tools

Waymarkers are vitally important for travellers venturing beyond their Haven, but most eventually succumb to Decay. You spend a Season away from your Haven, building a permanent structure to protect a Waymarker or reinforcing it with Moonstone.

Choose any Waymarker you are aware of as the target of this activity. Reinforcing the Waymarker is an Extended Test with a Goal of 10. Over the course of the Season, you must make three Tests.

The first is a **DC 12 Intelligence (Seeker's Tools)** Test to identify the Waymarker you are seeking. The second is a **DC 12 Wisdom (Survival)** Test to reach the Waymarker. The third is a **DC 12 Strength (Builder's Tools)** Test to reinforce the Waymarker.

If you succeed, you reinforce the Waymarker, giving it permanence and protecting it from Decay. The Waymarker is no longer at risk of succumbing to Decay, and Decay within one mile of the Waymarker is now reduced by 2 instead of 1. If you succeed by 5 or more, you have enough time and resources to construct a shelter for travellers on the road. This shelter is little more than a large, hard box, but allows up to four Medium creatures to safely take a Long Rest.

RETRAIN

Requirements: Any Class except Harrowed

You decide to pursue a new path in life. You spend a Season unlearning all that you know and retraining yourself in the use of new skills and abilities. Choose any Class, excluding Harrowed. You swap to that Class. You lose all the benefits of your old Class, including Class features and any Proficiencies, and gain all the benefits of the new Class. Your new Class Level is the same as your old Class Level.

Retraining is a difficult process, and is physically and mentally exhausting. A Survivor can only take this activity once.

CURSED FROM BIRTH

Harrowed are born with their abilities, and can't simply ignore them. Likewise, you can't learn to become a Harrowed. For this reason, the *Retrain* activity can't be taken by Harrowed Survivors and can't be used to become a Harrowed. However, at the GM's discretion, you may choose to ignore these rules. If you do, consider how the Harrowed lost their powers or how a Survivor gained the powers — perhaps they were attacked by some strange Monster, and when they awoke they had acquired strange new abilities. Such an occurrence can be a compelling story to explore during your campaign.

RETIRE

You decide it is time to retire and let younger Survivors protect the Haven. You let it be known to the community that, for one reason or another, you can no longer step forward to protect the Haven in times of Crisis. When you retire, take the following steps:

- Add any Resources, Components, and Equipment you have to the Haven's Resources.
- Mark down the name and Level of your Survivor on the Haven Sheet as a 'Retired Survivor'
- During the **Advance Time** stage (see page 171) of a Season, you do not roll on the **Survivor and NPC Events** table for any of your retired Survivors unless you want to.

Even when they are retired, a Survivor can still help protect the Haven in times of trouble. A retired Survivor provides Resistance to certain types of Crisis Damage just as a Defence does (see page 159). When you retire your Survivor, work with your GM to determine the type of Crisis the retired Survivor offers protection from. For example, a retired Speaker may give Resistance to Crisis Damage caused by Internal Conflicts, while a retired Warden may give Resistance to External Conflicts. Your retired Survivor provides this benefit for as long as they live.

RETIREMENT AGE

There are no hard and fast rules about long-term injuries or age that force a Survivor into retirement; it is entirely a narrative tool to be used by players who want to put a full stop to their Survivor's story. When you retire a Survivor, you are communicating to the group that you are finished with your Survivor's story and would like to move on. This is most often used to let a player create a new Survivor to play, or in the eventuality that a player has to leave the game for one reason or another. If your group uses Seasons to move decades or centuries into the future, you should consider how, or if your Survivor could live that long.

START A FAMILY

Whether found or made, a family is precious and can be the inspiration a Survivor needs to endure the hardships they face. You spend a Season building a family. This may mean finding a partner and falling in love, having children, or finally admitting to yourself that, despite all the arguments, the companions you have been travelling with for years are your true family.

The start of a new family warms the hearts of all in the community, and fills everyone with hope for the future. The Haven gains 2d4 Hope.

TRADE NETWORK

Requirements: A Haven within 1,000 miles; a route with an average Decay of 3 or lower between the Havens; 4 Resources

You seek out new allies and trade partners far beyond your Haven. This Seasonal Activity works as per the *Establish Trade Route* Downtime Activity (see page 161). However, the distance between the Havens can be up to 1,000 miles, the Goal increases to 20, and the DC of each Test increases by 3. If you succeed, you gain all the benefits of a trade route and both Havens generate 1d2 Components every 4 weeks.

TRAINING

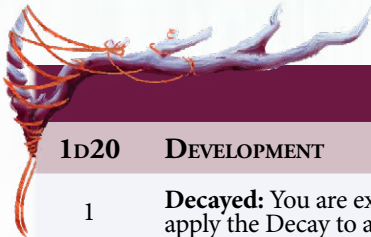
You are all too aware that you will be called to aid the Haven again, so spend time training and improving yourself. Choose one of the following:

- Gain Proficiency in a Skill of your choice.
- Gain Proficiency with two Tools of your choice.
- Double your Proficiency Bonus in a Skill or Tool you are already Proficient with.
- Learn a new Talent.



3. ADVANCE TIME

Each Season is filled with joy and sorrow as you and the people and places around you are faced with unexpected events. Roll once on the relevant table for each Survivor and the important people, places, and factions your group listed in step 1. Discuss the narrative ramifications of each event and the effect it has on the Survivors and the world around them.



SURVIVOR AND NPC EVENTS

1D20 DEVELOPMENT

- 1 **Decayed:** You are exposed to Decay. Increase your Decay by 1. If this would cause you to reach 10 Decay, instead apply the Decay to an ally who saves you from your fate. What caused this? How do you feel about it?
- 2–3 **New Enemy:** You make a new Enemy (see page 32). Who are they? How did they become your enemy?
- 4–7 **Family Tragedy:** You or a member of your family experiences a tragedy, such as the death of a loved one. What was it? How did you recover from it?
- 8–13 **Defining Experience:** You have a unique experience. Roll on the **Defining Experience** table (see page 29) and gain Proficiency in the associated Skill. If you already have Proficiency in the Skill, you double your Proficiency Bonus instead.
- 14–17 **Familial Blessing:** You or a member of your family experiences a wonderful blessing, such as the birth of a new baby. What was it? How did it affect you?
- 18–19 **New Ally:** You make a new Ally (see page 32). Who are they? How did they become your ally?
- 20 **Cleansed:** You somehow recover from Decay. Reduce your Decay by 1. What caused this?

HAVEN OR LOCATION EVENTS

1D20 DEVELOPMENT

- 1 **Decayed:** Something increases the location's Decay by 1. If this causes a Haven to reach Decay 10, it is destroyed. What was it? Is it still there? How did it affect any people living there?
- 2–3 **Landwarp:** The weather, terrain, or flora in the location dramatically changes. The location's **Biome** changes (see page 13). If it is a Haven, it also loses one random Abundance and randomly gains another (see page 14). What caused this? Is it ongoing? Can it be undone?
- 4–7 **Culture Shift:** The people in the location undergo a monumental cultural shift. If the location is a Haven, generate a new **Culture** for it (see page 15). Otherwise, the instincts of the creatures that live there change somehow. What caused this? Is the change welcome?
- 8–13 **Crises:** A Crisis befalls the location. Determine the nature of the Crisis by following the steps on page 19. What are the details of the Crisis? Is it ongoing or was it resolved?
- 14–17 **Surprising Discovery:** Something notable is discovered nearby or within the location. Add a new **Landmark** to the location (see page 14). Was it always there? How has it changed the area?
- 18–19 **Faction Interest:** A specific faction or creature takes a keen interest in a location. If the location is abandoned, they take over. Otherwise they regularly interact with the community there. What is the nature of their interest? Is it welcomed, hostile, or a mix of both?
- 20 **Unexpected Growth:** Something causes a massive influx or expansion of people into the area. If it is a Haven, its Population doubles. If it is a location, it becomes a Haven with a Population of $4d4 \times 10$. What caused this? What are the positives and negatives of the population explosion?

FACTION EVENTS

1D20 DEVELOPMENT

- 1 **Dissolution:** Terrible infighting or an unavoidable crisis causes the faction to come apart. What was it? Were there any survivors? Were any new factions born from its ashes?
- 2–3 **New Leadership:** A new leader assumes control of the faction. Who are they? How did they gain control? What have they changed about ideologies or methods of the faction?
- 4–7 **Loss:** The faction loses something valuable, such as an arcane artefact or a stockpile of resources. What did they lose? How did they lose it? How have they compensated for the loss?
- 8–13 **Convert:** An important character the party knows joins the faction. Who joins and why? Why did they join? How do the party feel about it?
- 14–17 **Windfall:** The faction acquires something valuable, such as an arcane artefact or a wealth of unique resources. What did they gain? How did they gain it? What do they plan to do with it?
- 18–19 **Relocation:** The faction changes its base of operations. What caused the move? Where did they relocate to?
- 20 **Expansion:** The faction experiences a period of great success which lets them increase their size and influence. What caused this? What have they done with their new power?

4: THE NEXT CHALLENGE

After enough time has passed, your Survivors will be called to aid the Haven once more. To prepare for the challenges ahead, take the following steps. Once you have completed these steps, you are ready to begin a new chapter of your story.

- **Increase Population:** The Haven's Population increases by 1d4 per 100 people, minus the Haven's Decay. If this results in a negative result, the Haven's Population decreases instead.
- **Generate Resources:** The Haven generates Resources based on its new Population, as shown on page 23.
- **Defences Crumble:** Any Defences that were not maintained (see page 169) fall into disrepair and no longer provide Resistance to Crisis Damage.
- **Waymarkers Decay:** The GM rolls to see if any Waymarkers succumb to Decay (see page 128). The GM does not roll for any Waymarkers that were maintained or reinforced during this Season (see pages 162 and 169).
- **A New Generation:** If any Survivors retired or were killed in the last adventure, create new Survivors now to take their place. Unless the GM decides otherwise, the new Survivor's starting Level is equal to the number of retired Survivors in the Haven, to a maximum of Level 5.

SURVIVE, NOT THRIVE

A Haven normally generates Resources every 4 weeks. However, during a Season, the Haven does not generate or lose Resources. This is because it is assumed that the Resources are regularly used up and replenished over the years, balancing things out. Some Seasonal Activities require Resources to complete while others can generate additional Resources, so be sure to track any such changes. Your Haven will generate Resources at the end of a Season.

LASTING LEGACY

Several high Level Class features, such as the Maker's *Mass Production* or the Sage's *Enduring Lesson*, forever alter a Haven, granting lasting benefits to all who are raised there. Keep this in mind when creating a new Survivor.






11 THE BROKEN WORLD

Much of the world's history has been lost to the Breaking, with what little is left now shared through word of mouth, buried beneath shattered ruins, or locked within ancient cities overrun by abominations. For the people of the Broken World, the only certainty is what they can see around them — though Decay can cause even that to become distorted and unreliable.

This chapter contains fragments of what people know and believe about the world of **Broken Weave** and gives insight into the daily lives of those who strive to build a future in the Broken World.

It also includes a complete description of the Haven of Guardian's Lament and some of the locations, factions, and threats that surround it. You can use Guardian's Lament as your own Haven or an allied Haven and can easily transfer any of the locations and factions to your **Broken Weave** campaign.



THE END OF YOUR WORLD

You can use **Broken Weave** to present a post-apocalyptic version of any fantasy world or campaign setting. Maybe the heroes failed in their quest and the Dark Lord returned, or a great five-headed dragon scorched the lands and slew the gods.

You can seed clues throughout the campaign that hint at the history of the world, letting the players gradually uncover the truth of what happened before finally revealing that this is a world they are all too familiar with!



'If you seek knowledge of the pre-Breaking world, simply look to the jagged shapes beneath the earth. Imagine those walls as more than just shelter from predators. Run your hands along the stone and metal your ancestors wrought and feel their hands at work. Piece together the fragments in your mind and glimpse the truth beneath. In time, you may read the ruins on the horizon like script on a crumbling mural.'

— Sage Mariel of the Haven of Quiet Tree

THE TIME BEFORE

What knowledge remains of the time before comes from half-remembered tales passed down from generation to generation and fragments of truth plucked from ancient ruins. Each Haven has a piece of the puzzle and is influenced by their own beliefs and what they can observe, but almost all can agree on a few critical truths of the pre-Breaking world.

It was a land of magic and science, filled with powerful arcane artefacts and wondrous clockwork creations. You can still find these ancient wonders today, but they have been twisted and corrupted by Decay.

There were dozens of Lineages and countless diverse cultures. Few Lineages remain, but the Forgotten are proof that there were more than just Humans, Elves, Dwarves, and Halflings in the pre-Breaking world.

The people lived in sprawling cities filled with impossible architecture. These ruins still stand, both above and below the earth, and many Seekers spend their entire lives exploring them in the hopes of learning some secret knowledge of the past.

The gods were real and were worshipped by mortals. Shrines to forgotten gods still stand, and rotting god-corpses dot the landscape of the Broken World. For most, the existence of the gods is undeniable, though some claim these fallen creatures are just another form of monstrous Titan.

THE BREAKING

The ancient world ended with the Breaking — an arcane cataclysm that sundered reality and changed the world forever. The magic that permeated every living being was corrupted into Decay, transforming creatures into Monsters and fracturing the fabric of reality. It is unknown whether this seismic shift was a sudden eruption of violent magic that changed the world overnight or a slow, creeping corruption that gradually pulled civilisation apart — one that may still be happening today. For those who lived through the Breaking, it didn't matter how it had happened; all that mattered was survival.

No one knows what caused the Breaking, but a few popular myths have emerged. These stories have arisen in different Havens spread hundreds of miles apart, granting them more validity than others. One of these tales may be true, or all could be a complete fabrication. More than likely, each legend contains a fraction of the true story of the Breaking.

The following stories were collected by Sage Mariel of the Haven of Quiet Tree.



'I heard the story from my great-great-grandfather. He was one of the last Elves born before the Breaking, so he lived longer than we do. He used to say we did this to ourselves. We pushed magic too far, meddled with things we shouldn't have, tried to become gods. We made the Titans, did you know that? Each city had one. For protection, they said, but it was really to make war.

My grandfather said the Breaking happened in Valontor. You heard of it? It is — or was, I guess — some huge city. Full of tall towers and magical contraptions. They were messing with soul magic. Had some great library filled with knowledge, but my grandfather said it was the trapped souls of the dead.

They were trying to split a soul in two. Wanted to be able to live two lives or bring people back from the dead or something. They made some great machine and filled it with magic. All the smartest people in the city came to see it. The machine worked, he said, split some poor sod's soul in two. Half of him was left in his body; the other half was just floating around, I guess. But the body let out this wild scream, and the machine started up again. The wizards and mages who'd built it couldn't stop it, and it just kept going and going 'til it blew.

It sent a wave of magic across the city, across the whole world! Anyone near it had their souls ripped in two, but everyone else's souls got cracked. Not just people, animals too. The whole world.

That's what's wrong with the world. With us. We're all broken, and we've no way to put ourselves back together.

My grandfather said Valontor is still out there. Filled with the ghosts and hollowed-out husks of the dead. He always thought if we could get back there, maybe we could fix it — the world, I mean. Undo what they did. He's gone now. Up in the crystal graveyard with mum. I wish he could have lived to see what we built.'

— Balthas Juven, Warden of Breaker's Hollow



The Breaking? You have but to look around you to see what wrought it. The rotting corpses that stain the horizon are all the proof you need. It was the gods who caused the Breaking — the Great War in Heaven, come to earth.

You see, the gods were like a family. Brothers and sisters who oversaw all below, though they did not intervene. Oh, they would nudge the scales once in a while, gift a chosen few a hint of their power, but they kept to their domains and left us mortals alone for the most part.

Unfortunately, like all families, the gods would fight. They would bicker and squabble over their domains, over titles, but most of all, they fought over power — over us. You see, whoever had the most worshippers had the most power. In time, their subtle acts in the world below became more overt, inspiring more followers and, in turn, granting them more power. Eventually, one of the gods, the God of the Moon, broke the truce and descended to the earth. The people flocked to him, cowering before him in awe and fear.

The nights grew longer as his influence spread until his twin sister, the Goddess of the Sun, descended in a fury to reclaim her domain. The two fought, rallying armies to their side to wage war on one another. Each summoned monstrous Titans to wipe out entire cities in the hopes of weakening the other's power. Their siblings quickly joined them on earth, choosing sides or claiming their own domain, and their brutal war ripped the world asunder.

In the end, only one remained — the God of the Moon. He looked around at what he had caused and wept. As his last act, he took up his sister's spear and hurled it at the moon, shattering it into pieces and destroying himself. With the last of the gods dead, the world began to unravel, becoming what we see around us.

Some believe the Moon God's last act may yet prove our salvation, for when his sister's spear pierced the moon, the two forces crystallised and shards of what remained fell from the sky — Moonstone. The last gift of a dead god.'

— Chalan Jorin, Lorekeeper of Lantern Deep



'I seen it. Down below. Spent my whole life delvin', and I seen stuff you wouldn't believe. There's darkness down there. Cracks in the earth. Somethin' got out. That's what caused the 'Breakin'. It was slow. Got inside all of us and started pullin' us apart.

Dunno who it was, but someone, maybe a few someones, dug too deep. They was too greedy. Diggin' for jewels or who knows what. They cracked the earth.

They woke something up.

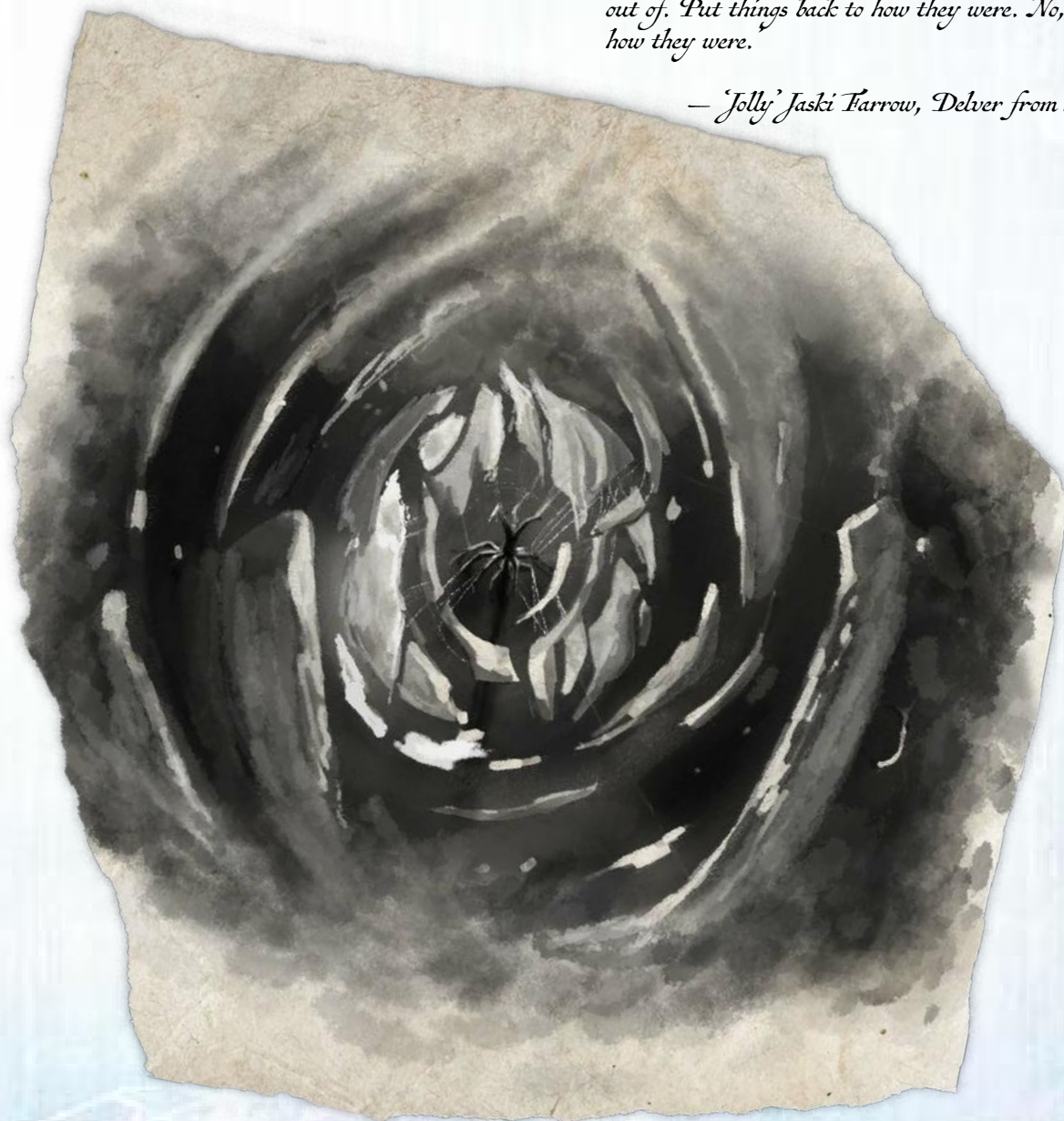
It crept out. Infected 'em. Turned 'em into monsters — they just didn't know it yet. They went 'ome. Turned their families into monsters, too. That's how it spread.

See, back then, everyone was fractured. Elves, Dwarves, Humans, all fightin' stupid wars over nothin'. All too focused on helpin' themselves and hurtin' their neighbours, just cause they were short or 'ad pointy ears. Stupid. The Darkness got in easy, and when the nightmares came, everyone was too busy fightin' each other to stop 'em.

It pulled the world apart, makin' more cracks for worse things to crawl out. The Darkness infected everythin' — people, animals, plants, even the gods. When they fell, that's when the real 'Breakin' happened. World fell apart...

The Darkness is still out there. Like I said, I seen it. But it's a coward. Doesn't like bein' outnumbered. That's why we gotta stick together. Look after each other. That's the only way we can push it back into the hole it crawled out of. Put things back to how they were. No, better than how they were.

— Jolly' Jaski Farrow, Delver from Antler City



AFTER THE BREAKING

'The people that came before ain't nothing but ashes and bone, so don't waste your time thinking about them — it was them that broke the world, it's up to us to fix it!'

— *Vorgen Ruem, Maker of Lantern Deep*

For those that survived the Breaking, how it happened didn't matter — all that mattered was survival. Today, the people of the Broken World must still fight to survive, but they also strive to build a brighter future. Many are tired of living in the ruins of the past and want something new, something that they have created with their own hands that they can pass on to the next generation.

The world of **Broken Weave** is always in flux, constantly being pulled apart by the entropic force of Decay and built anew by the determination and hope of those who refuse to give up. However, there are a few truths about the Broken World that, while they may vary slightly, remain true no matter where you are.

DECAY

Life in the Broken World is dictated by Decay. It is a constant threat that permeates daily life and influences almost every decision a person makes. It corrupts flora and fauna and travels with each person throughout their lives. It can make even the simplest task, such as leaving the Haven to fetch water, a potentially life-threatening one.

The strongest survivors and most prosperous Havens learn to live with Decay. They build families and foster community to push back its influence, and place Waymarkers and connect with other Havens to reclaim a small part of the world. These Havens know that through hope and vigilance, their descendents can live a life free of Decay.

For more information on **Decay**, see page 126.

PEOPLE

The people of the Broken World are descended from the few that survived the Breaking. They are strong and determined and have had generations to learn that the best way to survive is to come together. Old grudges from before the Breaking, those born from differences in culture or Lineage, are long forgotten and seem meaningless when faced with the horrors of the world today.

Most survivors live in Havens, but a few brave souls choose to wander the world, preferring to avoid danger rather than stand and fight. Even those nomadic people know they need others to survive and form close-knit units that can watch out for one another.

Some people can see no hope for the future and care only for what little joy they can carve out for themselves. These groups, such as the White Serpents, do not build or create. They are scavengers and raiders who dwell in old ruins and attack Havens they consider weak, stealing their hard-won food and supplies and killing anyone that tries to fight back. These survivors are a grim reminder of what can happen when people lose hope and stop fighting for a better world.

LANGUAGE

Before the Breaking, the world had dozens of languages. These days, survivors most often speak a pidgin tongue commonly called Gift. As far as anyone can tell, Gift is a fusion of many different pre-Breaking languages. Gift can be written, spoken, or even signed using hand signals but is limited to simple concepts such as direction, number, and basic emotions or needs.

Though the ancestral languages of the Elemental Lineages have Decayed since the Breaking, some survivors or Havens retain limited versions of these ancient tongues. Many Sages and Seekers spend their whole lives trying to piece together these lost languages in the hopes of better understanding the world before.

Due to the limited nature of Gift as a language, many names lean towards literal descriptions rather than conceptual terms. **Strongbacks** (see page 249) have strong backs and can carry heavy loads, while a lizard that spits fire may be called a 'Burntongue'. This extends to the naming of Havens and even tools and weapons: an axe used for felling trees is called a felling axe.

STORYTELLING

When the Breaking happened, there was little time to rescue piles of old scrolls and dusty tomes, and those that did soon discarded them in favour of weapons and food. Even the books that could be saved quickly Decayed and crumbled to dust.

For this reason, there is a treasured oral storytelling tradition in many Havens across the Broken World. Inspiring tales and vital knowledge have been passed down from generation to generation, and the myths and legends told around a campfire create a shared history and experience that anchors people to the world. Even the Sages who revere their precious Lorekeeper's Tome will often learn its contents by rote, sharing their knowledge with all who will listen.

TRAIL GLYPHS

The most common words from Gift have been adapted by Seekers throughout the Broken World into a common pictorial language known as Trail Glyphs. Waymarkers often have Trail Glyphs carved, painted, or woven into their forms, offering directions or warnings about what lies ahead. The Trail Glyph language is even simpler than Gift, which makes it easy to use. An eight-pointed star, for example, indicates a hazard, diamonds indicate paths, triangles represent people, and so on. You can find a list of common Trail Glyphs on page 296.

'See this? The star means "Danger." These lines here mean "City." The three green beads mean about three days walk through the forest. We're getting close.'

— *Flynlos Izza, Delver of the Singing Depths*

TECHNOLOGY

The Breaking erased millennia of science and philosophy, but this knowledge disappeared unevenly. Some Havens retain fragments of advanced metallurgy, for example, while others have a hazy understanding of pre-Breaking mathematics, astronomy, or medicine. Without a common foundation to build upon, each Haven must relearn what their ancestors knew and develop new tools and techniques based on their fragmented knowledge.

A Haven's level of technology often coincides with the age of the Haven. Young Havens must focus on the people's immediate needs, such as food and shelter. They quickly learn to build shelters and craft hunting equipment. Older Havens focus on securing the future, constructing and reinforcing defences, creating farms, and treating illness and injury. The oldest Havens can begin to look to the future, building schools, developing preventative medicine, and looking beyond their own Haven to establish trade with nearby Havens. Few Havens reach this level of advancement, but those who do are quick to share their knowledge. They know that their future is only secured when they have strong allies to work alongside.

PRE-BREAKING TECHNOLOGY

Broken Weave assumes that the pre-Breaking world was a traditional high magic fantasy setting. It was filled with powerful magic items and arcane constructs. There were impossible structures built by magic, clockwork warriors, and airships powered by imprisoned fire elementals. If you are using **Broken Weave** as a post-apocalyptic version of your own world or your favourite fantasy setting, you can change the level of technology the Survivors encounter or have access to. And if you are keeping that fact a secret, the technology the players find can be a great way to drop clues about the world before.

CUSTOMS

Each Haven is influenced by its surroundings, history, and its people, so there are countless customs and traditions across the Broken World. The clothing people wear is dictated by their environment and what materials they have to hand, but, like **Gift** (see page 178), it can also be inspired by the past. Likewise, the **Memoria** (see page 36) a Haven creates is often one of the most telling parts of its culture, as it gives an insight into the Haven's outlook on the world.

Every Haven has its own traditions to celebrate or commemorate important events. Due to the nature of the Broken World, tracking time can prove difficult, so it is rare to have a monthly or yearly tradition. Instead, most traditions are tied to key events, such as the first bloom of a new crop or the birth of every 7th child. Many Havens also have regular festivals, celebrating small victories and moments of hope rather than dwelling on the endless struggle to survive.

PLACES OF REFUGE

There are few truly safe places in the Broken World. The land is filled with twisted Monsters, and the corrupting touch of Decay is a constant threat to survival. Most people seek safety alongside other survivors behind what walls they can build. The brave and foolhardy seek the protection of ancient ruins, risking exposure to Decay in exchange for the solid stone or metal structures the ancestors built.

HAVENS

Most survivors live in Havens, relying on strength in numbers to face the threats of the Broken World. Each Haven is wildly different, but all are built with the unifying belief that people are stronger together. Havens are usually built close to a natural resource that can provide some basic need, such as food or shelter. While it is difficult to find anywhere untouched by Decay, Havens are usually founded in an area where its influence is diminished. Doing so means that the survivors can hunt and forage in relative safety and with little risk of becoming corrupted by their own food source.

For more information on Havens, see **Chapter 2. Haven Creation**, and for an example Haven, see **Guardian's Lament** on page 187.

RUINS

There are countless ancient ruins spread across the land, lying in shattered fragments dotting the landscape or buried deep beneath the earth. These forgotten remnants of the pre-Breaking world once held arcane artefacts, or still do, while others were places of worship, temples to long-forgotten gods. Decay runs rampant in almost all such places. Brave Seekers delve into the ruins in search of lost artefacts and treasure, but few are foolish enough to spend the night.

Some survivors seek shelter within the crumbling walls of these ancient ruins despite the risk of Decay. These desperate people know what exposure to these forgotten sites means, but the promise of solid walls between you and the horrors of the Broken World is a hard one to ignore.

DUNGEON DELVER

Ancient ruins are perfect adventure sites and a great challenge for a party of Survivors. Descriptions of a number of these sites appear later in this chapter, including **The Singing City** and **The Obsidian Tower**, and future **Broken Weave** supplements will add even more ruins to explore. You can also easily transport any 5th Edition supplement to **Broken Weave** with just a few changes. Be sure to describe it as crumbling and ruined, and make liberal use of the **Hazards** on page 150. The **Breaking Monsters** section on page 251 also gives lots of advice and rules for modifying existing 5th Edition monsters to give them a tragic **Broken Weave** twist.

I'm not going back out there! Did you see that thing's eyes? They looked like Cala's! No, I'm staying. I don't care what's down here, it's better than facing that... that thing!

— *Kira Cin, survivor of Quiet Tree*

THE WILD

The wilds of the Broken World are strange and bizarre and can be perilous for the unprepared. But they can also be beautiful and are filled with all manner of wondrous plants and animals. No flora or fauna is free of Decay, but not all creatures are Decayed monstrosities. The Breaking caused the magic within every plant and animal to change, creating mutations and spawning entirely new ecosystems.

For more information on the ecosystem and creatures of **Broken Weave**, see **Chapter 13**.

ANIMALS

The animals of the Broken World have learned to adapt to the near-constant changes to their ecosystem. Whether through luck of mutation or some subconscious effort, many creatures have developed the exact abilities necessary to survive their climate, such as the Wetlurch, an aquatic creature with claw-like fins that let it move on land and even climb trees.

Many animals have become naturally migratory and seek places of comfort and familiarity in the Broken World. These creatures seem to instinctively know when significant change is coming and are often trailed by nomadic survivors who learn to follow the creature's signs. Animals that refuse to leave their hunting ground or lack the instincts to know when to flee quickly succumb to Decay, becoming distorted abominations that bear only a passing resemblance to the creatures they once were.

PLANTS

The land is filled with an endless variety of plants, trees, and flowers. The flora of the Broken World is incredibly adaptable, changing in the blink of an eye to feed off new sources of light and energy and cross-pollinating into a kaleidoscope of bizarre and wondrous new plants.

Unlike animals corrupted by Decay, it can be difficult to classify when a plant has succumbed to Decay and become 'monstrous' — though many believe the **Deathstalk** (see page 260) to be one such example. Many Sages believe that this resistance and adaptability may be due to the plant's ability to draw on the energy of the land, using the inherently magical nature of the world to counterbalance the effects of Decay.

DECAYED CREATURES

The world is filled with creatures that have succumbed to Decay, Monsters that have become twisted reflections of what they once were. Animals are contorted into horrifying abominations, their flesh tearing as their bones split and splinter. Once stalwart survivors succumb to the curse of their Lineage, becoming hollowed-out husks or petrifying into crystalline nightmares.

As well as these fresh monstrosities, Decay has allowed the horrors of the pre-Breaking world to survive. Such creatures were terrifying before the Breaking and have grown into true Monsters as they are twisted and corrupted by the magic within them, granting them terrifying strength and abilities. Worse still, the heroes of the pre-Breaking world, who once wielded mighty arcane artefacts, have been corrupted by their own weapons. These accursed warriors now stalk the Broken World or guard ancient vaults filled with relics dripping in Decay.

The Broken World is filled with monsters and nightmares, and there are things out there no survivor has ever encountered — at least not one that has lived to tell the tale.



MONSTERS

'Monster' is the term given to any being that has been completely overwhelmed by Decay. These terrifying and pitiable creatures have been twisted and transformed to the point where they have lost all semblance of who or what they once were. Their bodies may bear a passing likeness to their previous form, but their minds are entirely lost. The difference between a Monster and a creature touched by Decay is that a Monster has been irrevocably corrupted. They can never return to what they were. Even **Moonstone** (see page 116) does not affect such creatures.

Many Monsters stalk the Broken World, from ferocious Blightclaws to conniving Speakthieves. Some of these creatures are drawn to places of Decay, feeding off it and growing more twisted. Others, particularly those created when a survivor succumbs to their Lineage Curse, wander the world, spreading corruption to everything they touch.

For more information on Monsters, including several that are frequently found in the Broken World, see page 251 onwards.

TITANS

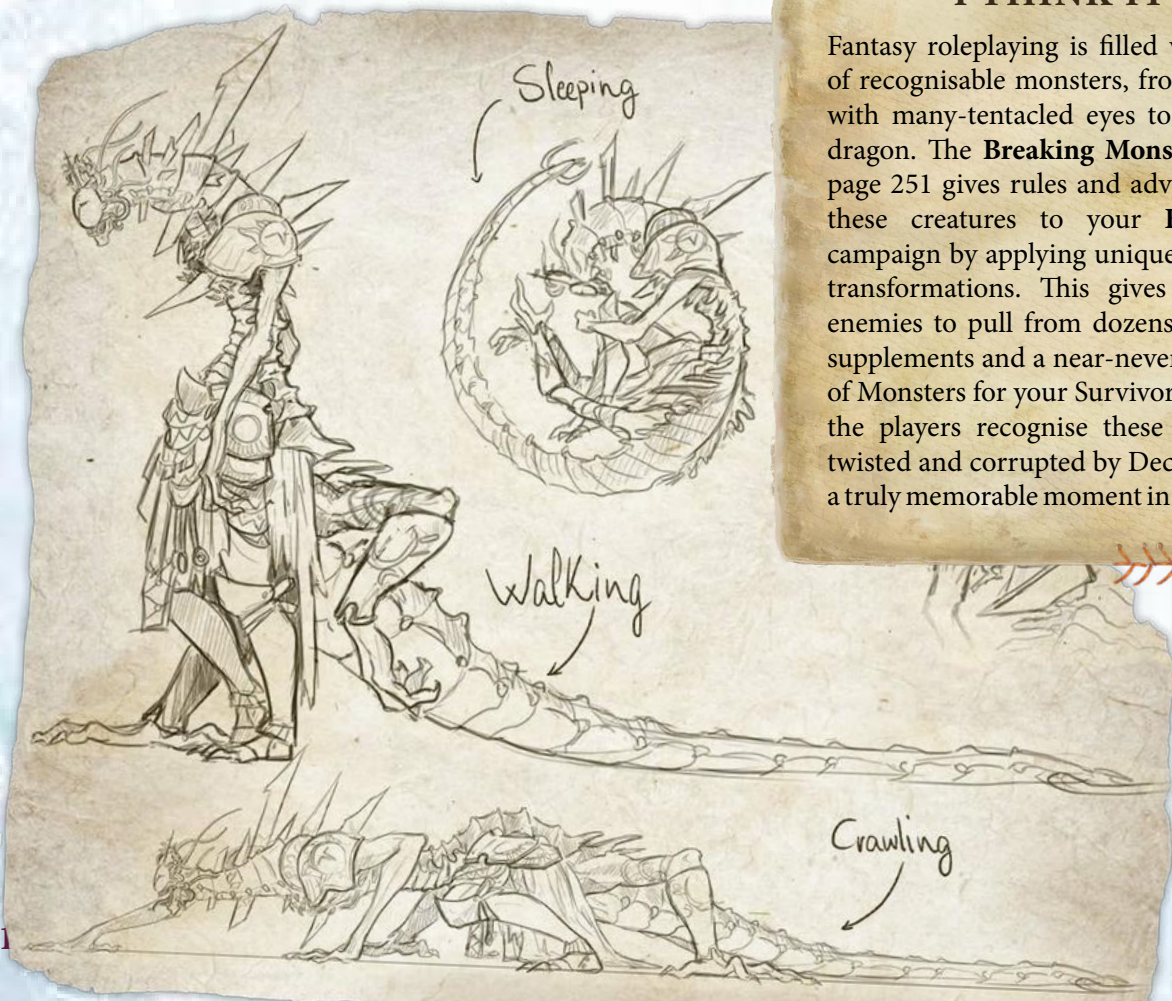
Titans are colossal creatures that spread Decay wherever they go. Many believe they were once the servants of the gods, used to fight their great wars, while others believe they are the gods, hollowed out by Decay and twisted into divine abominations.

Some Titans wander the Broken World, leaving a trail of devastation in their wake, while others dwell in the darkest places of the world, slowly corrupting the land as their influence gradually spreads. Titans are a force of nature. They are not to be fought or reasoned with. If a Haven is in a Titan's path, it is already lost. All the Haven can do is save what they can and flee.

Two Titans are presented in this book, **the Dreamer** and **the Rotbringer** (see pages 286 and 289). The adventure *The Titan's March* introduces a third Titan, the Suncursed Knight, and shows the devastating effects a Titan can have on a Haven.

IS THAT WHAT I THINK IT IS?

Fantasy roleplaying is filled with a plethora of recognisable monsters, from floating orbs with many-tentacled eyes to the iconic red dragon. The **Breaking Monsters** section on page 251 gives rules and advice on bringing these creatures to your **Broken Weave** campaign by applying unique mutations and transformations. This gives you countless enemies to pull from dozens of 5th Edition supplements and a near-never-ending supply of Monsters for your Survivors to face. When the players recognise these iconic villains, twisted and corrupted by Decay, it will create a truly memorable moment in your campaign.





DAILY LIFE

Daily life in the Broken World is a constant challenge. Each person and Haven has to fight to survive. They must face the threat of Monsters and raiders but must also contend with more insidious threats, such as illness, food shortages, and internal unrest.

For a Haven to survive, each person must contribute as best they can, and everyone is allocated a role. The young and physically fit help to build defences, farm the land, and venture beyond the safety of the Haven to hunt. Older members of the Haven share their knowledge and experience, teach children new skills, prepare food, and tend to the ill. The strongest Havens work together towards a common goal, utilising the natural talents of each person for the betterment of the whole community.

But there is more to life than the constant struggle for survival. Even with darkness looming all around, there is still joy and love to be found. People find companionship and build families; they create art and sing songs, and they look to the future.

FOOD

Every Haven needs food and water to survive, but they must also know where it comes from — death due to consuming the Decayed flesh of Monsters is little better than death by starvation. When survivors are founding a Haven, one of the first things they seek is a steady food supply. Without this, a Haven is doomed.

Havens utilise a mix of hunting, foraging, and farming to provide food for its people. Any surplus is stockpiled, with many Havens relying on bottled honey or salted meat to get them through leaner times, while the Haven of Guardian's Lament uses ever-frost from the **Lake of Frozen Tears** to freeze meat and fruit (see page 201 for more information).

HUNTING

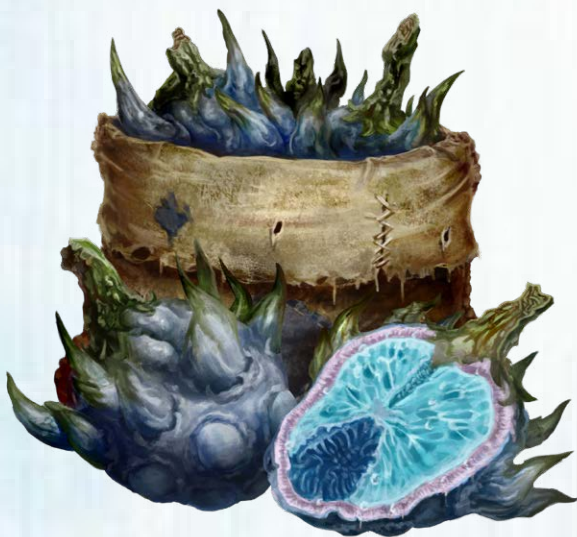
Hunting can be a dangerous undertaking, but it can also reap huge rewards. There is no shortage of animals and wild game in the Broken World, but the ever-changing nature of the world means that it can be incredibly difficult to predict an animal's movements. Not only that, but many creatures have mutated and evolved traits to protect themselves, including stone-thick hides or disorienting auras.

Canny hunting parties use every trick and tool at their disposal, and make frequent use of traps, snares, and bait. When hunting herds, they will try to isolate one of the group and take the animal down swiftly. Most hunting parties also have a dedicated scout or spotter to watch for other hungry predators and a second hunter to guard their escape route.

FORAGING

The flora of the Broken World has proven highly adaptable, and many forests and marshes contain a wealth of fresh fruit, berries, and edible fungus. However, to forage for this bounty, survivors must venture beyond the walls of their Haven and travel through lands filled with hazards. Foraging parties must also contend with hungry animals who, while not ordinarily violent, do not take kindly to having their food source harvested.

Unfortunately, there is no way to know what food is edible and what is poisonous without eating it — just because one of the creatures of the Broken World can consume it doesn't mean it's safe for the average person. Most foraging parties wait until they return to their Haven to taste the food they have harvested, where they can do so in the presence of a skilled healer. Being the designated taster for new foods is used as a punishment in some Havens, though some survivors consider it a point of pride — they'll take the risk so others don't have to.



When a foraging party finds an edible food source, they quickly return to where they found it. This time, they bring a sage or scholar with them so the sage can study the environment in which the food grows. With this knowledge, the Haven may be able to grow its own in the future.

FARMING

Due to the unreliable nature of hunting and foraging, many Havens turn to farming to provide a reliable food source. While generally safer, farming comes with its own challenges. The unpredictable weather of the Broken World and the lack of any natural seasons mean that farmers must use their instincts and intuition when sowing and harvesting crops. Inventive Havens have found ways to control a crop's environment by crafting glasshouses to grow fruit and vegetables or using darkened shelters to grow mushrooms.

Generation by generation, tenacious communities have discovered certain breeds of hardy grain-producing crops. These are raised in wild, tangled farms or scattered gardens throughout a community. They are ground into flour and baked into a hearty loaf known as red-bread for its pale pink colour. This resilient bread can last for weeks at a time and is strangely resistant to Decay.

IRON STOMACH

Decay permeates every part of the Broken World, and it is almost impossible to find untainted food and water. This means that, whether they realise it or not, Survivors have built up a natural resistance to small amounts of Decay. For this reason, consuming food doesn't typically increase Decay.

However, as an option, if a food source comes from an area with Decay 3 or higher, any Survivor that consumes the food must make a **Decay Saving Throw** with a DC equal to 10 + the food's Decay. On a failure, their Decay increases by 1.

SAFETY

Even when a Haven secures shelter for its people, they are still not safe. Monsters, raiders, natural phenomena, and Decay itself press against its walls, while political struggle, unchecked corruption, sickness, and more can rip out the heart of a community.

In order to protect their way of life, many Havens implement strict rules, both for members of the community and for those wishing to join. For those living in the Haven, this may mean not venturing out past a certain time, only certain residents being allowed to go beyond the walls, or a refusal to allow any artefacts or technology from before the Breaking within the Haven.

Those wishing to join a Haven may have to perform certain tasks, or undergo strict scrutiny and observation for a prolonged period of time. For example, **Guardian's Lament** (see page 187) requires that would-be members bring a new plant or seed to the Haven, while **Antler City** (see page 194) demands much of those wishing to become part of the Haven, and leaves the exact requirements ambiguous.

THREATS AND CHALLENGES

Havens face challenges from both within and without. Some of these problems are ongoing, such as securing food and clean water, while others can be completely unexpected, such as a swarm of **Deadwings** (see page 246) suddenly descending on the Haven and attacking its people. The worst threats a Haven will face put its very existence at risk.

When a Haven is faced with extinction, everyone is expected to contribute to help overcome the Crisis. While a small group of Survivors may be tasked with facing the Crisis head on, such as hunting down a Monster, everyone in the community can do something to help. This can involve reinforcing the walls, gathering all the food and supplies in one secure location, caring for the young and the infirm, or devising an escape plan should the other Survivors fail in their task. Regardless of the Crisis, the Haven has a better chance at survival if everyone is working together. Page 19 details two Crises your Haven has overcome in the past and two ongoing threats you must deal with. **Havens Under Threat** on page 217 gives the GM advice on utilising Crises in their campaign.

DEFENCES

The longest-lived Havens have some form of natural defence against external threats, such as being built within a ring of ever-growing thorns or nestled within a dead volcano. Less fortunate Havens must make do with what they can assemble themselves. These Havens erect walls and dig pits to deter attackers but must continuously maintain their defences, which drain vital resources from other parts of the community. Most Havens also train their residents to use basic weapons or use their hunters to harry enemies before they can reach the walls.

A Haven's Survivors are often its best defence, as they have a wide range of tools and abilities to face the challenges of the Broken World. Some Makers specialise in constructing elaborate mechanical defences such as out-sized crossbows or networks of deadly traps and use these to protect the Haven. Havens with means to spare sometimes dedicate a lone Warden to stand guard between Crises, often at carefully designed choke points like bridges or gates. The Warden is usually equipped with a large horn or a beacon they can light to warn the Haven when an attack is imminent.

The *Build Defences* Downtime Activity on page 159 lists several example Defences you can construct to protect your Haven.

DOMESTICATED BEASTS

There are a few creatures of the Broken World that live alongside people. The most common of these are the Strongbacks, large beasts of burden used to haul supplies and pull ploughs and who make ideal mounts. They can be found in almost every Haven and include a variety of subspecies, such as desert Strongbacks with heat-dissipating frills or coastal Strongbacks with secondary gills.

Other creatures commonly found in Havens include the Parline, which are colourful winged felines, and the Chichit, a notorious pest that can eat anything and burrow into almost anywhere.

ECONOMY AND TRADE

The once precious coins and gems of the pre-Breaking world hold no value now and are little more than curiosities — instead, the people of the Broken World barter and trade for the goods they need. Havens operate either by gift economy, bartering, or by pooling their resources and distributing them as required. Trust is a precious commodity, and those who take advantage of it risk exile, death, or worse.

Havens within a few dozen miles of each other often establish trade routes, though it usually takes time for the Havens to learn to trust one another. Once that trust is built, these partnerships are mutually beneficial and allow Havens to trade resources they have in abundance for ones they are lacking. Establishing a trade route also has the added benefit of remaking a part of the Broken World, as the connection between the Havens solidifies the spaces between. It is common for Havens to specifically task survivors to walk the trade route to ensure it does not succumb to Decay.

Chapter 7. Equipment presents rules for acquiring goods using Resources, and the *Establish Trade Route* Downtime Activity on page 161 allows Survivors to build trade routes with nearby Havens.

GROWTH

When a Haven has secured food and shelter, and once its people have faced their first few crises and survived, it can look to the future. The Haven must maintain what it has by reinforcing walls and stockpiling food, but its people can also begin to improve the Haven.



An educated people is vital to a Haven's longevity, so schools and places of learning are usually one of the first improvements to a Haven. The older members of the Haven teach children about the history of the Haven and share valuable lessons. At the same time, craftspeople pass on vital skills and hard-earned knowledge to new apprentices. The Haven's Lorekeeper meticulously chronicles all of this knowledge and understanding.

As a Haven grows, its people have time to pursue their desires and not just their needs. People create art, push the boundaries of science and engineering, and expand their understanding of their world. Connecting with other Havens and sharing knowledge lets both Havens make great leaps in progress. Through this shared understanding and communication, the people of the Broken World can begin to build a new civilisation.

Seasons on page 164 gives rules for growing and expanding your Haven, and lets Survivors build a home, improve their Haven, or even seek out other survivors to join their Haven.

REMAKING THE BROKEN WORLD

Despite **Broken Weave's** tragedy and horror, one of the key elements of the game is building something new. The players are a force for positive change in the Broken World and can make a real, tangible difference.

Chapter 10. The Passage of Time offers a range of Downtime Activities and Seasonal Activities that the players can undertake. These short- and long-term goals let the players see how they are affecting the world and making a difference.

Hope is a vital part of **Broken Weave**, and the players embody this ideal. They are the ones who can push back Decay and remake the world. It will never be as it was but you, the GM and the players, can build something new together.



FRAGMENT OF THE BROKEN WORLD

This section details the Haven of Guardian's Lament and the surrounding lands. Guardian's Lament can be used as your home Haven, or serve as a nearby ally or rival. You can easily transport any of the locations and factions presented in this chapter into your **Broken Weave** campaign.

GUARDIAN'S LAMENT

Guardian's Lament is built around a lush oasis in a desert of scorching hot sand. It resides in the shadow of the corpse of a fallen god, which the people of the Haven refer to as the Guardian for the protective arm that encircles much of their home. Where the Guardian's body doesn't protect them, the people of Guardian's Lament have erected a wall of dried-out thorn trees — hollow red trees covered in sharp barbs as long as a person's finger.

The oasis at the heart of Guardian's Lament is vital to the Haven's survival. It is surrounded by meticulously tended lots and gardens that provide fresh fruit and

vegetables for the community. The lots are divided by brightly coloured stones painted with Trail Glyphs that mark who is responsible for tending the lot, what is planted there, and when it should be ready for harvest. A colony of bright blue lizards live along the banks of the oasis and regularly sun themselves on the stones. People consider the lizards good luck so the gardeners do not disturb them, but this does not stop the children of the Haven from trying to catch them to keep as pets.

The inhabitants of Guardian's Lament live in adaptable, tent-like structures of fabric and wooden poles, which can easily be moved or added to as needed. The tents are decorated with unique patterns, symbols, and Trail Glyphs representing each family that lives there.

The most prominent structure in the Haven is called the Speaking House and is at the centre of the Haven along the banks of the oasis. The Speaking House is a large, airy tent built atop and around the ruins of an ancient temple or city — presumably dedicated to the Guardian. A winding stairway leads down to the ruins below but was sealed years ago for safety. The Speaking House is big enough to hold the Haven's entire population, and the people use it for festivals, council meetings, and in times of crisis.

THE FOUNDERS' LEGACY

Guardian's Lament was founded a generation ago when the remnants of three different Havens came together in search of safety. Together, the disparate group of people found the fallen god and the precious oasis it protected and built their first shelter. The settlers discovered ruins beneath the oasis and found a shrine to a lost god. Through careful study and hopeful interpretation, they surmised that the shrine was once a place of worship to the now-dead god that lay above them. They guessed that during the Breaking, his worshippers must have cried out for help, only for the dying god to plummet from the sky and destroy what his followers had built. The settlers had no way of knowing if this theory was true, but they came to call the fallen god the Guardian for the protective arm that encircled the Haven and the iconography below, which depicted a towering god with a silver shield. The name Guardian's Lament soon followed.

The early founders consciously tried to foster a shared community and refused to let people split into old divisions. They discarded anything from their previous Havens they didn't need and built their homes next to people they didn't know, turning strangers into neighbours. Over the years, the Haven grew as children were born and other lost survivors stumbled into Guardian's Lament, searching for refuge.

Guardian's Lament has faced challenges in the past, but its people have always come together. Today, it is relatively stable, but there are always new threats on the horizon.



LOCATION

Guardian's Lament is located in a desert of scorching sand where the days are blisteringly hot and the nights bone-chillingly cold. The soft sand typically appears as a rich orange colour, but when the winds sweep it into the air, it transforms into a dazzling swirl of colours. Craggy stone outcroppings dot the landscape, and huge shards of jagged glass thrust violently into the air where lightning has struck.

ABUNDANCE: CLEAN WATER

The oasis at the heart of the Haven provides an abundance of clean water, which in turn allows its people to grow fresh fruit and vegetables. Still, the gardens must be meticulously maintained and guarded against hungry scavengers. Aside from the bountiful plants around the oasis, the only other vegetation that grows is blackened scrub brush and prickly thorn trees.

SCARCITY: MEAT

Very few animals can survive in the lands around Guardian's Lament, so hunters often have to range as far as the **Endless Woods** (see page 199) to find fresh meat — and then race to return home before it spoils. Guardian's Lament has half a dozen **Strongbacks** (see page 249), but they are needed as beasts of burden and mounts and are only slaughtered for food when things are truly dire.

LANDMARK: GOD-CORPSE

The corpse of a fallen god dominates the landscape around Guardian's Lament. This rotting ruin can be seen for miles and draws weary travellers and hungry predators alike. Unlike other god-corpses, the body of the Guardian does not seem to cause Decay. The people of Guardian's Lament believe this may be due to the large maggot-like creatures that crawl across its surface and innards. These bloated white bugs graze on the Guardian's flesh, eating away the most rotted areas and keeping the corpse free of Decay — or so the people believe.

The Grazers, as they are called, are placid and do not harm the people of Guardian's Lament. Nor do its people hunt them, at times even defending Grazers from predators for fear of what would happen if they were slain.

CULTURE

The people of Guardian's Lament have a strong sense of shared responsibility. They believe everyone must help and that no one should be idle. Each individual is assigned a patch of fertile ground near the oasis, called a lot, and taught to maintain it. Parents or guardians are expected to care for their children's lot, but the child takes over duties as soon as they can. Should someone fail to care for their lot, they or their guardian are brought to the Speaking House to explain what happened. Depending on the verdict, the individual will be given a second chance or forced to join the hunting parties, as they are *'only good at killing things'*.

Despite this seemingly harsh approach, the people of Guardian's Lament are quick to offer help to their neighbours and regularly welcome outsiders. Anyone approaching the gates peacefully is allowed to join the Haven for a day and night. The residents provide them with a bed to sleep in and food to eat. If they wish to join the Haven permanently, they must first provide a new seed to be planted in the lots. Once they do this, they become caretaker for a lot owned by an older member of the Haven until they are assigned their own patch of land to nurture.

LEADERSHIP

When it was founded, the people of Guardian's Lament agreed that the Haven should make decisions in the interest of all its people, and that has stayed true to this day. Important matters are decided by a small council representing different aspects and points of view from within the Haven.

The Council comprises the oldest individual in the Haven, the person who most recently came of age, the newest person to join the Haven from outside, a gardener, and a hunter. These five people meet every four weeks and are responsible for crucial decisions that help steer the direction of the Haven. The Council members are regularly changing as new people join the Haven, children come of age, older people pass on, and different gardeners and hunters are available. The current Council is Eldest Harrin, Youngest Dolore, Newblood Gelrith, Gardener Vig, and Hunter Misha. See page 190 for more information.

CLOTHING AND APPEARANCE

The average Guardian's Lament citizen wears light and airy clothes that are breathable but protect from the sun. Their clothes are brightly coloured thanks to the dyes from the wild vegetation and minerals harvested from the oasis.

Most people craft Memoria from the chitinous plates shed by the Grazers or use colourful stones taken from the water's edge. Some younger members of the Haven have taken to tattooing stylised lizards on their skin with bright blue ink, or wearing barbed bracelets fashioned from thorn trees.

TRADITIONS AND SUPERSTITIONS

The people of Guardian's Lament are industrious and determined people who work hard so that they may enjoy the quiet moments in life. Their most common tradition is First Harvest, which is celebrated when a young child successfully grows their first fruit or vegetable. The whole Haven meets in the Speaking House and cheers on the child as they eat the fresh produce they have grown.

There is also the tradition of the Greentongue when an older person hands over their lot to a new member of the Haven. They spend their days walking up and down the lots, offering advice and enjoying a well-earned rest after years of labour.

There are some unpleasant superstitions and traditions surrounding the lots and those who tend them. If a person's lot becomes corrupted by Decay, they are considered cursed and are no longer allowed to tend the lots. These 'Blackthumbs' are forced to join the hunting parties, but even then, they are not allowed to touch the meat they hunt.

In recent years, a superstition has grown around the Speaking House, specifically the ruins below. No one is allowed to enter the Speaking House after dark, and rumours have spread of a terrifying creature that drags people into the tunnels at night. Of course, this has led to many foolish young people daring one another to do just that. So far, they have all managed to return, but they have yet to venture in twice.

INFLUENTIAL PEOPLE

The Council, sometimes known as the Five, is the most influential group in Guardian's Lament. The current council members are Eldest Harrin, Youngest Dolore, Newblood Gelrith, Gardener Vig, and Hunter Misha.

ELDEST HARRIN

Eldest Harrin is an unassuming Human with short white hair whose craggy skin shows signs of a hard life. He bears intricate scarification on his forehead of a glyoh that marks him as a hazard or danger, but has not spoken of how he got the scars since he joined the Haven over two dozen years ago. Harrin speaks with quiet authority and is rarely still in Council meetings, often pacing the room or rearranging things so they are 'just so'. He was a Warden before age got the better of him and was instrumental in pushing to seal off the ruins below to protect the people of Guardian's Lament.



'From this day on, the ruins below shall be sealed, not be opened until all members of the current Council have gone to their rest.'

— Eldest Harrin, upon sealing the ruins

YOUNGEST DOLORE

Dolore is a slim and imposing Forgotten with red hair, patches of gleaming red scales across their skin, and lizard-like claws. They wear sombre and impeccable layered robes and often go unnoticed when they enter a room. Dolore is thoughtful and intelligent, especially given their age, and prefers to take in all of the facts before speaking and acting. They are currently pushing to reopen the ruins below for study and examination.

NEWBLOOD GELRITH

Gelrith is a short Elf with dextrous hands and black hair tied in a messy bun. She is a Maker and usually wears her hardy apron and keeps her tools close at hand. Gelrith joined the Haven only a few months ago, having journeyed across the dunes in search of a new life. She rarely speaks of her past, saying only that her Haven is gone. Joining the Council was an honour, but she can't help doodling and fidgeting during meetings. She gets excited at any mention of scouting beyond or below the Haven and is a firm ally of Dolore in their desire to explore the ruins.

GARDENER VIG

Vig is a suntanned Dwarf with intricately plaited hair adorned with brightly coloured Memoria. He wears light but practical clothes, and his hands are stained from years of tending to his lots and those of his three young children. He is kind-hearted and carries a small bag of berries or seeds to share with anyone he meets. Vig is cautious and meticulous in all things and prefers to let other members of the Council make decisions. However, when he does speak, his incisive words can often show a clear path forward that is best for the people of Guardian's Lament.

HUNTER MISHA

Misha is a wiry Hafling with tightly cropped hair who wears well-worn Strongback leather armour. She has a jagged scar that covers almost the entirety of the left side of her head and is missing her ear on that side. Misha was declared a 'Blackthumb' when the lot she was tending refused to grow and has been a hunter ever since — which has proven a blessing for the Haven as she is one of Guardian's Lament's deadliest warriors. Misha is blunt and to the point and has little time for Council business. She and Harrin regularly butt heads, as Misha feels Harrin is too cautious. The two have a history, as Harrin was the one who discovered Misha's ruined lot and declared her a Blackthumb.

CRISES

Guardian's Lament has faced two major crises in its history. The first happened decades ago when a group of desperate survivors sought refuge in the Haven and tried to take it over from within in a violent coup. Some were killed, but most were driven from the Haven and forced back out into the desert, where they were not heard from again. For a time, this caused Guardian's Lament to seal its gates, refusing anyone entry. In time, this changed, and the Haven reopened its gates, but any groups of people that enter are now separated. They stay with different families and are closely watched at all times.

The second crisis happened only a few years ago. A group of explorers returned from the ruins beneath the Haven with a mysterious artefact: a carved wooden staff entwined with leaves and adorned with blossoming blue flowers. The staff spurred plant growth and caused fruits and vegetables to double in size. The Haven rejoiced and set to work using the magic at once. However, those who ate the produce were never sated. They began to lose weight, becoming almost skeletal, until one of the eldest gardeners leapt atop her friend and tore out his throat with her teeth. The people killed the infected or drove them into the ruins below, where a brave group of Survivors followed to entomb the staff beneath the earth once again. None of them returned, and since then, rumours have abounded of a terrifying creature that drags people into the tunnels by night. The ruins have been sealed since.



CRISIS: VOICES FROM BELOW

A recent collapse under the Guardian's vast hand has opened up a section of the ruins that has not yet been explored. The Council quickly seals it off, but nearby locals have heard a strangely enticing chorus of voices coming from within. Meanwhile, a group of salvagers arrive from the Haven of **Antler City** (see page 194) seeking a powerful artefact locked in the ruins below. They claim to have been drawn here by voices on the wind. Some within Guardian's Lament want to excavate the ruins and forge an alliance with Antler City by helping the salvagers; others wish to banish the travellers and seal the ruins.

CRISIS: THE TITAN'S MARCH

A lone refugee arrives in Guardian's Lament, bringing desperate warnings of a Titan on the horizon. This Titan walks inexorably across the land, spreading Decay in its wake and destroying everything in its path. The Titan is heading towards Guardian's Lament and will arrive in a matter of weeks. The people of Guardian's Lament have only a few short weeks to halt the Titan's march, or their community will be crushed underfoot.

The Titan's March adventure is available to download from www.cubicle7games.com.

BEYOND THE WALLS

The lands around Guardian's Lament are swelteringly hot and covered in soft orange sand that shifts and moves when any weight is applied. Travellers from Guardian's Lament wear light fabrics to protect themselves from the heat and 'sandshoes' to help navigate the dunes. Crafters weave these broad sandals from reeds pulled from the banks of the oasis, and they have a wide net-like sole to help disperse weight. Thankfully, the Haven's agile Strongback mounts can navigate the dunes with ease, so no Maker has had to try to fit one of the beasts with a sandshoe yet.

The soft sand is easily thrown about by the winds that sweep across the dunes. This casts beautiful multi-coloured patterns in the sky but also quickly buries any paths and roads. The early hunting parties from Guardian's Lament used to plant tall poles draped with brightly coloured flags to help find their way home, but intense sandstorms swept many of these away. Today, most travellers navigate by the thorn trees that grow in the dunes. These barbed trees have deep roots that can withstand the violent desert winds. Many have been carved with Trail Glyphs and converted into Waymarkers to aid lost travellers.

Few animals live in the desert, save the hardy **Armoles** (see page 244), which burrow deep into the sand to keep cool. A lone **Lumberfiend** (see page 247), which the people of Guardian's Lament have taken to calling Stalwart, walks an endless loop through the desert. The circuit takes Stalwart past Guardian's Lament once every three weeks and is one of the few reliable ways to mark the passage of time. Some lost wanderers have followed Stalwart on his trek in the desperate hopes of finding their way back to their Haven, but the relentless march has proven too much for most.

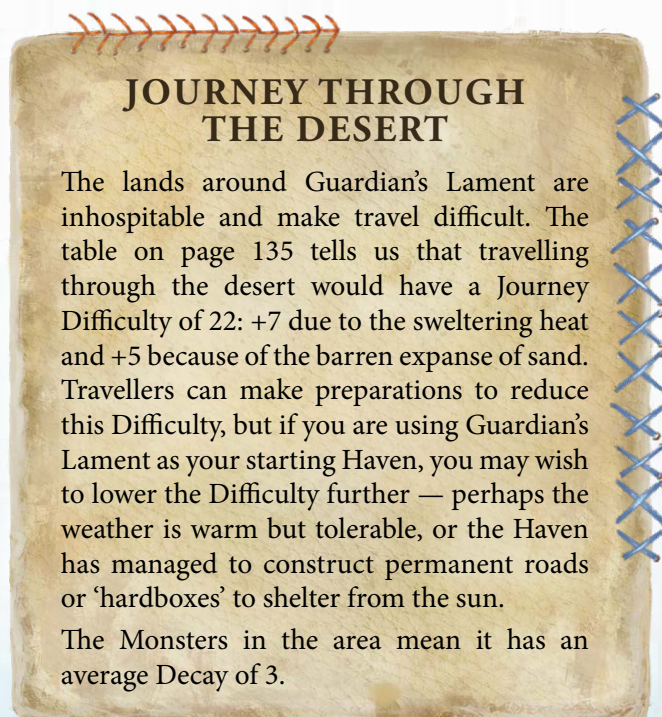
The sun and sand can be deadly for unwary travellers, but the unprepared are far more likely to be slain by Monsters that call the desert home. Sun-mad and half-starved **Blightclaws** (see page 256) inhabit the dunes and have learned to 'swim' beneath the dunes. They erupt from below in a haze of multi-coloured sand and a swirl of claws and pincers, tearing travellers asunder and turning the orange sand a deep red. Pitiable **Weepers** (see page 282) wander the desert, searching desperately for something they can never find and falling upon unexpected wanderers. Older hunters speak of a strange creature chained to a ruin

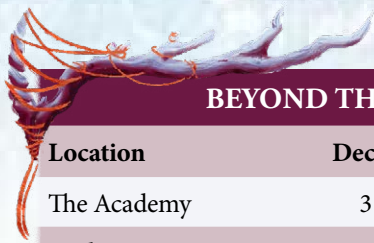
buried somewhere in the dunes (see page 213). This **Secretkeeper** (see page 274) is said to be able to answer any questions, but its answers provide nothing but riddles and madness to any who listen.

The outer edges of the desert consist of coarse white sand and flat, craggy rock riddled with holes, where countless **Chichits** (see page 245) make their home. Depending on which direction you travel, the terrain and weather can shift violently — one moment, you are walking through the desert with the sun beating down; the next, you are within the rain-soaked **Endless Woods** (see page 199) or chilled to the bone at the edge of the **Lake of Frozen Tears** (see page 201).

DISTANCE

Time and distance are malleable in the Broken World, so the **Beyond the Walls** table on page 193 describes each of the following locations as Close, Near, or Far from Guardian's Lament. These roughly equate to the Journey Distances presented on page 134: a Close location is a Short Journey, Near is a Medium Journey, and Far is a Long Journey. The people of Guardian's Lament are unaware of what lies beyond these limits, so there are no Very Far locations. The table also lists each location's Decay (or a range, for larger areas) and the Journey Difficulty when travelling between it and Guardian's Lament.





BEYOND THE WALLS

Location	Decay	Distance	DC
The Academy	3	Near	18
Antler City	1	Far	20
Deathsfall	7	Near	20
The Depths	3–5	Near	18
Endless Woods	3–6	Near	16
God's Breath	2	Close	22
Lake of Frozen Tears	3	Far	15
Lantern Deep	1	Near	17
Last Rest	5	Near	16
The Lost Ship	4	Close	22
The Maw	4–8	Far	16
Moonstone Fortress	0	Near	14
The Obsidian Tower	3–7	Close	22
Painted Woods	5–9	Far	18
The Serpent's Lair	3	Near	20
The Singing City	3–7	Far	24
Sorrowfield	7–9	Near	20
Thief's Roost	2	Near	21
Whispering Sands	5	Close	22

THE ACADEMY

Each account of approaching the Academy differs in its details but shares an identical sense of the wonder it evoked. The Academy's towers could be glimpsed as you emerge from a dense forest, crest a rise leading into a lush valley, or turn from a rocky ravine. This could be the impact of Decay on its surroundings, but the universal reports of an awe-inspiring first impression suggest something more unusual at work.

The gloriously towered and crenellated building is remarkably intact. Its beautifully cut and joined honeycomb-hued stones are beyond the skills of any living Maker, yet they show no sign of damage or degradation. Streaming down the walls are the proud blue banners of the Antiquarians. Visitors who approach are hailed from a narrow opening above imposing metal banded gates.

Those who pose no obvious threat are welcomed into the courtyard. The Curator greets them, asks their business, and offers refreshments. Those passing through find pleasant and informed conversation. Injured Survivors are welcome to convalesce in the gatehouse in return for a small service to be performed and agreed upon at a later date. Most visitors, however, are here thanks to the Antiquarians' widely known and insatiable demand for pre-Breaking artefacts.

In times of need, struggling Havens might dispatch a band of Survivors to take treasured artefacts to the Academy to trade for essential supplies. Even information on items and their whereabouts can be valuable enough to secure support in the form of food or other basic resources. For Survivors who have proven their abilities in service to the Antiquarians, there are commissions. The rewards for recovering long-desired artefacts for this oddly powerful Haven of historians are legendary.

The Curator handles all these interactions before resupplying the visitors and sending them on their way, but other Antiquarians can be glimpsed going about their business. On rare occasions, the head of the order can be seen moving through the grounds, or watching an arriving group of Survivors from a tall tower overlooking the courtyard.

THE ANTIQUARIANS

The Inquisitive Order of Antiquarians is proud of its noble goal — to understand the salvageable wonders of the previous age, use this knowledge to develop better and safer tools, and share them with all who will help build the new world. They are the first to accept that they are firmly in the first part of this mission, but are resolute and certain of their ultimate success.

In addition to the services provided and research undertaken at the Academy, Antiquarians lead expeditions in search of ancient wisdom and lost artefacts. Survivors are sometimes hired as protectors, and gain more insight into the order. They talk of passionate and eccentric people devoted to saving the world through their research. In some cases, this has resulted in a single-minded obsession with successfully completing their expedition at any cost. This rarely ends well, most often with a 'lost' Antiquarian and the rest of the team keeping their distance from the Order and the Academy from that point on.

The Order has not shared any of the promised fruits of research with any other Havens. They claim the process will be long, and they cannot risk exposing others to unproven devices. Most people they interact with remain sceptical, and treat the Antiquarians according to what they have to offer now: trade, information, and employment.

DISCRETION REQUIRED

If a group performs a few tasks or services for the Antiquarians and establishes a good relationship with them, they might be asked if they could tackle a sensitive matter for the order. The Antiquarians need Moonstone for research, but want to keep the fact secret. If questioned, they will explain that they have built a reputation for technological advancement, and do not want that undermined by the unearthly nature and Decay-related implications of Moonstone. They don't care how the Moonstone is secured, but the name of the order or its members are not to be linked to the search.



ANTIQUARIAN CALEJO DEERUOL

The head of the order rarely speaks to outsiders, and is an enigmatic figure to her fellow Antiquarians. If pressed, they say she is a genius, a very private person, and only ever talks to one person at the time. She focuses on the person completely, and would never slight anyone by not giving them her full attention. They might also mention that she never removes her unusual garb — Calejo is covered head-to-toe in a brown leather cloak, waistcoat, sleeves, gloves, trousers, and boots. Her torso sports metal dials and a large round glass or crystal decoration that glows azure, sometimes with patches of white seemingly submerged within. A similar circle sits in the centre of a metal face-plate on her helmet, with the top and sides dotted with odd protuberances.

Individuals honoured with an audience are brought to her modest but mind-bogglingly cluttered workshop full of artefacts and scrolls. Calejo speaks with a warm, reasonable and, above all, very convincing voice. They will be completely unaware that she talks directly to their mind, and that her persuasiveness is augmented far beyond her formidable natural skills in reason, logic, and empathy. Visitors leave convinced that they have had a robust conversation and hammered out a near-perfect agreement to the benefit of both parties.

Survivors with particularly strong willpower might concentrate enough to take a few observations with them. Calejo is old — very old. Her words are deployed with precision but the lack of real genuine empathy is occasionally obvious. She moves slightly oddly, perhaps bearing an old injury under her protective layers. And if the **Moonstone Fortress** (see page 205) ever comes up in conversation, there is a noticeable reaction, a splutter of anger and embarrassment before the mask comes back up.

ANTLER CITY

One of the oldest thriving Havens is Antler City, which was founded on the antler of a god whose death throes embedded its skull in the top of a towering cliff. The narrow land approach to the Haven is formidable. The steepness of the skull's sides mean most creatures must use the city's retractable guide ropes to pull themselves up as they walk. Once atop the skull, the path out to the antler is gated and overshadowed by a maze of walls topped by defensive platforms.

The deity is held to have been related to the sun in some way, as a remarkable warmth and yellow-orange light still emanates from within the skull. According to Antlerians, this heat has remained constant since the founding. Careful delving inside the antler has created channels the heat flows through, warming and illuminating the settlement.

The first dwellings were built directly into the raised parts of the antler. Over the years, the Haven outgrew this limited space and developed a sophisticated method of building towers above (and latterly below) the main trunk. Antlerians have become masters of ropes, pulleys, and counterweights, and other Havens often seek them out for assistance with ambitious building projects or on expeditions that might include ascending or descending great heights. The rope systems that bring people and supplies directly to the Haven from the valley floor are truly a wonder, even if those travelling by it for the first time wonder why they ever agreed to such a terrifying ordeal.

Antler City is governed by a large representative council appointed by lottery that allocates resources according to the needs and abilities of its inhabitants. Food, accommodation, recreation, and roles – everything is decided by the council, and compliance with the council's decisions is a requirement for citizenship. The Council of Antler City has no leader, just an Order-keeper role each takes a turn performing. The Order-keeper mainly stops discussion going on too long by silencing lengthy monologues and calling for votes.

Most citizens are broadly in agreement with this set up, and understand that giving up some freedoms is preferable to life outside the walls. It is when times are good and the last crisis fades from recent memory that people begin to complain about their lot.

Antler City welcomes those who would like to join their community. Children and the infirm are allocated accommodation without question, while those who arrived with them are allocated half a dozen day passes to visit. Passes entitle you to entrance, a meal, and a bed in the bunkhouses. At dawn, passholders are escorted from the bunkhouse to the lift, and are taken to the valley floor. Additional day passes are allocated in return for supplies, scavenged items and artefacts. Over time, passholders can earn full citizenship when their contribution to the Haven is sufficient.

PROVE YOURSELVES

If the party find themselves without a home, Antler City is as secure a Haven as they could hope to find. But that's also a problem, as many others have also come to that conclusion. Antler City offers all a warm welcome, and the young, old, or infirm will be accommodated. But the city is also pragmatic, and it is well established that new citizens will need to prove that they can bring more to the City than they take. Day passes are relatively easily earned – six when you first arrive, and an additional allocation of one to three passes every time you bring further contributions of supplies and equipment. What it takes to move on from this status is less clear. It might take several years of regular contributions before they are invited to present themselves to the Council to discuss the possibility of citizenship. Fortunate scavengers who find highly valuable items might find themselves having that conversation immediately. Lacklustre offerings could mean the invitation will never arrive.

How will your Survivors attempt to earn their citizenship? If they achieve it, what plans will the council have for them? There are many roles Antler City could put you in, but by far the most common is the position of Provider. Tasked with making sure the City has all the resources it needs, teams of Providers are allocated specific supplies or items to acquire. Sent into the wilderness with orders to maintain their search until they have all the items demanded of them, or until 90 days have passed.

ENOUGH ROPE

Makers and rope-crafters of Antler City are in demand. They have abilities and knowledge found nowhere else. Anyone seeking their services must offer something valuable in return. Should negotiations go well, the Council will send warriors to protect the crafter, but their safety is also the responsibility of their hosts. Many less savoury groups, such as the **White Serpents** (see page 208), have need of a skilled crafter, and would happily kill to capture one. The party could be sent to negotiate with Antler City for help with a new project or dangerous expedition, or could be tasked with making sure the rope-crafter comes to no harm.

DEATHSFALL

Deathsfall is located amid the sharp crags of an unforgiving mountain range. Small white mushrooms grow along the edges of a path through a rocky ravine and offer the first hint that you are growing close to the grove. These blooms increase in frequency, colour, and size as you draw nearer until you find yourself walking through a narrow canyon overgrown with countless varieties of colourful fungi. When you reach the grove, you are confronted by a beautiful and horrifying sight: the skull of a long-dead god floating above a bed of blooming fungus. The skull is bound to the earth by groaning chains and is overgrown with strange, blooming mushrooms. The chains are said to be unbreakable and are covered in mycelial roots and brightly coloured fungus.

The spores from the mushrooms in this twisted grove spread thick, downy fungus wherever they land and twist the minds of anyone exposed to them. Lost or injured survivors are drawn to the grove, where fungal growths seal their wounds, and a sense of calm and purpose overwhelms them. Fungal growths soon overtake their bodies and minds and they become devoted members of the Mycelial Coven.

MYCELIAL COVEN

The Mycelial Coven is a cult that worships the Deathsfall skull as a god and seeks to spread its corrupting spores throughout the Broken World. Fungal growths cover their bodies, and the eldest members sport crowns of fungi that rob them of their vision and reduce their rarely-used voices to rasping hisses. Coven members share a telepathic connection that lets them communicate across vast distances, but mycelial roots slowly overtake their minds. Eventually, they become little more than skeletal frames subsumed by fungi and driven by the echoes of the dead god that ring out through the mycelial network.

The Coven tends to the grove, working in seamless harmony to ensure it is maintained and protected. Its members can communicate across vast distances, which means that if you speak to a member of the Coven, if one of them becomes aware of your presence, or if you harm one of the Coven members, the entire Coven knows.

The Coven believes that all people of the Broken World should be brought into their god's embrace and seeks to spread its influence to all corners of the world. Lone Coven members wander the lands searching for lost souls to guide back to Deathsfall or slip behind a Haven's walls to spread their spores so all may hear their god's voice.

'See this tattoo here? That's Deathsfall. I saw it once, that skull in the mountains. I followed a poor soul who whispered at dead trees. Watched as he climbed the chains and fell inside the skull's eyes... I didn't stick around to see what came out.'

— Randoran, Skinwrite-cartographer



THE CURSE OF SPORES

If you take a Long Rest in Deathsfall, you must make a **DC 17 Decay Saving Throw**. On a success, you resist the effects of the corrupting spores. On a failure, you gain 1 Decay, and your Lineage Curse is replaced with the *Curse of Spores* as you begin to be subsumed by the Mycelial Coven. The next time you reduce your Decay, you must make another **DC 17 Decay Saving Throw**. On a success, your Lineage Curse reasserts itself. On a failure, the *Curse of Spores* becomes permanent.

- **1–2 Decay:** Small white mushrooms sprout from your skin, especially around your neck and temples, and you hear infrequent whispers that you can't quite translate.
- **3–7 Decay:** Increasingly large amounts of fungi spread across your body, and you gradually sprout a large crown of mushrooms that allows you to telepathically communicate with other members of the Mycelial Coven within 1 mile. In addition, once per day, you can spend 1 minute consulting the Coven for information on a specific subject, such as a group, landmark, ruin, artefact, plant, creature, or Monster. Your GM must tell you one piece of truthful and helpful information about the subject. However, your burgeoning fungal crown begins to obscure your vision. You have Disadvantage on Wisdom (Perception) Tests.
- **8–9 Decay:** Your body is almost completely covered in fuzzy rubbery fungus, and your crown of mushrooms unfurls dramatically into a tiered mass, fully opening your mind to the Coven. You can telepathically communicate with members of the Coven within 10 miles and can consult the Coven up to three times per day. When you do, you can choose to gain Proficiency in a Skill of your choice for one hour. However, your fungal crown completely covers your eyes, reducing your perception of the world to a shifting landscape of psychic energy. You cannot perceive anything beyond 30 feet, but you are immune to the *Blinded* Condition.
- **10 Decay:** The last of your body and mind is subsumed by fungi and the will of the collective desires of the Mycelial Coven. You become an NPC under the control of the GM.

ROOM TO GROW

Small white mushrooms have begun appearing in Havens within 100 miles of Deathsfall. The mushrooms exude a puff of spores once per day but otherwise seem harmless — some Havens have even taken to eating them. Within a few days of the first growth, more white fungi appear, growing not just on the ground or trees but on stone and even buildings. After a few weeks, the tiny mushrooms start to grow on the bodies of anyone exposed to the spores. This happens even quicker if a person consumes them. After their initial panic and horror, the infected person shows a sense of calm and serenity and seems unphased by the growths. The following night, they leave the Haven without explanation and begin walking towards Deathsfall, where they slowly transform into a grotesque fungal monstrosity.



THE DEPTHS

The Depths is a seemingly bottomless hole in the earth that spirals ever downward. The walls are made of craggy black-grey stone that is cool to the touch. Ancient steps have been carved into the walls of the central crevice but have long since worn smooth, making any descent perilous. Dozens of camps have been set up along the path over the years, as miners and explorers delved deeper. The camps closest to the surface are the best maintained, and are stocked with ropes, climbing gear, lanterns, mining equipment, and rations. The state of camps varies wildly as you descend, with some having not been used in decades and others newly constructed — or so they seem at least. The lack of sunlight and nature of the Broken World make it difficult to track time in the Depths.

The majority of Survivors that visit the Depths are miners from nearby Havens. These grizzled workers spend much of their day carving new tunnels and harvesting deepstone for use in masonry and as tools and weapons. Others come to forage for the hearty mushrooms and bioluminescent moss that grow in some of the deeper tunnels, following the tireless **Karags** (see page 246) through narrow passageways into the most isolated parts of the cave system.

In addition to the mine shafts, countless tunnels spiderweb off from the central shaft, leading to an eclectic mix of cave systems, ancient ruins, and bizarre underground structures. There is no discernible pattern or plan for these constructions, and many of the sites feel completely divorced from their surroundings. Some believe that there is a strange power in the tunnels that transports unwary wanderers to other parts of the Broken World or different realms entirely. Regardless of how they came to be, these bizarre wonders draw explorers and artefact hunters from all around, each desperately searching for something to protect themselves or give their Haven a fighting chance for survival.

THE KRAGGORAI

If you find yourself upon a rocky, gorse-clad plain, and the track you are following begins to descend as though worn into the earth, then stay alert. If this sunken trail splits, and splits again, and the earth banks rise above your head, then beware — you have entered the Kraggorai.

No-one knows if the Kraggorai is one place, or a strange kind of terrain that crops up throughout the Broken World. It can speed up your journey enormously if you stay your course, but if you are careless, you could be lost forever in the Depths' endless tunnels.

Correctly navigating the Kraggorai requires a **DC 15 Wisdom (Insight) Test** every hour. On a success, you instinctually know which route to take and your route is shortened (Journey Distance decreases by 1). On a failure, you become briefly lost and the walls seem to close in. Everyone must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay. If you fail another Wisdom (Insight) Test to navigate, you become lost in the Depths and must find a way out — if you can.

OPEN MAW

While excavating a new section of the Depths, a group of miners breaks through a wall that leads to an underground labyrinth of carved stone. Unbeknownst to them, they have opened a passageway to **the Maw** (see page 204) and have unwittingly unleashed a torrent of Monsters. The creatures rip the miners asunder and flee into the tunnels. The party must seal the tunnels and hunt down any of the escaped Monsters before they can do any more harm. Roll on the **Maw Encounters** table on page 204 to determine what kind of creatures escaped.

DUNGEON CRAWL

The strange tunnels in the Depths provide an ideal way for GMs to introduce any dungeon, ruin, temple, or unique location from other 5th Edition supplements to **Broken Weave**. You can use these locations as originally intended, leaning into the surrealness of finding a perfectly intact pre-Breaking site, or you can adapt and modify the location and creatures to better fit the Broken World. If you choose the latter, be sure to refer to the **Breaking Monsters** rules on page 251 and the **Describing Decay** section on page 223.

ENDLESS WOODS

Theories about the nature of the Broken World are as wild and unreliable as the land itself. One idea inspired directly by the experience of travellers concerns the impact our minds have on the world around us. If we think something, does that make it more likely to be real? The Endless Woods are often invoked in support of this theory.

Some Survivors swear on everything that means anything to them that they inadvertently summoned the woods into existence around themselves. They were making their way through lightly wooded areas close enough to their Haven for the terrain to be anchored and predictable, when they realised they had lost their way, or the foliage had become unusually dense. An errant thought flickered into their minds — *'careful, else you'll end up lost in the Endless Woods'*, or similar — and the next thing they knew the trees were different: dense, ancient, and seemingly endless.

It's a perfect story to cover the embarrassment of experienced trackers getting lost a stone's throw away from home, but stranger tales have turned out to be true. In any case, a diversion into the woods can result in good fortune. Many rare and useful flora thrive in the woods, including Stonewood Trees. The bark of these grey, thick-trunked sentinels looks and acts like stone, but is as light as cork. Incredibly rare, it is understandably prized as weapons, armour, and for fortifications.



The woods aren't inherently any more dangerous than other parts of the world. Even those inadequately supplied for a longer journey can usually forage and hunt to subsist with ease, and **Chichits**, **Armoles**, and other common woodland creatures can be found in the woods. However, Monsters lurk here too. A **Mother Caring** can sometimes be spotted with her brood, and a grove of **Deathstalks** is rumoured to lurk in the forest's heart.

There's something unsettling permeating these woods, however. The thought that you're lost in a notorious, potentially limitless, labyrinth. In *the* Endless Woods. In some places, the trees grow yet closer together and a bleak mist rises. Many Survivors warn that the woods are akin to quicksand — the more you worry about ever finding a way out, the further away from the edge of the woods you get. Questions spiral through your mind: How many people have never emerged from the woods to tell their tale? What's in there? If obsession takes hold, the unfortunate head out into the wild as often as they can, looking for the woods, thinking endlessly about them, anchoring them, and speculating about what could possibly lurk in the darkest depths of this arboreal vortex.

A MOTHER'S LOVE

One night, as the Survivors are resting in the Endless Woods, the trees around them begin to groan and the ground quakes. Branches snap and splinter as a huge creature approaches their camp. It is covered in long hair and small humanoids cling to its body — some of which appear to be crying. The creature, a **Mother Caring** (see page 268), speaks in a soft and pained voice. She asks the party to help find one of her lost children. If they agree to help, she will lead them safely through the woods and aid them any time they travel through the area (Journey Difficulty decreases by 5 when travelling through the Endless Woods). If they refuse, she begins to softly weep, and leaves the party to their rest.

GOD'S BREATH

The smell is the first thing that hits you. No two people will agree what it reminds them of, or even find the perfect description themselves, just that it is exquisite and wholesome, full of the promise of safety, nourishment, and goodness. Regardless of its exact definition, the smell seems to perform the remarkable act of keeping fully Decayed creatures at bay.

Growing closer, what you thought was a cloud turns out to be the vast plume of vapour that gives the site its name. The breath can be a swirling combination of many colours, though the largest single component is a brown-orange that lightens as the plume diffuses upwards. Another hour or two's walk brings the fountain itself into view.

The large central lake grabs the attention first, as the source of the enormous cloud stretching into the sky. Surrounded by eroded monolithic ruins long past identification, the multicoloured swirl of its waters are never still, and most of the lake is obscured by the God's Breath. Dotted around the shore are a series of smaller pools, each contributing their own steaming vapour, but on nothing like the same scale.

Tales relate the healing properties of the fountain, although they disagree on the most effective way to access its powers. Usually there's some feature of covering yourself in the lakeside mud, bathing in the cooler parts of the waters, inhaling its steam vapour, or imbibing the water directly.

In truth, simply being near the fountain is enough to benefit from its restorative power. Any creature that spends an hour or more within one mile of God's Breath must make a **DC 15 Wisdom Saving Throw**. The DC increases by 1 for each hour spent here. On a success, a creature regains all their Hit Points, recovers all Hit Dice, and clears any Death Saves they may have. On a failure, a deep torpor settles over the creature, filling their minds with bliss as their body aligns with the mysterious healing energy. Their injuries are healed, but they become *Incapacitated*. They remain *Incapacitated* until they are moved at least one mile away from the God's Breath fountain. If they are not moved, they slowly die of starvation.

SLEEP WHEN YOU'RE DEAD

While travelling near God's Breath, a panicked Survivor named Marik rushes up to the group and begs for their aid. He tells the party he is from a nomadic Haven of about three dozen people. They were searching for a place to set up camp when the wind changed and a heavy mist fell over the convoy. Everyone but Marik fell into a catatonic stupor and refuses to move. Now a shambling group of **Husks** (see page 266) is headed for incapacitated Survivors and Marik needs help to get everyone to safety — or someone to hold off the Husks while he gets everyone to safety.

LAKE OF FROZEN TEARS

The Lake of Frozen Tears is a body of water that was eternally frozen when something huge collided with its surface. The outer edges of the roughly mile-wide lake are smooth, clear ice, but the surface grows increasingly uneven as you approach the centre, where the frozen ripples give way to a colossal wave of ice. The tiny droplets that hang from the wave, known as tears or ever-frost, are highly sought after because they never melt and can be used to preserve food or endure sweltering heat. The frozen corpses of those who tried and failed to claim one of the tears are strewn across the lake's surface.

There are rumours and legends that the heart of a goddess lies at the centre of the lake. Some say she tore out her heart and flung it to earth when she saw what had become of the world, while others believe it was the goddess herself that was thrown from the heavens. The wave's surface is dotted with holes where foolhardy explorers have tried to tunnel to the lake's centre to discover the truth. These lost souls survived the biting cold and frostbite of the lake's surface, only to carve their own frozen graves in the icy wave.

LAKE'S EDGE

There is a small encampment at the edge of the lake where pilgrims and scavengers prepare for the journey across, and those who have braved the lake come to shake the chill from their bones. Lake's Edge, as it is known, has only two buildings: the Cold House and the Hot House. The Cold House is a stone structure that contains a single carved block of ever-frost, and travellers use it to acclimate to the freezing temperatures they will face on the lake's surface. The Hot House is a wooden cabin filled with warm furs and blankets and a roaring fire at its heart. It is here where those who have faced the lake and survived come to recover — and to count how many fingers and toes their venture cost them.

'Call me a coward if you like. I dare any man not to turn back when they see the second wave with their own eyes.'

— *Failed Pilgrim of the Lake of Frozen Tears*

EVER-FROST

The shards of ice carved from the lake are known as tears or ever-frost. The ice refuses to melt, even when thrown into a fire, and is prized as a means to preserve food. Ever-frost is so cold that you must wrap your hands in fur hides to touch it or risk almost immediate frostbite. If a piece of ever-ice touches your exposed skin, you immediately take 1d10 Cold Damage. You continue to take this Damage as long as the ice touches your skin.

As well as being useful to preserve food, ever-ice can modify a weapon to inflict Cold Damage (see *Elemental*, page 119). Keeping a piece of ever-ice on your person grants Resistance to Fire Damage and gives Advantage on Tests to resist adverse effects caused by extreme heat.

FIRE AND ICE

A Dwarf named Kargah is convinced the secret to reversing his Lineage Curse lies at the centre of the Lake of Frozen Tears. He has purposely exposed himself to Decay, causing his skin to crack and burn like a furnace so that he can endure the extreme cold needed to tunnel to the lake's heart. Kagha has gotten further than anyone in the past, and now other Dwarves are joining him, exposing themselves to Decay and journeying to the lake in search of a cure at its heart.

Travellers and citizens of nearby Havens are terrified that they will unleash something from within the ice or that the great wave will melt and come crashing down to destroy everything nearby. Others fear the lake will soon be overrun with dozens of rampaging **Crucibles** (see page 258), and the surrounding lands will be burned to ash.

LANTERN DEEP

Lantern Deep is a primarily subterranean Haven that was founded in a cave network rich with veins of sturdy ore and glittering gemstones. Over three generations, the inhabitants have forged a community around the shared hardships of mining, an appreciation of durable crafting, and a practical outlook on trading for everything the mines can't provide.

Lantern Deep is a small Haven with a population of less than 200 souls. The Haven is surrounded by a dry moat with a spiked wooden palisade to deter attackers. The people of Lantern Deep primarily live in the mines, so there are only a few small wooden structures on the surface that traders use. A large stone smelter and forge are the only permanent buildings on the surface, and mine tracks run from the smelter to the mines below. The main feature on the surface of Lantern Deep is the mine entrance itself, which is cut into the cliff face and leads deep into the mountain. The outer entrance is framed by wooden scaffolding built into the cliff face and hung with countless mining lanterns that act as a beacon for lost travellers.

Inside, a heavy iron portcullis can be dropped into place to protect the residents should attackers breach the outer walls. Old caverns and tunnels have been repurposed as homes, with rooms divided by heavy curtains, thin wooden walls, or carved directly into the stone. A large central cavern is used as a shared space for cooking and cleaning, and a chimney has been carved into the roof to let out smoke and fumes.

The people of Lantern Deep share their home with a colony of giant moths that rest in the various nooks and crannies of the Haven's tunnels. The residents revere the moths, and it is a crime to injure them in any way. The people believe that a spirit known as the Lantern Moth protects the Haven and will lead lost miners to safety. Shrines to the Lantern Moth can be found even in the deepest parts of Lantern Deep.



SNUFFED OUT

Lantern Deep is destroyed during the events of *The Titan's March* adventure, and its people are corrupted into Decayed Monsters. If you plan on running *The Titan's March* later in your campaign, it is worth introducing the settlement and people of Lantern Deep early in your adventures. The party's Haven may have an alliance or rivalry with Lantern Deep or their Haven may be visited by some of its citizens who are looking to trade. If the party have previous experience and ties to Lantern Deep, its fall in *The Titan's March* will have all the more impact and will make the events of the adventure far more emotionally charged.



LAST REST

The Last Rest is a large wooden cabin found somewhere in the **Endless Woods** (see page 199). The cabin appears just when you need it most, finding those who are lost or on the brink of collapse. A well-maintained path of smooth grey cobblestones leads up to a welcoming cabin adorned with colourful lanterns. There is a hitching post outside, and the porch is decorated with potted plants and strewn with hunting and foraging equipment.

The inside of the cabin is filled with warm candlelight and the smell of roasting meat. Rich rugs in a variety of textures and styles decorate the walls and floors, and there are comfortable chairs strewn about an ample shared space. Fruit, freshly baked bread, steaming vegetables, and rich meats covered in thick gravy sit atop a sturdy wooden table. Searching the cabin reveals just enough bedrooms for each traveller, all furnished with large plush beds. There are no signs of an owner or other residents, but the wardrobes contain travelling clothes, equipment, and weapons in various sizes and styles.

The Last Rest is home to a devious **Dreamspawn** (see page 264). It seeks out vulnerable survivors and tempts them with food and a safe resting place. Once they fall asleep, the Dreamspawn spirits them away to torment. Anyone entering the Last Rest must make a **DC 15 Wisdom Saving Throw**. On a failure, the creature can't leave the cabin no matter how hard they try and fights violently to stay if someone attempts to force them out. The target can reattempt the Saving Throw once every hour. Anyone who takes a Long Rest here is captured by the Dreamspawn and never heard from again.

PERCHANCE TO DREAM

One of the party's allies has been lost in the Endless Woods, and many believe they found the Last Rest. The party must find the cabin to save their friend, but it only appears to people with at least one Level of *Exhaustion*. When the party reaches the cabin, they find their friend in a deep sleep and can't wake them up. The only way to save them is to fall asleep and fight the Dreamspawn in its own realm.

THE LOST SHIP

The Lost Ship is an ancient sailing ship that rests in the dunes surrounding Guardian's Lament. There are no signs of how the boat may have gotten here. Some think the desert was once an ocean that turned to sand during the Breaking, while others believe it may have been dropped here by a storm or the whims of the ever-changing Broken World.

The ship is over 300 feet long and sports five masts. The sails are tattered and torn or missing entirely, and the hull shows a rend in its side where sand has spilt into the interior. The deck, cabins, and ship's hold look relatively undisturbed — all the equipment remains, the captain's table has been set for dinner, and a map of some unknown world is displayed in the captain's quarters, but the ship is utterly devoid of crew or bodies. Parts of the ship appear to have been damaged by scavengers plundering the ship for wood, metal, and treasure, but most of the damage seems to have been hastily repaired, with old pieces of wood hammered back in place with fresh nails.

A WATERY GRAVE

A hunter returns to the Haven, claiming to have explored the Lost Ship. He carries an ancient spyglass made of brass, and shows it off to anyone who will listen. The following day, the man's neighbour is found dead, his clothes and bed soaked through and reeking of saltwater. By all accounts, he seems to have drowned. The next morning, another neighbour is found dead, also drowned. The next day, another person, and another, and so on. The spyglass must be returned to the ship to break the curse, but it is nowhere to be found — the thief has fled the Haven, but the curse remains.



THE MAW

The Maw is a towering stone colosseum buried deep in the heart of a sweltering jungle. Its broken archways snarl like rows of teeth, and the pungent stench of life and death assails anyone approaching. Despite its ruined state, it is clear that the Maw was once a wonder of architectural achievement, but its sweeping archways and tiered balconies are now crumbling and overgrown with winding roots and blooming flowers. The jungle around the Maw is teeming with life but shows no signs of previous civilisation, making its presence incongruous.

Within the ruins lies a gaping maw surrounded by shattered bones and rotting corpses. Monsters and beasts emerge from the depths or are drawn here by some unknowable force and wage constant war with one another. They rip and tear with tooth and claw and soak the dry earth with dark blood. When no one is left to fight, they descend into the darkened depths below.

The hole at the centre of the Maw descends to labyrinthine tunnels teeming with primordial life and rampant Decay. The tunnels are filled with flora, fauna, and all manner of Monsters and are littered with fragments of ancient weapons and armour. Legends say the Maw once lay at the heart of a thriving city

obsessed with spectacle, where powerful sorcerers used dark magic to bind magical creatures and heroic warriors and forced them to fight in ever more elaborate battles. The vast array of creatures and wealth of ancient artefacts lend some credence to the story.

ENCOUNTERS

The Maw is almost overrun by Monsters and other creatures. You can use the **Maw Encounters** table to roll encounters when Survivors travel within the Maw or in the surrounding area. Each creature should have at least one **Decayed Transformation** (see page 253).

MAW ENCOUNTERS

1d12	Decay
1	1 × Secretkeeper
2	1d4 Weepers
3	3 × Blightclaws
4	2d6 Murky Dancers
5	1d6 Shrieking Horrors
6	6d6 Chichits
7	1d8 Quelleech
8	2 × Speakthieves
9	1 × Soft Redeemer
10	2d10 Deadwings
11	1d6 Decayed Survivors
12	Roll twice

HEARTSTRINGS

A rare flower known as Heartroot is rumoured to bloom in the tunnels beneath the Maw. The pale white flower is shaped like a heart and has red veins running through it, and is said to be able to cure any ailment and even cure a person of Decay. Unfortunately for anyone seeking it, the flower grows upon the back of an ancient, bone-white **Deathstalk** (see page 260) that dwells at the bottom of the ruins.



MOONSTONE FORTRESS

Moonstone is a strange, luminescent crystal and is the most prized possession in the Broken World. Whether never previously known or forgotten in the Breaking, its abilities and uses are still being discovered. But the most important of the properties so far uncovered is the power to halt and even reverse Decay.

This incredible ability and the promise of potential future marvels are at the heart of the irresistible lure of the Moonstone Fortress. The fortress is actually the last thing you see as you approach, as an enormous fallen chunk of the fractured moon sits at the bottom of a deep, wide, smooth bowl and dominates the landscape. You could get anything you want with a backpack full of that rock. You could protect yourself, your family and your entire Haven from Decay, forever. You could trade it for anything your heart desires. Many have tried, but few have succeeded.

Intricate mining equipment has been built around the rim of the bowl. Tracks run to and from the great moonstone shard to a handful of buildings, and an intricate array of pulleys and wheels transports the precious cargo mined from within. A 20-foot high stone wall has been built on the bank around the shard, with brutal square towers rising every couple of hundred feet, and two bracketing a formidable gatehouse.

Any Survivor approaching the gate is greeted by a figure standing atop the gatehouse, inscrutable in deep-hooded flowing purple robes. The figure demands to know the visitors' purpose, and sends them away unless they seek Moonstone. The gatekeeper will interrogate the Survivors' intentions for the stone and, unless they are asking for an amount larger than a fist or seem intent on aggressive acquisition of power, will set their price.

Information is the most common payment the gatekeeper demands. A full update on Antler City, the Antiquarians in the Academy, Lantern Deep, Guardians Lament, and any other groups, Havens, or Monsters in the area will earn several fragments of Moonstone.

Earning larger shards requires a task, such as recovery of some item or raw material, or influencing a decision or a course of action within a Haven. The reason or motivation will not be explained, but Survivors that complete these esoteric tasks are often left with a feeling that they have made a mistake. If anyone has secured a deal for a substantial amount of stone, it isn't common knowledge. The **White Serpents** (see page 209) have been seen visiting the fortress several times, but who can say what for what purpose.

The aura of power emanating from the fortress and its gatekeeper dissuades most from thoughts of a direct assault. Should anyone be foolish enough to disregard reason and attempt to depose him, they will face bolts of lightning from the sky and a barrage of arrows, though no archers can be seen. If this doesn't stop would-be attackers, they find the walls defended by the Helmed Lord and a softly glowing ghostly army armed and armoured in a manner unseen anywhere in the Broken World. There are no Havens that could field enough warriors to take on this force, and any unfortunate attackers are never heard from again.

Stealthy attempts to infiltrate the fortress are dealt with similarly effectively but less brutally. A handful of individuals have made it onto the walls, but report waking up just beyond the rim of the bowl. Their future attempts to parlay with the fortress were all rebuffed.



THE OBSIDIAN TOWER

Sulphur fills the air and the land loses its colour as it descends to meet the shore of the burning sea. A band of obsidian rock formations set in glistening onyx sand marks this inhospitable border. Flame-topped magma waves lap against the jagged shoreline, heat haze lending the scene a feverish sheen.

The Obsidian Tower is set amongst the largest of the boulders, seemingly one piece of rock but clearly shaped by an impossibly powerful artisan into an elegant spike. A long stairway of small steps, each no more than half an inch high, leads up to a solid obsidian door of Human proportions. To either side of the staircase the sand is raised in numerous rectangular mounds, each around 6 feet long and 2 feet wide. There is no obvious way to open the door.

At the top of the steps, standing vigil before the door, is an imposing figure encased in metal armour and carrying a simple but deadly-looking polearm. With a slight incline of his reptilian-helmeted head, the armour-clad figure stops intruders before they fully ascend the stairs and informs them that the tower is lethally dangerous. Introducing himself as Ser Estine of the Last Guardians, he announces that he is the guardian of the tower and will not permit anyone to enter.

Assuming the visitor heeds this warning and does not try to enter the tower, Ser Estine is happy to break his bored vigil with a lengthy conversation. He is very interested in hearing any news, no matter how trivial, and will answer any questions he can. He has been guardian of the tower for many years however, so he does not have as much news of his own. If questioned about the length of his vigil and how he maintains supplies, he indicates a small tent nestled against one of the tower's buttresses and talks at length about the Last Guardian's knightly discipline and meditation technique that allows him to pass months as though they were days, with only a loaf of bread and a tankard of water to sustain him.

His early life was spent in a distant Haven, Longdew. It was a hard life, the community was barely surviving, and eventually failed. An encounter with a passing Guardian gave him a purpose, and he embraced the life of a squire with vigour. A scant eight years later he was knighted, and has proudly guarded the Obsidian Tower ever since.

The Guardian Order formed after several Havens were destroyed by recovered artefacts. Ser Jerich, the first head of the order, had been involved in two of the needless disasters and decided to stop any more. He recruited those left behind from the collapse of their Haven, and pursued knowledge and skills that would help his knights perform their duties.



PAINTED WOODS

The Painted Wood is defined by its giant coniferous trees, fittingly called paintwoods, which many believe are the tallest trees in the Broken World. Redwoods, pinkwoods, greenwoods, whitewoods, and more rise far into the sky, each bleeding sap of a different, vibrant colour. The paintwood's incredible size and slow growth imply that they must predate the Breaking, perhaps the experiment of some ancient arcane gardener or long-dead divinity. Others point to the unreliable flow of time across the world as the answer, believing them nothing more than Decayed plants that grew out of step with reality until they were rediscovered and aligned once more with the proper flow of time.

The tall trees are so tightly packed that they block out the sky and reduce line of sight to a disorienting wall of brightly coloured tree trunks, making travelling through the Painted Woods disorienting. All manner of unusual flora grow here that doesn't grow anywhere else in the Broken World. These plants have a range of beneficial and deadly properties that are highly sought after by Alchemists and Healers. The trees themselves have different properties depending on their colour, such as greenwoods being brittle and light and redwoods being sturdy and resilient. Makers highly prize pinkwoods and whitewoods, as their flexible but sturdy wood can be used to create the best bows.

RAINBOW ROAD

A grievously injured woman stumbles into the Haven, the last surviving member of an expedition to the Painted Woods. She is covered in large slashes, which she has patched up with sticky colourful sap from the woods, and clutches a colourful crushed acorn. As she drifts in and out of consciousness, she tells of a beautiful rainbow tree at the heart of the forest. She and her companions tried to reach the tree but unknowingly stumbled into the Blightclaw nest. The Blightclaws killed everyone else, but she managed to escape. She begs anyone who will listen to return to the woods and find one of the rainbow acorns. With it, they can plant their own Painted Woods, far from the Blightclaw nest, and secure the future of the Haven.

An abundance of wildlife makes its home in the Painted Woods. Brightly coloured **Armoles** dig in the rich soil, while sticky **Chichits** feed on the colourful sap that seeps from the trees (see page 245 and 244).

However, the Painted Wood has far more deadly inhabitants. A vast colony of **Blightclaws** (see page 256) make the Painted Woods their home, and few people who enter the woods make it out alive. Travellers can hear the howls and screams of the countless shapeshifting Blightclaws as they traverse the woods. The tightly packed trees distort the cries, so it sounds like the vicious Monsters are all around you, making it almost impossible to know how close they are. The colony is said to make its home at the centre of the woods, so those that dare brave the Painted Wood usually remain close to the forest's edge. However, you can only find the rarest flora deep within the woods, and it is often far too tempting for those who have made the long trek to reach the Painted Wood.

“I both love and fear the Painted Wood. I see no contradiction in that. A thing can be both beautiful and deadly.”

— Solan'hed, Alchemist of Guardian's Lament



THE SERPENT'S LAIR

The Serpent's Lair is a small war camp located in a marshland at the edge of the Endless Woods and is home to the White Serpents, a group of raiders that plague the surrounding Havens. A patchwork palisade built from rotten wood and rusty metal surrounds the camp and is almost entirely overgrown by thick black vines with sharp yellow thorns. Thick planks and stone Waymarkers painted with warnings and threats line the path that leads to the base through the swamp.

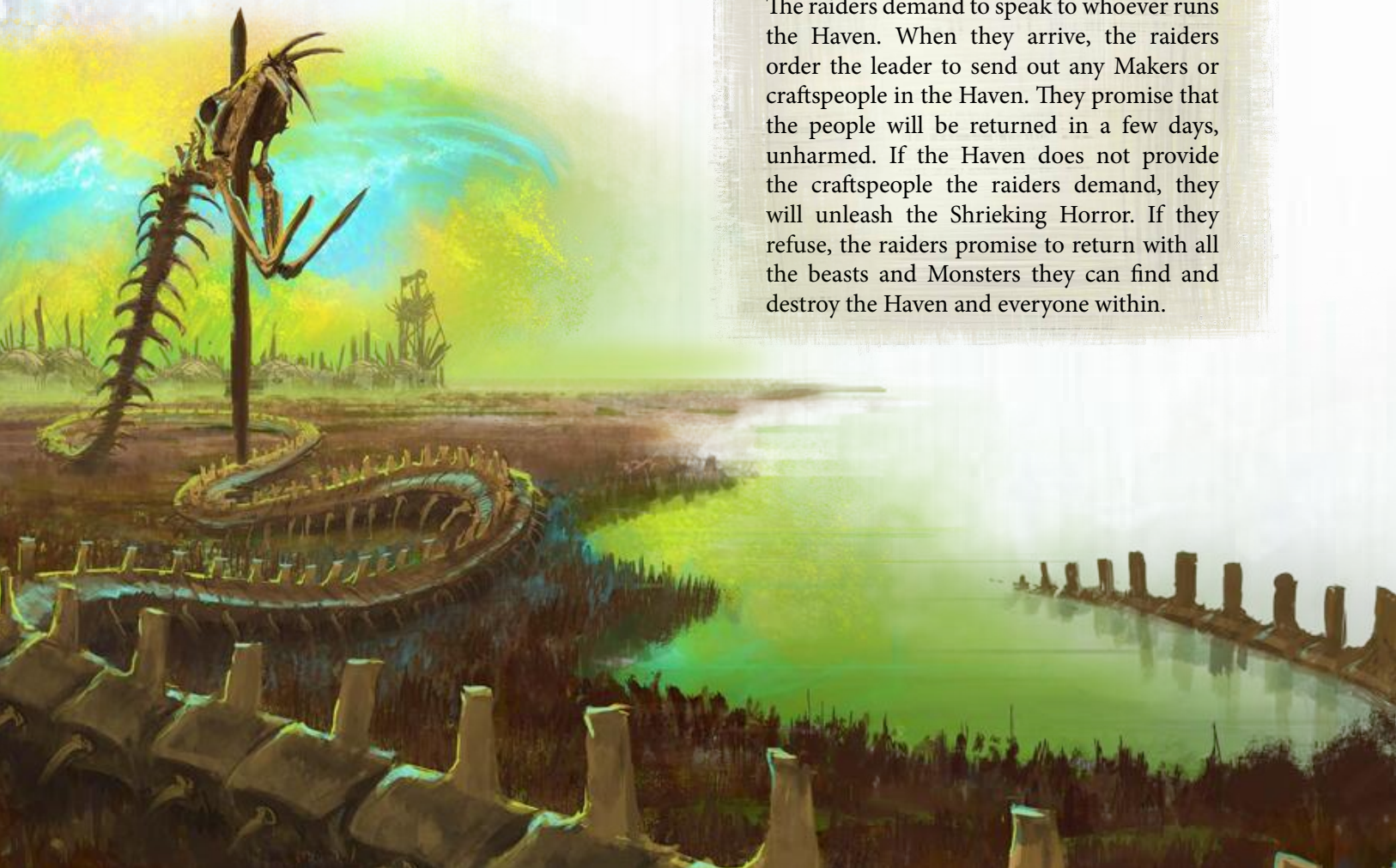
A single large wooden gate is the only way in or out of the camp. The camp's interior is a disorganised array of patchwork tents, wooden lean-tos, and unfinished stone buildings. A dozen wild-eyed and scarred Strongbacks are kept in a large stable just inside the gates. The raiders have dug a fire pit on the opposite side of the camp, and a small wooden storage shed nearby holds an eclectic mix of meat, fruit, vegetables, and grain stolen or extorted from other Havens. The skeleton of a colossal snake mounted on a tall spear dominates the centre of the camp. The serpent is wrapped around the spear, and it looks like it may have been upwards of 20 feet in length.

The rear of the camp is dominated by half a dozen huge pits covered in heavy iron grates. The pits are occupied by the vicious beasts and Monsters that the White Serpents capture. A nearby pen surrounded by the same black thorns as the outer palisade is used as a fighting arena and training pen for the captured beasts. A catwalk above the enclosure is equipped with long spears and crossbows to bring down any creature that gets out of hand. Any of the beasts or Monsters the raiders can't bring to heel, or even those that can, are unleashed on Havens foolish enough to refuse the White Serpent's demands.

WE DON'T MAKE, WE TAKE

Late one evening, as the Broken Moon rises, a group of White Serpents arrive at the Haven. They are mounted on armoured Strongbacks and carry spears and crossbows. Two raiders are pulling a large metal cage secured to a cart. A **Shrieking Horror** (see page 276) screams and thrashes within.

The raiders demand to speak to whoever runs the Haven. When they arrive, the raiders order the leader to send out any Makers or craftspeople in the Haven. They promise that the people will be returned in a few days, unharmed. If the Haven does not provide the craftspeople the raiders demand, they will unleash the Shrieking Horror. If they refuse, the raiders promise to return with all the beasts and Monsters they can find and destroy the Haven and everyone within.



THE WHITE SERPENTS

The White Serpents are a notorious group of raiders who violently extort vulnerable Havens for the necessary supplies to survive. They are led by a powerful and unflinching woman named Arra Garvis, and their motto is *'we don't make, we take'*. They believe the world is doomed, so they should just enjoy life. This enjoyment rarely involves crafting or farming, so the raiders steal and extort what they need to survive.

Any interaction with the White Serpents is fraught with danger. They are one of the most violently capable factions in the Broken World, and they know it. Even when they approach a Haven to enact seemingly peaceful trade, often to sell unneeded plunder from less fortunate Havens, their haggling is often unfair and heavily tainted with an undertone of threat. This has granted them the reputation of widely vilified bullies, begrudgingly appeased and urged to leave as soon as possible regardless of their wealth.

The White Serpents are infamous for their ruthless siege warfare that often involves goading wild Monsters to attack any Havens which refuse to bend to their whims. They are experts at capturing beasts and Monsters, and use brutal methods to train or tame these violent creatures. Groups of White Serpents often travel to **The Maw** (see page 204) with heavy iron cages mounted on carts and venture into its depths to capture the twisted creatures below.

Because of their proximity to the Monsters they capture, the White Serpents are frequently exposed to Decay. Many show clear signs that their Lineage Curse has almost wholly overcome them. For this reason, Arra Garvis has brokered a deal with the Moonstone Fortress: in exchange for shards of Moonstone, the White Raiders will not attack the fortress and will even defend it in times of trouble. Arra guards these shards closely and grants them to her most trusted and valued followers. The more Decayed the raiders get, the more recklessly they fight, hoping desperately to prove themselves of value and be granted a fragment of Moonstone to stave off Decay.

ARRA GARVIS

Arra Garvis is the unchallenged leader of the White Serpents. She is a smaller-than-average Human with blazing red eyes and a cold and calculating mind. She wears beautifully crafted armour made from silver steel and adorned with white snakeskin.

Arra rose to power when she slew a legendary fire-breathing white serpent. As the creature died, it and Arra let out a wild scream. Arra's eyes burned out of their sockets and were replaced with spheres of flame. She quickly became known as the White Serpent and killed anyone in her way.

Arra is unflinching and brutally pragmatic. She wishes to enjoy the time she has in the Broken World and won't let anyone stand in her way. Her followers are ceaselessly loyal to her, but she does not blink at sending them to their deaths. Arra has ambitions to unite a few select Havens under her rule, cowing them into servitude to provide her with all the food, equipment, and skilled labour she needs — starting with the Moonstone Fortress. Her agreement to trade in Moonstone in exchange for protection is the first step in claiming the fortress as her own.



THE SINGING CITY

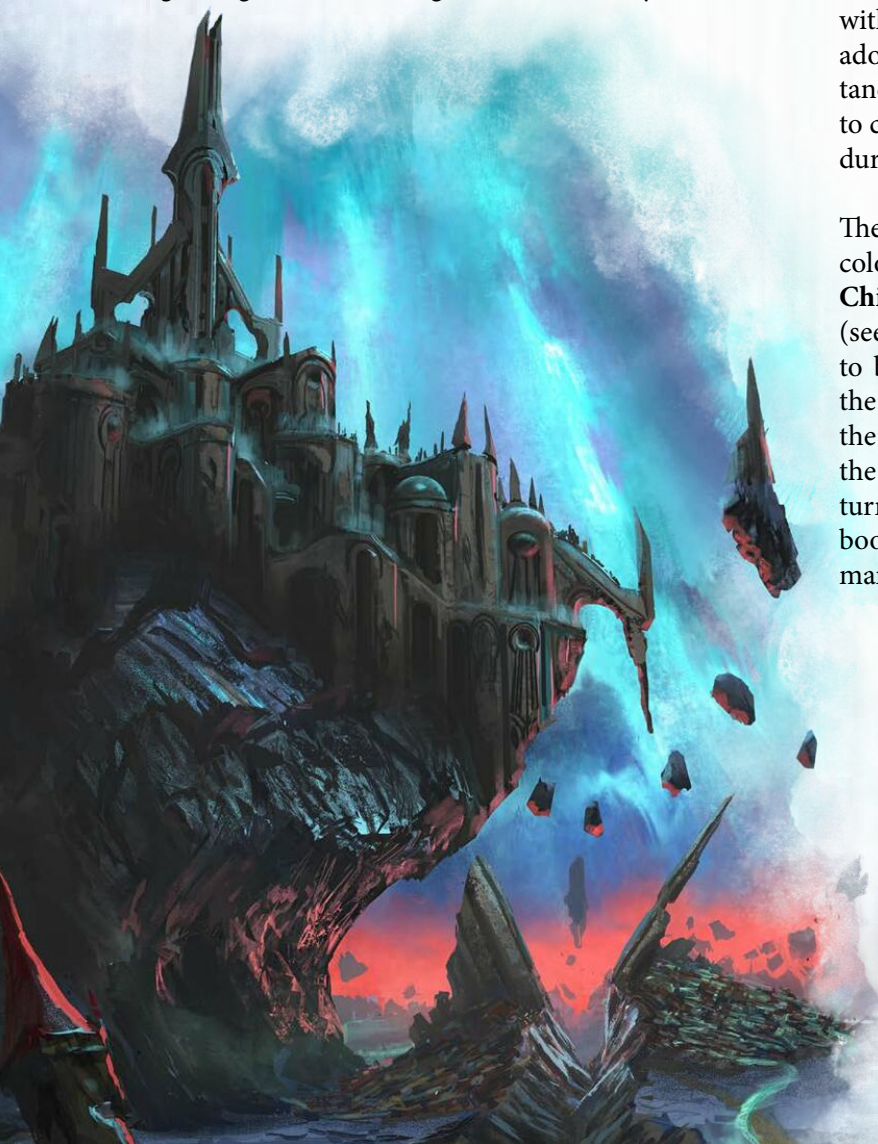
The Singing City is a fragment of some forgotten sprawling metropolis or perhaps a piece of a great wizard's keep. The entire structure has been displaced from where it was originally constructed and now resides half within a massive obsidian rock formation and hangs precariously off a cliff edge. A dizzying overhang makes scaling the cliffside to reach the city a daunting task. When the wind blows through the city, it rings with a deep, melodious tone that can be heard all around. During storms, the city seems to vibrate and almost blink out of time with reality.

The lands around the Singing City are shattered and broken. Deep ravines and spiralling cracks in the earth radiate from the rock face that holds the city, and fragments of broken stone and displaced pieces of the city itself float in the air. Rivers and water in the area flow upward and dissipate into the sky. The sky is an unnatural azure haze streaked with flashes of pink lightning, and the air tingles with electricity.

The area below the city is teeming with undead **Husks** (see page 266). The creatures are drawn to the city for some unknown reason, and they churn and flow around the base of the cliff, trying to scale the rock face. In places, where the mass of bodies is so thick, some of the creatures have managed to partially scale the cliff by climbing atop their accursed kin, only to become trapped on a rocky overhang. They remain trapped until they fall or a storm blows them off, sending their bodies plummeting to the churning morass below.

The inside of the city is a marvel of pre-Breaking architecture and engineering, with most of the buildings still surprisingly intact. The buildings are a mix of tall, sharp towers with intricately carved stone and squat, curved structures with glistening domes. They are built from sand-coloured stone polished to a smooth sheen and large curved plates of shining brass. Sweeping archways and paths artfully connect buildings, and elegant roads seamlessly lead through each part of the city, making navigation strangely intuitive even without prior knowledge. Many of the buildings are adorned with winding pipes and cylinders that work in tandem with the curved archways and narrow tunnels to create the low, rich tone that emanates from the city during high winds.

The city is almost entirely devoid of life, save for a few colonies of **Deadwings** and a group of industrious **Chichits** that have managed to find their way here (see page 246 and 245). Other than these, there seem to be no other inhabitants. Travellers venturing into the buildings and homes find many in disarray as if the occupants packed and left in a hurry. Some of the buildings contain ancient bones that have almost turned to dust. The city is filled with trinkets, fabric, books, and artefacts from a time long forgotten, but many crumble to dust as soon as they are disturbed.



THE TOWER

Towards the centre of the Singing City stands a great tower. The tower is sealed with huge brass doors secured with interlocking cogs, levers, and chains. Tendrils of black Decay cover the door and spiral into the surrounding stone like sickly veins. Anyone that gets within 60 feet of the tower must succeed a **DC 12 Decay Saving Throw** or suffer 1 Decay. This Saving Throw must be repeated for every hour spent within 60 feet of the tower.

Opening the doors is an Extended Test with a Goal of 10. Over the course of one hour, you must make three Tests. The first is a **DC 12 Wisdom (Perception)** Test to inspect the door. The second is a **DC 15 Intelligence (Forgotten Lore or Investigation)** Test to determine how the mechanisms work. The third is a **DC 20 Dexterity (Artificer's Tools)** Test to unlock the door. If you succeed, the gears and mechanisms unlock in a cascade of engineering brilliance, and the doors creak open. If you fail, you can keep trying, but must make another **Decay Saving Throw**.

The inside of the tower was once opulent and beautiful, but is now covered in veins of black Decay. Anyone that enters the tower must succeed a **DC 15 Decay Saving Throw** or suffer 1 Decay. This Saving Throw must be repeated for every hour spent inside the tower. The tower is filled with arcane contraptions, books, alchemical equipment, artificer's tools, and a wide array of eclectic devices with no discernible meaning. A spiralling staircase leads to more rooms filled with even more esoteric paraphernalia.

The tower's roof appears to be some sort of powerful arcane device. Two massive brass pillars, almost like a tuning fork, protrude from its base, and a spiralling mechanism of intricate lenses has been built between them. There is no discernible way to activate the device nor any hint at what its purpose may be.

DEAD WEIGHT

One of the Haven's Sages has been studying the Husks around the Singing City. They believe that the city is a fragment of the mythical city of Valontor, which was said to contain all knowledge. Human souls were drawn to the city's library of souls, and the Sage believes this is why the Husks are called here. They theorise that if one of the Husks can be brought up to the Singing City, they could lead them to this repository of knowledge and perhaps even to Valontor itself.

THROUGH THE LOOKING GLASS

The device at the top of the tower is an ancient scrying eye that allows the user to see through time and space. If activated, it can be used to see for hundreds of miles in all directions and even show the world before the Breaking. However, the device needs two things: it requires the city to be 'singing' to activate, and it needs power. Luckily, a huge lightning storm is fast approaching, and it should be able to provide both — if the party can reach the top of the tower and survive.



SORROWFIELD

The Sorrowfield is an open-air tomb on an incomprehensible scale. Two gargantuan gods locked together in an embrace of mutual destruction lie as a macabre centrepiece, but it is the countless hundreds of thousands of mortal remains that are truly harrowing. You can't help but look in horrified awe at the decomposed remains of more people than are probably alive across the world today. How long before awe and reverence turns to speculation about what useful items may be buried here may well be some kind of morality test, but that's a luxury few can afford. Weathered weapons, armour, coins, and all kinds of equipment can be found in plentiful supply, although far rarer are examples ready to use with minimal cleaning.

Spending too long looting this trauma-infused focus of the Breaking exposes you to Decay, but also invites more immediate dangers. The field is home to many unspeakable beings, and the longer you sift through

the debris the more likely it is to disturb them. **Weepers** wander the hellish landscape, and countless **Husks** lie trapped beneath the bodies of the fallen. Dozens of **Soft Redeemers** stalk the Sorrowfield, using the great graveyard as a ready supply of ingredients and components for their nightmarish Great Works. And if they happen upon a group of salvagers foolish enough to brave the wasteland, then a living specimen is far more beneficial than a rotten corpse.

SEARCHING THE SORROWFIELD

Sorrowfield is filled with any amount of rusted, pitted metal and ruined equipment, but recovering anything of real value is a challenge. Searching Sorrowfield takes one hour and requires a **DC 15 Wisdom (Perception)** Test. On a failure, you find nothing of use. On a success, roll on the table below. Regardless of success or failure, you must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay. You must repeat this Saving Throw for every hour spent searching Sorrowfield.

SORROWFIELD

1d100	You Find...
1–25	A rusty sword.
26–45	A broken blade.
46–50	A hatchet.
51–55	A hunting knife.
56–60	A felling axe.
61–65	A forged longsword.
66–70	A reforged greatblade.
71–75	A reinforced shield.
76–80	Patchwork plate.
81–83	Reclaimed plate with the <i>Vigilant</i> Property.
84–86	A forged longsword with the <i>Elemental (Fire)</i> Property.
87–89	A reforged greatblade with the <i>Merciless</i> Property.
90–92	A long-hafted axe with the <i>Balanced</i> Property.
93–95	A longbow with the <i>Resilient</i> Property.
96–97	1d6 Resources.
98–99	1d4 Components (GM chooses).
100	A shard of Moonstone (see page 116).

THIEF'S ROOST

Thief's Roost rests atop the tallest outcroppings of stone that borders the desert around Guardian's Lament. The roost is home to two Speakthieves, Aria and Sonnet, who watch over a clutch of five eggs. The Speakthieves are usually peaceful, leading many Survivors to seek them out for their knowledge and insight. However, they have grown more wary and aggressive as they protectively watch over their young.

To reach Thief's Roost, you must navigate the winding chasms below. Known pathways regularly become blocked as the precariously balanced stone pillars crumble and fall. The easiest way to find the roost is by following the trail of azure feathers that litter the ground below the nest. However, even when you reach the outcropping, you must scale the teetering edifice to reach the nest. The rock face is dotted with iron spikes and frayed ropes that softly blow in the wind — the last remnants of those who have attempted the climb in the past.

Scaling the wall is an Extended Test with a goal of 8. Over the course of one hour, you must make three **DC 16 Strength (Athletics)** Tests. If you succeed, you reach Thief's Roost. If you fail, you fall to the ground below and suffer 1d6 × 1d10 Bludgeoning Damage.

APPLE OF MY EYES

The Speakthieves in Thief's Roost anxiously guard their unhatched young and want to give them the best start in life. Unless a Survivor seeks them out, one of the Speakthieves finds the party while journeying nearby. They wish to make a deal. They will watch over the party's Haven from their roost and warn them of any dangers that approach. In exchange, they require ten eyes from the least Decayed people of the Haven. The eyes do not have to match, but they must be fresh.

WHISPERING SANDS

Whispering Sands is a stretch of land in the dunes where passing travellers claim to hear strange voices speaking to them. The voices, for there is more than one, whisper secrets and truths that no one could possibly know. Anyone who has experienced this avoids the area if possible, but some wonder who or what lies beneath the sand.

The only landmark to identify the area is a small stone plinth that is weathered and cracked. A thick black chain is affixed to the side of the plinth but disappears below the sand. Anyone who approaches the stone hears the voices screaming in their head, offering riches to any who digs up the chain or promising grizzly death to anyone who ignores their pleas.

SECRETS REVEALED

A violent sandstorm rips through the dunes, revealing what lies beneath the Whispering Sands. Four stone pillars surround an intricately engraved stone platform. One of the pillars has crumbled and fallen, but the remaining three still stand. Chains run from the pillars to the central dais where a **Secretkeeper** (see page 274) has been chained. More chains are secured around the Secretkeeper's limbs and body, binding them to the ground.

Two of the Secretkeeper's heads call out to anyone who will listen. One screams in a furious rage while the other pleads in utter despair. The last one remains silent, resigned to its fate. The Secretkeeper begs to be released from its bonds. In exchange, it offers any secret the party desires. It offers forgotten truths and forbidden knowledge from the pre-Breaking world and can provide a secret passphrase that opens the ancient vault below, where it is chained. All it asks is to be freed.



STORYTELLING

12

Stories in **Broken Weave** are about survival, hope, and building a better future for the ones you love. The Survivors will face threats from strange Monsters and towering Titans, but their real battle is with the world itself — can they build a new life from the ruins of a shattered world?

This section provides advice on creating adventures and how to integrate the themes of **Broken Weave** into your stories.

TONE AND THEMES

Broken Weave is set in a world of dark, tragic fantasy. Survivors traverse a world wracked with grief and filled with nightmarish Monsters. They traverse surreal landscapes that defy the laws of time and space and face the horror of losing themselves to Decay. Despite its seemingly grim setting, **Broken Weave** is a game about hope. Communities come together and endure. They build Havens, sing songs, find love, and try every day to keep the fragile flame of hope alive in their hearts and those around them.

This balance between tragic fantasy and hope for a brighter future is an integral part of **Broken Weave**. Without light, darkness is meaningless. While it is impossible to save the world, players should always feel they can make a difference for the better, even if only in a small way.

Below are some themes common in **Broken Weave** adventures. How you blend these themes will change the experience for the players, and you can ‘turn the dial’ to evoke certain feelings. For example, you can lean heavily into Tragic Fantasy and focus on the horror and the grim nature of the Broken World, pushing the Survivors to the brink to make the players feel almost hopeless. When you suddenly ‘turn the dial’ on Hope way up, and the Survivors find just what they need not only to survive but to thrive, this will have a far greater emotional impact.

THE BROKEN WORLD PRIMER

Much of the fun and excitement of **Broken Weave** is the mystery of the unknown and uncertainty of what you will encounter. For this reason, your players don't need to read **Chapter 11. The Broken World** — in fact, you might prefer if they didn't! However, we recommend that in your first session, you read or summarise the **Life in the Broken World** section on page 7. This will give your players a good overview of the setting and what to expect in their adventures.

TRAGIC FANTASY

Tragic fantasy is a subgenre of fantasy where characters and settings experience suffering and sorrow as an intrinsic part of their narratives — cities once known for their splendour fall and become dull shadows of their former glory. Heroes endure physical and emotional scars which change them forever, and they often die or become irredeemably corrupt in the process of reaching their goals. The tragedy, in this case, comes from lost grace and good intentions turned foul. Whether the Survivors are walking through a ruin or facing a twisted Monster, everywhere they look in the Broken World, they should be able to see the remnants of a land that was once grand and full of hope.

LOSS

The tragedy of the Broken World is not reserved for the past; it is an ongoing theme that the Survivors must face. They will fail often or will succeed, but at a cost. The people and places they love may be destroyed or lost to Decay. Encourage your players to consider how their Survivor copes with loss — this can be a strong narrative thread to weave into a campaign. They will hopefully pull themselves from despair and learn to live with their loss, but this road is rarely simple.



SURVIVAL

The day-to-day struggle to live in an apocalyptic landscape is an ever-present aspect of a Survivor's life. Survivors are rarely idle, and everyone must pitch in and do their part. Every morsel of food and scrap of salvage could be life-saving and should be treasured. Even the wildlife must fight to survive, often forcing them into desperate acts they would never normally risk. It's tempting to assume that this desperate need for survival will always lead to conflict, but in reality, shared hardship is a powerfully unifying force for communities. When times are tough, people are far more likely to come together, overcome their differences, and work together to survive.

HOPE

Moments of hope give Survivors the strength to continue day after day — and give your players a reason to keep showing up to sessions! People can find little moments of hope every day. A Survivor could receive a gift from someone whose life they saved or encounter a friendly animal that takes a liking to them. Explore what gives each Survivor hope, then reward them with small moments of happiness.

Campcraft and **Downtime Activities** (see pages 155 and 159) are a perfect place to inspire hope and create connections within the group. While Survivors are camping, ask how they spend the time before they rest. If they teach one another a new skill or share a story, let them play it out instead of skipping ahead. These moments will bond the group, and they'll work together all the better when facing the terror of the outside world.

ENJOYMENT FOR EVERYONE

Always remember that games are supposed to be enjoyable, even when they go to dark places. Darker themes can touch on upsetting real life experiences, so it's useful to have an easy and discreet way for individual players to let the GM and/or group know of any areas they should avoid. You can look up 'Roleplaying Game Safety Tools' online for ideas, but you'll go a long way with open communication and respect for others' boundaries.

ADVENTURES AND STORIES

The Survivor's adventures will change their lives and the destiny of their Haven. The advice below, along with the **Tone and Themes** above, will help you create memorable stories of survival and hope. If you would like to get started straight away or see an example of a **Broken Weave** adventure, you can download *The Titan's March* adventure from the Cubicle 7 website.

THE THREE PILLARS

Traditional high fantasy adventures often feature what is known as the three pillars of play: combat, exploration, and social interaction. These still exist in **Broken Weave** but take on different tones than in the high fantasy worlds players may be used to. By combining these pillars in different ways and mixing the ratios and influence of each, you can create tailored experiences for your party. For example, if you are running a survival-focused adventure in the wilds with a lot of exploration but only a little combat, the battles should be harrowing and memorable to accentuate the struggle for survival.

COMBAT

Every survivor knows that drawing their weapons can have dire consequences — combat is deadly, and injuries take precious time and resources to heal. Most Survivors are not highly trained warriors. Even the Warden, one of the most martial Classes, is a protector and guardian first and foremost and does not typically seek combat. As a result, most fights among survivors are brief and end in surrender rather than death. The same cannot be said for Monsters. These twisted creatures are unpredictable, deadly, and remorseless.

THE GOLDEN SECRET

Always remember that roleplaying games are a collaborative effort. Often, the simplest and most effective way to build an adventure is to present your group with a crisis that threatens something they care about and give them a time limit to resolve it. From here, you can lean on your players' choices to drive the story, reacting to their ideas rather than attempting to plan for every eventuality.

Combat should feel like a last resort, so consider alternative solutions when creating your adventures. Certain Class features like the Speaker's *Peaceful Resolution* and the Sage's *Harmless* reinforce this pillar, providing groups with clear methods of avoiding or halting combat.

EXPLORATION

Few choose to explore the Broken World out of wanderlust or curiosity. The corrosive influence of Decay means that roads break down, paths are lost, and locations simply vanish. Most people only ever see the lands in and around their Haven and have only heard legends of the places beyond.

However, exploration and mapmaking are vital to forging a new world. The simple act of walking the roads can hold the world together, and many Crises demand that Survivors strike out into the wilderness to find a solution to save their Haven. The **Journey Rules** (see page 133) solidify this concept, ensuring that leaving the Haven feels like the monumental and dangerous endeavour it should be.

DESCRIBING A BROKEN WORLD

The Broken World is a strange and alien place where Decay twists all it touches into uncanny forms. When you describe the Broken World to your group, consider the following.

- When describing a creature or plant, what two real-world examples can I combine to make something uncanny?
- When describing a ruin or a Monster, what is tragic about it?
- How can you use senses other than sight and sound to communicate Decay?

If in doubt, the following descriptions are always useful when describing the Broken World: *ancient, grand, malleable, ruined, sorrowful, strange, twisted, uncanny, and vibrant*. Page 223 also includes tables for describing locations and creatures corrupted by Decay.

SOCIAL INTERACTION

In **Broken Weave**, everyone must come together if they hope to build a brighter future. Survivors may be called upon to negotiate disputes between Havens over resource scarcities or political struggles, but there are steep barriers to overcome. Time and distance make connections with other Havens difficult, and almost every Haven has its own values, customs, and even languages. Everyone knows death and Decay lurk around every corner, and cooperation is life-saving, but finding connection and common ground is often the first and most difficult step to any social interaction.

HAVENS UNDER THREAT

The Survivor's Haven is at the heart of their adventures. It is their home and where their family and friends reside. Havens face constant challenges, but not all are immediate or life-threatening. When something threatens the Haven's existence, it falls into **Crisis**. The rules for how a Haven is affected by a Crisis are described on page 131.

TYPES OF CRISES

Crisis can be broken down into Internal Conflicts, External Conflicts, Arcane Artefacts, or Dangerous Monsters. During Haven Creation, you and the players rolled to determine two Crises the Haven has previously overcome and two the Haven is currently facing. Those tables, found on page 19, can be used to inspire more Crises in the future. The artefacts in this chapter and many of the locations in **Chapter 11. The Broken World** include plot hooks that could throw a Haven into Crisis.

Internal Conflicts can arise when the community fights over ideologies, great injustices are served, criminals run rampant, or leaders exploit their power. To face a crisis like this requires creativity and empathy. If two groups within the Haven become violent, the solution may require your Survivors to broker peace. Alternatively, a murderer or doomsday cult may take root in the Haven, stalking the shadows at night and eating the Haven from the inside out until your Survivors can stop them. Internal Conflicts focus on the Survivor's relationship with their community. They are often more personal and can lead to the party needing to make tough decisions.

External Conflicts are caused by rival factions and environmental factors beyond your Haven's control. External threats often require your Survivors to discover a solution and rally your Haven to action. For example, a faction of raiders may threaten to take over your Haven, meaning you must fortify your defences and train the community to fight back. Alternatively, combatting a terrible forest fire may require you to organise firewalls and fire-fighting crews before the flames reduce everything to ash. External Conflicts are an opportunity to show the Haven working together and reinforce how important the community is. They can also reflect a dark mirror up to the Survivors so they can see what might have become if they chose a different path.

Arcane Artefacts are double-edged swords that can save or damn a Haven depending on their use. In many cases, uncovered Artefacts spread Decay, forcing Survivors to seek them out to destroy, deactivate, or move them. In other cases, a Haven may suffer from a problem only an Artefact can solve, challenging your Survivors to find it out among the ruins. Arcane Artefacts are an opportunity to explore the ruins of the Broken World and discover hints about its mysterious history. They can also tempt the Survivors with strange powers and force them to question what they are willing to risk to survive. Page 224 onwards presents several Arcane Artefacts to use in your game.

Dangerous Monsters are an ever-present threat which can rear their Decayed heads without warning. Roving Monsters directly endanger the Haven, preying on hunters or scouts, destroying Waymarkers, or assaulting the Haven directly. Monsters can also harm a Haven inadvertently, disrupting the local ecosystem, killing prey, or Decaying crops and hunting grounds with their very presence. Monsters embody the horror and tragedy of **Broken Weave** and are a very real example of what fate awaits the Survivors if they fail.



USING CRISES

The types of Crises, how often they occur, and the aftermath of Crises will have a huge impact on the Survivors and their Haven. When you complete Haven Creation, the party will have two Crises they must face. The Survivors can't be everywhere at once, so they must immediately make a hard decision. As the GM, you can use the people of the Haven to help guide the players towards the most pressing threat, but ultimately, they must decide.

As your game progresses, you can control the frequency and severity of Crises. You can take it easy on the Haven and the Survivors by having them face one Crisis at a time, or you can present a handful of Crises and force the players to spread their resources or make difficult sacrifices to survive. When things look bleak, remind the players that they can *Build Defences* (see page 159) to protect the Haven against Crisis Damage.

Be sure to give respite between Crises, particularly if the Haven has faced a few in a row. Allow the players to utilise the Downtime and Seasonal Activities in **Chapter 10. The Passage of Time** to prepare their Haven for future Crises and build something for the future. Life is a struggle, but **Broken Weave** is about hope and life beyond day-to-day survival.

CONSEQUENCES

Even if the Survivors succeed in ending a Crisis, it is unlikely the Haven will escape unscathed. It may be drained of all its Resources, structures may be destroyed, or people may die. As the GM, it is your job to show the aftermath of a Crisis. If a Haven was almost destroyed because of internal in-fighting, they may make a concerted effort to bond in the future or could go the opposite way, becoming paranoid and unwelcoming to outsiders. People are defined by the challenges they face, and a Haven is no different.

If the Survivors fail to stop a Crisis, their Haven will be destroyed. If this happens, discuss with the players how they would like to proceed. They could try to rebuild the Haven to withstand the type of Crisis that destroyed them; they could leave with the remaining survivors and found a new Haven, or they could decide to end their character's story and create new Survivors in a new Haven. If the players decide to found a new Haven or create new Survivors, the group creates a new Haven using the rules on page 10.

UNCOVERING WHAT WAS LOST

Ruins of the pre-Breaking world are a key feature of many adventures. They hold knowledge, resources, and artefacts that can save a Haven in crisis. However, ruins are abandoned for a reason. Many are Decayed and crawling with Monsters or deadly hazards. They may be full of half-working traps or warped in unnatural ways, which make them almost impossible to navigate. Adventures set in Decayed ruins can be similar to those you might expect in other traditional fantasy roleplaying games, as a group of delvers seeks to snatch knowledge or power from the darkness. However, in **Broken Weave**, the ruins, the creatures within, and the ever-present influence of Decay can turn everything on its head.



NOMADIC HAVENS

Most Havens are stationary places of relative safety established in areas of low Decay. However, not all communities like to put down roots. History has shown that many nomadic communities can survive by staying on the move. For some, it's a natural way of life to travel between several known locations to avoid dangerous seasons. Others are forced into exile when their Haven is destroyed, leaving them with no choice but to search for a new home in the shattered landscape of the Broken World.

Nomadic Havens offer a unique and exciting campaign experience. You can represent a Haven exodus or dangerous journey by combining the **Journey Rules** (see page 133) with **Crisis Damage** (see page 131). The Survivors act as forward scouts or guardians, leading their people through various deadly encounters and challenges. For example, the *Raging River Encounter* (see page 147) might see Survivors trying to lead their entire community to cross a river, with failure causing Crisis Damage, while the *Abandoned Domicile* may be a ruined town or city that offers a brief respite. This kind of campaign can present intense scenarios where every path, encounter, and choice a party makes on their Journey has immediate consequences for their Haven.



A FAMILIAR WORLD

In **Broken Weave**, the cause of the Breaking and the precise truth of the pre-Breaking world are intentionally left open to interpretation. Players rarely have a complete picture of the world they inhabit or the Monsters they encounter, which leads to much more speculation and wonder as they try to piece together fragments of history. The unreliable nature of the pre-Breaking world grants you the freedom to set your **Broken Weave** games in the tragic aftermath of almost any high fantasy setting you can conceive.

If your group has spent years playing in a popular fantasy setting or a world of your creation, you can use **Broken Weave** to depict that same world in the wake of a magical cataclysm. You can seed familiar but twisted locations, uncanny Monsters, and iconic arcane artefacts from the world your players know throughout the Broken World, letting them slowly realise what has happened.

The party's Survivors could be descendants of heroes from a previous campaign or encounter traces of their past deeds. Heroes from a previous campaign may have failed to stop a Dark Lord's evil schemes, leaving them in the Broken World where they must struggle to survive in the immediate aftermath of the Breaking. The Broken World can even be used as a dark glimpse into a possible future for a beloved setting — where a group of desperate heroes are cast forward in time and must find a way to return to the past to prevent the Breaking from ever occurring.

GM'S TOOLBOX

This section provides alternative rules and useful tools for your **Broken Weave** game. Be sure to discuss any rule changes with your group and ensure everyone is happy with the changes.

QUICK NPCs

The **Quick NPC** table can be used as inspiration to create NPCs the Survivors encounter. Roll once for each of the following traits:

- **Role (Skill):** The NPC's occupation and a Skill they are Proficient in. Grants a +2 bonus to Tests using that Skill, plus any Attribute Bonus you decide.
- **Appearance:** Something distinctive or memorable about them
- **Attitude:** A character trait that shapes their interactions with the Survivors.
- **Mannerism:** A physical or verbal quirk that you can use to embody the NPC when roleplaying them.

After rolling, you can pick one result to be caused by some kind of tragedy in the NPC's past and another to be a source of hope for them. This can help reinforce the themes of the Broken World or offer a clue or insight into what the Survivors may face in the future.



QUICK NPC

1D100	ROLE (SKILL)	APPEARANCE	ATTITUDE	MANNERISM
01–05	Entertainer (Performance)	Wears a mask or gloves.	Obsessed with a particular flora, fauna, or Monster.	Sighs at the beginning or end of most sentences.
06–11	Beastkeeper (Animal Handling)	Prominently carries a tool or weapon that they use incorrectly.	Thinks they are the absolute best or worst at their Role.	Has a favourite curse word that they use every opportunity they can.
12–17	Arbitrator (Investigation)	Noticeably emaciated or heavy set for their Lineage.	Overly dismissive or praising of everyone they meet.	Regularly adjusts their hair, hat, or a pair of spectacles.
18–23	Councillor (Insight)	Wears a distinctive helm in the shape of an animal or has a cloak from a Monster's hide.	Openly selfish or selfless when sharing resources and information.	Hums or whistles a tune whenever they're not talking to someone.
24–29	Climber (Acrobatics)	All their clothes are dyed one colour or embroidered with a specific pattern.	Incredibly loud and bombastic or shy and reserved.	Avoids fire and light, or cold and dark wherever possible.
30–35	Lorekeeper (Local Lore)	Has different colour eyes.	Always spoiling for a fight or anxiously avoids confrontation.	Has a hacking cough or persistent snuffle which interrupts their speech.
36–41	Healer (Medicine)	Uses very well maintained or incredibly neglected tools and weapons.	Desperately wants new friends or just wants to be left alone.	Starts every sentence with a prolonged "Umm", "Hmm", "Heh", or "Ahh".
42–47	Messenger (Athletics)	Dyes all their clothes in wildly contrasting colours.	Always falling in or out of love.	Displays great sympathy or disdain for wounded souls.
48–53	Mediator (Persuasion)	Bears an abundance of talismans and Memoria.	Easily angered, but never for long.	Grows weak in the presence of spilled blood.
54–59	Forager (Survival)	Dyes their hair an unusual colour.	Fearful of a particular flora, fauna, or Monster.	Overtly curses or cowers at signs of Decay.
60–65	Tinkerer (Sleight of Hand)	Has tattoos or scarification covering much of their body.	Remembers or imagines past history with a particular party member.	Their speech is a tangle of varying languages, either long-lost or made up.
66–71	Trader (Deception)	Is either completely shaven or incredibly hairy.	Easily startled and difficult to calm down.	Sweats in cold weather or shivers in warm weather.
72–77	Protector (Intimidation)	Bears a signature weapon or tool that is lovingly maintained.	Highly possessive of their gear and worried about theft or loss.	Either eats everything they can get their hands on, or often starves themselves.
78–83	Lookout (Perception)	Unusually short or tall for their Lineage.	Jealously protective or aloof and dismissive of associates.	Eats sparingly, even after heavy exertion.
84–89	Scout (Stealth)	Has a painfully crooked or straight-back stance.	Constantly dotes on a pet, mount, or piece of gear.	Sprays spittle when talking or eating.
90–95	Hunter (Natural Lore)	Their gear has a unifying motif, such as animal faces or the signs of a dead god.	Daydreams of better times or constantly fears for the worst.	Can make a mess with any material or situation or is unusually fastidious.
96–00	Scholar (Forgotten Lore)	Often dramatically changes their appearance through clothing or grooming.	Thinks that one particular party member is a genius or an idiot.	Often stops mid-sentence due to sounds or smells nobody else can detect.

DESCRIBING THE BROKEN WORLD

The Broken World is a fractured land filled with a kaleidoscope of colour, monstrous and beautiful creatures, and incomprehensible physics where the conventional structures of organic life are stretched to their limits.

Describing such a bizarre world can be daunting, so the following tables include some examples of **Weather** and **Flora and Fauna** the Survivors might see on their travels, as well as **Points of Interest** or other **Survivors** they might encounter. You can roll or choose from these examples when describing the world to your players and use them as inspiration to create your own.

WEATHER

1D10 WEATHER

- 1 Purple lightning arcs across the sky, leaving after-images like glowing cracks in reality.
- 2 Sheets of heavy rainfall wash over the terrain in waves. The rain stings your skin and dries unnaturally fast.
- 3 A meteorite shower lights up the sky as fragments of the Broken Moon burn up overhead.
- 4 Ash falls from rumbling clouds of smoke and flame that dot the sky, turning the land grey.
- 5 A strong wind swirls around you and torments you with strange scents that trigger painful memories.
- 6 A punishing heatwave conjures mirages of a beautiful city with shimmering glass spires.
- 7 The temperature dramatically swaps from freezing to sweltering every few hours.
- 8 The sun continually changes colour and shape in nauseating fractal patterns.
- 9 During the night, all the stars in the sky wink out one by one till only two remain — like watching eyes.
- 10 After mid-day, the sun changes course and begins to set in an unexpected direction.

FLORA AND FAUNA

1D10 FLORA AND FAUNA

- 1 A cluster of towering geometric fungal growths that emit sickly sweet scents when touched.
- 2 Blankets of thick moss that whisper in an unknown language at night.
- 3 Small crystalline spiders weave webs that emit a melodic hum when the wind blows through them.
- 4 Long fleshy weeds sporting eyeball clusters at the tips. They suck into the ground when you approach.
- 5 A herd of wild Strongbacks thunder across the land as if fleeing from something.
- 6 A dense bush of small, brightly coloured flowers which mirror your face when you look at them.
- 7 A vibrant tree with multicoloured feathers instead of leaves. It grows eggs instead of fruit.
- 8 Vines that twist into cupped palms and slowly raise corpses into the sky like an offering to an unseen entity.
- 9 Tiny sightless worms that bore through any material they wiggle through — earth, rock, metal, or flesh.
- 10 A shoal of brightly coloured thumb-sized fish that swim through the air as if it were water.

SURVIVORS AND INHABITANTS

1D10 SURVIVORS AND INHABITANTS

- 1 A group of hunters from a nearby Haven returning home with a fresh Blightclaw kill.
- 2 A lone Warden who was recently cast out from their Haven. They refuse to say why but seek a new home.
- 3 A pair of Seekers arguing over how best to interpret a damaged Waymarker.
- 4 A trio of heavily Decayed survivors trying to remember who they are and where they came from.
- 5 An eccentric Speaker who seeks stories of bravery and betrayal to ‘immortalise in song’.
- 6 An obsessive Maker trying to puzzle out the workings of an inert artefact.
- 7 A lone survivor living in a cave, where they care for a fully Decayed loved one they keep in a cage.
- 8 A young adult who wants to catch and tame a Strongback to prove themself.
- 9 A pair of lost lovers who snuck away from their Haven for a night of passion and forgot the way home.
- 10 An elderly Sage on an ill-advised nostalgic journey to retrace the steps of their adventurous youth.

POINTS OF INTEREST

1D10 POINTS OF INTEREST

- 1 A great crack in the ground that bleeds gravity-defying blobs of molten magma into the sky.
- 2 A half-buried statue protruding from the ground depicts a creature you have never seen before.
- 3 A vast graveyard featuring rows and rows of crystalised Elves.
- 4 A desolate Haven abandoned many seasons ago and stripped of its resources.
- 5 A wide road of smooth stone featuring a sign that points to ‘Valontor’. The road abruptly ends at nothing.
- 6 A mountain-sized slab of the earth that slowly drifts through the sky.
- 7 A featureless monolith of unblemished stone that absorbs light. Looking at it hurts your eyes.
- 8 An impact crater where a chunk of the Broken Moon once fell. Any Moonstone has already been taken.
- 9 A ragged line in the terrain where two vastly different environments have smashed together.
- 10 An area of impossible nothingness — white, featureless, smooth. Like something was erased from reality.



DESCRIBING DECAY

You can use the **Environmental Decay** table as a guide when describing Decayed parts of the Broken World based on the area's Decay. **Chapter 9. Travel and Hazards** provides rules for journeying across Decayed landscapes and Decayed Hazards that Survivors may encounter. See page 150 for more information.

The **Decayed Creature** table offers examples for describing what happens to living creatures as they succumb to Decay.

A creature's Decay typically matches the Decay of the area where it lives. However, you can assign Decay to a creature if there is something unique about them, such as decreasing it if they have a natural resistance to Decay or increasing it if they are spreading Decay and corrupting the land.

Additionally, **Chapter 13. The Broken Ecosystem** provides a wealth of **Decayed Transformations** (see page 253) that can be applied to creatures to change their appearance and abilities drastically.

ENVIRONMENTAL DECAY

DECAY	EFFECTS
1	Paths lead where expected. Weather is typical for the area and follows predictable seasons. Terrain, flora, and fauna appear as expected. There are few, if any, Monsters.
2-3	Rarely-used paths, especially older ones, sometimes lead travellers astray. Weather is more unpredictable (e.g. sudden blizzards out of clear skies). Days may be longer or shorter by a few hours. Monsters are more common and may prowl the area.
4-7	Paths are treacherous and regularly lead people astray. Weather often has unnatural elements (e.g. boiling rain, screaming wind). The terrain is frequently otherworldly (e.g. floating landmasses, liquid rocks). Days and nights are impossibly long or vanishingly short. There is almost always at least one Monster in the area.
8-9	Maps become useless, and paths never lead where they should. Weather is bizarre, unpredictable, and dangerous. The landscape shifts visibly and without a discernible pattern. Time halts or jumps forward and back in lurching temporal distortions. Monsters are everywhere, and few natural creatures survive.
10	Reality becomes a kaleidoscopic blur of time, space, and matter. Certain death awaits any who set foot here.

DECAYED CREATURE

DECAY	EFFECTS
1	Creatures and members of the Elemental Lineages are closest to their natural state. However, they may still display small indicators of the presence of Decay, such as patches of unusual skin or strange-coloured eyes.
2-3	Wild creatures begin to act and appear unusual and may manifest a single Decayed Transformation (see page 253). Curses of the Elemental Lineages begin to manifest, and people find it harder to remember certain things.
4-7	Wild creatures have at least one Decayed Transformation and act in increasingly strange ways that go against their nature. People of the Elemental Lineages find their curse spreading and begin to lose memories and experience alien thoughts or obsessions.
8-9	Wild creatures have two or more Decayed Transformations and follow incomprehensible instincts. The Curses of the Elemental Lineages worsen rapidly, and they must regularly fight against the corrupting thoughts and instincts that pull them towards a monstrous end.
10	The creature succumbs to Decay, loses all sense of self, and rapidly mutates into a Monster.

MAPPING THE BROKEN WORLD

Mapping the landscape in **Broken Weave** can be a mind-bending process. Time and space are fluid, with only certain paths that are well-travelled and maintained retaining any form of coherence. You can lean into this with your group and describe everything purely narratively, reinforcing the idea that any attempt to map the land is doomed to failure. Alternatively, you can use creative methods of mapping the world to help give your players a visual indicator of the places they have travelled to.

One of the most effective methods is using a location web. With this method, you place your home Haven at the centre and use scraps of paper or cardboard to represent various landmarks and locations your group knows or has been to. Paths between these locations can be connected by strings of varying lengths and even colour to represent the last recorded distance or Decay found on the last Journey. You can also use a whiteboard and markers, describing locations as simply “close”, “near”, or “far”. This results in an informative yet imperfect web of locations that can easily move or change to match the fluid nature of the Broken World.

WEAPON DEGRADATION

If your group is interested in playing as truly desperate Survivors who make do with salvaged and cobbled-together equipment in a harsh world, you can apply the *Brittle* Property (see page 118) to most equipment they find. This means that they can never totally rely on their equipment and will likely need to make regular use of the *Maintain Equipment* Campcraft Activity during their adventures. If you do this, consider leaving the Warden’s Ancestral Arms and the Maker’s creations without the *Brittle* Property, as this will make them feel even more precious.

USING MAGIC

Only self-destructive fools channel magic in the Broken World, but it’s not strictly impossible. If you wish, a character may gain the ability to cast one or more spells through options from a **Broken Weave** compatible sourcebook, such as the *Victoriana Player’s Guide* for C7d20 or other 5th Edition books.

If a character casts a spell, they must succeed a **Decay Saving Throw** with a DC equal to 10 + the spell’s Level or suffer 1 Decay. Cantrips count as Level 0 in this situation. In addition, if the spell deals Damage, its Damage Type is changed to Necrotic.

ARCANE ARTEFACTS

The Breaking irrevocably changed the nature of magic, shattering and twisting it into the corrupting force known as Decay. Countless arcane artefacts were destroyed by this sudden perversion of magical energy, shattering into a thousand pieces as their magic erupted into the world. Those that remained were changed, corrupted by Decay in unpredictable and volatile ways. Despite this, these lost relics are still hungrily sought after by many in the Broken World. Some believe they can control their power without being corrupted, while others know the cost but have no choice.

The following pages present ten Arcane Artefacts for your campaign, each with its own adventure hook. These items are powerful, dangerous, and rare. Their very existence is shrouded in myth, and discovering their location is almost impossible. They are often buried in ruins replete with defences and traps from the pre-Breaking world or overrun by Monsters drawn to them as a powerful source of Decay. Using one of these lost relics comes at a great cost, perhaps even the death of the Survivor who wields it, but the item’s power could be the difference between a Haven’s destruction or its survival and prosperity.

A STEEP PRICE

Magical items in **Broken Weave** are rare and deadly. Introducing one to your campaign should be a momentous part of the story and fill the players with excitement and dread at what it might mean. If the party acquires a magic item, using it will come at a cost. They risk Decay, but other entities might seek it, such as covetous factions or hungry Monsters drawn to its power. Once the party acquires an item, it is unlikely they will have it for long. Power comes at a cost in the Broken World.

BOWL OF PLENTY

These shallow ornate bowls, about a foot in diameter, are decorated with embossed engravings of succulent-looking foodstuffs and strange animals, most of which no longer exist in the Broken World. *Bowls of Plenty* have been found in ruined palaces across the Broken World, making them one of the most well-known arcane artefacts in existence. By simply touching one of these engravings, the bowl miraculously fills with a mouthwatering recreation of the depicted foodstuff. However, it is well known that food from a *Bowl of Plenty* is cursed, only consumed by fools or those so desperate that they care not for the Decay that accompanies the delicious morsels.

USING THE BOWL OF PLENTY

Each *Bowl of Plenty* is slightly different, depicting various foods from cultures before the Breaking. As an Action, you can touch one of the images on a *Bowl of Plenty* to activate it. The bowl immediately fills with a ready-to-eat portion of the depicted foodstuff, equal to 10 Rations. The food is always fresh and exquisitely prepared and never rots or goes off.

Anyone who eats a Ration conjured by the *Bowl of Plenty* regains 1d4 Hit Points but must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay. Alternatively, if the *Bowl of Plenty* is used widely within a Haven, the Haven gains a new Abundance of Fresh Food and generates an additional 1d4 Resources every four weeks. However, the Haven increases its Decay by 1 and increases Decay by 1 at the end of each Season the *Bowl of Plenty* is used.

THE BOWL OF ANY

A reclusive artificer from the Academy has found a way to modify a *Bowl of Plenty*. It's said that they can carefully replace the engravings with whatever they desire, from weapons or resources to living creatures. Of course, meddling with such magics is all but doomed to failure. Some whispers say that the artificer and the creatures they conjure from their '*Bowl of Any*' are little more than twisted Monsters.

The ancients could conjure food with the snap of their fingers. No wonder they had so much time to build their marvels.'

— *Carlen-pra, Maker of Guardian's Lament*



CHRYSALID SARCOPHAGUS

The *Chrysalid Sarcophagus* looks like the cocoon of an enormous butterfly-like creature. It is smooth and warm to the touch, with a hard orange shell exterior. A single split mars its surface, allowing it to be pulled open. The inside is filled with thin, web-like strands that stretch from the walls, winding themselves around the occupant's limbs and burrowing into their skin.

These sarcophagi have been found scattered throughout the Broken World, often hanging from trees or deep within ancient ruins. Most lie open, whatever dwelt within having long since escaped. A rare few contain confused survivors, displaced in time and unaware that the world has ended. Sages theorise that the sarcophagus allowed some ancient society to preserve their greatest minds, thereby allowing them to lend their wisdom to future generations — perhaps knowing they would be needed after the Breaking. Others believe the sarcophagi were a punishment, trapping the worst offenders in a timeless moment, unable to move, speak, or die, yet still aware of every passing second.



Some Survivors have safely transported empty *Chrysalid Sarcophagi* back to their Haven. In times of dire need, the Haven uses the sarcophagi to preserve the most important people of the Haven. This allows Sages to live for years beyond their natural lifespan and share knowledge with their descendants, or it can be used to hold a Decayed survivor in stasis while their loved ones desperately search for a cure.

USING THE CHRYSALID SARCOPHAGUS

A *Chrysalid Sarcophagus* can be used as a cocoon for a Medium or smaller creature. A creature placed in the *Chrysalid Sarcophagus* must make a **DC 15 Constitution Saving Throw**. On a failure, they fall *Unconscious* and don't wake up until the sarcophagus is opened. On a success, they don't fall *Unconscious* but instead become *Paralysed* and are aware of every passing moment. While in the sarcophagus, a creature doesn't need food or water, doesn't age, and is immune to external effects of Decay. However, at the end of each Season, the creature must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay. If this ever increases their Decay to 10, they burst free of the sarcophagus as a grotesque insectoid monstrosity.

The *Chrysalid Sarcophagus* can only be opened from the outside and requires a successful **DC 15 Strength (Athletics) Test** to open. Alternatively, the sarcophagus can be opened by dealing 25 Damage to it, but this irreparably destroys it. The sarcophagus has Resistance to Bludgeoning Damage and is Vulnerable to Fire Damage. Any creature inside can be seen from the outside only as a distorted, vaguely insectoid shadow.

'My sister and I snuck into the storeroom, but we didn't find no food. Instead, we saw that thing, like a great cocoon, hanging on the wall. It glowed like a setting sun and inside I saw this shadow moving. Like no person or creature I'd ever seen.'

— Garrow, Halfling Farmer



DEATHMARCH ARMOUR

To wear the Deathmarch Armour is to die. All that remains is to make your sacrifice worth it. This artefact encases its wearer in plating harder and heavier than steel, providing protection even a Titan would struggle to break. It's closer to a fortification than mere armour; a pillared helm wraps around the head, buttress-like pauldrons cover the shoulders, while the chest and backplate mimic the jagged defensive structures of the magocratic Hasharun Empire found in the darkest depths of the Broken World. No one could ever expect to stand in such armour, let alone fight if it weren't for the shimmering crystals jutting from it. These arcane shards are infused with power and increase the wearer's strength and durability to inhuman levels. With this armour, a warrior can stand against almost anything save the armour itself.

Many believe the armour is a product of the Hasharun magocracy, whose arcane vaults are buried deep within the earth. What little is known of that ancient people states they once fielded entire armies wearing such magically enhanced armour. With these soldiers, their borders delved into the depths of the world, warring with the forces of Hell as they sought to claim infernal power. However, the soldiers grew obsessed with the strength their armour lent them and turned upon their rulers. What happened after is lost to time. Now, the few remaining suits are buried within Decayed ruins beneath the earth or worn by shambling, broken Monsters trapped inside armour too heavy to bear.

USING THE DEATHMARCH ARMOUR

The *Deathmarch Armour* requires four power crystals to function properly. When you find the armour, the GM rolls 1d4 – 1. The result is the amount of active crystals installed in the armour. The remaining crystals are inert. At the GM's discretion, new crystals can be found in pre-Breaking ruins with Decay 5 or more. **Moonstone** (see page 116) can also be used as a power source. When not fully powered, the *Deathmarch Armour* grants an AC of 18, requires Strength 16 to wear, imposes Disadvantage on Stealth Tests, and weighs 100 lbs. When infused with four active crystals, the *Deathmarch Armour* grants the following benefits:

- The wearer's AC is 20.
- Any time the wearer would be damaged, they suffer 1d4 – 1 Psychic Damage instead.
- The wearer's Strength becomes 24, and they have Advantage on all Strength Tests.
- At the end of a Long Rest, the wearer fails a Death Save. Death Saves suffered in this way cannot be recovered by any means. Should this or any other effect cause the creature to die, their body is ejected from the armour.
- When the wearer would fail a Death Save, they can choose to gain 1 Decay instead.

Deathmarch Armour can't be removed by any means other than the wearer's death. When the wearer dies, and their body is ejected from the armour, 1d4 power crystals become inert.

HELLFIRE

A group of Seekers excavating an ancient tunnel in **the Depths** (see page 198) have unleashed a terrifying abomination of flame and metal — a **Crucible** (see page 258) clad in *Deathmarch Armour*. The nightmarish creature kills everything in its path and marches ceaselessly across the Broken World, waging endless war on an unseen enemy.

EYE OF PURGING LIGHT

This *Eye of Purging Light* is a small sphere that resembles a mechanical eye, its glass cracked to reveal whirling cogs and glowing mechanisms within. Corroded brass bands engraved with strange runes encase the eye, and it appears as if it was previously attached to a staff or pole that has long since rotted away.

These light-bringing relics are coveted by delvers and graverobbers alike for their seemingly inexhaustible light that can banish even magical darkness. However, the devices also have the ability to focus their radiant warmth into rays of scorching sunlight that obliterate everything in their path, which has led to the smoking end of many unwary survivors.

*We are the Radiant, who carry the light of God.
Wherever our eyes fall, the wicked will be purged.'*

— *Inscription on the walls of a ruined temple*



USING THE EYE OF PURGING LIGHT

Each *Eye of Purging Light* has a simple activation phrase engraved upon its casing. This normally takes the form of a prayer or benediction to a lost god of light. If you are within 30 feet of an *Eye of Purging Light*, you can speak this activation phrase to cause it to emit *Bright Light* in a 90-foot radius and *Dim Light* to a range of 120 feet. This light removes magical and unnatural *Darkness*. Any creature that spends longer than 1 hour bathed in the *Eye's* light must succeed on a **DC 10 Decay Saving Throw** or suffer 1 Decay.

Additionally, there is a 25% chance the casing is inscribed with a secondary command. This normally takes the form of a religious curse or virulent damnation. A character wielding an *Eye of Purging Light* can use an Action to speak this command word to unleash a focused beam of obliterating light against a target within 90 feet. The target must make a **DC 15 Dexterity Saving Throw**, suffering 6d6 Radiant Damage on a failure or half as much on a success. After using the *Eye* this way, the wielder suffers 1 Decay, and the *Eye of Purging Light* loses the ability to cast light until the next sunrise.

SEAL OF OFFICE

There are a handful of heavily secured subterranean temples hidden throughout the Broken World, commonly known as Sun Vaults. The Sun Vaults are highly sought after by delvers, as they hold rare artefacts and knowledge that has been sealed since the Breaking. It is said their towering brass doors will only open to one who carries an *Eye of Purging Light*.

FLASK OF EVERGROWTH

The *Flask of Evergrowth* is a crystal decanter holding a verdant forest in miniature. Most would be forgiven for thinking it a beautiful ornament, miraculously preserved from a time when such things were common. However, looking closer reveals the leaves within stir in the wind, and the occasional dart of movement as a creature disappears into the undergrowth. The *Flask* holds a living, breathing jungle, complete with animals from before the Breaking.

At different times, the *Flask of Evergrowth* has been found in the palm of an earth goddess's crumbling statue, or lying at the centre of an empty fountain in a forgotten ruin. More commonly, it is found in a ruined Haven, trees punching up through its buildings and its streets prowled by Decay-twisted creatures. Opening the *Flask* and tipping its contents upon the ground causes a lush jungle to sprout overnight, filled with all the resources a Haven could desire. Yet the days when such miracles were cause for celebration are long gone. Now, Decay creeps its way beneath the jungle's boughs, turning these once verdant resources into the birthplace of nightmares.



USING THE FLASK OF EVERGROWTH

You can pour out the *Flask's* contents as an Action. Within one hour, trees begin sprouting across a mile-wide area. These plants reach maturity within one day, creating a lush jungle filled with valuable resources, including medicinal plants, lumber, and animals suitable for hunting. Damage dealt to the plants is healed after a day, meaning trees cut down are regrown the next day. Within the jungle's borders, the climate becomes humid and warm, regardless of the climate outside. Should the *Flask* be poured into water, it does not create a jungle, but the body of water becomes choked with algae, weeds, and lilies across one mile, steadily killing all aquatic life.

Within the jungle, you gain Advantage on all Wisdom (Survival) Tests made when hunting or foraging for supplies. If poured near a Haven, that Haven gains an Abundance of Meat, Wood, Medicinal Herbs, and Poisonous Herbs. Creatures that eat fruit or vegetables harvested or grown in the jungle or meat from animals hunted there must succeed a **DC 12 Decay Saving Throw** or suffer 1 Decay. Additionally, every Season, the jungle and any Havens within one mile increase their Decay by 1.

They say the gods once fought and made the Earth Mother cry, and her attendants gathered up her tears in crystal vials. They hoped, when the gods stopped their fighting, they could use the tears to restore the world.'

— *Alana Finchfen,*
Matron of Agriculture for Thetal



GAUNTLET OF AZURE FLAME

The *Gauntlet of Azure Flame* is an example of the devastating power of the ancients to make weapons of war that no mortal should ever control. It is a cursed thing, both in form and function — a malevolent armoured gauntlet whose spiked chains sink into its wielder's flesh and never let go. Once attached, it uses the soul from its host and the Decay in their body as fuel for the increasingly devastating azure flames that erupt from its armoured claws. This continues until nothing remains of the wielder but a scorched corpse and the smouldering gauntlet awaiting its next victim.

'As they broke the surface, it became clear that they brought with them fires from the heart of hell itself, and in their demonic madness, sought to burn the mortal world to ash.'

— *Partly burned excerpt from a historical account of 'The Devil's War'*

USING THE GAUNTLET OF AZURE FLAME

Anyone foolish enough to don the *Gauntlet of Azure Flame* quickly regrets it as snaking spiked chains erupt from its surface and sink deep into their flesh. From this moment, removing the *Gauntlet* is impossible unless the wearer is willing to sever their arm at the elbow to be rid of it.

While wearing the *Gauntlet of Azure Flame*, the wearer's Lineage Curse is replaced with the *Curse of the Azure Flame*.

- **1–2 Decay:** The gauntlet latches onto your arm and feels like it is constantly burning. Eventually, you become used to the sensation and can summon small flames at will. The flames cast *Bright Light* in a 30-foot radius and *Dim Light* for an additional 30 feet and can be used to ignite flammable objects you touch.
- **3–7 Decay:** The chains sink deeper, and the fires from the gauntlet burn hotter, letting you wield them in devastating ways. All healing you receive is halved as your flesh continually blisters and burns. As an Action, you can fire a gout of flame from your hand. All creatures within a 15-foot cone must make a **DC 15 Dexterity Saving Throw**, suffering 4d6 Fire Damage on a failure or half as much on a success. Each time you do this, you must succeed a **DC 10 Decay Saving Throw** or gain 1 Decay.
- **8–9 Decay:** You feel the gauntlet beginning to burn your very soul and know the end is coming. You can no longer spend Hope. As an Action, you can hurl an explosive ball of fire at a point within 120 feet. All creatures within 15 feet of the point you choose must make a **DC 15 Dexterity Saving Throw**, suffering 8d6 Fire Damage on a failure or half as much on a success. Each time you do this, you must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay.
- **10 Decay:** The gauntlet ignites your soul, immolating you in a devastating pillar of flame. All creatures within 30 feet of you must succeed a **DC 15 Dexterity Saving Throw** or suffer 16d6 Fire Damage, or half as much on a success.

MIRROR OF SHADOWED PASTS

The *Mirror of Shadowed Pasts* is made of rippling silver glass held in an obsidian frame. It reflects not the world as it is but what it could be. Anyone who stands before it sees only a shadow. Should they imagine an alternative self, one they always wished to be, the shadow takes on definition. After a while, this imagined self looks out from the *Mirror's* silver surface. The reflection extends its hand, and all at once, the observer sees it is not a mirror but a door. Anyone who steps through disappears, emerging moments later in their idealised form — though whether it is truly the same person, no one can say.

The *Mirror* might lie shrouded in a crumbling temple or a palace surrounded by the skeletons of Decayed creatures. Stories of its creation range from a wizard overcome with regret to a god who wished to torment a shamed champion. Yet more rumours exist about those who step through it. Rumours of a creature luring victims to its world of reflections and replacing them with a creation of their own. Most worrying is the story of an ancient Halfling who stood before the *Mirror* and imagined themselves in a world where the Breaking never occurred. When they stepped through the mirror's surface, no one stepped back out.

USING THE MIRROR OF SHADOWED PASTS

By spending ten minutes standing before the *Mirror of Shadowed Pasts*, you can conjure an alternative self in its reflection. This can change anything about yourself, including appearance, Lineage, Class, and Lifepath. You may then choose to step through the *Mirror*. If you do so, a few moments later, you re-emerge transformed into your chosen self. Create a new Survivor (see page 24) reflecting these changes. The new character is the same Level as your previous character. After emerging from the *Mirror*, you gain 1 Decay for each major change you made (Class, Lineage, etc.).

You remember any changes to your past as though they occurred, replacing old memories with new ones. However, these changes only affect you. For example, if you imagined a self where your brother never died, your new self would believe he still lives, even though he remains dead. After using the *Mirror*, you are plagued by nightmares of your previous self, lost in a twisting labyrinth of liquid mirrors.

We all have regrets. All wish we could run so far we leave ourselves behind. Step through the mirror, and it can be so.'

— *Megora, Keeper of the Mirror*



MOONSTONE GREATSWORD

Moonstone is one of the Broken World's most precious resources. A crystalline substance fallen from the moon, it shines in rainbow hues and holds the power to absorb Decay. The *Moonstone Greatsword* harnesses this unique capacity into a weapon against entropy itself. Its blade, made from shimmering moonstone, grows from a hilt wrought in pale gold. It and its wielders have become symbols of hope, and stories of the sword's origins grow with every appearance. Often, it is attributed to some early survivor of the Breaking, taking the crystalline Moonstone and fashioning it into a weapon to stand against Decay. However, the Moonsworn Knights, a cult dedicated to finding the blade, hold their own belief. To them, it is a gift of the last god, sent from their throne on the moon to provide mortals with a key. One day, the cult will use the sword to open a bridge to the moon and their god, an escape at last from this world's suffering.

The *Moonstone Greatsword* is sought by many, yet to wield it courts corruption. Sometimes when Moonstone absorbs too much Decay, it becomes Eclipstone, its prismatic hues swallowed by the ink-black of an endless void. In this state, it disgorges all the Decay it held. And the *Moonstone Greatsword* has been wielded against Decay for generations.



USING THE MOONSTONE GREATSWORD

The *Moonstone Greatsword* is a two-handed greatsword and exists in two Phases: Moonstone and Eclipstone.

- **Moonstone:** The blade is crystalline and projects a hue of coruscating rainbows. Your Decay, as well as the Decay of any location or Haven where it remains for at least one week, is reduced by 3. The *Moonstone Greatsword* deals additional Radiant Damage equal to the target's current Decay. Whenever the *Greatsword* damages a creature with 3 or more Decay, or you make a Decay Saving Throw while wielding it, you must roll 1d20. If the result is a 1, the sword enters its Eclipstone phase.
- **Eclipstone:** The blade becomes inky black obsidian, drinking in light as corrupting tentacles of Decay burst from its surface. Your Decay, as well as the Decay of any location or Haven where it remains for at least one week, is increased by 3, and you have Disadvantage on Decay Saving Throws while wielding the *Eclipstone Greatsword*. The *Greatsword* deals an additional 3d6 Necrotic Damage to any creature it hits, and the target gains 1 Decay. Additionally, any creature, excluding the wielder, that starts its turn within 30 feet of the sword gains 1 Decay. If the blade is left in direct moonlight during a Long Rest, the GM rolls 1d20. On a 20, the sword reverts to its Moonstone phase.

'She carried this sword, shining all the colours of the sky. When she drew it... It was like I could breathe again. She deserves a burial, no matter what she became.'

— *Harusan Godborn, Chief of Titan's Rest*

SCISSORS OF ANY SWATCH

According to legend, the ancients wove their clothing out of diamonds, vapour, and even the night sky itself. The *Scissors of Any Swatch* lend some credence to these myths. They are a pair of ornate fabric scissors made from glimmering silver, gold, and some unidentifiable alloy that ripples like oil on water. The *Scissors* might be found clutched in the hands of a Monster bedecked in mind-bending garb, sequestered in a sky-scraping shrine to a tailor-god, or even broken in two — with each blade coveted by a separate Haven or cult.

Observing someone at work with the *Scissors* gives the feeling of watching an optical illusion, as light, shadow, and reality itself part with every cut — turning three-dimensional objects flat and malleable as silk. The few mortals who have used the *Scissors* and lived to tell the tale unanimously agree that while the *Scissors* are in your grasp, it feels as if the universe is begging to be made into something new. Unfortunately, where once reality would readily mend itself in the *Scissor's* wake, now their every cut risks opening a portal to a hungry void from which there is no return.

USING THE SCISSORS OF ANY SWATCH

As an Action, you can use the *Scissors of Any Swatch* to cut through any non-living material, including fluids and gases, as if it were soft cloth. Make a **DC 15 Dexterity (Tailor's Tools) Test** for every 1-foot square of material you cut with the *Scissors*. If you succeed, the material is parted in one clean cut and remains separated for 10 minutes. While separated, the wielder of the *Scissors* can peel back, move, or lift the material as if it were light cloth. The material retains its outward appearance but permanently gains the texture, thickness, and flexibility of silk fabric. Each swatch becomes a unique Component, and any item crafted with it automatically gains the *Flexible* and *Inspiring* Properties (see page 119).

If you fail the Crafting Test, you cut open a 5-foot tear in reality. Any creature that starts their turn or moves within 30 feet of the tear gains 1 Decay. A Medium or smaller creature must succeed on a **DC 15 Strength Saving Throw** or be sucked into the tear and vanish forever. Excluding the *Scissors*, all unsecured objects within 30 feet that are 5 feet square or smaller are also sucked into the tear. This tear remains indefinitely.

There once was a tailor who lived among the stars. Morandir was his name, and reality itself was his fabric of choice. With scissors of rainbow light and thread of joyous tears, he wove attire fit for the gods themselves.'

— Zevlhen'opi, Speaker of the Golden Path



WORLDKILLER SPEAR

In a crater formed in a god's ribcage, surrounded by rust-crimson liquid, stands the *Worldkiller Spear*. A vicious weapon, as dangerous to its wielder as their foe, its head splits like a lightning-struck rock, and jagged thorns mar its haft. Many Havens send champions searching for it, placing their hope in its legendary power. Other Havens establish themselves near its rumoured resting places to prevent it from ever being used again. For this spear, if stories are to be believed, once broke the world.

With one strike, the spear can slay anything, even the gods whose corpses now litter the land. Such is the claim in *The Ancogadh*, the fragmented epic of tragedy and vengeance still popular among the few travelling storytellers willing to journey between Havens. According to this tale, a warrior came to hate the gods. Their reason is lost to time, though plenty of storytellers have devised their own. Whatever the original story told, it was enough that the warrior took their hatred and, from it, forged a spear which burned with cold, dark fury. The warrior marched on the heavens, and with each strike, a god fell. The spear drank their ichor, sending their remains crashing to the earth below, and the pillars of the world trembled beneath the furious onslaught. Then they cracked. Then shattered. When, at last, the warrior stood triumphant over the divine dead, he found himself surrounded by a world unmade. And so he turned the spear upon himself.

Some believe this the true tale of the Breaking, and the spear its proof, though others argue *The Ancogadh* comes from an even earlier time. Whatever the truth, the *Worldkiller Spear* is a weapon not lightly wielded. It ensures victory but at the ultimate cost to its wielder and all those nearby.

'With this spear, by my blood, I break the tyranny of immortality.'

— *Fragment from The Ancogadh'*

USING THE WORLDKILLER SPEAR

The *Worldkiller Spear* has the statistics of a Spear. If you make a successful Attack with the *Worldkiller Spear*, you and the target immediately die. After its use, a monumental spherical explosion of screaming blood blooms from the spear and rips across the land. All creatures, locations, and Havens within 200 miles of the target suffer 2d6 Decay.

After the *Worldkiller Spear* has been used, it can't be used again for 1d6 years. If anyone attempts to lift the spear during this time, they immediately die as their blood is pulled forcibly from their body and consumed by the hungry spear.



THE BROKEN ECOSYSTEM

13

The Broken World, for all its awful glory and twisted nature, remains a place of life. Civilisation of a sort survives, although it is far from thriving. Amidst its ruin, there remains a wide diversity of peoples and cultures holding on to Hope, and the lands are teeming with strange flora and fauna and inhabited by twisted Monsters.

PEOPLE OF THE BROKEN WORLD

Survivors must hold to their role in the community and practise it carefully to ensure mutual survival and something resembling prosperity. These roles can take various forms depending on the survivor and the Haven. One beastkeeper might herd Strongbacks to assist with tilling the earth while another might have the task of convincing fickle Parlines to hunt vermin throughout the Haven. The guiding star for all survivors is their shared community and burdens that create the bulwark of Hope.

And yet, the survivors are not the only people who inhabit the Broken World. Though many would be reluctant to call them such, some of the wretches who haunt the wastes are all that remains of survivors who succumbed to Decay. They hold some remnant of what they have lost with them, now twisted by Decay.



SURVIVORS

The Survivor statblock provides a basic NPC you can use in your campaign and will change based on the Survivor's Lineage and their role within a community. Be sure to tweak and adjust a Survivor's Skills and Attributes as best suits them.

SURVIVOR

MEDIUM OR SMALL HUMANOID

Armour Class: 11 (Chichit Pelt)

Hit Points: 13 (3d8)

Speed: 25, 30, or 30 feet (as Lineage)

Decay: 2

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	10 (+0)	11 (+0)	10 (+0)

Saving Throws: Constitution +2

Skills: Athletics +2, Perception +2

Senses: Passive Perception 12

Languages: Gift

Challenge: 1/4 (50 XP)

TRAITS

Role Knowledge: Every Survivor has Proficiency in an additional Skill relevant to their role in their Haven.

Shaped By Lineage: Each Survivor has a Lineage and matching Traits as detailed in **Chapter 4. Lineages**.

ACTIONS

Improvised Weapons: *Melee Weapon Attack:* +2 to hit, reach 5 feet, one target. *Hit:* 2 (1d4) Bludgeoning, Piercing, or Slashing Damage.

GALLOWGLASS

Little is known about Gallowglass, although stories abound about his life and his seemingly eternal quest. Havens many hundreds of miles apart are as likely to tell the same tales as wildly differing ones. Most stories share similarities, however.

The first is that he seeks Navala. None living, perhaps not even Gallowglass himself, knows who or what Navala is, but his quest for it drives him to journey into the most Decayed parts of the world. When his path leads him into Havens or towards wandering survivors, he is as likely to help as he is to hinder, and many travellers tell stories of being helped back to their Haven by this mysterious wanderer only to fall afoul of his axe after saying or doing something mundane that he viewed as a transgression.

The second is that he is almost certainly a Harrowed. Travelling alone requires an incredible resistance to Decay, and his ability to warp space and time in his immediate area are both trademarks of Harbingers. Gallowglass' status as a near-mythical figure in the Broken World causes no small number of Harrowed to view him as their archetypal ideal, with some even adopting the search for Navala themselves, believing it a sacred place to Harrowed.

The final mystery is that he should be dead. His stories have been told for generations, and Sages who consult the collected wisdom of those who have gone before find records of a traveller who matches Gallowglass' description, but no one can survive the effects of Decay or the dangers of the world that long, not even the Harrowed. Some stories suggest he is a revenant, an untethered spirit, or even Decay given form, but the truth, like the identity of Navala, may never be known.

ROLEPLAYING GALLOWGLASS

The focus of most encounters with Gallowglass will be his search for Navala. Navala could be a person, an artefact of extreme power, or even Gallowglass' lost Haven. Whatever the truth, he either won't tell or can't remember. Survivors could spend an entire adventure helping Gallowglass in his search and not learn any more about it or him, for he refuses to discuss his past. Outwardly, he doesn't see the point in discussing his life as he is entirely focused on the path ahead. Privately, he doesn't remember how long his search has consumed his life.

As a result, he is melancholy and almost mocking; he knows that the Survivors' concerns, however big they seem, are infinitesimally small compared to his search for Navala and the inevitable entropy of Decay. That isn't to say he won't help, but he is as likely to see a job through as to leave it when something he deems relevant to his search distracts him.

He may travel for years without speaking to another soul and then seek out Havens, not only for companionship but also to restore himself. Those few who spend time with him say that his body seems to blur at the edges. What he has told no one, as he doesn't know it consciously, is that Gallowglass is alive only through force of will and the Hope he gains through his brief interactions with survivors. His very literal need for companionship has been exploited several times, feeding his paranoia.



Gallowglass Descriptions: *'The air around him smells of lightning and metal', 'His movements are staccato and hard to follow', 'A melodious hum vibrates behind his voice.'*

FIGHTING GALLOWGLASS

Gallowglass is an unpredictable opponent. His ability to teleport at will means it is difficult to lock him down, and the shockwaves created by his teleportation will punish any who get too close. Fortunately, he is rarely interested in fighting those he encounters.

Due to his need for Hope, he is likelier to help Survivors deal with Monsters than turn on them, but he is quick to use his axe on any he deems unworthy. These are most often marauders and other characters with ill intent. Still, his search for Navala has led him to adopt various rituals, customs, and social mores, any of which could be broken by an unwitting Survivor.

Even when helping others he is dangerous. His *Spatial Rend* Action doesn't distinguish between allies and opponents. However, he is contrite over any wounds sustained by his powers, and if he falls in battle, his eventual resurrection will corrupt the land as his spirit uses the Decay within him to restore his life. More than one Haven has been destroyed by well-meaning Survivors giving the helpful stranger burial rites.

Perhaps most importantly, his obsession means he is a fickle ally and an inconstant foe. His search for Navala drives everything he does, and he will, inevitably, return to it, no matter what he's doing. He has broken his word, abandoned allies, and left many to the predators of the Broken World at the barest hint of Navala. While undoubtedly a powerful ally and a terrifying opponent, his obsession ensures he is a temporary one at best.

GALLOWGLASS

MEDIUM HUMANOID (HUMAN)

Armour Class: 15 (Strongback Leather)

Hit Points: 144 (17d8 + 68)

Speed: 30 feet

Decay: 7

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	10 (+0)	12 (+1)	15 (+2)

Saving Throws: Constitution +7, Charisma + 5, Dexterity +6

Skills: Athletics +5, Forgotten Lore +3, Insight + 4, Stealth +6

Damage Immunities: Necrotic

Condition Immunities: Frightened

Senses: Passive Perception 11

Languages: Gift, fragments of some forgotten tongues

Challenge: 5 (1,800 XP)

TRAITS

Time Distortion: Gallowglass gains a +3 Bonus to Initiative Tests and Dexterity Saving Throws (included above).

Shroud of Corruption: Creatures with a Decay of 10 or higher have Disadvantage on Wisdom (Perception) Tests to notice Gallowglass.

Decay-fuelled Life: If Gallowglass dies, he returns to life with his maximum Hit Points one day later. The Decay of the area he resurrects in is increased by 1d6.

Focused Mind: Gallowglass is consumed by his hunt for Navala and has Advantage on any Saving Throws to resist mind-altering effects.

Extra Action: Gallowglass can take two Actions each turn.

ACTIONS

Battleaxe: *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 8 (1d10 + 3) Slashing Damage plus Necrotic Damage equal to the target's Decay.

Shortbow: *Ranged Weapon Attack:* +6 to hit, range 80/320, one target. *Hit:* 7 (1d6 + 3) Piercing Damage.

Spatial Rend: Once per turn, Gallowglass may expend 5 feet of movement to teleport to an unoccupied space he can see within 60 feet. Any creature within 5 feet of the space he teleports from and the space he teleports to must make a **DC 15 Constitution Saving Throw**. A creature takes 20 (4d10) Force Damage on a failed save or half as much on a success. Gallowglass may immediately use any Action as a Free Action.

Syphon Soul: Once per day, Gallowglass may target a Medium or larger creature within 5 feet and force them to make a **DC 15 Wisdom Saving Throw**. If they fail, they suffer 14 Damage and Gallowglass recovers that many Hit Points.

'The Serpents had us dead to rights, then he appeared from nowhere, killed them, and then disappeared without a word. We owe him our lives but... honestly? I hope I never see him again.'

—Juti, Seeker of Stony Rise



TWISTED ECOSYSTEMS

From the lowliest microbe to the mightiest predator, all life contributes to an ecosystem's endless cycle of birth, death, and decomposition. Climate and biome determine the availability of elements necessary for life, such as sunlight, water, and nutrients. The land influences the adaptations life must make to survive in this biome. While different ecosystems host different creatures, all operate similarly through a sequence of relationships known as a food chain.

At the bottom are the primary producers; plant life directly harnesses energy to transform it into food, turning sunlight into edible sugars. Primary producers are the main food source for primary consumers. These herbivores derive energy from consuming vegetation. Secondary consumers are carnivorous animals that prey directly upon the herbivores. The topmost link of the food chain are the apex predators that eat both carnivores and herbivores.

Monsters lie outside the natural order and break the cycles of life and death upon which ecosystems are built. They may outcompete natural species, reproducing until they overwhelm, or carry unnatural diseases that lay waste to all other life. Monsters must be destroyed. By their nature, they threaten to destabilise entire biomes, transforming them into dead, unlivable places.

PROTECTING AN ECOSYSTEM

A healthy ecosystem provides a healthy Haven. Survivors can easily secure all types of Resources from a thriving biome if it is protected and cultivated, from various plant and animal life to food and medicines to building and clothing material. Ecosystems that become sick or broken, with dwindling numbers of animals and species, threaten the survival of a Haven. The extinction of a single species can have repercussions throughout the ecosystem, especially if survivors rely on a single crop or animal for food.

A failing ecosystem can have a snowball effect, collapsing slowly and then all at once. A Haven's resources stop growing and begin to shrink as stocks dwindle. The Haven will suffer if nothing is done. First, Abundances disappear, then certain Resources become Scarcities, and finally, Resources that were already scarce will run out entirely.

Often, the reason for ecological collapse is that an imbalance has been allowed to enter the system. Decay has changed a native species, or a Monster has invaded the biome. Removing this malign influence will allow the ecosystem to slowly heal and for a Haven's Resources to recover. Ecosystems are resilient — even after great upheaval, they eventually return to a state of equilibrium.

DESIGNING AN ECOSYSTEM

Ecosystems are designed from the bottom up. Each can be envisioned as a pyramid, with vegetation forming its wide base and each successively smaller tier of consumers supported by the layer below it until at the top of the pyramid is the limited population of apex predators the ecosystem can support. This section provides advice for GMs on creating ecosystems.

FLORA

When creating flora, the primary producers for an ecosystem, ask: What kind of energy does it consume? Sunlight is the most common, but there are other sources of energy, such as deep-sea vents, volcanic openings, and even the bodies of dead gods, that all produce distinctly different flora. Flora is abundant, with myriad forms that explore every possible niche in their environment.

Choose three or four different types of flora that grow in the ecosystem.

HERBIVORES

Herbivores are primary consumers and feed directly on vegetation. The key question when designing herbivores is: **What plant matter do they eat?** The herbivore's diet dictates its shape and size. Those that root through undergrowth require different body shapes than those that feed from treetops.

Choose two or three different types of herbivores that feed on the flora in the ecosystem.

CARNIVORES

Designing carnivores begins with two questions: **What animals do they eat? How do they secure their food?** Both answers are influenced by their native biome. Wide, open grasslands allow for swift, lithe predators that hunt by pursuit, while the closed confines of forests and mountains encourage stockier creatures that hunt by ambush. These secondary consumers are often also prey, hunted by larger animals. They must be quick-witted, hyper-vigilant, often hunting by night and hiding during the day. Many are omnivorous, eating both plant and animal matter. Others feed upon carrion, often the kills of larger creatures.

Choose one or two different types of carnivores that feed on the herbivores in the ecosystem.

APEX PREDATORS

The final link in the food chain is tertiary consumers. These apex predators are often the largest, most dangerous creatures in an ecosystem, which target prey that would otherwise suffer no predation. As with lesser carnivores, designing apex predators begins with asking: **What animals do they eat? How do they secure their food?** While lesser carnivores often have a varied diet, apex predators can afford to be highly specialised without needing high intelligence or swift adaptation.

Choose an apex predator that feeds on all other creatures in the ecosystem.

LIFE FINDS A WAY

It's important to remember as you develop your particular ecosystem that this world isn't healthy — it's broken, cruel, and teetering on a knife's edge. You could find any creature here, but allow the reality of their world to influence how you describe them and how you see them interacting with each other. Just as with our world, many of these creatures might serve as mounts or companions; they will all work together and against each other to form a complex, interdependent web of relationships where the ultimate goal is to survive.

A stable ecosystem should have a mix of predators and prey — the latter being far more abundant to support the smaller predator population. Survivors will hunt these creatures for food or raw materials; they might train or befriend them. Always remember that this is not a world of innocence - there is light and hope in the relationships formed, true enough, but those relationships are not easy to come by, and this is no less true than with the fauna of the Broken World.

FLORA

The plants of the Broken World come in a dizzying array of new forms, with exotic lifecycles and extraordinary adaptations. In areas with low Decay, plants may have a single anomalous feature, a peculiar size or shape, or be some weird amalgamation of familiar forms: titanic wheat with swollen strawberry crowns, miniature trees with hollow hearts of cactus spines, waxen flowers that blossom like fungus and crawl like ivy.

In high-Decay areas, plants adopt bizarre and unnatural forms, curling across the landscape in gravity-defying loops of root and branch or hovering in fractal geometric patterns of dense neon shrubbery. Others develop similarities to animal parts, craning necks and grasping hands, ribcages crammed with green viscera, which blur the line between flora and fauna. They build bodies out of strange materials: trunks of tooth enamel and petals of crumbling chalk, with roots of mercury and transparent leaves that can burn through flesh. In a Decay-rich setting, plants may consume more esoteric energies: dreams, grief, ambition, and other psychic and emotional energies, developing bizarre syphons and tubes to harvest and process these.

RESOURCES AND DANGERS

Plants are the foundational lifeforms of any biome, the context in which every other form of life exists. They are of supreme importance to the viability of any Haven: a Haven in an area deficient of plant life is deficient in Resources. Such Havens may rely more on hunting animals for food or may have to forge relationships with neighbouring Havens with a food surplus. Havens deficient in plant life are particularly vulnerable to new ecosystem-disrupting Monsters.

From common usages like food, medicine, and building material, to rarer uses such as draining toxins and providing liveable microenvironments in otherwise hostile environments, every new plant encountered is an opportunity to expand the Resources and Components of the Haven. Can the new plant be eaten or cultivated? Does it contain medicinal elements or poisonous properties? Does it attract animals or repel dangerous creatures? Can it be traded for items the Haven lacks? Does it have any aesthetic or ritual uses? Plants with rare or powerful properties may be the sole reason for the founding of a Haven in a given location.

Plants also present Havens with the most persistent and insidious dangers. Impoverished neighbours, Monsters, or new forces of Decay may target Havens with a surplus of food. Blights and invasive species may threaten crops. Moulds and fungi undermine even the strongest fortifications. Carnivorous plants can take hold in unsuspected places. Blooms of poisonous plants may threaten the entire population. Understanding the flora of a biome – what resources they harbour, what dangers they present, increases a Haven's chances of survival.

DESIGNING FLORA

When designing plant life for the Broken World, consider four fundamental aspects:

- **Type:** Is the plant a Tree, Bush, Vine, Moss or something else?
- **Appearance:** What about the plant makes it visually distinct and notable?
- **Smell:** What is the strange, evocative, or troubling scent produced by the plant?
- **Common Use:** Why do survivors care about this plant? What is it used for?

These four aspects, combining the familiar, the strange, and the functional, will give players a strong sense of the plant and why it is important. You can use the **Flora Generator** table below to create new plants to populate the lands around a Haven or the Broken World between.

Consider how plants fit into their ecosystem, how they adapt to their biome, and how they interact with other life, including survivors. See the sample flora on page 242 for examples.

FOOD SOURCES

Most plants harness sunlight through photosynthesis, but other forms of radiation may be exploited: ultraviolet light or even more lethal wavelengths. Some plants consume flesh, adapting to ambush or stalk living prey, and have developed hinged mouths, thorny tongues, jointed roots, and pits of digestive fluids to dissolve flesh. Fungi may grow directly on the dead, secretly infiltrating corpses until they erupt in vibrant

growths. Other plants function as parasites, taking root on or within living creatures and feeding from their host's bodies. A plant's diet determines where on the food chain they are. Most plants constitute the first link of the food chain, but meat-eating plants are placed higher on the food chain. At the same time, some particularly voracious specimens may become apex predators at the very top of the ecosystem.

ADAPTATIONS

Different biomes present different challenges. Dry biomes require vast networks of deep roots or structures to store water. Tundra may require drills or heated stamens to break frozen ground, while flooded swamps encourage plants to adopt spindly forms or those that can float. Sandy deserts require different adaptations to stony ones, while exposed mountaintop forests face different challenges than those in secluded valleys. High-quality soils and abundant water produce luscious, expansively diverse vegetation, while poor soil and meagre water support a few hardy specimens.

DEFENCES

Plants develop defences against predators and competing species. As well as thick bark and thorns, there are stranger defences, particularly in areas of high Decay: there are plants that spray caustic foam or detonate, and there are vengeful shrubs that hunt the relatives of those who consume them. Some plants take flight or burrow or slip sideways in space and time to avoid predation.

REPRODUCTION

Plants may cast their seeds into the air, hoping overwhelming numbers will see some survive. Others rely on insects, birds, and strange creatures to transfer pollen between plants, while still others produce fruit to entice creatures to eat and disseminate seeds in their droppings. For sapient creatures, some plants produce fruit shaped like precious stones or with the faces of loved ones to encourage people to take them home. Others will directly control creatures through scent and pheromones.

FLORA GENERATOR

1d10	TYPE	APPEARANCE	SMELL	COMMON USE
1	Moss	Sharp, brittle thorns with acidic tips.	Caustic, overwhelming, debilitating.	Ammunition. Causes suppurating wounds.
2	Grass	Weighed with transparent, shining polyps.	Sickeningly sweet and persists for days.	Aggravating clothing, used as punishment.
3	Fungi	Tangled and knotted with fleshy, hollow stems.	Decayed memory, troubling and frightening.	Medicinal. Can stop or start a heart.
4	Root	Swollen with soft, ribbed bladders.	Delicious burning meat	Hard-wearing utensils and decorative pieces.
5	Aquatic	Covered in thousands of flexing apertures.	Nothing. Actively destroys all scent around it.	Fire-resistant building material.
6	Flower	Quivering and restless, with creeping roots	Wet metal, heavy on the tongue.	Prized weapons that do not lose their edge.
7	Bush	Covered in the melted bodies of small animals	Forgotten, neglected spaces.	Instruments that always point towards water.
8	Vines	Protected with a dense coating of scales, like pale fingernails.	An unkept promise	Edible. One scrap provides a full meal, a second scrap terminally poisons.
9	Tree	Light, airy, covered in floating, easily-inhaled threads.	Foul, rotten slurry that slowly expands outwards	Creates a paralysing draught.
10	Cacti	Slowly copies the faces of observers in states of distress.	Heavy air before a storm	Communion with the dead

SAMPLE FLORA

Below is some flora you can find in the Broken World.

FACE TRAP PLANT

First felt as a tickle on the roof of the mouth, a survivor's tongue finds the thin thread of matter growing downwards from the palate, complete with a cluster of tiny, hard leaves. It is already too late, for the Face Trap Plant has already threaded its thin, pale roots through the jaw and sinus, and nothing save for eradicating flame will remove it. Also known as the Prison-For-One and the Caging Root, the Face Trap is a rare form of creeping ivy. It propagates by launching thousands of translucent fibres into the air, which are easily inhaled, embedding in flesh.

From its initial bud, the plant swiftly coats gum and tooth with fibrous layers, the stuff emerging from a mouth permanently agape until it covers the entirety of the face and head in thick, dark, deep-whorled bark, with only small apertures for nose and eyes. The plant feeds on its host's panic, restricting breathing and progressively tightening as it grows. The Face Trap Plant remains embedded for two years, expelling dangerous breaths of fibres every few weeks. Those who endure the Face Trap Plant describe its taste as soft and sweet, leaving behind a lingering, unquenchable hunger. Some survivors cultivate the plant as a punishment device, while the bark mask that eventually detaches can be polished and painted into a perfect replica of the former host.

Effect: If you step within 5 feet of a Face Trap Plant, you must make a **DC 15 Wisdom (Survival or Perception)** Test to spot and avoid its translucent fibres. If you fail, you inhale the fibres, which implant themselves on the roof of your mouth. Three days after implantation, the first bud pushes through the skin and becomes detectable with a **DC 15 Wisdom (Perception)** Test.

The bud can be removed by fire or heated metal but requires a **DC 18 Dexterity (Sleight of Hand)** Test. On a failure, the victim suffers 2d6 Fire Damage, or half as much on a success.

If the Face Trap Plant is not removed at this stage, the soft matter of the plant entwines with the flesh of the victim, and further attempts to remove the Face Trap must wait until the plant has fully enclosed the face and hardened, which takes a further three days.

Those trapped by the plant become *Deafened*, lose their ability to speak, and their sight is reduced to 5 feet. They have Disadvantage on Dexterity and Perceptions Tests. Removing the Face Trap before it naturally detaches, which takes two years, causes terrible damage to its victim. Doing so requires a **DC 20 Strength (Athletics)** Test and deals 4d8 Slashing Damage, or half as much on a failure. The victim suffers this Damage each time someone attempts to remove the plant.

BITTER KILLER BUSH

The Bitter Killer Bush is an enormous shrub that looks like a jagged maze of chrome and grows in the depths of temperate forests. Also known as the Silver Singer and the Call-To-Death, it subsists completely upon the flesh of small mammals. It attracts its prey by manipulating air movement between its barbed branches to mimic various calls and cries. Animals drawn to the bush find themselves straying onto the perfectly circular patch of damp black soil that surrounds it.

This swampy loam, devoid of all other vegetation, is infused with digestive juices exuded by the Bitter Killer. Animals swiftly become submerged in this churning morass, dissolving as they struggle. Hundreds of such half-melted corpses are scattered around the base of the Bitter Killer Bush, each entwined by a slender silver root whose countless sucking mouths lazily ingest the softened meat. The distinctive scent produced by this decomposition, a sinus-spiking bitterness, lends the plant its name. Bitter Killer Bushes are often used on the perimeter of Havens as a defensive measure.

Effect: Signs of a Bitter Killer Bush can be detected with a successful **DC 12 Wisdom (Survival)** Test. Creatures who stray into the morass of a Bitter Killer Bush must make a **DC 15 Dexterity (Acrobatics) or Strength (Athletics)** Test to pull themselves free. At the start of each turn a creature is caught in the morass, they suffer 1d8 Acid Damage. Weapons and armour caught in the bush also degrade, gaining the *Brittle* Property after 1 minute and breaking entirely after 2 minutes.

GRIEVING REED

A tall, woody grass that grows in great rustling swathes across flooded lowlands, the Grieving Reed is recognised by its large, fluffy crown of fibrous matter. This distinctive brush changes colour from a dull brick red to a bright white-blue as it sieves the material it feeds on from the air — fragments of memory. The

Reed can most easily capture memories that are raw, pure, or recent, in particular, from those wracked with grief. In a world where Decay can snatch away even the most cherished memories of departed loved ones, the Reed offers a small defence, and for this reason, it is also known as Decay Catcher and Memory Weft.

An entire field of Reeds can capture a near lifetime of fragmented memories, though they degrade quickly as they are digested. Desperate mourners swiftly harvest Reed brushes, spinning and weaving them into small, memory-rich mats. These can be repeatedly submerged in boiling water to produce a tea of recollection, though each infusion is much weaker than the last. Sharing the tea of recollection is a part of many social gatherings, with people exchanging memories of the lost and of better times.

Havens trade mats of Grieving Reed and those containing rare experiences or technical knowledge are highly prized. The Grieving Reed is an invasive species. Adapted to nutrient-poor soil, it readily takes hold in richer climes, swiftly outperforming native species and swamping once-productive farmland. Those lost to grief do not care, for the Reed brings with it the hope of holding on to memories they would otherwise lose.

Effect: If a Survivor is carrying an object made from Grieving Reed and would lose a memory due to gaining Decay (see page 127), the memory is instead absorbed by the Grieving Reed. The Grieving Reed can then be consumed and experienced by whoever eats it.

DESERT PEPPER

The Desert Pepper is a small, black-leaved plant which produces a fleshy, glossy pink fruit renowned for its extraordinary spiciness. The Desert Pepper originates in hot, arid biomes but can be found in many diverse climates. It achieves this by bringing its native biome with it. Falling upon the ground of a new area, the Desert Pepper quickly sucks all the moisture from the soil, creating a trap of fine white sand where once there was marsh or farmland. The Pepper rests at the base of this sand funnel, feeding on the insects that fall within and burrowing deeper when threatened.

While the Pepper is often consumed for its rare flavour, it is also cultivated by a few for the unique poison for which it is the key ingredient. The substance that the Pepper uses to transform soil into sand, a pale pink liquid with only a trace of the Pepper's piquant heat,

can, with much effort, be extracted. When combined with other oils, it creates an almost untraceable poison that, when ingested, slowly transforms the victim into sand, working from their outer extremities in a painful, unstoppable process which can take many torturous days to complete.

Effect: The Draught of Dryness produced from the Desert Pepper is ingested via food. At the end of every day, the victim's Hit Point Maximum is reduced by 1d8 as their extremities turn to sand. At the end of the second day, the victim becomes *Incapacitated*. At the end of the fifth day, the victim becomes *Stunned*, and at the end of the sixth day they fall *Unconscious*. When their hit point maximum reaches 0, they die.

FRUIT OF THE FORGOTTEN WORLD

The Fruit of the Forgotten World is said to be shaped like a perfect sphere with the weight and lustre of precious metal. Various called the Apple of Origin and the Fruit of Folly, it is said to grow upon an ancient, gnarled tree of pale green wood, its lone branch like an arm outstretched, the Fruit hanging from the tip of the pointing finger.

The properties of the Fruit are the stuff of legend. Its flesh is said never to perish, to cure any illness, even to reclaim people and places lost to Decay, while the rind, paired from the flesh in one long, winding strip, is said to be inscribed with secret knowledge from before the time of Breaking. The tree itself is said to persist in the same spot, though the Broken World shifts and changes around it. Pieces of fruit purporting to be the Fruit of the Forgotten World will appear from time to time, sold by crazed charlatans. At the same time, some Havens proclaim to have it in their possession already, promising access to the Fruit's secrets in return for the obedience of other Havens. Missions are regularly launched into the wilds to locate the Fruit. Perhaps the next will finally find it.

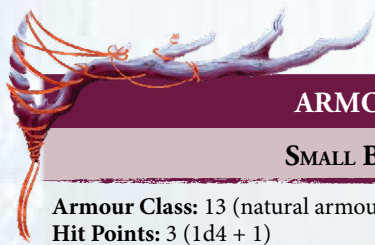
Effect: Consuming the Fruit of the Forgotten World removes 1 Decay, while Survivors suffering from any illness, toxins, poisons or other debilitating effects are instantly cured and can no longer be affected by that ailment or condition. If planted in the soil of a Haven, the Fruit reduces Decay in the area and grants the Haven an extra, randomly determined Abundance. The skin of the Fruit, if carefully removed, is inscribed with a truth about the pre-Breaking world.

FAUNA

The fauna of the Broken World broadly encompasses all those creatures that have not yet fully succumbed to Decay. Creatures hardy enough, or perhaps just unlucky enough, to have survived the end of all things are tough, scrappy, and rugged.

ARMOLE

Armoles used three things to survive the Breaking: their deep burrows, their thick shells, and their sensitive noses. Wild Armoles have a healthy fear of strange noises or tremors, but curious individuals raised in captivity have a habit of suddenly popping out of the ground, sending whatever creature made the noise sprawling. Should a hasty retreat be necessary, Armoles can curl into a ball and roll down the slopes of their tunnels to safety.



ARMOLE

SMALL BEAST

Armour Class: 13 (natural armour)

Hit Points: 3 (1d4 + 1)

Speed: 20 feet, Burrow 10 feet

Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills: Athletics +1, Perception +3, Stealth +2, Survival +3

Senses: Blindsight 30 feet, Passive Perception 13

Languages: None

Challenge: 0

TRAITS

Forager: At the end of a Long Rest, the Armole finds 1 Resource.

Trip: If a Large or smaller creature moves within 5 feet of the Armole while it is underground, it can use its Reaction to attempt to trip the creature. The target must succeed on a **DC 13 Dexterity Saving Throw** or be knocked *Proned*.

ACTIONS

Claws: *Melee Weapon Attack:* +2 to hit, reach 5 feet, one target. *Hit:* 1 Slashing Damage.

Armoles prefer flat, arid environments, using the surprising strength of their stubby claws to dig through hard-packed soil. They snuffle constantly for food, scrounging up tubers and grubs in even the most inhospitable environments.

CLINGRAY

Clingrays are flat and kite-shaped, with yawning, toothless mouths and a thin film of adhesive mucus over their bodies. Though capable of flight, they tire quickly out of water and prefer to hitch rides on larger creatures, such as Strongbacks, Lumberfiends, and even people. In return, Clingrays radiate a soothing energy, protecting their hosts from stress and Decay.

Clingrays flock along the coasts to breed, then swoop through the skies further inland to feed — though on what, no one can say. Animals of all kinds tolerate their presence, and they have few natural predators.



CLINGRAY

TINY BEAST

Armour Class: 11 (natural armour)

Hit Points: 3 (1d4 + 1)

Speed: Fly 30 feet, Swim 30 feet

Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills: Animal Handling +3, Perception +3, Survival +3

Senses: Passive Perception 13

Languages: None

Challenge: 0

TRAITS

Amphibious: The Clingray can breathe air and water.

Comforting Presence: The Clingray emits an aura that soothes emotions. Creatures within 60 feet of the Clingray have Advantage on Charisma (Persuasion) Tests and Disadvantage on Charisma (Intimidation) Tests.

ACTIONS

Fins: *Melee Weapon Attack:* +0 to hit, reach 5 feet, one target. *Hit:* 1 Bludgeoning Damage.

Psychic Shield: The Clingray attaches to a willing Medium or larger creature. While attached, the target is immune to Psychic Damage and does not lose memories when they increase their Decay. The Clingray can detach itself by spending 5 feet of movement.

CHICHIT

Chichits are small, scaled, rat-like creatures who love to nibble and are found all over the Broken World. Seen as a pest to many Havens, more genial Chichits are sometimes kept as pets. Children with chittering Chichits perched on their shoulders or heads are not uncommon in some Haven squares.

Chichits can live in almost any biome. They are fearsome swimmers and climbers, though they are happiest in dark burrows where they can ambush their prey. Chichits live in groups called mischiefs, grooming one another and sleeping in huddles. Chichit pups abandoned by their mischief typically do not survive unless adopted by a sympathetic person or beast. They tend to bond particularly well with Parakats.

Household Chichits must be entertained with places to climb or burrow, or they will quickly find their own entertainment, digging through walls and attacking the feet of unsuspecting residents for a lark.

EXQUISITE CORPSE

You should populate your world with all the strange and surreal fauna presented here, but there is also plenty of scope for creating your own weird creatures. This might be as simple as taking a well-known Beast, such as a bear, and describing it in uncanny ways or adding a **Decayed Transformation** (see page 253). You might not even begin with a bear but instead choose to smash two completely separate animals together — take a bear and a moose, add some Decay features, use a few suitably creepy or uncanny descriptions, and you've already got a creature that would be at home in any Broken World at any table. Vestigial limbs, delicate sensory organs, and traits that misalign with the region they're found will align with the more tragic tone of the Broken World.

CHICHIT

SMALL BEAST

Armour Class: 14 (natural armour)

Hit Points: 7 (2d4 + 2)

Speed: 30 feet, Burrow 30 feet, Climb 30 feet, Swim 30 feet

Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	6 (-4)	12 (+1)	12 (+1)

Skills: Acrobatics +5, Perception +3, Stealth +5

Damage Resistances: Bludgeoning from non-magical weapons

Senses: Blindsight 10 feet, Darkvision 60 feet, Passive Perception 13

Languages: None

Challenge: 1/2

TRAITS

Advantageous Wiggler: The Chichit is accustomed to turning terrain to its favour. It has Advantage on Tests and Saving Throws against becoming *Grappled*, *Restrained*, or falling *Proned*. Additionally, after a successful Test or Saving Throw, it may immediately make a *Scramble* Attack against the creature who targeted it.

Keen Senses: The Chichit has Advantage on Wisdom (Perception) Tests that rely on hearing or smell.

Powerful Jaws: The Chichit can bite through most substances, including powerful weapons and armour. Any equipment bitten by the Chichit gains the *Brittle* Property. If the Chichit damages it again, it is destroyed.

ACTIONS

Multiattack: The Chichit makes two melee attacks.

Bite: *Melee Weapon Attack:* +0 to hit, reach 5 feet, one target. *Hit:* 4 (2d4 - 1) Piercing Damage.

Scramble: *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (2d4 + 3) Slashing Damage. The target is *Grappled* (DC 15 to escape) as the Chichit starts to climb up their body.



DEADWING

A Deadwing hatches from inside god-flesh. Resembling oversized moths, Deadwings are entirely black and white except for their patterned wings, which have coloured spots that shift and ripple to suggest faces with contorted expressions. These faces aren't random. Deadwings have an uncanny sensitivity to people's internal feelings, mainly when they lie, and they display these emotions for all to see. Most Havens celebrate and fear Deadwings, treating them with ceremonial respect. A common belief is that the faces on the wings are those of fallen loved ones. Some insect farmers harvest the scale dust off their wings, which induces terrifying visions when inhaled.



DEADWING

TINY BEAST

Armour Class: 12 (natural armour)
Hit Points: 1 (1d4 - 1)
Speed: 5 feet, Fly 30 feet
Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	8 (-1)	4 (-3)	12 (+1)	3 (-4)

Skills: Insight +3, Intimidation -3, Perception +3, Survival +3
Senses: Passive Perception 13
Languages: None
Challenge: 0

TRAITS

Sensitive to Lies: If a creature speaks a deliberate lie within 15 feet of the Deadwing, the Deadwing becomes visibly agitated. The Deadwing doesn't react to half-truths or evasive answers.

ACTIONS

Hallucinogenic Dust: The Deadwing showers a creature within 5 feet with hallucinogenic dust. The target must succeed on a **DC 13 Constitution Saving Throw** or become *Poisoned* and *Frightened* for 1 minute. The target can repeat the Saving Throw at the end of each of its turns, ending the effect on a success.



KARAG

Karags are large, turtle-like creatures that live underground. Their jagged, inky-black shells are hard as stone and cover almost their entire bodies, and their mandibles and claws are sharp enough to rend stone. Karags are relatively docile creatures that spend their days burrowing in the earth in search of roots and mushrooms, though they have a hardy enough constitution to eat almost anything. Karags vary in length from four to eight feet depending on their age. As they grow, they shed their shells, which are often repurposed by survivors into sturdy shields.

Delvers who venture into the **Depths** (see page 198) regularly encounter Karags and sometimes use the tunnels the creatures dig to reach isolated parts of the narrow cave system. There are even tales of lost miners being led to safety by helpful Karags, though whether this is a sign of intelligence or a happy accident is anyone's guess.



KARAG

MEDIUM BEAST

Armour Class: 17 (natural armour)
Hit Points: 30 (4d8 + 12)
Speed: 30 feet, Burrow 30 feet
Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills: Perception +3
Saving Throws: Constitution +7
Condition Immunities: Poisoned
Senses: Darkvision 120 feet, Passive Perception 13
Languages: None
Challenge: 1 (200 XP)

TRAITS

Charge: If the Karag moves at least 20 feet straight toward a creature before hitting it with a *Mandibles* attack, the target takes an extra 3 (1d6) Piercing Damage and must succeed a **DC 14 Strength Saving Throw** or be knocked *Prone*.

Sturdy: When an effect would knock the Karag *Prone*, it can make a **DC 10 Constitution Saving Throw** to resist the effect.

ACTIONS

Multiattack: The Karag makes two attacks: one with its *Mandibles* and one with its *Claws*.

Mandibles: *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 11 (1d6 + 4) Piercing Damage.

Claws: *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 11 (2d4 + 4) Slashing Damage.

LUMBERFIEND

Towering beasts that shake the earth with every clawed footfall, Lumberfiends are some of the most incredible wild beasts to walk the Broken World. Despite their terrifying appearance and the ear-shattering power of their terrifying roars, Lumberfiends are actually herbivores. They use their unusual vertical mouths to strip the bark from trees and mulch through their pulp, the reverberating crunching sound of which is genuinely unsettling to anyone unfortunate enough to hear it.

LUMBERFIEND

GARGANTUAN BEAST

Armour Class: 15* (natural armour)

Hit Points: 192 (11d20 + 77)

Speed: 30 feet

Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	25 (+7)	4 (-3)	12 (+1)	7 (-2)

Saving Throws: Strength +7, Constitution +10

Senses: Passive Perception 11

Languages: None

Challenge: 8 (3,900 XP)

TRAITS

Armoured Forelegs: The Lumberfiend's legs are heavily armoured. Its AC is 20 against melee attacks from the ground and against **Called Shots** to the legs (see page 124).

Extra Action: The Lumberfiend can take two Actions each turn.

ACTIONS

Bite: *Melee Weapon Attack:* +7 to hit, reach 10 feet, one target. *Hit:* 28 (4d10 + 6) Piercing Damage. If the target is a Large or smaller creature, it is *Grappled* and *Restrained* (DC 17 to escape). Until the grapple ends, the Lumberfiend can't *Bite* another target.

Rake: Each creature in a 15-foot cone must make a **DC 17 Strength Saving Throw**. On a failure, the target suffers 15 (3d6 + 5) Bludgeoning Damage and is knocked *Prone*. On a success, the target suffers half Damage and is not knocked *Prone*. The affected area becomes *Difficult Terrain*.

Kick: *Melee Weapon Attack:* +7 to hit, reach 10 feet, one target. *Hit:* 11 (2d6 + 4) Bludgeoning Damage. The target must succeed on a **DC 17 Strength Saving Throw** or be pushed back 15 feet and knocked *Prone*.

REACTIONS

Knockback: When a creature within 5 feet deals Damage to the Lumberfiend, it makes a *Kick* attack against that creature.

However, Lumberfiends require so much food to sustain their out-sized metabolisms that they are fiercely territorial creatures that can and will fly into inconsolable rampages should anything resembling a threat to their food supply approach them. In most situations, this applies to other Lumberfiends and even Strongbacks, but they are also known to crush woodcutters or reduce Havens to a pulp.

Only the bravest or most foolhardy hunters consider taking down a Lumberfiend, as their chitinous hides are notoriously thick. Still, some desperate or aspirational Havens have devised clever strategies to hunt the beasts, from growing venomous trees to laying massive pitfall traps in the hope of luring a Lumberfiend to their death. Though terribly dangerous, as any failed hunting attempt leaves a rampaging Lumberfiend in its wake, the rewards are worth it, as many Havens could subside off a single Lumberfiend carcass for months.



PARLINE

Colourful, playful, and loud, Parlines are popular pets throughout the Broken Land. They are skilled mimics, fond of singing and copying phrases, and in flight they become blurs of feather and fur that are impossible to pin down. Though native to the tropics, Parlines have since spread everywhere the Elemental Lineages live. Semi-feral Parlines prowl larger Havens, hunting down pests, while domesticated Parlines squawk at their caretakers until they receive the choicest morsels of fruit and fish.



PARLINE

SMALL BEAST

Armour Class: 12 (natural armour)

Hit Points: 2 (1d4)

Speed: 40 feet, Fly 30 feet

Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	10 (+0)

Skills: Deception +2, Perception +3, Performance +2, Survival +3

Senses: Passive Perception 13

Languages: None

Challenge: 0

TRAITS

Flyby: The Parline does not provoke Opportunity Attacks when it flies out of an enemy's reach.

Mimicry: The Parline can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 **Wisdom (Insight)** Test.

ACTIONS

Claws: *Melee Weapon Attack:* +2 to hit, reach 5 feet, one target. *Hit:* 1 Slashing Damage.

QUELLEECH

Quelleech are blobs of semi-translucent pink slime which sometimes shape themselves to look like small amphibians. They are hard to keep in captivity, for their 'tongues' can extend up to fifteen times the length of their bodies, and with a flick, they can launch themselves, and sometimes the people holding on to them, over the roofs of buildings.

Quelleech feed on rot, and many survivors use them to clean wounds or sniff out diseases like hounds hunting game. They split, grow, and sometimes even merge back together, leading to several popular children's folktales about Titan-sized Quelleech that leap and bound across the Broken World.



QUELLEECH

SMALL OOZE

Armour Class: 12 (natural armour)

Hit Points: 1 (1d4 - 1)

Speed: 10 feet

Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	8 (-1)	1 (-5)	12 (+1)	3 (-4)

Skills: Acrobatics +4, Medicine +3, Perception +3, Survival +3

Damage Immunities: Acid, Poison

Condition Immunities: Poisoned

Senses: Passive Perception 13

Languages: None

Challenge: 0

TRAITS

Sickness Eater: During a Short or Long Rest, the Quelleech can cure a willing creature of one disease or neutralise one poison affecting it.

ACTIONS

Tongue: *Melee Weapon Attack:* +2 to hit, reach 10 feet, one target. *Hit:* 1 Bludgeoning Damage.

Grab: The Quelleech sticks its tongue to a surface it can see within 30 feet. The Quelleech and up to one Medium or smaller creature holding the Quelleech launch through the air and land on that point.



STRONGBACK

Strongbacks are some of the most common domesticated animals in the Broken World — serving as mounts or beasts of burden for countless Havens. Many Sages have argued over the years as to the Strongback's origins, with some claiming they are descendants of ancient canines, while others claiming they are closer to equines, and many pointing out that in the Broken World, both could be true. Whatever the truth, they are one of the few fauna that genuinely seek out humanoid connections, often bonding with specific people. Their personalities are as varied as those who care for them, though many argue that most Strongbacks fall into one of two archetypes: 'playful idiot' or 'stubborn grump'.

Most Strongbacks are omnivores and, in the wild, use a combination of their strong neck muscles and hefty chin tusks to unearth edible plants or grubs. However, it's well known that domesticated Strongbacks will eat practically anything organic. As their name implies, their greatest asset is their powerful legs and backs, which means that even emaciated Strongbacks can carry a surprising amount of weight. However, they have a strange, looping gait that makes them notoriously uncomfortable to saddle for all but the most skilled rider.

Strongbacks also seem to have a natural ability to adapt to almost any environment in a few scant generations. This is evident in various regional Strongback variants, from the 'Scoopnecks' of Guardian's Lament that sport heat-dissipating frills to the uncanny 'Cragclimbers' of Obsidian Eye that have almost humanoid limbs which let them climb cliffs with disturbing ease.

STRONGBACK

LARGE BEAST

Armour Class: 13 (natural armour)

Hit Points: 34 (4d10 + 12)

Speed: 60 feet

Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	4 (-3)	8 (-1)	7 (-2)

Saving Throws: Constitution +5, Dexterity +3, Strength +5

Skills: Acrobatics +3, Athletics +5

Senses: Passive Perception 9

Languages: None

Challenge: ½ (100 XP)

TRAITS

Hardy Traveller: The Strongback has Advantage on all Saving Throws to resist *Exhaustion*.

ACTIONS

Tusks: *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 7 (1d8 + 3) Piercing Damage.



WETLURCH

Most animals live either on land or in the water, with few making the transition with any regularity. Seekers laugh at such wistful thinking, as everyone knows that Decay cares little for such limitations, as evident by Wetlurches. These horrible fish can grow up to one foot in length and sport fins and claws that let them happily swim through lakes, scuttle across the land, and scale into trees without breaking stride.

Though they sport rows of wicked teeth that can gnaw through flesh and bone one morsel at a time, a lone Wetlurch is rarely much of a threat to a seasoned Survivor, as they are cowardly creatures that fear open flames. Wetlurches are a common source of nutrition for many Havens who trap them in all manner of nets and snares. However, Wetlurches often form vicious 'shoals' that use their ubiquitous mobility to hunt — swarming over their prey from all terrain and chasing them no matter where they flee.



WETLURCH

SMALL BEAST

Armour Class: 13 (natural armour)

Hit Points: 9 (2d6 + 2)

Speed: 30 feet, Swim 30 feet, Climb 30 feet

Decay: As home environment

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	3 (-4)

Skills: Athletics +3, Stealth +4, Perception +3

Senses: Blindsight 60 feet, Passive Perception 13

Languages: None

Challenge: ¼ (50 XP)

TRAITS

Ambusher: When the Wetlurch hits a creature with an attack while hidden, it deals an additional 1d6 Damage.

ACTIONS

Bite: *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target.

Hit: 5 (1d6 + 2) Piercing Damage.

REACTIONS

Pile On: When another Wetlurch attacks a creature within 5 feet of this creature, this Wetlurch can immediately make a *Bite* attack.

MONSTERS

Monsters are creatures that Decay has irreparably corrupted. They are transformed so completely that they no longer have a place within the natural order of things. Most Monsters spread Decay, slowly birthing more of their kind by their very existence. For this reason, when a survivor calls a creature a Monster, it carries significant weight — both as a statement of finality, that the creature cannot be saved, and of tragic condemnation, that if it is not dealt with, it will spread further Decay.

Many Monsters are shrouded in mystery and myth, with their origins widely speculated on. Some Monsters may have once been Survivors, changed terribly by arcane spells or artefacts. Others may have once been magical creatures or constructs from a pre-Breaking civilisation, forever twisted into bizarre mockeries of their once glorious form. The sad truth is that for most Monsters, the truth will never be known.

In **Broken Weave**, Monsters are often focal points of an adventure, not something Survivors encounter regularly. If a Monster arrives in a Haven's territory, it almost always results in the Haven massing a hunting party to drive it off or slay it before it can spread Decay or destabilise the ecosystem. Monsters are also found in ancient ruins where Decay runs rampant, acting as terrifying obstacles that delvers must overcome to reach a much-needed relic or secret.

However, not all Monsters are mindless creatures or inherently violent. Some Monsters, like the Speakthieves or Secretkeepers, may hold the lost knowledge that Survivors seek or could even be recruited to aid a Haven in truly dire times. But there is always a cost, and the Broken World is rife with cautionary tales of Survivors who make pacts with Monsters and the all-but-inevitable ruin they bring upon their Havens.

MORE MONSTERS

The *Broken Weave: Seekers Guide* provides a wealth of new Monsters to use in your **Broken Weave** games.

BREAKING MONSTERS

Monsters are horrific entities so twisted by Decay that their original form is either completely lost or perverted into a tragic mockery of what it once was. The tools in this section let you create new Monsters by adding **Decayed Transformations** to any 5th edition creature. This process is known as **Breaking Monsters** and lets you warp Survivors, Fauna, or any other creature into walking nightmares. The process is as follows:

- **Step 1:** Choose a creature and increase its Decay to 10.
- **Step 2:** Add 1–3 Decayed Transformations.
- **Step 3:** Add an Action or Ability that spreads Decay.
- **Step 4 (Optional):** Make any other changes.
- **Step 5:** Name your Monster.

STEP 1: CHOOSE A CREATURE

The first step is to choose what creature you want to turn into a Monster. You can use a Survivor, any of the fauna from this chapter, or choose any other creature from a 5th Edition compatible supplement. Once you have selected a creature, increase its Decay to 10.

Example: Val's players are returning to the site of an encounter where they lost a member of their Haven. Val decides the person was a scholar who had been researching a newly discovered ruin but became corrupted by their discovery. Val chooses the **Survivor** statblock (see page 236), adds the *Forgotten Lore Skill* to the statblock, and then increases the Decay to 10.

STEP 2: DECAYED TRANSFORMATIONS

Define how Decay has warped the creature's form. Choose or roll on the **Decayed Transformations** table on page 253. Do this 1–3 times, and decide how those effects manifest and work them into the description for the Monster.

Example: Val decides this Monster should reflect the greatest fears of the party and chooses both the *Aura of Despondence* and *Faceless Decayed Transformations*. She decides to roll for the final transformation and gets 83 — Telepathic.

STEP 3: SPREAD DECAY

Give the Monster a method of spreading Decay. Look over the Monster's current abilities and Actions, and choose the most likely or exciting way to spread Decay. Modify it in the following ways:

- The target of this ability or Action must succeed on a **DC 15 Decay Saving Throw** or gain 1 Decay.
- This ability or Action can only be used a limited number of times. It gains **Recharge (4–6)**.
- If the ability or Action can target multiple creatures or otherwise grants the Monster additional Actions, the Decay Saving Throw is DC 10 instead.

If the Monster you are making doesn't have an Action or ability that feels suitable for spreading Decay, you can create a new ability and add it to the Monster. You can use the example Monsters in this chapter for inspiration or modify an existing ability from any 5th Edition creature.



***Example:** Val decides it's the scholar's knowledge that spreads Decay and creates an Action she calls 'Maddening Truths'. This Action can affect any creature within 15 feet, and due to the Telepathic Decayed Transformation, the scholar can speak directly into a creature's mind. Because it affects multiple creatures, Val sets the Decay Saving Throw DC at 10.*

STEP 4: OTHER CHANGES (OPTIONAL)

Decay drastically alters a creature's form and twists its mind. Consider how Decay has warped the creature, and make any other changes. This can include increasing or decreasing Attributes or Proficiency Bonus, adding Skills, changing AC or Hit Points, etc.

***Example:** The knowledge the Decayed scholar has gained has expanded their mind but weakened their body. Val increases the scholar's Intelligence to 18 (+4) and decreases their Strength and Constitution to 8 (–1). Additionally, she doubles the scholar's Proficiency Bonus with Forbidden Lore.*

STEP 5: NAME

With all of the above done, all you need to do now is give your Monster an evocative name and find a place for it in the Broken World.

***Example:** Val knows the Monster will inhabit the ruins it was investigating when the party fled. She settles on the name 'Forbidden Lorekeeper' to reflect its ability to convey corrupted truths of the Broken World.*

A DEADLY CHALLENGE

Breaking a Monster can dramatically alter its Challenge Rating, making it a far deadlier encounter than before. The average Damage the creature does over three turns, as well as its AC and Hit Points, will have the most significant effect on its Challenge Rating.

However, keep in mind the Broken World is a deadly and unfair place, and Survivors will frequently face challenges they can't overcome with violence. Be sure to remind your players that they can run away if they need to!

DECAYED TRANSFORMATIONS

Below is a list of Decayed Transformations you can add to any 5th Edition compatible creature.

AURA OF DESPONDENCE

This Monster is so full of Decay that it bleeds into the world around it, twisting the thoughts of those nearby. Whenever a creature begins their turn within 5 feet of this Monster, they don't add their Proficiency Bonus to any Tests.

BLINKING

This Monster can vanish and appear in another space nearby by hopping through tears in reality, manipulating Decay, or some other surreal manner. Once per turn, the Monster can teleport up to its Speed. It cannot carry objects or creatures with it.

CHROMATIC HIDE

The Monster has a strange hide that shimmers, glows, or emits a dazzling array of beautiful colours. The Monster has Disadvantage on Dexterity (Stealth) Tests, but ranged attacks against the creature are made at Disadvantage.

CORRODING

This Monster corrodes inorganic material via complex acids or by accelerating time with its touch. The Monster gains the following Action:

Corrode Object (Recharge 5–6): The Monster targets an inorganic object within 5 feet and permanently corrodes it. The object gains the *Brittle* Property. If the object is affected by this Action again, it breaks and becomes useless.

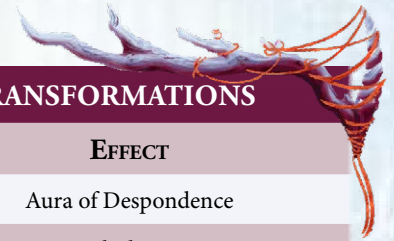
COVETOUS SKIN

Grasping tendrils or an impossibly sticky substance coats this Monster's skin. After a creature makes a Melee Attack against this Monster, they must make a **DC 13 Strength Saving Throw** or drop the weapon they attacked with. If they make an Unarmed Attack, they are *Grappled* instead. A creature may reattempt the Saving Throw as an Action at the start of each of their turns to regain their weapon or escape the grapple.

CURSED LIFE

This Monster can fake its death, or revive from a near-death state. Once per day, when this Monster reaches 0 Hit Points, it falls *Unconscious* and appears dead.

While *Unconscious*, it regains 10 Hit Points at the start of each of its turns until it reaches half its maximum Hit Points. When it recovers half its Hit Points, it regains consciousness. Devious or clever Monsters can make a **Charisma (Deception) Test** to play dead. If they attack from this state, other creatures are *Surprised*.



DECAYED TRANSFORMATIONS

1D100	EFFECT
1–4	Aura of Despondence
5–8	Blinking
9–12	Chromatic Hide
13–16	Corroding
17–20	Covetous Skin
21–24	Cursed Life
25–28	Decay Syphon
29–32	Entropic Blast
33–36	Faceless
37–40	Ghostflesh
41–44	Grasping
45–48	Gravitational Pull
49–52	Invisible
53–56	Microclimate Generation
57–60	Mournful Wail
61–64	Mystifying Aroma
65–68	Regenerating
69–72	Repulsive Force
73–76	Spiny
77–80	Stretched
81–84	Telepathic
85–88	Unnatural Flight
89–92	Unnerving Presence
93–96	Volatile Blood
97–100	Venomous Retribution

DECAY SYPHON

This Monster gains the following Action:

Decay Syphon (Recharge 5–6): The Monster can manipulate the Decay in others to cause agonising pain. Each creature within 10 feet must make a **DC 15 Constitution Saving Throw**. On a failure, a target suffers Xd6 Necrotic Damage, where X is equal to their current Decay. On a success, they suffer half as much Damage. This Monster regains Hit Points equal to the total Damage dealt.

ENTROPIC BLAST

This Monster gains the following Action:

Entropic Blast (Recharge 5–6): By unleashing the Decay within its own body, this Monster can warp the bodies of others. One creature within 30 Feet must make a **DC 15 Constitution Saving Throw**. On a failure, the target must expend and roll one Hit Die, and takes Necrotic Damage equal to the result plus their Constitution Bonus. On a success, the target takes Damage equal to their Constitution Bonus but does not lose a Hit Die.

FACELESS

This Monster has lost its face and natural senses. Chitinous hide or gnarled bone may have grown over them; their face may have atrophied and left a grinning skull, or some other nightmarish change. The Monster can't see, hear, speak, or taste but gains *Blindsight* to a range of 30 feet. In addition, if a Survivor starts their turn within 30 feet of the Monster, they must succeed on a **DC 15 Wisdom Saving Throw** or become *Frightened* of the creature. On a success, the target is immune to this effect for one day.

GHOSTFLESH

The Monster gains the following Reaction:

Incorporeal: Whenever this Monster is dealt Damage equal to or greater than its Constitution Score or is hit with a Critical Hit, it gains Immunity to all Damage and can move through solid objects and creatures until the end of its next turn. While incorporeal, it cannot make attacks.

GRASPING

The Monster has grown 2d4 additional limbs, hands, tentacles, or other grasping appendages. It can take one additional Action each turn, which can only be used to *Shove* or *Grapple* a creature or interact with an object. In addition, it has Advantage on all Tests to *Shove* or *Grapple*.

GRAVITATIONAL PULL

This Monster emits a powerful gravity well that draws creatures into its grasp. Creatures within 30 feet of this Monster move at half Speed unless they move directly toward it. Additionally, small, unsecured objects that aren't being worn or carried are pulled toward the Monster.

INVISIBLE

The Monster has developed the ability to render itself invisible. This may result from a light-reflective hide, a rapid shapeshifting body that blends with the environment, or an esoteric ability to wipe its presence from the observer's mind. The Monster gains the following Action:

Fade From Sight (Recharge 5–6): The Monster turns *Invisible*. The effect ends if the Monster attacks or uses an ability.

MICROCLIMATE GENERATION

This Monster emits waves of intense heat or cold to wear down its prey. Whenever a creature starts its turn or moves within 15 feet of this Monster, that target suffers 1d4 Fire or Cold Damage (GM chooses). A creature damaged by this effect must succeed a **DC 15 Constitution Saving Throw** or gain a Level of *Exhaustion*.

MOURNFUL WAIL

This Monster gains the following Action:

Mournful Wail (Recharge 4–6): The Monster lets out a terrible wail that tugs at primal sympathies. Each creature in a 15-foot sphere must make a **DC 15 Wisdom Saving Throw**. The target has Advantage on this Saving Throw if they are already in combat with this creature. If the target fails the Saving Throw, they become *Charmed* by the Monster until it harms them or their allies.

MYSTIFYING AROMA

The Decay within this Monster has caused it to sprout small, vividly-coloured blooms that emit a sweet scent. A creature that begins its turn within 5 feet of this Monster must succeed a **DC 15 Constitution Saving Throw** or become *Stunned* until the start of its next turn. If this Monster suffers Damage, the range of this effect increases to 15 feet until the end of its next turn.

REGENERATING

The Monster can regenerate from harm through accelerated healing, amorphous forms, or reversing time. At the start of its turn, the Monster regains Hit Points equal to its Proficiency Bonus × 3.

REPULSIVE FORCE

This Monster gains the following Action:

Repulse (Recharge 4–6): This Monster uses gravity, compressed air, or its sheer bulk to send its enemies flying. Each creature within 5 feet must succeed a **DC 15 Strength Saving Throw** or be pushed back 15 feet and knocked *Prone*.

SPINY

The Monster is covered in needle-sharp horns, spikes, or spines that it deploys defensively. Any creature that touches the Monster or attacks it from within 5 feet takes 2d4 Piercing Damage.

STRETCHED

The Monster's limbs have elongated to uncanny proportions. These are often, but not always, supported by additional joints or spear-length claws. The range of this Monster's melee attacks increases by 5 feet if it is Medium or smaller, or 10 feet if it is Large or greater.

TELEPATHIC

The Monster has developed some form of telepathic ability, usually depicted through out-sized craniums or strange hyper-sensitive sensory organs. This allows it to communicate primitive emotions and detect dangers but doesn't necessarily increase its intelligence. The Monster gains telepathy with a range of 120 feet. In addition, it cannot be *Surprised*.

UNNATURAL FLIGHT

This Monster has gained the ability to fly via wings, gaseous balloons, or some other unnatural force such as gravitational manipulation. The Monster gains a Fly Speed equal to its Walking Speed. If the Monster could already fly, it instead doubles its Fly Speed.

UNNERVING PRESENCE

This Monster uses hypnotic patterns, psychic emissions, or mind-muddling scents to manipulate its prey. Any creature which starts its turn within 15 Feet of the Monster must succeed on a **DC 15 Wisdom Saving Throw** or become *Charmed* or *Frightened* by the Monster (GM's choice) until the end of their next turn. Creatures have Advantage on this Saving Throw if the Monster has dealt Damage to them or they have succeeded on this Saving Throw within the last day.

VENOMOUS RETRIBUTION

This Monster has a stinger, enlarged fangs, or similar natural weapon. The Monster gains the following Reaction:

Venomous Strike: When a creature misses this Monster with a melee attack or ends its turn within 5 feet of this Monster, the Monster can make a melee attack against the creature. Any creature damaged by the attack must succeed a **DC 15 Dexterity Saving Throw** or be *Poisoned* for 1 minute.

VOLATILE BLOOD

Something within this Monster's blood is explosive, corrosive, or otherwise harmful. If this Monster suffers Damage greater than its Hit Die value from a single attack, every creature within 15 feet must make a **DC 15 Dexterity Saving Throw**. A creature takes 3d6 Fire, Acid, or Necrotic Damage on a failed save (GM's choice), or half as much Damage on a successful one.



BLIGHTCLAW

Blightclaws, also known as Beastblends or Wildshapes in some Havens, are large Monsters of stone and wood that twist and shift their form to present the disjointed characteristics of multiple creatures simultaneously. Their transformations are violent, self-destructive, and unpredictable. One moment, they may sport the head of an out-sized spider, only to rip it off with a sickening crunch and cast it aside without warning before the snapping jaws of an alligator burst from its stump. As their chimeric form shifts, so too do their instincts. A Blightclaw with a bull's head may charge shrieking towards trespassers, then skitter away up a tree and try to lure prey into a hastily constructed web like a spider. This near-constant change in nature and tactics makes them particularly troublesome Monsters to hunt, leading to a common Seeker saying that, *'When you fight a Blightclaw, you fight an entire forest.'*

Rumours claim that Blightclaws are the scattered remnants of damned souls from before the Breaking who used magic to change into animals at will. One particular children's story speaks of a noble guardian of the forest who used his magic to walk in the skin of every beast in his domain. Yet when the Breaking came, the animals within him burst forth from his flesh in a horrifying transformation and have fought for dominance over his twisted, undying form ever since. Others say that Blightclaws are simply the natural result of many animals being trapped in an area of high Decay. After all, many creatures in the Broken World resemble two or more creatures meshed together in unnatural ways; is the Blightclaw truly any different?

ROLEPLAYING A BLIGHTCLAW

Blightclaws are, in essence, a dozen or more wild animals battling for control of one massive body. If left to their own devices, whichever animal is dominant at the time attempts to fulfil its role in an ecosystem. Of course, this rarely ends well. Even if a Blightclaw has the head of a bird, it may not have wings to fly, while a spider may desire to climb trees that are far too small to support it. In addition, Blightclaws often manifest territorial beasts or predators, which can disrupt entire ecosystems if left unchecked, as they cut a swath through predator and prey alike.

The most common evidence that a Blightclaw has invaded an area are the shredded corpses of apex predators, massive animal tracks that change mid-stride or are found in unusual places, or the discarded heads or limbs of the Blightclaw which look like petrified animal parts.

Blightclaw Descriptions: *'Its cry is a horrifying orchestra of a dozen tortured animals shrieking all at once', 'Its movement sounds like crumbling rock and groaning wood', 'It feels like hitting a mossy rock', 'It stinks of rotting wood and animal musk', 'It transforms in a violent shower of wood and stone splinters.'*

FIGHTING A BLIGHTCLAW

A Blightclaw's high Hit Points, Damage Resistances, and ability to regenerate via its *Violent Transformation* Action make it a naturally tough opponent for the average party of Survivors. This, combined with its ability to change its Damage Type or gain a Fly, Climb, or Swim Speed in the middle of combat, means it can adapt in unexpected and deadly ways.

Fighting a Blightclaw should be an unpredictable battle that changes from round to round. The Blightclaw should use its *Violent Transformation* at every opportunity, but consider what animal has gained control of the Blightclaw at that moment and how it might change its tactics for better or worse. You can use the Blightclaw's *Extra Actions* to represent these changes. A bull-controlled Blightclaw might repeatedly take the Charge Action, while a cat-like aspect which takes over may suddenly start dodging or seek cover and attempt to Hide. Meanwhile, if a fish seizes control while the Blightclaw is on land, it may panic and flee for the nearest water source, or a bird may attempt to fly away from harm, only for its wings to vanish mid-flight — sending it crashing to earth.

One universal trait that most of the Blightclaw's aspects should have is an animalistic fear of fire. It won't stop fighting back if it's cornered or in a bloodthirsty rampage, but fire may let a party ward away a Blightclaw, herd it into traps, or even bring it down if applied directly.

BLIGHTCLAW

LARGE MONSTER

Armour Class: 17 (natural armour)

Hit Points: 61 (6d10 + 28)

Speed: 30 feet, 30 feet Climb, Fly, or Swim (see below)

Decay: 10

STR	DEX	CON	INT	WIS	CHA
18 (+5)	12 (+0)	18 (+4)	2 (-4)	10 (+0)	6 (-2)

Skills: Perception +4, Stealth +3

Damage Vulnerabilities: Fire

Damage Resistances: Bludgeoning, Piercing, Poison, Slashing

Senses: Passive Perception 14

Languages: None

Challenge: 5 (1,800 XP)

TRAITS

Fear of Fire: The Blightclaw has a natural fear of open flames and avoids them unless driven into a frenzy. If the Blightclaw starts its turn or attempts to move within 5 feet of an open flame, it must make a **DC 10 Wisdom Saving Throw**. If it fails, it becomes *Frightened* of the flaming object until the end of its next turn. The Blightclaw automatically succeeds on this Saving Throw if it is below 60 Hit Points.

Extra Action: The Blightclaw can take two Actions each turn.

ACTIONS

Bestial Attack: *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 11 (2d6 + 5) Bludgeoning, Piercing, or Slashing Damage (depending on the animal part used). On a hit, the target must succeed on a **DC 16 Strength Saving Throw** or drop an item in their hand.

Natural Projectile: *Ranged Weapon Attack:* +3 to hit, reach 60/90, one target. *Hit:* 9 (3d6) Piercing or Poison Damage. A creature damaged by this attack must succeed a **DC 15 Constitution Saving Throw** or be *Poisoned* for 1 minute.

Agonising Spit: The Blightclaw spits a deadly projectile at a point within 30 feet. Each creature in a 5-foot radius sphere centred on the point must make a **DC 11 Dexterity Saving Throw**. The target takes 9 (2d8) Acid, Fire, or Poison Damage on a failed save (depending on the Blightclaw's form), or half as much on a success.

Violent Transformation (Recharge 4–6): The Blightclaw violently separates and regrows part of its form in an explosion of stone and wood. The Blightclaw regenerates 10 Hit Points and all creatures within 15 feet must succeed on a **DC 16 Strength Saving Throw** or be knocked *Prone*. Any creatures that are knocked *Prone* by this effect must also succeed on a **DC 10 Decay Saving Throw** or suffer 1 Decay. The Blightclaw can choose to change its additional movement speed (Climb, Fly, or Swim), change the Damage Type of one of its Attacks, or gain +1 AC and -1 to Attack Tests (or vice versa).

REACTIONS

Fight: When a creature ends its turn within 5 feet of the Blightclaw, it can immediately make a *Bestial Attack*.

Flight: When a creature ends its turn within 5 feet of the Blightclaw, it can choose to change its additional movement Speed (Climb, Fly, or Swim) and immediately move up to its Speed. This provokes Opportunity Attacks as normal.

'Pity the Blightclaw. It desperately seeks a place in nature. But nature rejects it at every turn.'

— I. Ayame, Seeker of Deeproot



CRUCIBLE

When a Dwarf succumbs to Decay, they become a maddened creature of flame and deranged genius known as a Crucible. While Decay drives many Monsters to destruction, Crucibles are driven to create above all else, an ultimate expression of the lost drive said to have once been held by the Dwarven Lineage. However, what the feverish mind of a Crucible considers their craft bears little resemblance to those arts practised in Havens and often bears little distinction from destructive rampages to observers. Some believe that Crucibles are so maddened by the flames of their body and mind that they can no longer distinguish between creation and destruction. Others whisper fearfully of the possibility that Crucibles are craftspeople and artists and what they 'build' is the foundations of a new world without hope.

Crucibles are dangerous threats to Survivors, as their strange designs often see them proactively hunting for materials among flora, fauna, and Havens. They would as gladly burn a living being alive for some charcoal to scrawl as they would bind an audience in red-hot shackles to listen to their unhinged plans and oratory. However, if you can slay a Crucible, their fire dies out save for a lonely ember that talented Makers use to forge metals of unusual quality. Some dare to believe that the Crucibles are aptly named and that these embers forge metals purified of Decay, while others will only forge weapons with them for fear that more peaceful tools would be twisted to violent natures by the madness of the slain Crucible.



ROLEPLAYING A CRUCIBLE

The strange madness of a Crucible is not as far gone from their old selves as in some other Monsters. Crucibles still speak and can even negotiate or debate, although their reasoning in such endeavours is rarely easy to follow. Above all else, they seek raw material and a grand purpose for it, but their definitions of “material” are loose, and their ideas of purpose are looser. They may attempt to seize what they need from Havens or Survivors or to turn such victims into materials themselves. However, quick-thinking people have been said to be able to trick or distract a Crucible with the promise of something new, for they also crave novelty and innovation.

When a Crucible walks the land, the world shows clear signs of their passage, as the ground roils at their footsteps and their tracks are blackened by heat. If they can spend long in one place, they will inevitably create a workshop of sorts with which to strip down and tear apart every un-Decayed thing in the region and replace it with their new vision.

Crucible Descriptions: *‘The hunched form has a silhouette reminiscent of a Dwarf, but painted in fire and blazing light instead of any body of flesh or suit of armour.’, ‘Tongues of flame lick all around its body, and it stinks of smoke and soot.’, ‘Wherever it steps, rocks break, sand vitrifies, and scorch marks mark its footfalls.’*

‘My lovely light, how bright it burns! Why must everything else be so dreary? WHY WON’T IT BURN BRIGHT LIKE ME?’

— *Unnamed Crucible*

FIGHTING A CRUCIBLE

The flames that roil within a Crucible’s body make striking at them from close range a dangerous endeavour, but they can also scoop out their innards and hurl the flaming fragments of their being to foes who would try to keep at a distance. However, perhaps their most dangerous trait is the warping power of Decay expressed in their burning footfalls. Anyone approaching to strike at a Crucible from up close or who allows one to draw near to them risks injury and Decay simply from standing too close. Those who oppose a Crucible would be wise to stock up on ranged weapons and ammunition and to keep the terrain in mind, the better to evade its approach.

However, Crucibles are far from dull brutes who can be manipulated into unfavourable engagements. Their keen intellects, though warped by Decay, mean they can identify obvious danger, and they have no qualms about retreating to exact revenge later. Perhaps the surest way to draw them to a fight is to threaten their workshop or an ongoing project of their craft.

CRUCIBLE

MEDIUM MONSTER

Armour Class: 16 (natural armour)

Hit Points: 33 (6d8 + 6)

Speed: 25 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	13 (+1)	15 (+2)	10 (+0)	10 (+0)

Damage Resistances: Fire, Cold

Senses: Darkvision 60 feet, Passive Perception 10

Languages: Gift

Challenge: 1 (200 XP)

TRAITS

Twisted Trail: When a creature starts their turn or moves within 5 feet of a Crucible for the first time on a turn, they must succeed a **DC 15 Dexterity Saving Throw** or suffer 3 (1d6) Fire Damage. Any creature damaged by this ability must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay.

ACTIONS

Burning Blows: *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 4 (1d6 + 1) Bludgeoning Damage plus 3 (1d6) Fire Damage.

Hurl Flame: *Ranged Weapon Attack:* +3 to hit, range 15/45 feet, one target. *Hit:* 5 (1d8 + 1) Fire Damage.

DEATHSTALK

At first glance, a survivor might be forgiven for mistaking the Deathstalk as some kind of once benevolent forest spirit. They are now twisted and corrupted, a horrific amalgamation of an Elf-like creature growing from the blackened and gnarled trunk of a tree. They are walking betrayals of life, growth, and things that love the sun and long to reach for it. They burrow away from any small goodness left in the world — down into the earth and, more nefariously, down into the thoughts and memories of those they kill.

There are stories across the land of things that speak in voices that don't belong to them, calling out to weary survivors to join them, to take their final rest. Amongst the most insidious of these voices is the Deathstalk. They seek the heads of survivors, whether by their own violence or vile grave robbery, and burrow razor-thin tendrils through the eye sockets, the ears, and the mouth. They see everything the survivor once saw, hear everything they once heard, taste and speak with words that were once kind and gentle yet now seem harried and warped.

Folk follow those words, even if some part of them knows it isn't right, knows something terrible waits for them. But they can't help it — such is the guile and heartache evoked by the vile Deathstalk that many follow the voices simply for the tiny, minute chance that a lost loved one awaits them in the darkness beyond.

ROLEPLAYING A DEATHSTALK

Deathstalks are ruthless, capricious, and cantankerous creatures. Each is the despot of their own foul domain — what little plant life that grows in the choking kingdom of the Deathstalk is bound to its will, unwitting sentries and attack dogs for those that trespass, or are lured, into its realm. They are jealous and greedy tyrants, looking ever to expand their twisted groves as they claim more and more victims. After harvesting the heads of those they kill, the Deathstalk leaves nothing to waste — the rest of the remains are fashioned into grotesque mockeries of trees, ensuring the borders of the Deathstalk's forest continue to grow and grow.

Inevitably, this brazen expansion encroaches on nearby Havens, threatening all those survivors who cling to the relative safety within. The Deathstalk's grove begins to warp the already malleable landscape of the Broken World, bending more and more paths towards

itself as it swells in size. Most Havens send routine extermination parties out into the wilds beyond their walls to eradicate these groves before they gain a foothold — but it is not always enough. Deep within the largest groves lie ruined Havens now forgotten by all but the ragged trees of weeping flesh and bitter bone that were once the Survivors who called them “home”.

Deathstalk Description: *‘The grotesque plant slithers forward on its vine-like roots — a rush of snapping twigs and slapping leaves.’, ‘It raises a severed head which opens its mouth to speak, violet light pouring from its slack mouth’, ‘Their bark is wet and rotten, spilling glowing sap where it splits. Its vines whip and snap the air in anxious anticipation.’*

FIGHTING A DEATHSTALK

Deathstalks are devious and will leverage any and all opportunities never to fight a fair battle. From luring new victims under the arches of their boughs with stolen voices to using other plant life to track and attack those in their grove, these creatures will do everything possible to ensure any foe is all but beaten before they even see the Deathstalk.

Despite being excellent ambush predators, their greed robs them of a key strength - patience. In their haste to consume those they lure into their grove or mete out retribution on those who trespass, the Deathstalk can, in turn, fall prey to cunning and cautious Survivors who knowingly exploit their host's irascibility. What begins as a clever trap designed to pull desperate people quickly into the depths of the grove becomes more and more frenzied — plantlife no longer simply attacks to drive the quarry forwards, but animated by the impatience of the Deathstalk, it lashes out, becoming spiteful and vindictive. The more agitated and angry the voices in the darkness become, the closer a Survivor knows they are to breaking the Deathstalk's tenuous patience — at which point it will launch a furious offensive to bring a swift end to the hunt.

This is the best chance a group of Survivors has to kill a Deathstalk — if they can antagonise it sufficiently, wait out the attacks and horrors designed to drive them further into the grove, they will force the creature out into the open where, for a time, its fury will override its sense of self-preservation. Survivors must be quick — as the Deathstalk's anger subsides, it will retreat again back into the depths of the forest.

Deathstalks inherit — or steal — their groves. Some might enter the grove of another Deathstalk, at which point a vicious battle for control takes place, leaving one broken and one the undisputed master of the trees. Other Deathstalks might take root in a mundane forest, slowly corrupting the landscape until it can claim the forest as its own grove. They are a menace that can take root almost anywhere, at almost any time. Once they have, they are notoriously difficult to deal with.



DEATHSTALK

MEDIUM MONSTER

Armour Class: 15 (natural armour)

Hit Points: 135 (18d8 + 54)

Speed: 30 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	16 (+3)

Saving Throws: Constitution +6, Strength +5

Skills: Deception +6, Intimidation +6, Natural Lore +4, Perception +4, Stealth +3, Survival +4

Damage Vulnerabilities: Fire

Damage Resistances: Bludgeoning, Piercing, and Slashing from mundane weapons.

Senses: Blindsight 60 feet, Passive Perception 14

Languages: Gift

Challenge: 5 (1,800 XP)

TRAITS

Lord of the Woods: The Deathstalk is aware of all creatures within the bounds of its grove. It does not know the precise location of those creatures, but it knows their approximate distance and direction.

Tyrant of the Trees: When the Deathstalk uses its *Vine Lash* attack, it can pick any location within the bounds of its grove, regardless of line of sight, from which to make the attack.

Harvest Memories: If a Deathstalk spends 1 hour touching a dead creature, it can harvest its memories. While harvesting memories in this way, the Deathstalk is *Incapacitated*. It can end this effect as a Free Action but must start the process again.

Tempt to Despair: The Deathstalk calls out with a voice stolen from a deceased creature that has been targeted by its *Harvest Memories* ability. Any creature that hears the voice must succeed on a **DC 16 Wisdom Saving Throw** or become *Charmed* by the Deathstalk and use all of its movement to move directly towards the Deathstalk. The creature can repeat the Saving Throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack: The Deathstalk makes two *Vine Lash* attacks and one *Crushing Branch* attack.

Vine Lash: *Melee Weapon Attack:* +5 to hit, reach 10 feet, one creature. *Hit:* 11 (2d8 + 2) Slashing Damage. A creature damaged by this attack must succeed on **DC 14 Strength Saving Throw** or be knocked *Prone*.

Crushing Branch: *Melee Weapon Attack:* +5 to hit, reach 5 feet, one creature. *Hit:* 16 (4d6 + 2) Bludgeoning Damage.

Erupting Vines (Recharge 6): The Deathstalk picks a point on the ground within 30 feet, causing a vine to erupt from the earth. It may target up to three creatures within 10 feet of the vine with its *Vine Lash* attack.

DRAINER

Drainers are the tragic remnants of Halflings that have fallen to the insidious corruption of Decay. Their translucent forms shuffle and squelch across the Broken World, endlessly seeking sustenance. Their food is anything they can slop into their melting grasp, from clean water and crops to blood and bone. They pour their gelatine bodies over their targets, drowning them in corrosive slime until they are dissolved and added to their mass. Unfortunately, this does nothing to slake a Drainer's hunger. Left unchecked, a single Drainer can digest their way through an entire ecosystem to leave behind nothing but a Decayed mire.

Most Drainers can only communicate through a series of gargled slopping sounds that bear little resemblance to spoken language, but many retain the vague shape of the Halfling they once were. This has led some to speculate about just how sapient Drainers truly are and what might happen if their insatiable hunger were to be overcome someday. If it's possible, none have lived to tell the tale. Yet it certainly seems like Drainers do not inherently harbour resentment towards survivors like other Monsters — they simply seek to consume as much sustenance as possible, which often leaves them at odds with the other creatures around them.

One of the hardest aspects of dealing with Drainers is their near-fluid bodies, which make containing or barricading against them all but impossible. Several Havens have stories of turning to their meticulously sealed emergency food stores during famines, only to find their precious supplies reduced to a stinking smear beneath the body of a bloated Drainer.



ROLEPLAYING A DRAINER

Drainers are defined by their overwhelming desire to consume. They will risk danger and harm if it allows them to dissolve and absorb large quantities of sustenance or delicious morsels. This means they do not need to be inherently antagonistic in the Broken World. A party may encounter a Drainer while it is fully absorbed in consuming the corpse of a large beast or fallen tree. In a situation like this, the party has a choice: leave the Drainer alone or compete for the valuable resources it covets. However, Drainers are also the bane of travellers in the wilds, as the rations and meat-based resources they need to survive draw Drainers like moths to a flame. More than one group of Survivors have been woken in the middle of the night by a Drainer attempting to consume their packs and reacting violently if halted.

Fortunately, just like their liquid form, Drainers almost always take the path of least resistance. While they may initially react violently to any intrusion upon their meals, if they realise that their current sustenance is not worth the effort or there is a greater meal nearby, many Drainers will simply give up the fight and quickly slip away. However, if a Drainer finds itself in a barren wasteland devoid of plentiful sustenance, it may become increasingly desperate and violent as its insatiable hunger overwhelms any form of reason. This leads Drainers to assault fauna and Monsters far greater than themselves or even a heavily armed party of Survivors. Rumours say that rarely, desperate Drainers will even form groups to take down enormous beasts in a tidal wave of sapient, acidic ooze.

Drainer Descriptions: *'It squelches and slaps as it folds itself across the ground', 'It opens its mouth as if to scream, but with no voice box, it just emits a wet gargle', 'Its gelatine body flows through every crack in your armour', 'Its slimy, acidic stink burns the back of your nostrils.'*

'I've seen Drainers before. But by all the dead gods... nothing could have prepared me for the sound of someone becoming one. He just kept... screaming. He screamed as he melted.'

— Amel Dumont, Seeker of the Obsidian Hand

FIGHTING A DRAINER

Drainers are simple creatures in combat. They seek out the greatest source of sustenance to consume and attack anything that gets in their way. Alternatively, if they believe a living creature is the best or easiest food source, they will attack them instead. Even their attacks are just them attempting to consume their targets by grappling and digesting them using their *Digestive Grapple* ability. If the target struggles, they will use their *Decaying Suffocation* trait to try and force them to give up. Drainers can also use their *Ooze-like Form* to pass through barriers to hide from attackers or chase down unwitting prey.

DRAINER

SMALL MONSTER

Armour Class: 15 (natural armour)
Hit Points: 22 (5d8)
Speed: 25 feet, Climb 25 feet, Swim 25 feet
Decay: 10

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	13 (+1)	13 (+1)	10 (+0)

Skills: Stealth +3
Damage Resistances: Bludgeoning, Piercing
Condition Immunities: Restrained
Senses: Passive Perception 11
Languages: Can understand Gift but can't speak
Challenge: 1 (200 XP)

TRAITS

Ooze-like Form: When a Drainer is not carrying or wearing anything, it can fit through gaps as narrow as 1 inch wide. However, it has Disadvantage on Strength Tests.

Digestive Grapple: Drainers use Dexterity (Acrobatics) to initiate grapples and have Advantage on all Grapple Tests. In addition, any creature that is *Grappled* by a Drainer at the start of their turn, suffers 4 (1d6 + 1) Acid Damage and the Drainer recovers Hit Points equal to the Damage dealt.

ACTIONS

Gloppy Pummel: *Melee Weapon Attack:* +4 to hit, reach 10 feet, one target. *Hit:* 4 (1d4 + 2) Bludgeoning Damage. A creature that is hit by this attack is *Grappled* by the Drainer.

Spit Acid: *Ranged Weapon Attack:* +4 to hit, range 15/45 feet, one target. *Hit:* 5 (1d10 + 2) Acid Damage.

Decaying Suffocation (Recharge 4–6): The Drainer attempts to flow into the lungs of a creature it has *Grappled* to suffocate them. The *Grappled* creature must make a **DC 15 Constitution Saving Throw**. On a failure, they gain 1 Level of *Exhaustion* and must immediately succeed on a **DC 15 Decay Saving Throw** or suffer 1 Decay.

DREAMSPAWN

Throughout the Broken World, people whisper in terror of nightmares plucked from the heads of the unfortunate and manifested by a creature known as the Dreamspawn. The Dreamspawn, they say, are slaving horrors, shifting and changing to best terrify those they hunt. Others scoff at this — the folk of this blasted waste face their worst nightmares every day; how could you ever tell such a creature from any other gods-forsaken Monster?



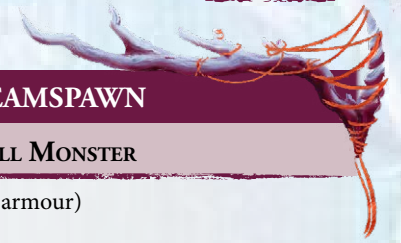
It is these jaded survivors that often meet the Dreamspawn in its cruellest aspect. No simple horror for these folk, no easy nightmare. No, the Dreamspawn manifest a far more excruciating vision for them — their true dreams. They invade the last refuge of hope and beauty within a person: the sanctum of their sleep.

They violate this last haven and rip the dream from their prey, allowing them to see it in the world before them. This abhorrent contrast is the cruellest trick any creature could play — to dangle a private, pure dream before another, to drain the life from them as they despair, and to present a choice: you must either slay the very thing that gives you the will to go on, in your innermost heart; or you will die at the hands of that same beauty.

Sometimes, when it all becomes too much, many Survivors seek death at the hands of the Dreamspawn, all in the hope that they might see one last beautiful thing before the end. Whether they are granted this small mercy or instead die facing unspeakable nightmares, none can ever really be sure.

ROLEPLAYING A DREAMSPAWN

Dreamspawn manifest something to those that face them, be it a dream or nightmare, but what precise form that manifestation takes is entirely dependent on who the Player Characters are, what they care about, and what they fear. It is the perfect opportunity to take parts of a Survivor's backstory — particularly parts they may not have revealed to other players yet — and weave them into the story in the cruellest, most dramatic way. Perhaps a Player Character's long-deceased sibling suddenly appears before them, pleading not to hurt them, as the Dreamspawn all the while syphons the Survivor's life force. They face a choice — do they strike down this manifestation of what they love most? Alternatively, a dark secret that haunts a Player Character's nightmare might appear instead. Perhaps a great fire that burned down the Haven they grew up in, a fire for which they were responsible, appears again now as a rearing, screaming, powerful foe to torment them once more.



An encounter with the Dreamspawn isn't necessarily a mechanical challenge for players; rather, the difficulty lies in the deep emotional challenge, be it fear, hope, or a crushing bittersweet mix of the two. Dreamspawn appear most often in horrid shoals around **the Dreamer Titan** (see page 286). Players might encounter one or two terrorising a Haven, but even in this circumstance, their appearance portends that a much greater, much older danger is not far away.

Dreamspawn Description: *'The disembodied cluster of sharp mouths and sharper claws drift through the air, arranged in a mockery of a person.'*, *'Its low hiss scrapes against your mind like nails on slate.'*, *'Your attack lands, but the Dreamspawn is gone, replaced by your shocked loved one. They beg you to stop, eyes wide as their blood coats your weapon.'*

FIGHTING A DREAMSPAWN

Dreamspawn act mostly out of instinct. They are ethereal, semi-corporeal creatures; they are drawn to sapient minds like moths to a flame. They derive a base, cruel pleasure from inflicting torment, but their priority is to feed on the life force of the creature they are tormenting. Like most creatures that act on impulse, they are driven by a keen sense of self-preservation — they will not hesitate to flee back to the safety of the **Dreamer Titan** (see page 286) if they take sustained damage.

These creatures will use their semi-corporeal state to stay in the shadows, drawing close enough to a potential victim to use their abilities before leaching into a person's mind. Dreamspawn will usually target whomever they perceive to be weakest in spirit — they have an uncanny sense to see past external appearances and determine who in a group is most likely to fall victim. While close to the Dreamer Titan, these creatures will hunt in the open; however, if one or two torments a town, they will most often strike once their victims are asleep.

As the GM, have the Dreamspawn target the party member with the lowest Wisdom. The Dreamspawn can target up to two creatures at once; if you have a large party, you could wait until they split up to spring this Monster on them, or you could have the whole party run into a group of Dreamspawn at once.

DREAMSPAWN

SMALL MONSTER

Armour Class: 14 (natural armour)

Hit Points: 27 (6d6 + 6)

Speed: Fly 40 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Saving Throws: Dexterity +5

Skills: Insight +3, Perception +3, Stealth +5

Damage Vulnerabilities: Fire, Force, Radiant

Damage Resistances: Bludgeoning, Piercing, and Slashing

Condition Immunities: Charmed, Petrified, Poisoned

Senses: Truesight 30 feet, Passive Perception 13

Languages: Understands any spoken language it hears, but can't speak

Challenge: 2 (450 XP)

TRAITS

Limited Telepathy: The Dreamspawn can magically communicate simple ideas, emotions, and images telepathically with any creature within 30 feet that can understand a language.

Broken Dreams: When the Dreamspawn is damaged, it can choose to redirect the Damage to one of the illusions it has created as part of its *Manifest Dream* attack. If the illusion is reduced to 0 Hit Points, it disappears.

ACTIONS

Multiattack: The Dreamspawn makes one *Bite* attack and one *Claw* attack.

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 9 (2d6 + 2) Piercing Damage plus 7 (2d6) Psychic Damage.

Claw: *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 5 (1d6 + 2) Slashing Damage plus 3 (1d6) Psychic Damage.

Manifest Dream (Recharge 4–6): *Ranged Spell Attack:* +3 to hit, range 60/90, up to two creatures within range. *Hit:* 5 (1d6 + 2) Psychic Damage. The Dreamspawn creates an illusion fashioned from the dreams or nightmares of each creature damaged by this attack. The illusion has 10 Hit Points, an AC of 10, cannot attack, and uses the statistics of the Dreamspawn for all other Attributes. It remains for 1 minute or until the Dreamspawn dies or dismisses it.

A creature targeted by this attack must make a **DC 11 Wisdom Saving Throw** at the start of each turn they can see the illusion. On a failure, they become *Charmed* or *Frightened* depending on the nature of what the Dreamspawn manifested. They can repeat this Saving Throw at the start of each turn.

Dream-eater: The Dreamspawn targets up to two *Charmed* or *Frightened* creatures within 120 feet. Each creature suffers 4 (1d8) Psychic Damage, and the Dreamspawn regains Hit Points equal to the amount of Damage dealt.

REACTIONS

Ethereal Skirmish: Immediately after the Dreamspawn takes Damage or loses hit points, it can move up to 40 feet. This movement does not provoke Opportunity Attacks.

HUSK

Under the influence of Decay, the Human instinct to gather knowledge and return it to the city of Valontor becomes an arcane imperative that slowly overwrites a Decayed Human's every waking thought. In time, these tragic souls devolve into Husks — desiccated Monsters that feed on the souls of the living.

Husks appear to be mindless humanoids that run and stumble aimlessly through the Broken world, often changing direction at random. To some Humans, however, a Husk's errant behaviour is clear: they seek Valontor. Humans can sense the way to Valontor, like the subtle tug of gravity. However, due to the shifting nature of the Broken World, the direction of this tug can shift and change seemingly at random and increasingly if the person finds themselves in heavily Decayed areas. This pull grows exponentially when a Human becomes a Husk, and they begin an endless march searching for the lost city.

Husks only divert from their march to Valontor if they sense sapient creatures nearby, at which point their insatiable hunger for knowledge overwhelms them. They leap into action, stumbling and charging at their prey and grappling them to the ground. If they cannot reach their prey, they can send out whips of corrupted wind to lash onto the souls of their targets, drawing them into their grasp. Once they have prey in their hands, the Husks open their disjointed mouths and draw the soul from their target with a horrifying, howling inhalation. Survivors of this experience claim that they forever feel incomplete, like a part of them is missing, forever consumed by the Monster that once was Human.



ROLEPLAYING A HUSK

Unlike other Decayed Survivors, which are only born when a member of the Elemental Lineages fully succumbs to Decay, Husks can be born from any Human who dies. This, combined with the ubiquity of humanity, means that Husks are one of the most common Decayed Survivors encountered in the Broken World.

When a Husk rises from the grave, they begin their wandering journey to Valontor, which can lead them on a wild goose chase almost anywhere you can imagine. However, their navigation skills leave a lot to be desired. They simply follow the natural pull to Valontor in a direct line, which often results in Husks being trapped in pits, caves, or ruins, as their simplistic imperative cares little for barricades. Some Husks have spent years clawing at a brick wall until their fingers are worn to bloody nubs when an open doorway lies mere feet behind them — all because turning around would take them further from their sacred city.

The only time Husks show any form of higher awareness is right after they have consumed a person's soul, at which point they seem to partially reawaken for a brief moment to the horror of their existence. In such a state, they speak in the voice of the soul they have consumed and often fall into deep, mournful soliloquies. This accursed lucid state typically lasts for a few hours at most, but some rumours speak of Husks that consume the particularly potent souls of heroes or gods that fully regain their sapience, though rarely to a positive end.

Husk Descriptions: *'With every wheezing breath, trails of soul energy gather at the corners of its mouth', 'It reaches out its rotting hands, and you feel an ice cold grip on your soul', 'It smells of rotting flesh', 'The air around it is frigid-cold.'*

'I just feel like a part of me is missing. I feel sort of, I don't know... hollowed out?'

— *Conzor Whitwith, Husk victim*

FIGHTING A HUSK

Husks are terrifying opponents to Survivors due to their high damage and ability to regenerate through their *Soul Syphon* ability. Even if a Survivor tries to flee, the Husk can use its *Soul Leash* ability to pull prey into its grasp. Worse still, their *Undying Hunger* ability lets them get back up after a killing blow, which has led to more than a few deaths from overconfident Survivors who believed a battle was over.



HUSK

MEDIUM MONSTER

Armour Class: 13 (natural armour)

Hit Points: 75 (10d8 + 30)

Speed: 30 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills: Athletics +3, Perception +3

Saving Throws: Dexterity +3

Damage Immunities: Necrotic

Senses: Passive Perception 13

Challenge: 1 (200 XP)

TRAITS

Undying Hunger: The curse of Valontor cares little for the finality of death. If a Husk is killed, it makes a **Constitution Saving Throw** with a DC of 5 + the Damage taken from the killing blow. On a success, the Husk returns to life at the beginning of its next turn with 1 Hit Point.

ACTIONS

Grasping Strike: *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 10 (2d8 + 1) Bludgeoning Damage. On a hit, the target must succeed a **DC 13 Dexterity Saving Throw** or become *Grappled*.

Soul Leash: The Husk targets a creature within 30 feet and pulls on their very soul. The creature must make a **DC 15 Wisdom Saving Throw**. On a failure, the target suffers 3 (1d6) Necrotic Damage, is pulled within 5 feet of the Husk, and knocked *Prone*.

Soul Syphon (Recharge 4–6): All creatures within 5 feet of the Husk must make a **DC 15 Wisdom Saving Throw**. On a failure, the target suffers 11 (2d10) Necrotic Damage and must succeed on a **DC 15 Decay Saving Throw** or gain 1 Decay. On a success, the target takes half Damage and does not make a Decay Saving Throw. The Husk then regains Hit Points equal to the Damage dealt.

MOTHER CARING

Mother Caring haunts the deep woods of the Broken World. Shaped like a stooping humanoid but in vastly stretched dimensions, Mother Caring dwarfs everything bar the tallest trees. Crawling on her flanks and back and burrowing deep in her hair are her children. Mother's children are as large as a Human, with long limbs and golden eyes. Collectively daring but defenceless when caught alone, the children will occasionally descend from their parent, hobbling with a pained gait to whatever shining trinket has caught their eye. Some claim they are joined to their mother by a lock of hair grown from their stomachs, saving them from straying. At night, they curl in foetal clusters on her underside while Mother Caring remains ever vigilant. Rumours abound about the nature of these children. Some say they are parasitic, manipulating the Mother into protecting them. Others say they are Survivors, kidnapped by the Mother and made to drink the thick, dark liquid said to pool in the palm of her hand, Decaying them into monstrous progeny.



Mother Caring can hold a conversation long enough to feign intelligence. Regardless of their origin, her children are her only concern. She can be conversed with, but once the subject strays from the beauty and strength of her children, her golden eyes dim. She is an animal driven by instinct rather than reason.

ROLEPLAYING A MOTHER CARING

Mother Caring blurs the line between NPC and Monster. Few creatures know the deep woods and hidden places of the world as well as a Mother Caring, and none are as able to communicate what they know. However, there is always a risk when interacting with this creature — encounters are tense, fraught occasions that can go immediately, irrevocably wrong. In a sudden frenzy, Mother Caring will attack anyone she perceives as a threat to her children: an unsheathed sword, a sudden movement, even a raised voice or unkind glance. Mother Caring tenses, bares her teeth, rises up on her hind legs, and signals she has taken offence and is preparing to strike. Mother Caring loves her children. She will do anything to keep them happy, to keep them entertained, to keep them fed. She wants to grow her brood and is driven to replace any she loses immediately.

A Mother Caring may actively seek interaction with Survivors, coming fearlessly into settlements or tracking those who venture into her domain. She may seek help eradicating other Monsters that are too powerful or prolific for her to tackle alone. (This may also be an excuse to find powerful individuals to transform into its progeny.) Hunger, unseasonal cold, or even the simple desire for bright trinkets for their children will drive Mothers Caring to approach a Haven. They have been known to bring sick or wounded children to Havens for help. This is perilous for Survivors, for both a refusal to help or a failure to save the injured will enrage Mother Caring, while allowing such a Decayed creature into the heart of a settlement risks the spread of Decay.

Mother Caring Descriptions: *'She crawls through the trees with slow, measured movements as her chattering brood crawls excitedly across her massive form.'* *'Her eyes gleam gold and her smile spreads wide as her children cavort around you.'* *'She leaps forward with unnatural speed to defend her young — a snarling storm of dark hair and long, crushing limbs.'*

FIGHTING A MOTHER CARING

Once the rage of a Mother Caring has been elicited, there is no quenching it until the target of her wrath is destroyed, until Mother Caring herself has been defeated, or the lives of her remaining young are so threatened that retreat is the only option. However, this requires a clarity of thought an enraged Mother Caring seldom possesses.

Depending on the location, combat with Mother Caring takes different forms. In her natural habitat, deep in the dark woods, Mother Caring uses her natural camouflage and stealthy movement to ambush lone travellers and small groups, killing the Survivors she does not want and taking candidates back to her bower to undergo the slow process of Decay. Within Havens and open areas, combat is a frantic, frenzied

affair, her young shrieking and chattering, Mother Caring bellowing and clawing, swinging her great gnarled club. She moves with speed and grace her form belies, seeming to act with preternatural speed when her children are targeted, immediately punishing any harm they receive. Survivors may encounter young with the faces of missing loved ones, lending the combat a horrific psychological aspect.

Once the threat has been eradicated, Mother Caring instantly assumes her benign, motherly aspect as if her rage has never happened. Often, the interrupted social interaction continues. Against a Mother Caring, the best weapons are care, politeness, and circumspection; the best defence is possessing nothing that draws the interest of her young.

MOTHER CARING

HUGE MONSTER

Armour Class: 17 (natural armour)

Hit Points: 122 (15d10 + 40)

Speed: 40 feet, Climb 40 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	14 (+2)	12 (+1)

Saving Throws: Dexterity +5, Constitution +6, Wisdom +5

Skills: Perception +5, Stealth +5

Damage Resistances: Bludgeoning, Piercing, Slashing

Senses: Darkvision 60 feet, Passive Perception 15

Languages: Gift

Challenge: 7 (2,900 XP)

TRAITS

Brood Mother: Mother Caring is accompanied by up to eight of her children. The children of Mother Caring use the Survivor statblock. They are unarmoured and do not use weapons. They remain within sight of Mother Caring at all times and endeavour to return to her if separated.

Eyes of the Brood: Mother Caring sees through the eyes of all of her brood at once. She may target any creature visible to at least one of her children. As long as one of her children can see, she is immune to the *Blinded* Condition. Mother Caring has Advantage on Wisdom (Perception) Tests and cannot be *Surprised*.

Pack Tactics: Mother Caring has Advantage on Attack Tests against a creature if one of her children is within 5 feet of her.

Protective Mother: If one of her children has taken Damage since the end of her last turn or has been captured, Mother Caring cannot be reduced to 0 Hit Points.

Extra Action: Mother Caring can take two Actions each turn.

ACTIONS

Wooden Staff: *Melee Weapon Attack:* +9 to hit, reach 15 feet, one target. *Hit:* 15 (2d10 + 5) Bludgeoning Damage.

Grab: *Melee Weapon Attack:* +7 to hit, reach 10 feet, one target. *Hit:* 10 (2d6 + 3) Bludgeoning Damage. If the target is Medium or smaller, it is also *Grappled* and *Restrained* (DC 16 to escape).

Beckon Child: Mother Caring calls to one of her children to return to her. The child may use its Reaction to Move its Speed towards Mother Caring. If this brings the child within 5 feet of Mother Caring, the child jumps upon her back.

Milk of Decay (Recharge 4–6): Mother Caring forces a *Grappled* creature to imbibe the Milk of Decay from the palm of her hand. The target must make a **DC 16 Constitution Saving Throw** to resist the effects. On a failure, the target ingests the Milk and gains 1 Decay. Mother Caring releases the grapple, and the target falls *Prone*.

The target is *Charmed* and acts as if Mother Caring and her children are allies and all other creatures are hostile, and Mother Caring and her children treat the target as an ally. The target remains *Charmed* for one hour, but can reattempt the DC 16 Constitution Saving Throw every 10 minutes. If the target ever gains 3 Decay due to the effects of the Milk of Decay, they transform into one of Mother's children and become an NPC.

REACTIONS

Admonishing Strike: If one of her children takes Damage or is forced to make a Saving Throw, Mother Caring can move up to her Speed towards the attacker. She can then make an attack with her *Wooden Staff* if the target is within 15 feet.

MURKY DANCERS

Stories tell of river snakes taught to dance by the fey beings who used to walk the world. They say that the serpents the fey found were made intelligent, vibrant, and lithe to better entertain the Archfey as they basked in the moonlight with their Court. The stories speak of midnight revels, dancing the likes of which none have ever seen, and a grand ball at midsummer. As the ball reached its peak, the serpent queen challenged the Queen of Air and Shadows to a competition. The winner, she said, would become the new Queen of Air and Shadows, and the loser would be forced to swim through the muck of the riverbed forever. Days turned into weeks as the two danced across the world until both fell, exhausted, into what is now the Everswamp. Cheers rang out from the fey courtiers in support of their queen, and the serpent queen hissed her displeasure to the world as she and her people were forced into the dank waters of her new domain.

The Sages say the Murky Dancers that infest the waters dance still, eternally challenging the fey to a rematch. Other stories tell of aurorae given life by a long-dead god of music and forced to dance for their pleasure. Some Sages claim that these eels are parts of a Titan long buried beneath the swamp and that they return to their true body after every kill to restore a small piece of its strength with their prey's vitality.

Whatever the truth, the sight of these four-foot-long, camouflaged eels rising from the swamp is awe-inspiring and terrifying. Murky Dancer Queens, twice the length of their subordinates and bright pink, are almost unmissable in the dark waters of their home and often lead packs of four to eight Murky Dancers on long, winding hunts. Makers prize their corpses for the reflective membranes on their oversized fins, their plentiful multi-purpose mucus, and their thick, waterproof hides.

ROLEPLAYING A MURKY DANCER

Murky Dancers are found in swamps, muddy rivers, and marshes. Their grey-brown colouration helps them blend into the mud of their home, and the muddy waters coat their reflective fins. They use this natural camouflage to ambush their prey, waiting until it approaches close enough that their violent 'dancing' will fling mud, water, and mucus onto their target, blinding and disorienting it long enough for their sharp teeth and weight of numbers to bring it down.

The only thing Survivors who have encountered these Monsters claim can help is wearing bright pink and emulating the violent, thrashing dance of a Murky Dancer Queen. On the rare occasions this has been pulled off, the swarm of Murky Dancers is said to have retreated into the swamps and abandoned the hunt. Many a swamp dweller recalls hearing stories of such exploits around the fire of an evening, although none have ever seen it happen. Some of these stories are cautionary tales, however, as the creatures seem attracted to bright colours, pink most of all, and Murky Dancer Queens have been observed to be territorial, directing the swarms at those who fail to impress her with their dancing skills.

As ambush predators confined to a waterlogged, muddy environment, Murky Dancers pose little threat to most Havens. Unless a Haven is built in or near a swamp, fen, or marsh, it is unlikely to come across these showy Monsters. What will bring them into conflict with the Survivors, outside of travel, is if Decay pushes the borders of a swamp closer to a Haven or if the Haven's Makers require the unique materials harvested from a Murky Dancer's corpse.

Murky Dancer Descriptions: *'The flesh and mucus were both slightly sticky and corrosive', 'The creature hissed as it swayed back and forth, the noise a complimentary counterpoint to its dancing', 'The Queen's mucus numbs your skin, inducing a slight euphoria.'*

FIGHTING A MURKY DANCER

Murky Dancers of both varieties are ambush predators, and Murky Dancer Queens rely on deep, muddy water to hide the vibrant colour of their scales, meaning that most Survivors will be in the middle of the swarm before they are even aware of the danger. Anyone wearing pink becomes a priority target for most Murky Dancers, especially those who attempt to imitate their dance and fail.

As reasonably intelligent Monsters, Murky Dancers will flee once an encounter is not going their way, particularly if the Survivors kill all Murky Dancer Queens in the scene. They may follow at a safe distance and attack later with reinforcements if any of the Survivors are wearing bright pink.

MURKY DANCER QUEEN

LARGE MONSTER

Armour Class: 13 (natural armour)

Hit Points: 110 (13d10 + 39)

Speed: 20 feet, Swim 50 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	10 (+0)	10 (+0)	8 (-2)

Saving Throws: Charisma +0

Skills: Acrobatics +5, Performance +0, Stealth +5

Damage Immunities: Acid

Senses: Tremorsense 60 feet, Passive Perception 10

Languages: None

Challenge: 3 (700 XP)

TRAITS

Amphibious: The Murky Dancer Queen can breathe both air and water.

Animal Instincts: As an Action, a Survivor wearing an article of bright pink clothing can attempt a **DC 15 Charisma (Performance)** Test. If they are successful, the Murky Dancer Queen is *Charmed* by them until the end of their next turn or until the Survivor attacks them. If the Survivor fails, the Murky Dancer Queen and every Murky Dancer who can see them prioritises them as a target.

Aggressive Dancing: Murky Dancers that can see the Murky Dancer Queen may Dash as a Free Action, and add 1d4 to their Attack Tests and Saving Throws.

Extra Action: The Murky Dancer Queen can take two Actions each turn.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8 +3) Piercing Damage.

Mucus Spray: The Murky Dancer Queen sprays an explosive blast at a point within 30 feet. Each creature in a 10-foot radius sphere centred on the point must make a **DC 13 Dexterity Saving Throw**. On a failure, the target suffers 9 (2d8) Acid Damage, is *Blinded* until the end of their next turn, and must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay. A creature *Blinded* by this attack suffers 5 (2d4) Acid Damage at the start of each of their turns until they use an Action to wipe away the mucus. A *Blinded* creature damaged by this attack becomes *Stunned* until the end of their next turn.

REACTIONS

Mucus Explosion: When the Murky Dancer Queen is hit with a Critical Hit, it can use its *Mucus Spray* ability.

MURKY DANCER

MEDIUM MONSTER

Armour Class: 13 (natural armour)

Hit Points: 39 (6d8 + 12)

Speed: 10 feet, Swim 40 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	10 (+0)	10 (+0)	3 (-4)

Skills: Acrobatics +5, Performance -2, Stealth +5

Damage Immunities: Acid

Senses: Tremorsense 60 feet, Passive Perception 10

Languages: None

Challenge: 1/4 (50 XP)

TRAITS

Amphibious: The Murky Dancer can breathe air and water.

Animal Instincts: As an Action, a Survivor wearing an article of bright pink clothing can attempt a **DC 13 Charisma (Performance)** Test. If they are successful, every Murky Dancer that can see them is *Charmed* by them until the end of their next turn or until the Survivor attacks them.

ACTIONS

Bite: *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 6 (1d6 +3) Piercing Damage.

Mucus Fling: *Ranged Weapon Attack:* +5 to hit, range 15/30, one target. *Hit:* 5 (1d4 +3) Acid Damage. The target is *Blinded* until they use an Action to wipe the mucus from their eyes. Any creature *Blinded* in this way must succeed on a **DC 13 Decay Saving Throw** or suffer 1 Decay.



SCYTHER

Scythes are Elves that succumbed to Decay and transformed into crystalline Monsters with razor-sharp claws, who have a dark hatred of any creature of flesh and blood. Many Scythes become patient and terrible hunters of humanoids. They stalk the land around settlements, scraping their knife-like claws together in the dark and using their grating voices to goad the flesh-shrouded prey within — all in the hopes of luring foolish survivors into their reach.

If a Scythe finds itself without living creatures to torment, it will often lie down or curl into itself and enter a dormant state. A Scythe can remain like this for decades, their glittering bodies dulling as soil, moss, and rock slowly blend them into the world around them. None can say if the Scythes are aware of the passage of time during this period or what terrible or tragic dreams they might have in the long decades of slumber. Whatever the nature of their dormancy, this dark meditation ends abruptly when they hear the sound of living creatures approaching. Many horror stories in the Broken World feature Survivors who enter Decayed Havens or lost ruins only for one or more Scythes to burst forth from the earth in a shrieking shower of stone and claws.

When they get their claws on a Survivor, the results are never pretty. Scythes appear to take a twisted pleasure in tormenting their victims, slicing strips of flesh from them and mocking their screams until there is nothing left but stripped bone and a pile of rotting meat.

Perhaps the one saving grace is that Scythes are infamously jealous of the people they prey upon. While it is undoubtedly horrifying to be the target of a Scythe's attention, rumours circulate of Scythes that have slain other Monsters that threaten their chosen prey, especially other Scythes. Some tragic stories speak of Elves saved by Scythes, who assumed the Monster was a lost relative come to save them, only to learn that the Monster simply wanted the Survivor for themselves.

ROLEPLAYING A SCYTHER

Scythes are cruel hunters who despise the very skin that every Survivor wears. With their terrible endurance, razored claws, and ability to blend into the environment, they make effective ambushers who can strike terror into the hearts of an unprepared Survivor. They are capable of speech, but their every word is as sharp and cutting as their claws, designed to draw pain and goad Survivors into making a mistake that sees them fall into their claws. The covetous nature of a Scythe can also lead to engaging scenarios where a Scythe becomes obsessed with tormenting a specific Survivor, even going so far as to kill other Monsters that threaten them.

Scythe Descriptions: *'What was once an Elf retains only the long-limbed stature — gone is the grace, as well as the flesh. Now only crystalline blades and branch-like talons remain.'*, *'The oddly jagged rock formation unfolds into a lanky form, no less sharp and unsettling for its apparently humanoid body.'*, *'With a shriek like knives across stone, the creature bounds forward, swift as any Elf despite its stone-heavy legs.'*

FIGHTING A SCYTHER

Even though Scythes are slow creatures, they are naturally disposed to stealth and delight in tormenting and ambushing their targets with their *Flensing Frenzy* Action. Their *Patience of Earth* ability means that Survivors can never really trust any rock formation in the wilderness, as it may be a Scythe in hiding.

Once battle begins, fighting a Scythe is a true ordeal of endurance. Their crystalline bodies are incredibly resilient and resist most weaponry, though they have brittle spots that can be shattered with blunt force. Even with appropriate weaponry, the cursed endurance of a Scythe can put Survivors to the test as it tears at their softer flesh and risks the spread of Decay. Those who can stay at a distance are safest, but the reach of a Scythe's lanky limbs and blade-like claws are not to be underestimated.

SCYTHE

MEDIUM MONSTER

Armour Class: 18 (natural armour)

Hit Points: 39 (6d8 + 12)

Speed: 15 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	13 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills: Survival +3, Perception +3

Damage Vulnerabilities: Bludgeoning

Damage Resistances: Piercing, Slashing

Senses: Passive Perception 13

Languages: Gift

Challenge: 1 (200 XP)

TRAITS

Patience of the Earth: On any turn when it does not move, the Scythe has Advantage on Dexterity (Stealth) Tests. If a Scythe spends 1 minute stationary, it becomes indistinguishable from a rock formation.

ACTIONS

Crystalline Claws: *Melee Weapon Attack:* +3 to hit, reach 10 feet, one target. *Hit:* 4 (1d8 + 1) Slashing Damage.

Projectile Shards: *Ranged Weapon Attack:* +1 to hit, range 15/45 feet, one target. *Hit:* 5 (1d8 - 1) Piercing Damage.

Flensing Frenzy (Recharge 4-6): The Scythe leaps impossibly far and drags its prey to the ground to skin them alive. The Scythe targets a creature within 30 feet and leaps towards them. The target must make a **DC 15 Dexterity Saving Throw**. On failure, the Scythe lands atop them, knocking them *Prone*. The Scythe immediately makes two attacks with its *Crystalline Claws*. If any of these attacks deal Damage, the target must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay.

'Flesh is a folly, I say! Better to become glittering and crystalline, scraping and sharp, terrible and eternal! So stop hiding! Let me free you of your flesh...'

— *'Daggertooth', a villainous Scythe from a children's story*



SECRETKEEPER

Secretkeepers are large feline creatures with two sets of wings and are usually found chained within some forgotten ancient ruin. Its head looks as if it has been severed from its body, and three twisted humanoid faces stare out, screaming, babbling, or pleading incoherently. Each head often speaks languages unknown to the other heads and frequently gives contradictory information or cryptic warnings that only the most astute can translate.

Whatever they were in the years before the Breaking, Secretkeepers are now figures of both immense hope and great despair. These Monsters are incredibly wise and gifted with long-forgotten knowledge and secrets and can truthfully answer any question you ask — if you can make sense of the reply.



The chains that bind the Secretkeeper — surely a punishment for some long-forgotten transgression — writhe and flail with a life of their own. Should you somehow find a Secretkeeper, whether locked within a ruin from the old world or chained in a mountaintop library, their ever-hungry bonds will most likely kill you. Some believe the chains to be separate entities entirely, the result of Decay warping magical metal and imbuing it with a semblance of life. Others hold that the chains are merely a manifestation of the Secretkeeper's madness. Whatever the truth, everyone knows that if you want to get the answers you seek, you must first free the Secretkeeper of its chains.

ROLEPLAYING A SECRETKEEPER

Secretkeepers are often found in the ruins of where the old world stored knowledge or in remote places accessible only through gruelling trials. The ruins they live in are extremely Decayed, full of rotting flesh and the remnants of previous travellers who sought them out or stumbled across their lair. Most often, these places are referenced in the folklore and oral traditions of Havens nearby, and their stories travel as exiles or refugees settle elsewhere.

The advantages granted by an unbound Secretkeeper's wings and many eyes allow it to swiftly reach the top of the food chain in whatever ecosystem it finds itself in. Capable of forming incredibly complex plans, Secretkeepers who can leave their lair manipulate local Havens into leaving them offerings of food, while others manage herd beasts that they periodically savage as their madness rises and then falls.

Those bound in place by chains are sustained only by Decay itself, and they are barely able to converse, more akin to starving, feral beasts. The chains that bind these Secretkeepers constantly writhe and snap in the air.

There are few Monsters capable of matching a Secretkeeper mentally, and they do sometimes form mutually beneficial relationships with other sapient Monsters, but these are always short-lived.

Secretkeeper Descriptions: *'They speak with three discordant voices at once, each head communicating in a different language', 'The stench of rotting flesh rolls in waves from the fanged maw at the end of the chain', 'They pounce like a cat, silently save for the clink of their chains', 'The blood that covers you is cold and gelid.'*

FIGHTING A SECRETKEEPER

The Secretkeeper's main strength is its ability to consume the memory of its victims and corrupt them with Decay. Most Secretkeepers are ashamed of this need to consume the memories of others and, if freed from their chains, will attempt to grapple creatures with their tails before flying to a safe space in their lairs where they can sate their Decay-fuelled appetites. If cornered, they will lash out at any who approach, content to feed on the corpses afterwards. Because of this shame, most Secretkeepers apologise to their prey while fighting.

If a Survivor manages to unbind a Secretkeeper by removing its chains, most will stop fighting immediately and attempt to de-escalate the situation. A Secretkeepers will eventually die without their chains

unless they can find a food source to sustain them, but they are grateful to any who can remove one of the sources of their madness. Decay, unfortunately, still twists their mind and colours their thoughts, but they are better able to communicate the secrets of the past without their bindings. If pushed to fight, an unbound Secretkeeper will usually Grapple an opponent with its *Tail* attack, fly as high as it can, and then drop the unfortunate prey.

A Secretkeeper, when outnumbered and sufficiently threatened, will most often use its ability to fly to escape its attackers. They are clever Monsters and will act to preserve their own life as much as possible. Unfortunately, most are trapped within ruins, and skilled, determined Survivors can hunt them down, given enough time.

SECRETKEEPER

LARGE MONSTER

Armour Class: 16 (natural armour)

Hit Points: 195 (23d10 + 69)

Speed: 30 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	20 (+5)	16 (+3)	18 (+4)

Saving Throws: Intelligence +9, Charisma +8

Skills: Forgotten Lore +9, Natural Lore +9, Perception +7

Damage Resistances: Slashing

Condition Immunities: Charmed, Frightened, Stunned

Senses: Darkvision 120 feet, Passive Perception 17

Languages: All

Challenge: 9 (5,000 XP)

TRAITS

Bound: The Secretkeeper is bound by powerful chains. The chains have an AC of 10 and 50 Hit Points. If the chains are broken, the Secretkeeper is no longer bound. It gains a Fly Speed of 60 feet and can use its *Dive Bomb* and *Wing Buffet* Legendary Actions. It loses its *Lashing Chains* ability and the *Arcane Chains* Legendary Action. The Secretkeeper can't target its own chains.

Lashing Chains: Creatures who move within 10 feet of the Secretkeeper or start their turn there must succeed a **DC 16 Dexterity Saving Throw** or take 9 (2d8) Bludgeoning Damage.

Too Many Heads: The Secretkeeper has Advantage on Wisdom (Perception) Tests.

Extra Action: The Secretkeeper can take two Actions each turn.

ACTIONS

Claws: *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 13 (2d8 + 4) Slashing Damage.

Tail: *Melee Weapon Attack:* +8 to hit, reach 10 feet, one target. *Hit:* 11 (2d6 + 4) Bludgeoning Damage. The target must succeed on a **DC 16 Strength Saving Throw** or be *Grappled*. The Secretkeeper can only grapple one creature at a time.

Consume Memory (Recharge 5–6): The Secretkeeper infects a creature it has *Grappled* with Decay. The target suffers 11 (2d10) Psychic Damage, and the Secretkeeper regains Hit Points equal to the Damage dealt. The target must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay. Additionally, the Secretkeeper learns one memory or secret about the creature and can use it to bargain for its freedom.

Secret Wisdom (Unbound Only): The Secretkeeper grants one creature Advantage on any Test. The target retains this benefit until they finish a Long Rest.

REACTIONS

Unbound: When the Secretkeeper's chains are broken, it may immediately fly up to its Fly Speed in any direction. This movement provokes Opportunity Attacks as normal.

LEGENDARY ACTIONS

The Secretkeeper can take 3 Legendary Actions, choosing from the options listed below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Secretkeeper regains spent Legendary Actions at the start of its turn.

Swipe: The Secretkeeper makes a single attack with its *Claws*. The target must make a **DC 16 Strength Saving Throw**. They are pushed 20 feet and knocked *Prone* on a failed save, and pushed 10 feet on a success.

Arcane Chains (Costs 2 Actions, Bound Only): One creature within 20 feet must succeed a **DC 16 Dexterity Saving Throw** or be *Grappled* and *Restrained* (DC 16 to escape).

Wing Buffet (Costs 2 Actions, Unbound Only): Each creature within 15 feet must succeed a **DC 16 Dexterity Saving Throw** or be pushed 15 feet.

Dive Bomb (Costs 2 Actions, Unbound Only): The Secretkeeper flies up to its Fly Speed and makes a single attack with its *Claws*. It has Advantage on this attack if it flies more than 30 feet.

SHRIEKING HORROR

A great, hulking quadruped with thickly muscled limbs and a mantle of short, writhing tendrils, the Shrieking Horror is a ravenous consumer of flesh. Erupting from its feathered chest is a cluster of snapping beaks that add their voices to the Horror's cry.

The cries of the Shrieking Horror are instantly recognisable yet difficult to define. It is akin to the whine of falling metal meeting the aching wail of a newborn and the crash of thunder, while its strange ululations make it uncertain if it is distant or perilously close. The Horror's cry goes beyond mere sound. It is a bludgeon of force, destabilising and disorientating, a psychedelic shockwave that incapacitates its targets, bursting eardrums and rupturing innards. It can dispatch its immobilised prey with a single swipe of its broad, clawed paw.

Some say the creature is not a single beast but multiple creatures from the same colony fused by Decay, with every beak representing an individual Shrieking Horror. Some have claimed to witness these lesser Horrors, blind and stumbling, detach from the dominant Horror to feed. Also known as Screech Fiends and Hungering Howls, the Horrors have a high mutation rate, with varying numbers of eyes, mouths, and tentacles. This mutation allows them to adapt to diverse biomes. Stocky, white-furred Horrors stalk the tundra, breaking frozen ground with battering screams. Lean, rangy Horrors wind their howls through desert canyons, resounding echoes chasing down their prey. There are blind subterranean Horrors, finned aquatic Horrors, and in the most warped parts of the Broken World, there are Shrieking Horrors with warped mutations to match.

The Horror's dense, dappled coat of downy feathers is a prized material, while their beaks can be fashioned into peerless arrowheads.

ROLEPLAYING A SHRIEKING HORROR

Shrieking Horrors disrupt and endanger every ecosystem they infiltrate. Once they gain a foothold in a biome, they become persistent and pernicious threats, and their colonies are extraordinarily difficult to eradicate. Horrors breed with astounding rapidity, and their ability to swiftly mutate allows them to adapt

to even the most hostile climates. They out-compete native predators, adapt to overcome the defences of all prey, and, within a generation or two, become immune to a biome's toxins and diseases.

The high metabolism that fuels this mutation rate compels the Shrieking Horror to constantly consume, targeting new sources of food when old ones are exhausted, which in turn requires new adaptations, a destructive feedback loop that can lead to the decimation of entire food chains. Shrieking Horrors primarily eat meat, their eponymous shriek allowing them to tackle native creatures many times larger than they are. When all the prey animals of an area are consumed, they turn to plant matter, laying waste to vegetation, even digging up roots and tubers until there is nothing left to eat. Shrieking Horrors then consume the weakest members of their pack and move to fresh hunting grounds.

Shrieking Horrors are not fearful of survivors. When easier prey is no longer available, they will turn to Havens as a repository of food, shattering defences and defenders alike with their screams. Some Horrors even gain a taste for soft, easily digestible humanoid flesh and target Havens above all other food sources.

Shrieking Horror Descriptions: *'Its clawed feet leave deep furrows in the dirt as it stalks forward on all fours.'*, *'It reeks of the foetid stink of a fresh kill.'*, *'It rears up onto its hind legs and emits an impossibly loud shriek that slams into your body like a forge-hammer.'*

FIGHTING A SHRIEKING HORROR

A Shrieking Horror is a blunt instrument that relies on shock and surprise when hunting prey. It charges suddenly from cover, barrelling towards its target while delivering the full debilitating force of its scream. It fights without finesse or skill, disembowelling with great sweeps of its clawed limbs and rending with its many beaks, counting on the fact its target has been stunned by the force of its scream. A Shrieking Horror will begin to consume its stricken, immobile targets while they are still alive. A favourite tactic of the Horror is to hold its victims close to its chest where its many mouths strip and consume gobbets of flesh. In this position, the Horror can also deliver a second scream at close range. At this proximity, a scream annihilates all senses.

SHRIEKING HORROR

LARGE MONSTER

Armour Class: 13 (natural armour)

Hit Points: 76 (8d10 + 32)

Speed: 40 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	3 (-4)	13 (+1)	8 (-1)

Skills: Perception +3

Senses: Darkvision 60 feet, Passive Perception 13

Languages: None

Challenge: 3 (700 XP)

TRAITS

Adaptive: The Shrieking Horror is Resistant to one of the following Damage Types: Acid, Cold, Fire, Poison, Psychic, or Slashing.

Claustrophobic: The Shrieking Horror fears enclosed spaces where its cry could reflect and harm it. While the Shrieking Horror is cornered or trapped within an enclosed area, such as a small cave or narrow tunnel, it becomes *Frightened* of all enemies and cannot use its *Shriek of Horror* Action.

Extra Action: The Shrieking Horror can take two Actions each turn.

ACTIONS

Claw: *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 14 (2d8 + 5) Slashing Damage. If the target is a Medium or smaller creature, it is *Grappled* (DC 14 to escape). The Shrieking Horror can only grapple one creature at a time.

Feeding Frenzy: *Melee Weapon Attack:* +7 to hit, reach 5 feet, one creature that is being *Grappled* by the Shrieking Horror. *Hit:* 20 (5d6 + 5) Piercing Damage.

Shriek of Horror (Recharge 5–6): The Shrieking Horror emits a damaging wail in a 30-foot cone from itself. Each creature in the area must make a **DC 15 Wisdom Saving Throw**. On a failed save, the creature takes 12 (2d6 + 5) Psychic Damage and becomes *Deafened* and *Stunned*. These effects last for one minute. A creature can repeat the Saving Throw at the end of each of its turns, ending the effect on a success. If the *Shriek of Horror* is used on a creature the Horror is currently grappling, the target automatically fails the Saving Throw.

REACTIONS

Determined Killer: When the Shrieking Horror makes an Opportunity Attack, it can attack twice instead of once.

'Far away is still too stinkin' close.'

— *Giocarda Bard, Warden of Feather Fall*

Such is the Shrieking Horror's reliance on its scream that, should its target somehow weather its punishing onslaught, the beast can be at a loss with still capable foes, its attacks slow and movements ungainly. However, the Shrieking Horror has a high pain tolerance and heals quickly. It is not easily driven from a fight, often enduring until it has gathered breath to scream again.

Shrieking Horrors typically target small groups of travellers, stalking them until the opportune moment. A Horror with young often leaves one target alive but crippled. The unfortunate Survivor is dragged back to the Horror's lair where its young can practise their screams until, days later, they tear their prey apart.



SOFT REDEEMER

A gigantic, skittering bubble of pearlescent flesh, gleaming metal, and marbled stone, the Soft Redeemer makes its home in the hollows of overgrown ruins and ancient earthworks, forgotten, faded remnants of the pre-Breaking world. With hands and mandibles that shift and break, it creates out of its endlessly malleable flesh mimics of objects and people, fussily crafting and recrafting them over and over until they are perfect, then sorting them into grand scenes of a long-departed world, a process it calls its Great Work.

Also known as Lamenters and Reclaimers, each Soft Redeemer, legend says, was once a prophet or a cleric of a great god of Order, who, at the moment of the Breaking, was fused in some terrible way with the place they once worshipped in. The living amalgams of stone and flesh created in this disaster possess broken minds overrun with vague but maddening recollections of how the Broken World used to be and are obsessed with rebuilding this lost world.

Some Redeemers speak in croaking, halting voices and wear rags, others show no hint of intelligence or purpose. All Soft Redeemers survive by ingesting living humanoids, entrapping them by mimicking everyday objects and animals and holding them within their swollen, translucent bodies. Some Soft Redeemers call those trapped their Congregation.

ROLEPLAYING A SOFT REDEEMER

Soft Redeemers are wretched, pathetic things, clinging to faded, incomplete memories they do not understand and cannot articulate but are compelled to recreate. Obsessive, secretive, and territorial, each Redeemer builds their Great Work within earth mounds or ancient ruins, guarding it against the interference and biting commentary of their fellows.

Soft Redeemers have a range of intelligences, depending on how much they have forgotten. Those who have given into despair and abandoned their Great Work are indistinguishable from beasts, their predatory actions and compulsions to mimic driven by instinct. Others maintain a level of civility at odds with their monstrous appearance, seeming more like historians or antiquarians with their clothing and deftly furnished warrens. Some have so suppressed the horror of their current form that when they are confronted with the truth, they are crippled with anguish.

A Redeemer's Great Works comprises creatures captured and posed, and strange, mysterious items crafted from the Redeemer's inorganic flesh. Only their creator knows what these objects were or their supposed use. All Works have opaque titles like 'Market Day' or 'Coronation of the Young Queen'.

Redeemers look upon the inhabitants of the Broken World as mere shadows of those who came before. The Redeemer's Congregations are both living batteries and the intended audience for the Great Work they power. Any living creature could serve as a battery, but the Redeemer's education efforts are wasted on beasts. Redeemers are driven to replace spent batteries as quickly as possible. They focus on trapping lone wanderers or small groups. Soft Redeemers are convinced that everything they do is right and proper, and that their actions, however excessive, are for the good of their pupils (i.e. victims). They don't understand why anyone would resist their efforts.

Soft Redeemer Descriptions: *'Its body squishes like meat and squeaks like metal', 'It moves in lurching bursts of unpredictable, insectoid speed.', 'It emits the sickly sweet stink of rotting fruit.', 'Under its jiggling, translucent skin, the shadowed forms of its captives twitch and writhe — their pleading voices a muffled chorus fighting to be heard.'*



FIGHTING A SOFT REDEEMER

Redeemers are loath to leave their Great Works, doing so only when exhausted batteries imperil the Work. They hunt by ambush, luring potential pupils by creating treasure troves, valuable items, or resource caches from clumps of their own flesh. Often, they create mimicries of distressed people, their screams provided by a temporarily disgorged member of the Congregation. The skin of these mimicries is as cold and oily as that of the Redeemer, and their immobile faces are never correct, but Redeemers hunt at night when the faults in their creations are harder to spot.

Redeemers pounce from carefully chosen and maintained hiding places. They aim to incapacitate rather than kill, breaking limbs, knocking unconscious, and paralysing their foes. Only with groups larger than three or four will they ever kill, whittling down the group and stealing the remainder. Redeemers can

choose the largest or healthiest of the group but will most likely focus on the erudite, those who might understand the Redeemer's important work. They ignore children and the elderly completely.

Once its enemies are incapacitated, the Redeemer ingests its chosen victims, trapping them in chalky, smothering jelly, and flees back to its lair. However, there is still a chance to escape before this substance incapacitates the victim. If the Redeemer is distracted fighting, victims can force their way out through its maw, blinded and scalded by caustic fluids but otherwise uninjured.

Every Redeemer has its idiosyncrasies, obsessions, and phobias that influence its interactions. If their Great Work is threatened, their reaction cannot be predicted, not even by the Redeemer itself, and should be randomly determined.

SOFT REDEEMER

LARGE MONSTER

Armour Class: 18 (natural armour)

Hit Points: 104 (11d10 + 44)

Speed: 30 feet

Decay: 10

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	16 (+3)	8 (-1)	8 (-1)

Saving Throws: Constitution +7, Intelligence +6, Wisdom +2

Skills: Deception +2, Forgotten Lore +6, Natural Lore +6, Sleight of Hand +6, Stealth +6

Damage Vulnerabilities: Acid, Lightning

Damage Resistances: Necrotic, Poison, Slashing

Condition Immunities: Poisoned

Senses: Darkvision 60 feet, Passive Perception 9

Languages: Gift

Challenge: 6 (2,300 XP)

TRAITS

Outside Nature: The Soft Redeemer does not need to breathe. It is immune to airborne toxins, poisons, or any offensive skill or ability that requires its target to breathe. It is equally at home on land and in water.

Ambusher: In the first round of combat, the Soft Redeemer has Advantage on Attack Tests against any creature that hasn't acted yet.

Surprise Attack: If the Soft Redeemer hits an unaware target, the creature suffers an extra 10 (3d6) Damage.

Extra Action: The Soft Redeemer can take two Actions each turn.

Mimicry Maker: The Soft Redeemer creates mimicries of inanimate objects out of its flesh. Creating a Small or smaller creature or object causes it to suffer 10 points of Damage, while creating a Medium creature or object causes 20 points of Damage. Mimicries can be detected with a successful **DC 18 Intelligence (Investigation)** Test. Creatures created by the Soft Redeemer are capable of limited movement and have a Crawl Speed of 10 feet. Their forms harden after one day, and they can no longer move. Soft Redeemers always know the location of their creations, and each mimicry grants the Soft Redeemer 10 feet of *Blindsight* in around it. Hit Points expended in creating mimicries are regained at dawn each day.

ACTIONS

Claws: *Melee Weapon Attack:* +6 to hit, reach 10 feet, one target. *Hit:* 12 (2d8 + 3) Piercing Damage.

Maw: *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 6 (1d6 + 3) Bludgeoning Damage. If the target is Medium or smaller, it is *Grappled* (**DC 16** to escape) and *Restrained* until the grapple ends.

Engulf: The Soft Redeemer swallows a Medium or smaller creature it is grappling. A swallowed creature is *Restrained* and has total cover against attacks and other effects outside the Soft Redeemer. When it is swallowed and for every hour within the Soft Redeemer, the creature takes 10 (2d6 + 3) Necrotic Damage and must succeed on a **DC 15 Decay Saving Throw** or suffer 1 Decay. If this ever reduces the creature to 0 Hit Points or increases their Decay to 10, they die. The Soft Redeemer can swallow up to eight creatures at a time.

If the Soft Redeemer takes 20 Damage or more on a single turn from a creature inside it, it must succeed on a **DC 15 Constitution Saving Throw** at the end of that turn or regurgitate all swallowed creatures, which fall *Prone* in a space within 10 feet of the Soft Redeemer. If the Soft Redeemer dies, a swallowed creature is no longer *Restrained* and can escape from the corpse using 15 feet of movement, exiting *Prone*.

SPEAKTHIEF

Speakthieves are Human-sized birds with bright, colourful feathers in hues of azure, indigo, and magenta. They would be beautiful if it weren't for the blood that often stains their breast. Speakthieves have Human-like hands in place of avian feet, which they use to pluck out the eyes of others and place in their mate's hollowed-out eye-sockets. They are blind and unable to speak or see without the eyes and voice boxes of others. Canny explorers can exploit this if they have some to hand to bargain with, and some Havens use local Speakthief flocks as a type of Memoria, allowing the dead to see and talk until time causes their eyes and voice boxes to rot within the Speakthief and the bird removes the decaying flesh.

Finding a Speakthief's feather is said to bring good luck, as they are believed to be a remnant of the divine, a gift to the world from a goddess of song. It is said they were made to share her music and to act as her eyes, allowing her to see the joy she brought to the world. Or perhaps they were the spawn of a god of deceit, their bright plumage and cryptically mischievous wit distracting from their ability to repeat everything they saw and heard to their master.

ROLEPLAYING A SPEAKTHIEF

Speakthieves can be found all over the Broken World. They form bonded pairs upon reaching maturity, and a Speakthief will always find, or negotiate for, eyes and voice boxes for their mate. While they will make do with whatever they can scavenge, most Speakthieves prefer to use body parts from non-Decayed creatures and will often nest near Havens or well-travelled routes.

Despite their need for fresh organs on a semi-regular basis, most Speakthieves will not attack the living. They are content to rely on carrion and dead travellers for the most part, although they are sapient creatures and can be bargained with. The only currency they accept is eyes and voice boxes. Their ability to fly means they are often aware of significant events and threats within their local environment. Some Speakthieves even offer to work as guides, helping travellers to find a safe route through the dangers of the world.

A Speakthief in desperate need of new eyes or a new voice box for their mate will attack any who cross their path, particularly if the Speakthieves are threatened by something else in the environment and need the eyes to help protect them from a greater danger.

Speakthief Descriptions: *'Its tone is bubbly, almost cheerful and mischievous, as it negotiates payment', 'The sun shines brightly on its brilliant, blue plumage, highlighting the dried blood around its eyes', 'Downy feathers explode from the impact and the curse word the Speakthief yells in your face is one you've never heard.'*





FIGHTING A SPEAKTHIEF

Speakthieves are always encountered in pairs and will try to flee when threatened. If it seems like they will not be able to get away easily, both Speakthieves will use their *Radiant Plumage* ability to buy time by sowing confusion as much as they are able. If this doesn't work, they will use their *Unsettling Murmur* as a last resort.

If forced to fight, both Speakthieves will work in concert to bring one target down before moving on to the next, and they will use their *Discordant Cacophony* as much as they can. One Speakthief will use *Unsettling Murmur* as often as possible, while the other savages their attacker. This can result in Survivors gaining Decay very quickly, and the *Frightened* Condition does remove some agency from the player's choices, so you should reward clever strategies that separate the Speakthief pairs or distract them.

If a Speakthief reduces a Survivor to 0 Hit Points, it will try to flee. Unless the Speakthieves are the attackers in the encounter, they will rarely kill people. The only exception is when they cannot escape, and every other Survivor is *Unconscious*. Should this happen, each Speakthief will remove the eyes of a different Survivor, leaving them permanently *Blinded*.

If a Survivor cannot see a Speakthief, the Speakthief will attempt to use the voice of a party member to confuse, distract, or disorient them. In this manner, one Speakthief will attempt to lure a group of Survivors away from its mate.

'I knew it wasn't Joder calling me from the woods, we'd buried them not three days earlier in a shallow grave, but I needed to be sure. I shouldn't have gone. I shouldn't have listened.'

— Qida, Sage of Graspingdeep

SPEAKTHIEF

MEDIUM MONSTER

Armour Class: 15
Hit Points: 136 (21d8 + 42)
Speed: 20 feet, Fly 60 feet
Decay: 10

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills: Deception +7, Perception +4, Persuasion +7
Condition Immunities: Charmed
Senses: Blindsight 60 feet, Passive Perception 14
Languages: Gift
Challenge: 5 (1,800 XP)

TRAITS

Radiant Plumage: One creature of the Speakthief's choice within 30 feet that can see it has Disadvantage on Attack Tests against any other creature until the start of the Speakthief's next turn.

Stolen Eyes: The Speakthief can see normally if it has eyes. If it does not, it must rely on its *Blindsight*.

Stolen Voice: When the Speakthief speaks, it can use the voice of anyone who it has heard. It requires a **DC 15 Intelligence (Investigation)** Test to identify that it is a Speakthief speaking, not another person.

Extra Action: The Speakthief can take two Actions each turn.

ACTIONS

Peck: *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) Piercing Damage. If this attack results in a Critical Hit, the target takes an additional 5 (2d4) Necrotic Damage at the start of its next turn.

Talons: *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 18 (3d8 + 5) Slashing Damage. The target must succeed a **DC 15 Strength Saving Throw** or be *Grappled* and *Restrained*. The creature can use an Action to make a **DC 15 Strength (Athletics)** or **Dexterity (Acrobatics)** Test to escape.

Unsettling Murmur (Recharge 5–6): The Speakthief utters a constant stream of discordant notes, lies, threats, and prophecies of doom that mix with the Decay infusing its being. All creatures within 10 feet of the Speakthief that can hear it must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay. In addition, any creature that failed the save is *Frightened* of the Speakthief until the end of their next turn.

REACTIONS

Discordant Cacophony: If the Speakthief's mate is within 120 feet and is hit with a melee attack, this Speakthief can grant their mate a +2 bonus to its AC until the start of its next turn.

WEEPER

Weepers are tall, distorted monstrosities that have a vaguely humanoid shape. Their skin is a sickly blue, and covered in strange growths and dozens of weeping eyes. A large, gaping mouth full of teeth sits where their heads should be, and their grotesquely elongated arms end in knobbed claws. They emit a continuous sobbing moan as they wander the Broken World in search of something they have lost, but can never find.

Some Havens believe they are travellers who forgot their way home. Others say they are what happens when you steal someone else's Memoria. A handful of Havens, primarily those led by Sages, even go so far as to teach that Weepers result from a parasitic moss animating dead travellers who lost their way in areas of high Decay.

All anyone knows for certain is that every time a Weeper is found, it does everything it can to steal the Memoria of those it encounters, sobs wracking its distended frame as it does so. Every Weeper recorded has been festooned with Memoria and they seem to draw strength from the trinkets.

ROLEPLAYING A WEEPER

The first sign of Weepers is a grey moss that springs up in their wake. Odd scratches on the ground and rocks can reveal where they have dragged themselves through the local terrain and fauna found with oversized bitemarks and deep puncture wounds next to them are classic signs of a Weeper's hunting ground.

Most animals will instinctively flee the loud sobbing of a Weeper, but these Monsters are capable of traversing almost terrain types with ease, their bodies are perfectly suited to a deceptively swift bounding run when they must cover short distances quickly.

Weepers are drawn towards Memoria by some unknowable urge, so they will eventually find their way towards the nearest Haven. Some Havens leave the Memoria of their dead a safe distance from their borders in the hope that these Monsters will come no closer. This rarely works in practice, however, and most Havens are forced to strike while the Weepers are distracted, hoping to kill them while their guard is down.

Most Weepers will be encountered as they approach the Survivors, drawn by their Memoria, which is something the Survivors can exploit with clever preparation if they recognise the signs of a nearby Weeper in time.

Weeper Descriptions: *'Gritty tears fall on you as the Weeper pins you to the floor', 'The cries tearing themselves ceaselessly from its oversized maw are full of soul-searing anguish', 'A cloud of grey powder erupts from its skin as your blow lands.'*

FIGHTING A WEEPER

A Weeper, given the chance, will always *Pounce* on an opponent with its *Pin* Attack. If that opponent is then *Grappled*, it will *Gnaw* them unless their Decay is above 5. Weepers instinctively shun the flesh of people and animals who are too corrupted by Decay and prefer simply to kill them before moving on to other targets. This does limit the amount of Decay a Survivor can gain from a Weeper, but bear in mind that the Weeper's *Slash* Attacks will be made with Advantage against a *Prone* target. The danger is not the Weeper's ability to inflict Decay, but its relatively high chance of rolling a Critical Hit.

Combined with the sustained damage output from their *Spore Cloud* ability and the Temporary Hit Points they benefit from, Weepers can be a significant challenge for even well-prepared melee Survivors to deal with.

They will prioritise the Survivor with the most Memoria and can be lured into traps baited with enough Memoria, which does make them relatively easy to control once their focus is understood. They will attack any Survivors who get close to any Memoria acting as bait, however.

Should a Weeper kill a Survivor, they will use an Action on their next turn to strip the body of any Memoria. They then target the Survivor with the next highest number of Memoria.

WEEPER

LARGE MONSTER

Armour Class: 16 (natural armour)
Hit Points: 180 (24d8 + 72)
Speed: 20 feet, Climb 20 feet
Decay: 10

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	6 (-2)

Saving Throws: Constitution +6
Skills: Athletics +7, Perception +3, Sleight of Hand +4
Condition Immunities: Charmed, Frightened
Senses: Blindsight 180 feet, Passive Perception 13
Languages: None
Challenge: 8 (3,900 XP)

TRAITS

Implacable Advance: The Weeper ignores the effects of *Difficult Terrain*.

Keen Senses (Sight): The Weeper has Advantage on Wisdom (Perception) Tests relating to sight, and on Initiative Tests.

Pounce: The Weeper deals an additional 9 (2d8) Damage on the first Attack it makes after moving 20 feet or more.

Spore Cloud: When the Weeper takes 10 or more Damage from a single Attack, or is hit with a Critical Hit, every creature within 10 feet must make a **DC 16 Constitution Saving Throw**. On a failure, the creature takes 16 (3d10) Poison Damage and is *Stunned* until the end of their next turn. On a success, they take half Damage and their Speed is reduced by 10 feet until the end of their next turn. A creature killed by this Damage becomes a Weeper in 1d4 days.

Stolen Memoria: The Hope of others gives the Weeper a twisted fortitude. The Weeper starts with 5 stolen Memoria and regains 2 Hit Points per Memoria at the start of each turn. A Survivor can use a Called Shot to destroy a stolen Memoria.

Extra Action: The Weeper can take two Actions each turn.

ACTIONS

Slash: *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 15 (2d10 + 4) Slashing Damage. The target must succeed a **DC 15 Strength Saving Throw** or be *Grappled*. On its turn, the creature can use an Action to make a **DC 15 Strength (Athletics) or Dexterity (Acrobatics) Test** to escape.

Steal Memoria: The Weeper steals a Memoria from a creature it has *Grappled*. It immediately regains 2 Hit Points, and the number of Hit Points regained through its *Stolen Memoria* ability increases by 2.

Gnaw: *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target that is *Grappled* by the Weeper. *Hit:* 11 (2d6 + 4) Piercing Damage. The target must succeed a **DC 15 Decay Saving Throw** or gain 1 Decay. The Weeper regains Hit Points equal to half the Damage dealt.

Emit Spores: The Weeper triggers its *Spore Cloud* ability.

Pin (Recharge 5–6): *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 13 (2d8 + 4) Piercing Damage. The target must succeed a **DC 15 Strength Saving Throw** or be knocked *Prone*. Instead of dealing Damage, the Weeper can grapple the target (DC 15 to escape). The Weeper may move up to 20 feet as part of this Attack even if it has already moved.

‘It came at us, as slowly as mud, as inexorably as the tide. You think you know fear? You don’t even know the meaning of the word until you’ve looked into a Weeper’s sightless eyes and seen your future staring back at you.’

— *Lucien, Maker of Crimsonwaters*



TITANS

Among the fragments of lore, myths, and oral traditions that Sages mourn the loss of, are those concerning the Titans. There are some who believe that these incredible creatures didn't exist before the Broken World came into being, while others insist they have been among the people of the world since the beginning of time itself.

With no single answer to point to, it was inevitable that many conflicting rumours would be created to explain the origins of these world striding, Decayed behemoths.

One of the most popular stories is that the Titans were originally the servants of the gods. They were beings of great power who were twisted by Decay when the gods died and now seek to carry out a corrupted, entropic version of the last command they were given by their divine patron. Some Sages believe that, if they study the Titans, they will be able to figure out what the gods intended for the world in those final moments before the Breaking. With that knowledge they hope they'll be able to remake the Weave and heal the Broken World.

Other stories paint them as a tragic warning about the risks of wielding too much power. Many from more conservative Havens believe that Titans are the corrupted remains of once-great heroes who relied on divine blessings, magical artefacts, and their connection to the Weave to help them. When the Weave broke, these near mythological beings were instantly corrupted by Decay as the power that wasn't theirs to begin with turned on them. Whatever the truth of the matter, one thing is for certain: Titans are the closest things to gods of Decay that the Broken World has.

INTERACTING WITH TITANS

Titans are so corrupted by Decay that their effects are felt long before the creature itself is seen. Verdant fields become toxic swamps, animals become mutated horrors, and once fixed areas become a shifting morass of biomes and climates. Strange animals recorded only

in tales from the furthest Havens become common sights as those native to the local area disappear. Crop yields wither as produce putrefies in the ground and herd beasts develop hides of iron and a taste for blood. The world turns, sometimes literally, upside down as the Titan's approach raises the area's Decay.

TITANIC CRISIS

When a Titan approaches a Haven, that Haven falls into Crisis as soon as the Titan is within a week's travel. This distance varies from Titan to Titan and reflects not only the Titan's warping effect on the land itself but the creeping dread of the people who live there. The Titan's proximity deals 3d6 Crisis Damage to the Haven.

Titans are near invincible creatures capable of shrugging off all but the most mortal of wounds, and their enormity means they are more than likely to kill the average Survivor with little effort. Some Titans are oblivious to what happens around them but play host to a variety of Monsters that have formed a symbiotic relationship with them. Titans are a challenge that only the most prepared, or foolhardy, Survivors can hope to face and survive.

SLAY THE BEAST

Despite their terrifying scale and world-altering abilities, most Titans have a weakness of some sort. Some Titans have thin spots in their natural armour, while others have bodily orifices that a brave Survivor can use to strike a heavy blow. Others still have more esoteric vulnerabilities, such as a susceptibility to weapons coated with the sap of a rare tree.

- Any successful attack on a Titan's weak spot counts as a Critical Hit.
- Attacks with weapons a Titan is vulnerable to deal double Damage.

A Titan's weak spot may be obvious, such as a hole in their seemingly impenetrable armour, or a collection of bulbous red pustules over its body. Others may be harder to find, or harder to uncover. Discovering a Titan's weakness is the Survivor's main goal when they encounter a Titan.

CHANGE ITS PATH

Most Titans are slow moving enough that they can be redirected before they become a Crisis the Haven must deal with, although the form this redirection takes differs from Titan to Titan. Almost all Titans have a reason behind what they're doing, however unusual, and there is often enough time for Havens to investigate a Titan's history before it arrives.

Once armed with a reason it believes will work, the Haven can lure the Titan in a new direction. Often this will result in the Titan's effect on the world fading and following it to a new location, but sometimes Titans can be tricked into fighting each other. Such fights can be played out with the players controlling one Titan while you control the other, but you can abstract it with three opposed Attack Tests. Whichever Titan deals the most Damage over the three Attacks wins the fight.

Survivors living at the site of a Titan clash, or who have a Titan lured to their Haven, sever all ties with the player's Haven at best and become hostile at worst.

IMPRISON THE TITAN

When redirection doesn't work, or isn't an option, a Haven can attempt to trap a Titan. This always requires the efforts of everyone in the Haven and is dangerous in its own right. Constructing a prison for a Titan is a potentially lethal endeavour and the trap must be tailored to the Titan.

As a minimum, the Haven needs to know any of the Titan's weaknesses, construct the trap, and then trigger the trap. Constructing a trap for a Titan requires a Group Test, where the Player Characters and other survivors from Havens can work together to set and spring a trap. What form the trap takes, the timing of the trap, and how injured the Titan is will determine the DC and Goal for the Group Test.

No prison can hold a Titan forever, however, and their Decayed bodies still warp the land around them. Eventually, their prison will Decay enough that they will break free. Depending on the quality of the trap, this may buy a Haven a few weeks of safety, or many generations.

RUN FOR YOUR LIVES

Most Havens can choose to flee from the danger. Many Havens do so at the first sign of a Titan's approach, and some larger Havens decide to use the opportunity to split up, founding multiple new communities. While safer than the other options, fleeing isn't without its own risks.

The biggest is travelling through the world and finding somewhere safe to live. Decay, Monsters, and even hostile survivors all pose a threat to a community in flux and, with no guarantee of safety at the end of the journey, even formerly stalwart survivors can turn on their community.

A Haven is considered in Crisis while it flees to settle somewhere new and takes an additional 1d6 Crisis Damage at the beginning of each week. It requires an Extended Test to find somewhere suitable to resettle. The DC and Goal will be affected by the Decay of the surrounding areas, how far away the Haven is travelling, and whether or not the Titan continues to pursue the Haven. **Wisdom (Perception or Survival)** Tests and **Intelligence (Natural Lore)** Tests are good contributions to the Extended Test, as the Player Characters search for a new home.

A Haven can remain nomadic if it wishes. If it does so, it isn't considered in Crisis, but its Decay is determined by the region it's moving through, and cannot be improved through Downtime Activities.

Whatever their plan (combat, fleeing, or otherwise), the Player Characters can recruit others to their cause and every NPC you believe would be able to help with the PCs' plan adds a +1 modifier to Tests, though this puts them squarely in harm's way.





THE DREAMER

The Dreamer floats as if carried on the winds of sleep. With four ever-burning eyes, it searches the horizon for its favoured food: dreams full of Hope or Decay. No-one knows where it comes from, nor what strange wood its tall, humanoid body is composed of, but the constellations that fill the void of its crest are thought to be from before the Breaking.

On the rare occasions it walks, the wood it is made of creaks and groans with the wild, chaotic utterances of those gripped in the deepest, darkest nightmares. It is hungry, implacable and, above all, tireless.

TITANIC CORRUPTION

The Dreamer's effects begin to be felt in the Haven when it's within 500 miles. The Decay that fills its body gradually sinks into the dreams of those in its path. Even at such a distance, the Survivors' dreams are plagued by distortions that leak into their waking life.

Animals are slow to rise in the morning and Survivors with high Decay find it difficult to remain awake. Many create diamond patterns of four dots unconsciously — Survivors whittle idly with a knife, while animals scratch in the dirt, or build strange four-pointed nests — and even the relatively uncorrupted feel a pull to sleep outdoors. People's energy levels in an affected Haven drop and productivity suffers as the Survivors experience an inexplicable fatigue.

As it slowly nears the 150-mile mark, the Dreamer's corrupting influence makes itself known on the ecosystem around the Haven. Shadows cluster around people and animals who linger too long in one place, and stories are told of people who sleep in these knots of cold shade, none of which have a happy ending.

Animals become either listless, allowing predators to kill them easily, or manic, fuelled by a never-ending burst of energy that eventually induces a heart attack. Survivors encounter bloodbaths where local predators have gone on a killing spree before turning on each other, and Havens are divided between those who sleep too much and those who don't sleep at all, but somehow remain immune to fatigue's touch.

Some Havens begin to turn on each other, while others search their Sages' tomes scouring for any cure to this rampant disease.

When the Dreamer comes within 50 miles its effects are felt everywhere. All sapient creatures who fall asleep share a dream that mirrors the waking world exactly, save for a four-pointed constellation that is visible outdoors at all times. Animals refuse to wake or remain awake constantly. In both cases they begin to mutate as the Dreamer's corrupting Decay sinks into their very essence. Many of these creatures slowly become ethereal, almost dreamlike, until they eventually disappear.

For Survivors, the Eternal Sleep is a mythological plague. There are many stories about Havens that went to sleep one day and never woke again, some of which detail a strange figure that brings sleep with but a glance from its four eyes. Others insist that the pollen of a specific tree, when blown on the wind, will put anyone who inhales it to sleep.

Any who die this close to the Dreamer are said to rise the next night as one of the Dreamspawn. The physical metamorphosis is slow, their features dissolving over a month until they resemble the nightmares that infest their corpse. If you can wake the risen dead, it is said, you can stop this process.

LESSONS FROM THE PAST

Many stories about how to defeat the Dreamer focus on its apparently arboreal nature. Its skin resembles the bark of a tree, and its limbs are stiff and unyielding. Should anyone manage to pierce its thick hide, its blood is a clear, viscous liquid akin to sap. As such, many of the tales about it focus on the efficacy of fire and axes.

Other stories tell of Havens that managed to remain awake as the Dreamer approached, drawn by the size and number of dreams, and that these Havens, by not succumbing to the Titan's power, greatly weakened it and were able to drive it off.

Fire is an effective weapon against most of the threats in the Broken World. The Dreamer is of such a size that sparks and torches will do little to halt its advance, but bonfires and blazing trees are likely large enough to deal lasting damage to its bark-like skin.

The Dreamer's thick hide covers most of the vulnerable parts of its body. It requires an axe-like weapon of incredible size to split the bark and reveal the weak heartwood beneath.

Should a Haven manage to remain awake throughout the Dreamer's advance, any potential combatants will likely be too fatigued to fight. However, some stories hint that the Dreamer can be convinced to share its knowledge by those who remain awake.

The Dreamer shies away from approaching large fires. If it must get closer, it uses the Dreamspawn to extinguish the blazes. Should a Haven construct a weapon large enough to threaten the Titan, it focuses on bringing it down as quickly as possible.

TITANIC INTERACTIONS

The **Dreamspawn** (see page 264) are created by the Dreamer. Many Havens have apocryphal tales of shadows and animals warping beneath the Dreamer's gaze and being unleashed on a Haven. Few are said to survive these attacks with their minds intact, and the appearance of Dreamspawn heralds the Dreamer's approach. The Dreamer's proximity strengthens the Dreamspawn, making their illusions more powerful.

There are even those who teach that Dreamspawn are nightmares made manifest that will grow more powerful with every dream they infect until they eventually become a Titan in their own right. For these Survivors, every nightmare is the seed of a new Dreamspawn forcing its way into being.

Whatever the truth of their origins, the link between Dreamspawn and the Dreamer is demonstrable. The Dreamer can summon Dreamspawn into being from the unconscious thoughts of those around it, although some Survivors believe it cannot manifest them in the same way from those trapped within its shared dream. Dreamspawn are also more likely to fight until their ability to manifest within the world is broken completely when they are alongside the Dreamer.

Dreamspawn aren't the only things affected by the Dreamer's proximity. The Dreamer's presence creates a shared dream that mirrors the world. In its vicinity, this dream is vivid enough to convince a Survivor that they are still awake, leading some to turn on their allies as the dream alters their perceptions of reality.

Survivors with a high Decay are granted a momentary peace from the effects of the corruption on their bodies as the Dreamer's presence forces them into a state of dissociation.

THE DREAMER

GARGANTUAN MONSTER (TITAN)

Armour Class: 20 (natural armour)**Hit Points:** 822 (47d20 + 329)**Speed:** 60 feet, Fly 60 feet**Decay:** 10

STR	DEX	CON	INT	WIS	CHA
25 (+7)	28 (+8)	25 (+7)	20 (+5)	28 (+8)	24 (+7)

Saving Throws: Constitution +16, Wisdom +17**Skills:** Forgotten Lore +14**Damage Vulnerabilities:** Fire**Condition Immunities:** Blinded, Charmed, Frightened, Prone, Stunned, Unconscious**Senses:** Truesight 30 feet, Passive Perception 18**Languages:** All, but cannot speak. It communicates via telepathic images if it communicates at all.**Challenge:** 30 (155,000 XP)

TRAITS

Legendary Resistance (3/Day): If the Dreamer fails a saving throw, it can choose to succeed instead.**Dreams Made Manifest:** When a creature falls *Unconscious* within 60 feet of the Dreamer, a **Dreamspawn** (see page 264) is created within 5 feet of them. The Dreamspawn acts on Initiative 20, and remains until destroyed or until the creature that spawned it is no longer *Unconscious*. The Dreamspawn must stay within 60 feet of the *Unconscious* creature that spawned them.**Gentle Titan:** When the Dreamer reduces a creature to 0 Hit Points, that creature Stabilises at the start of its next turn and gains 1 Decay. It regains 1 Hit Point after 1 hour, and remains *Unconscious* until another creature uses an Action to wake it.**Nightmare Spawner:** Any Dreamspawn within 120 feet can target an additional two creatures (for a total of four) with their *Manifest Dream* ability and each illusion created has an additional 4 Hit Points.**Oneiromancer:** If a creature ends their turn within 20 feet of the Dreamer, they must make a **DC 23 Constitution Saving Throw**. A creature takes 26 (4d12) Psychic Damage and falls *Unconscious* until the start of their next turn on a failed save, or half as much Damage on a success and doesn't fall *Unconscious*.**Spare the Dreamers:** *Unconscious* creatures that would be affected by the Dreamer's abilities and Actions have Advantage on any Saving Throws they make to resist those effects.**Strength from Dreams:** The Dreamer regains 4 Hit Points at the start of each of its turns for every *Unconscious* creature within 120 feet.**Extra Action:** The Dreamer can take two Actions each turn in addition to moving and using its Legendary Actions.

ACTIONS

Slam: *Melee Weapon Attack:* +17 to hit, reach 15 feet, one target. *Hit:* 35 (5d10 + 8) Bludgeoning Damage. The target must succeed a **DC 23 Wisdom Saving Throw** or forget a treasured memory.**Drowsiness:** One creature within 30 feet must make a **DC 23 Wisdom Saving Throw**. On a failure, the target takes 26 (4d12) Psychic Damage and their Speed is halved until the end of their next turn. On a success, they take half Damage and their Speed is not reduced.**Fatigue:** One creature within 30 feet must make a **DC 23 Charisma Saving Throw**. On a failure, the target takes 26 (4d12) Necrotic Damage and must succeed a **DC 23 Decay Saving Throw** or gain 1 Decay. On a success, they take half Damage and do not gain Decay.**Lethargy:** The Dreamer grasps one creature within 15 feet, draining energy from the target. The target must make a **DC 23 Constitution Saving Throw**. On a failure, the target takes 26 (4d12) Necrotic Damage and gains a Level of *Exhaustion*. On a success, they take half the Damage and do not gain a Level of *Exhaustion*.**Momentary Dizziness:** One creature within 30 feet must make a **DC 23 Intelligence Saving Throw**. On a failure, the target takes 26 (4d12) Psychic Damage and is *Stunned* until the end of their next turn. On a success, they take half Damage and are not *Stunned*.**Astral Mirror (Recharge 5–6):** Every creature within 30 feet of the Dreamer must succeed a **DC 23 Decay Saving Throw** or gain 1 Decay. Creatures who fail this Saving Throw become *Paralysed* until the end of their next turn.

REACTIONS

Nightmarish Visions: When a creature within 120 feet of the Dreamer regains consciousness, the Dreamer can use its *Momentary Dizziness* ability on that creature.

LEGENDARY ACTIONS

The Dreamer can take 3 Legendary Actions, choosing from the options listed below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Dreamer regains spent Legendary Actions at the start of its turn.

Manifest Dream (costs 1 Action): The Dreamer makes a *Slam* attack.**Sweeping Gaze (costs 2 Actions):** Until the end of the Dreamer's next turn, the range of its *Drowsiness*, *Fatigue*, *Momentary Dizziness*, and *Astral Mirror* abilities are doubled to 60 feet.**Wake the Dreamers (costs 2 Actions):** Every *Unconscious* creature within 30 feet loses the *Unconscious* Condition and takes 20 Psychic Damage. The *Nightmarish Visions* Reaction cannot be triggered by this Legendary Action.

'Lema never woke up. That was the first sign something was wrong. Then Irekil and Yara both dreamed about going for a walk with her. Except, it was the same dream. When it finally arrived, we were all having the same awful dream.'

— *Iarit, Sage of Ironwash Gully*

ROTBRINGER

The Rotbringer is an unsettling combination of insect and humanoid. Its reverse-jointed legs give it a slow, loping movement and its four segmented arms bring struggling food towards its mouth. Countless unblinking eyes cover its chitinous humanoid body and a soft, bioluminescent light glows through cracks in its exoskeleton.

The stench of decay emanates from the mould and fungi that grow over every inch of its carapace, and an incessant drone fills the air as insect swarms buzz in and out of its body. They fly freely through the cloying cloud of spores that is emitted with every step the Rotbringer takes.

TITANIC CORRUPTION

The first sign a Haven gets of the Rotbringer's approach is an ever-present storm cloud on the horizon. Many Sages claim that the Broken World itself provides this warning and some, perhaps foolishly, believe it to be a sign that the gods continue to look after the faithful. The storm cloud is thick, black, and chaotic. It can be seen from dawn to dusk and, when the wind is blowing in the right direction, it sounds like a massive swarm of insects has flown into the heavens.

Survivors who go seeking the source of the storm as soon as it appears find the Rotbringer to be almost 500 miles from the Haven. The Rotbringer is slow and scouting parties can easily outpace it back to their Haven, but it is a creature whose Decay drives it to corrupt the world around it. As such, it follows the traces of Hope that all Survivors leave in the world and begins its inexorable march on the Haven.

During this stage of its approach, animals become restless and crops are susceptible to disease. Storms happen more frequently and the groundwater they leave drains slowly, turning well-trodden paths into muddy tracks.

After almost a month, the Rotbringer is within 150 miles of the Haven and its slow approach becomes undeniable. The storm cloud on the horizon is now twice as thick and blocks out the sun for most of the day. The local atmosphere is humid, and food spoils twice as fast as usual. Decayed vermin begin trying to infest the Haven, their animal instincts leading them to the safest, darkest places.



Crops begin to blacken and wither in the fields, animals become sickly, and all but the stoniest or driest of terrains become plagued with mud and choking clouds of flies. The Haven suffers 1d6 Crisis Damage, which increases by 1d6 per week in the month it takes the Rotbringer to cover the final 150 miles.

The last two weeks of the Rotbringer's approach are hellish. Rain falls nearly constantly from the sky. The storm cloud now covers the entire heavens and blocks out the sun save for a beam of wan sunlight here and there as strong winds disperse it momentarily.

Survivors struggle to sleep under the constant auditory assault of insects buzzing and ground water stops draining away, turning the landscape into an endless swamp. Almost no crops can grow, save for those planted on high ground, and the ground itself becomes a sucking, muddy quagmire that makes any form of travel extremely tiring and difficult. The air carries the sweet smell of Decay and almost every surface is covered in a thin layer of mould.

LESSONS FROM THE PAST

Most people, upon seeing the Rotbringer, will reach for a torch and fire starter. Not only is it covered in mould and insects, two things that fire is extremely effective at dealing with, but the Titan's unsettling appearance will likely cause Survivors to seek the comfort that only fire can bring.

If Survivors don't use fire, the storm cloud that follows the Rotbringer can set a nearby tree or building ablaze with a lightning strike and the Titan noticeably avoids approaching the burning object for as long as the fire persists. Its weakness should become even more apparent the moment it takes any amount of Fire Damage and its *Spore Cloud* Ability is momentarily disabled.

Holy water, if sufficiently pure, deals Fire Damage to the Titan. The search for holy water could be the crux of an entire adventure but might take longer than the Haven has before the Rotbringer reaches its boundary.

Should the PCs seek out an item capable of weaponising light, it doesn't deal any additional Damage but can stun the Titan. Such items will likely carry a high Decay cost when used and could leave the Haven in a worse situation than it otherwise would be.

Some of these weaknesses can be found buried within the tomes of the Haven's Sages as rumours and are derived from the Rotbringer being a creature of mould and decay. Any other folk remedies for dealing with mould could be presented as potential solutions to the problem and should have some kind of debilitating effect if the PCs weaponise them on a sufficient scale. The eyes of the Rotbringer are its weak spots.

TITANIC INTERACTIONS

None know for sure about what happens in the Rotbringer's wake. The landscape behind it is observed to be a quagmire of mud, insects, and Decay's corrupting touch. A handful of Havens claim to have stories of survivors who journeyed far along the Rotbringer's trail and discovered the land was regrowing, brighter and healthier than before. Others, often populated with survivors who return to their Haven once the Titan has moved on, say that its presence reduces everything to a mould-covered ruin that seems to sap the strength of any memories associated with it.

Areas affected by the Rotbringer's presence are, however, sometimes avoided by the world's Monsters for a while.

The spores carried by the Rotbringer are viewed with suspicion and many Havens that have encountered it tell stories of corpses rising from the muck as the fungus puppets them. In truth, this has likely happened only a handful of times. What has been observed in most cases is that local flora and fauna become corrupted, toxic versions of their former selves, prone to gigantism and extremely wary of fire. There are even stories of plants given limited sentience and mobility by the fungus.

For Survivors, the spores pose a more immediate threat than the possible reanimation of corpses: they are toxic. Any Survivor who spends more than an hour in the Rotbringer's presence or immediate trail must succeed a **DC 23 Constitution Saving Throw** for each subsequent hour of contact or contract Lungrot. This disease permanently reduces a Survivor's Constitution Score by 1 at the beginning of each week until it is cured or the Rotbringer is slain or driven away. If this reduces the target's Constitution to 0, they die. Even those who fight off the disease before it develops find themselves short of breath for a few days.

ROTBRINGER

MONSTER (TITAN)

Armour Class: 22 (natural armour)**Hit Points:** 857 (49d20 + 343)**Speed:** 30 feet**Decay:** 10

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	20 (+5)	25 (+7)	25 (+7)

Saving Throws: Strength +19, Constitution +19**Damage Vulnerabilities:** Fire**Damage Resistances:** Acid**Damage Immunities:** Poison, Necrotic**Condition Immunities:** Charmed, Frightened, Paralysed, Poisoned, Restrained, Stunned**Senses:** Darkvision 120 feet, Passive Perception 17**Languages:** None**Challenge:** 30 (155,000 XP)

TRAITS

Host of the Swarm: Creatures who move within 20 feet of the Rotbringer or start their turn there, must make a **DC 23 Dexterity Saving Throw**. A creature takes 20 (10d4) Piercing and 10 (5d4) Poison Damage on a failed save and half as much Damage on a successful one as a swarm of insects fills the air.

Rotting Trail: Any spaces the Rotbringer moves through become *Difficult Terrain* until the start of its next turn.

Too Many Eyes: The Rotbringer has Advantage on Wisdom (Perception) Tests relating to sight but has Disadvantage on Saving Throws to avoid becoming *Blinded*.

Spore Cloud: The Rotbringer is surrounded by a spore cloud that makes every space within 10 feet of it count as *Dim Light*. Additionally, any creature starting its turn within the spore cloud reduced its Speed by 10 feet until the start of its next turn. When the Rotbringer takes any Fire Damage, the spore cloud is dispersed until the end of its next turn.

Extra Action: The Rotbringer can take two Actions each turn in addition to moving and using its Legendary Actions.

ACTIONS

Slash: *Melee Weapon Attack:* +19 to hit, reach 20 feet, one target. *Hit:* 28 (4d8 + 10) Piercing Damage. The target must succeed a **DC 23 Constitution Saving Throw** or take an additional 18 (4d8) Poison Damage.

Ravaging Swarm: Each creature within a 20-foot cone originating from the Rotbringer must make a **DC 23 Dexterity Saving Throw**. A creature takes 19 (2d8 + 10) Piercing and 9 (2d8) Poison Damage on a failed save, or half as much Damage on a successful one.

Fungal Bloom (Recharge 5–6): The Rotbringer chooses a point it can see within 60 feet. Each space within a 20-foot radius sphere of that point becomes *Difficult Terrain* until a Survivor spends 1 Hope to remove this effect. Creatures that enter or start their turn in the area must succeed a **DC 23 Decay Saving Throw** or gain 1 Decay.

Additionally, the first time a creature enters the affected area or starts their turn there, they must make a **DC 23 Constitution Saving Throw** or be *Charmed* by the Rotbringer until the end of their next turn. While *Charmed* in this way, they use all of their movement and Actions to move closer to the Rotbringer.

REACTIONS

Choking Spores: When the Rotbringer is dealt 10 or more Damage in a single Attack, each creature within 10 feet must make a **DC 23 Constitution Saving Throw**. On a failure, the target takes 22 (5d8) Poison Damage, drops their held equipment and falls *Prone*. On a success, they take half Damage and their Speed is halved until the end of their next turn.

LEGENDARY ACTIONS

The Rotbringer can take 3 Legendary Actions, choosing from the options listed below. Only one Legendary Action option can be used at a time and only at the end of another creature's turn. The Rotbringer regains spent Legendary Actions at the start of its turn.

Slash Attack (costs 2 Actions): The Rotbringer makes a *Slash* attack.

Release the Swarm (costs 2 Actions): The Rotbringer uses its *Ravaging Swarm* ability.

Treacherous Mire (costs 2 Actions): If the Rotbringer is within an area of *Difficult Terrain*, any creature within 60 feet of it must succeed a **DC 23 Strength Saving Throw** or be *Restrained*. A *Restrained* creature may use an Action to attempt the Saving Throw again, ending the Condition on a success.

The flies. I will never forget the sounds of the flies that came before it. Swarms of the blasted things blackened the sky and began eating our crops before the vermin even reached us. That was before the rains and everything rotted, of course.

— Howell, Seeker of Goldengorge



SPECIAL THANKS

21CSM, Aaron, Aaron, Aaron Donahoo, Aaron F Stanton, Aaron Fry, Aaron Pownall, Aaron Wolcott, Aaron Wolford, Abby Gipe, Abi Prescott, Abi Wootton, Adam, Adam Canvas Giangregorio, Adam Chandler, Adam Cusick, Adam Jervin, Adam Larson, Adam Moore, Adam Osterberger, Adam Robichaud, Adam Roy, Adam Sallean, Adam Solis, Adham Abdelmawla, Adria Pares, Adrian Chua, Adrian Czajkowski, Adrian Hermann, Adrian Scherrer, Adrian-Paul Carrières, Adum, Adwind, Aeden, AitanLiran, AJ Wulf, AJ Young, Ajar_ Exponent19, Alabaster, Alain Giorla, Alain Veilleux, Alan, Alan Elliman, Alan Vicioso, Alapone, Alase, Albert Nakano, Albert van der Meer, Alcoholic Prince, Aleida La Llave, Alejandro, Alejandro, Alessandro, Alessandro S., Alex, Alex Bingham, Alex Clippinger, Alex Daniel, Alex Gaynor, Alex Gilkerson, Alex Heydon, Alex Hood, Alex Hughes, Alex Irwin, Alex Lambdin, Alex Larrabee, Alex LoRusso, Alex Miles, Alex Milgrom, Alex Morrison, Alex Van Zile, Alex Wolf, Alex Zerbinos, Alexander deMorris, Alexander Herron, Alexander Michels, Alexander Theoharis, Alexandra Long, Alexandre Oligny, Alexandre Rodriguez, AlexH, Alexk623, Alexmea, Alfes Thompson, Ali Sahimi, AlilSus, Alisa Chan, Alisa Grebin, Alisha Ridgeway, Alissa, Allen Marsh, Allison Steele, Aloys Oberthuer, Alpharius_Omegon, Alterangel, Alucard, Alwyn, Alyson Martz, Amanda Bamford, AmblingAaron, Amelia Wales, Amez, Andre Blumenstein, Andre Nguyen, André Roy, André Schmitz, Andrea Barajas, Andres Gonzales Villanueva, Andres Rosado, Andrew, Andrew “Baron Fortnightly” James, Andrew Armour, Andrew Beal, Andrew Bevan, Andrew English Lewis, Andrew Gilmour, Andrew Goodson, Andrew Gorman, Andrew Heath, Andrew Helbert, Andrew Highton, Andrew Johnston, Andrew LaFrance, Andrew Mason, Andrew McDowell, Andrew Springer, Andrew Steven Pogue, Andy Acosta, Andy Fagant, Andy Gullikson, Andy Zeiner, Andy51, Angel Valentin, Angeliqwe Krencius, Anmen, Anna Reid, Annabelle of Hamilton, Anne Skinner, Annette Beatwell, anonymous1453, Anthony Della Rocco, Anthony Franco, Anthony Francoeur, Anthony Gilkison, Anthony Goetzinger, Anthony Lang, Anthony Ngo, Anthony Strickling, Anthony Vittone, Antoine Terrar, Anton Semenov, Anton Spohn, Antonio Pinnagialla, Antony Little, Ants Lillemaa, Anubins, Apaphous, Ara, Arcanist, Archiel, Aren Cordelaine, ArgentWintyr, Ari Weissenfelt, Ariana Rae, Armand Dulin, Artefact Games, Artfuldemon, Arthur Braune, Arthur Muir, Ashardalon89, Ashley, Ashley Bassett, Ashley Bradbury, Ashley Elsberry, Ashley Hines, Ashlynn D, Aubrey, Aubrey Klaf, August Baker, Augustus Hilmer, Austin, Austin Fournier, Austin McCarthy-Kelley, Austin R., Auvray, Avery, AwesomePyro, Axle, Ayden Jablonski, B Kosan, B. McClellan, Babakanoosh, Bailey Perkins, Barakka, Barra Mac Niocaill, Basileus, Bastienc, Bayli Dukes, BB, Bear Black, Becky Glenn, Belial, Belyah, Ben, Ben, Ben Chance, Ben Hall, Ben Hartley, Ben Johnson, Ben Meiklejohn, Ben Peters, Ben Ramsey, Ben Shaw, Ben-Jan van Hoffen, Benjamin, Benjamin Charlet, Benjamin Gray, Benjamin Koch, Benjamin Richards, Benjamin Saxton-Ruiz, BenjaminN, Bennett, Bennett Duncan, Beren Erchamion Gl, Bernd Lindenberger, Bernelas, Bertalan Szénási, Beto Hinojos, Jr., Bex Bridges, Big Bucky, Big Man Murph, Billy Seguire, Birger Vogt, Black Book Editions, BlackBullfrog, Blutok, Boardwalk, Bob Mosdal, Bob Nelson, Bobbie Rose, Bobby Lee, Bookery Games, BoomTown, BossRush, Bothenheim, bpoole110, Brad Hemming, Bradlee Castillo, Bradley Wilken, Bradon Fenn Ebers, Braedon Ikert, Branden Pericon, Brandon Cassady, Brandon Hurler, Brandon Staley, BranesDM, Brendan, Brendon O'Reilly, Brendon Scott, Brenndan Wanek, BrennonBrent Ryan Bellamy, Brett Pennington, Brett Weidman, Brian, Brian Creek, Brian Feeney, Brian McKenzie, Brian McNeilly, Brian Murphy, Brian S., Brian Tapia, Brian Weibeler, Brice_T, Brien, Brienprime, Briteblade, Brittany Rypkema, Brittney Soban, britton, Broc, Brodie LeBlue, Brook Freeman, Bruce, Bryan M Jackson, Bryan Pravel, Bryan S., Bryce Muramoto, Bumblefee, Bunni J Stredder, burtttd2010, Buster, ByronicBird, Caelynn Hartwig, Cagginozock, Caio Augusto Sacramento Chamarelli, Caitlin Sido, Caleb Coppola, Caleb Hooper, Caleb Nelson, Caleb Sanders, Cam Banks, Cameron, Cameron Baldi, Cameron Bush, Cameron Meuse, Cameron Phillips, Campaign Coins, Campbell Furnish, Camryn, Candied Citrus, captain66, CaptGreedo, Cara O'Brien, Carl, Carl Ballard, Carl S. Stone, Carlos Colon, Carlos Solorzano, Carmela Turco, Carmelo Premier Sutura, Carson Brooks, Carsten Gehron-Retzbach, Carter Brasel, Carter Brent, Carter Bristol, Casey MacKay, Casey Spencer, Cassandra Reclosado, Cat, Cathal Moore, Cathryn Rose, Cayley, Cazzie Bliss, CDashGo, Cedric Van Aerssen, Cellk, Chad Duncan, Charles, Charles, Charles Coleman, Charles Garner, Charles Hall, Charles Strange, Charli Holt, Charlie, Charlie Delavan, Charlie Tefft, Charlotte Sweetland, Chase, Chatriot Francois, Chaz Palmer, Chelsea Honey, Chris, Chris, Chris, Chris Allen, Chris Balser, Chris Brown, Chris Cassell, Chris Doyle, Chris Dunn, Chris E., Chris Giesy, Chris Gunning, Chris Handley, Chris Heilman, Chris Hutchings, Chris Jordan, Chris Kenna, Chris Lee, Chris Mahon, Chris Maloney, Chris Mitchell, Chris Moore, Chris Morgan, Chris Nehring, Chris Osapai, Chris Preston, Chris Thorne, Chris Wong, Chris Wood, Christiaan, Christian, Christian Brandon, Christian Lemaire, Christian Valdivia, Christina Baker, Christina Bowman, Christina Dessi, Christophe Achouiantz, Christopher, Christopher, Christopher Allen, Christopher Colston, Christopher Delvo, Christopher Froebe, Christopher J Cavallo, Christopher James, Christopher Larson, Christopher martinez, Christopher Moore, Christopher Norcross, Christopher Orndorff, Christopher Reedy, Christopher Stephen Hall, Chuck Dee, Chuck Warren, Cian O'Neill, Ciaran Dachtler, Ciaran O'Brien, CJ Cassidy, Cleo "Thorn" Schmitz, Clifton Spears, clockman60, Clockwork Pangolin, CodeBreaker1120, Cody Burris, Cody Nguyen, Cody Pomeroy, Colby Arrington, Cole, Colin Bronchetti, Colin Keohane, Colin Lindgren, Colin Wyers, ColinJ, Collin, Connor, Connor, Connor O'Doherty, Connor Pfisterer, Conor O' Sullivan, coppet, Corey Bailey, Corey Koster, Corina Stark, Corinne Brown-Esqueda, Cormac, Cory Cortez, Cory Winebold, Costanza Giordani, Craig Coley, Craig Garrett, Craig Scoular, Craig Wisniewski, CrashyGuy, CreatorX33, Creed, Crim5onW0lf, Crixell Matthews, Cromulent P. Embiggens, Cryver, Csaba Számadó, Cullen Gilchrist, Curious Cosmonaut, Cynthia, D Plunkett, D.J. Cole, Daedonas, Daisuke, Dale Ahvakana, Dalton Bradford, DamageCase, Damian Adams, Damian Isherwood, Damien, Damon Lefholz, Dan Derby, Dan Langridge, Dan Rhodes,

Dan Thomassen, Dan Wells, Dan Williams, Dana, Dana Flood, Dana Walpole, Dane Winton, Daniel, Daniel A Saunders, Daniel Ferguson, Daniel Gooch, Daniel Harris, Daniel Hudson, Daniel Kubicek, Daniel Matheson, Daniel Penz, Daniel Perrone, Daniel Storey, Daniel Taylor, Daniel Thomas Hillen, Daniel Vasili, Danny Lowe, Danny William Silva, Dara Kountz, Darbs S, Daren E McCormick, Darien Pauline, Darin Primmer, Dario, Dark_Ansem, DarknessDemonWolf, Darren, Darryl Jones, Dave, Dave Algiers, Dave Jarman, David, David, David Aldrich, David Berndt, David Bowe, David Cook, David Crossett, David DHW, David Finn, David Hucul, David Jacquet, David Johnson, David King, David Lapping, David Mack Jr, David Mallen, David McQuiston, David Orna-Ornstein, David Orzechowicz, David Rodas, David Sarachman, David Sharp, David Schlafer, David Soules, David Stephenson, David Tarrant, Dawid Wojcieszynski, Dawson Moon, Daytona, DeadDegrees, Dean Harvey, Deandre Vaxter, Deaths_Follower, Declan Murphy, DeDe, Denis Brun, Derek, Derren Mckenna, Devilin Moye, DevilRageMan, Devin Lyons, Devin Milliken, Devin Redd, Devin Rocco, Devlin Schwartz, Devon Jones, Diany Martinez, Diego Blanco, Dillon Russell, Dimitris, DingoWolfAU, DirttheCook138, Divine Insect, DKeith2011, DobleX, Dolfo Spini, Dominic McDowall, Dominique Suchaire, Don, Donavon, Donovan, Dork117, Doug Cheesman, Doug DePrekel, Dr. Tellum, Dracko, Drake Phillips, Dread, Dreisan, Drew Claridge, Drew F Arnold, Drew Humbert, Drey Yurison, Dries Van Puymbroeck, Drowsy, DrunkenBerserker, DungeonFog, Dustin Leitzel, Dylan McMahon, Dylan Rainville, Dylan Schatz, Ed, Ed Garcia, Eddie Chew, Edmund O'Neill, Edvin Sirviö, Edward, Edward Patrick Calvo, Edward Storr, Edwin Pietrowski, Edwin Robertson, Eeyore! Page, eira, Eissbott, Elandiel, Eleanor Hingley, Elena Cooper, Eli, Elias Patulski, Elijah Mangnall, Elijah Montgomery, Eiram, Elisabeth Anderson, Elise Haldane, Elizabeth, Elizabeth Kasprzyk, Elizabeth Liu, Elizabeth Town, Elkadain, Elle Dwight, Elliot Copping, Elliott, Elliott Acworth, Elliott Balding, Elliott Gould, Elopetersen, Emeraldknight33, Emma MacLeod, emusick, Enkil, Eoin O'Byrne, Eran Aviram, Erasmus, Eren Lacin, Eric, Eric, Eric C. Campbell, Eric Coates, Eric Dittloff, Eric J. Heckathorn, Eric Lentz, Eric Riley, Eric Rupert, Eric Semijalac, Eric Sergeant, Eric Shamy-Smith, Eric Zaage, Erich Schafrick, Erik, Erik, Erik Ayres, Erik Freund, Erik Laudal Christensen, Eris, Erlyn, Ernst Anderson, Erupizza, Escrivant, EtcheStone, Ethan, Ethan, Ethan Baker, Ethan Chandler, Ethan Dill, Ethan Evans, Ethan Maslyn, Ethan Nixon, Ethan Serrao, Ethan Ward, Ethan Wondrash, Etienne Gendron, Eugene, Evan Croshaw, Evan Davis, Evan Loehle-Conger, Evan Parson, Evan Riley, Fábio Balestro Floriano, Faelyn Curtis, Fairfang, Faisal Saddique, Felipe Bovolon, Felix, Felix AG, Finn, Fiona, Flogle, Florian, Florian Grunert, Flowrifo, Forrest Cookson, Frances Magan, Francesco C, Francesco Sciarretta, Francis Richardson, Francisco J. Sapene, Frank Falvey, Frank Schirmer, Franz B., Frédéric, Frederick Reynolds, Frederik, G. G. Hartman, Gabriel C. 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CHARACTER NAME

CLASS & LEVEL

SUBCLASS

EXPERIENCE POINTS

LINEAGE

OCCUPATION

REPUTATION



PROFICIENCY

PASSIVE PERCEPTION

DECAY SAVE

PASSIVE INSIGHT

STRENGTH

- ◆ SAVING THROWS
- ATHLETICS

DEXTERITY

- ◆ SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION

- ◆ SAVING THROWS

INTELLIGENCE

- ◆ SAVING THROWS
- FORGOTTEN LORE
- INVESTIGATION
- LOCAL LORE
- NATURAL LORE

WISDOM

- ◆ SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- ◆ SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

AC

INITIATIVE

SPEED

HIT POINT MAXIMUM

TEMPORARY HIT POINTS

HIT DICE

USED

TOTAL

DEATH SAVES

SUCCESSES

FAILURES

NAME	ATK BONUS	DAMAGE/TYPE

CLASS RESOURCE

USED

TOTAL

ADDITIONAL COMBAT FEATURES

CURSE

DECAY

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LINEAGE TRAITS

PROFICIENCIES

LIGHT ARMOUR

MEDIUM ARMOUR

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES





CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS



CHARACTER APPEARANCE



JOURNAL

MEMORIA

Large empty rectangular box for character appearance notes, decorated with a leafy border on the left and bottom.

Large empty rectangular box for journal entries, decorated with a leafy border on the left and bottom.

Large empty rectangular box for memoria notes, decorated with a leafy border on the right and bottom.



COMPANION

HIT POINTS	AC	INITIATIVE	SPEED
------------	----	------------	-------

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

SKILLS

SENSES

NAME	ATK BONUS	DAMAGE/TYPE

ADDITIONAL FEATURES & TRAITS

Empty rectangular box for additional features and traits of the companion.

IMPORTANT PEOPLE

Large empty rectangular box for important people notes, decorated with a leafy border on the left and bottom.



BACKPACK/STORAGE

EQUIPMENT

ADDITIONAL FEATURES AND TRAITS

Large empty rectangular box for backpack/storage notes, decorated with a leafy border on the left and bottom.

HEAD	_____
AMULET	_____
CLOAK	_____
ARMOUR	_____
HANDS/ARMS	_____
RING	_____
RING	_____
BELT	_____
BOOTS	_____
OTHER	_____

Large empty rectangular box for additional features and traits notes, decorated with a leafy border on the right and bottom.





HAVEN NAME



HOPE



DECAY

LOCATION

POPULATION

VALUES

LEADERSHIP

TRADITIONS AND SUPERSTITIONS

CLOTHING AND APPEARANCE

IN THE HAVEN

IMPORTANT PEOPLE

BUILDINGS AND LOCATIONS

THE SURVIVORS

RETIRED AND FALLEN SURVIVORS

BEYOND THE HAVEN

OTHER HAVENS AND SURVIVORS

RUINS AND FORGOTTEN PLACES

LANDMARKS AND WAYMARKERS

RESOURCES

CURRENT

COMPONENTS

SCARCITY

ABUNDANCE

CRISIS

CURRENT CRISES

PAST CRISES



JOURNEY CHRONICLE

ORIGIN

DESTINATION

DIFFICULTY

PURPOSE

SEASON

NUMBER OF EVENTS

ROLE	PARTY MEMBER	ROLE ABILITY
LEADER	<input type="text"/>	As a Reaction while on a Journey, you can allow another party member to reroll a failed saving throw or ability check. You can do this once per party member per Journey.
OUTRIDER	<input type="text"/>	Once per Journey when the GM rolls to determine the Encounter Type, you can also roll. The GM tells you the type of Encounter you both rolled, but not the specifics. You can then decide which type of Encounter the group has next.
QUARTERMASTER	<input type="text"/>	As a reaction to an ally making an ability check, you can spend a Supply Dice to improve the ally's check, adding 1d6 to the result. You can decide to spend the Supply Dice after your ally has rolled but before the GM declares whether the check succeeds or fails.
SENTRY	<input type="text"/>	As a reaction to an ally making a saving throw or initiative check, you can spend a Focus Dice to improve the ally's check, adding 1d6 to the result. You can decide to spend the Focus Dice after your ally has rolled but before the GM declares whether the saving throw succeeds or fails.
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

PREPARATIONS

SUPPLY DICE

USED	TOTAL

FOCUS DICE

USED	TOTAL

THE JOURNEY

BENEFITS AND DRAWBACKS

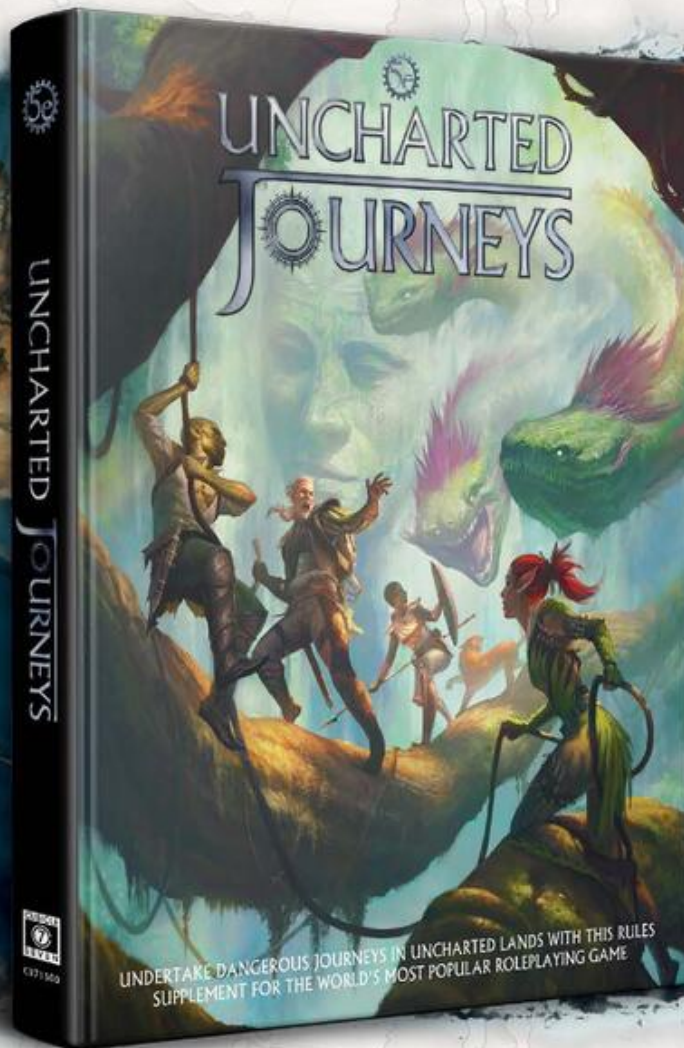
ALLIES

ENEMIES

REWARDS

5e UNCHARTED JOURNEYS

IT'S NOT THE DESTINATION, IT'S THE JOURNEY.



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