

LAND OF FAR



CORE RULEBOOK

LAND OF FAR

Created by
Ben Ramos

Table of Contents

1-2	Introduction
3-13	Making a Character
5	Races
6	Classes
7	Archetypes
8	Leveling Up & Legendary Heroes
9	Promotions
10	Skills
11-13	Feats
14-22	Gameplay
15-17	Downtime
18-22	Combat
23-27	Items
23-24	Weapons
25-26	Market
27	Mounts
28-32	Spells
28	Spells overview
29	Arcana spells
30	Divinity spells
31	Duality spells
32	Wizardry spells
Back	Rules Reference

Welcome to the Land of Far, where you & your character are likely in a bar!

In this rulebook you'll find everything you need to play. **Land of Far** is a fantasy roleplaying game designed to accommodate groups as small as three players or as large as twenty-five. Players work together in groups of three to six players called parties, & parties all work together as a single band of adventurers. As our heroes go on adventures, travel to new places, battle monsters, & collect loot, they all have the same goal: to go far! Far enough that they'll be remembered forever as legendary heroes.

If you don't know what goblin is or have never played a tabletop roleplaying game before, **Land of Far** is a perfect introduction to the genre! Anyone can play! Likewise, if you have experience with roleplaying games, board games, or even video games, you'll be able to quickly pick up on the rules & dive right into the mechanical & strategic depth available to explore. There are an endless number of party & band compositions so each encounter will be as unique as the party you make.

You keep your character from week to week, allowing you to collect gold, gather sick loot, & each time they survive a session they level up! If you miss a session, it happens! That's part of the reason we made this game. We know how hard it can be to schedule a traditional tabletop game. **Land of Far** lets you pick up right where you left off, regardless of how often you can play, or how long it's been between games.

Shoutouts!

Many thanks thanks to every player who has gone out of their way to support this game & make it what it is today. Who have come out to play twice a week, who have lost a character only to make another the next session, who have seen Land of Far's evolution from one version to the next, who have brought energy, enthusiasm, smiling faces & genuine joy to my heart. There are far too many names I would add to this section... but special shoutouts to Morgan, who has played in more Land of Far games than any other & who has supported it & me from the very first day. To Alex who dedicated so much time & energy, & lent us all so much humor. To Tyler for all his many contributions from items, to sessions, to stories, & friendship. To Phillip for helping me show you all this idea the way I always meant to—or better. To each & every one of you... you are all legendary heroes to me.
-A Grateful GM

What You Need to Play

Land of Far is always free to play. All you need to do is show up to play! Bringing a notebook is encouraged, or you can use our free app at app.landoffar.com, & you are free to bring your own dice if you have them. People often don't trust the game master's dice. Standard dice are used to play, meaning a d4, d6, d8, d10, d12, & d%, as well as the less standard d2 (or a coin), & a d3. However, if you don't have a d2 or d3 you can always roll a d4 or d6, then divide the result in half instead.

Dice

Some of the most fun moments in roleplaying games come from rolling dice! When we talk dice, however, we use expressions such as "1d10," which means "roll one ten-sided dice" or "2d6+2," which means "roll two six-sided dice & add two." The first number tells you how many dice to roll. The number immediately after the "d" tells you the type of dice you are rolling. Then you add or subtract any modifiers that follow. The Game Master will usually tell you exactly what you need to roll for a given dice check, but the more you play, the more you'll understand the formulas yourself.

Dice Categories

Dice categories are another common term & refer to dice in sequential order based on the number of sides. They go in order from 1 > 1d2 > 1d3 > 1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 1d20. When something adjusts the dice category, you move in order, either up or down as prescribed.

The Game Master (GM)

The GM is your guide through the **Land of Far**. They are the final arbiters of the rules. During the game, you will be roleplaying your character by making decisions, taking actions, & responding to the story the way you think they would. Any creature who isn't a part of your adventuring band is a non-player character (NPC) & is controlled by the GM. The GM will set the scene, narrating throughout play to create & describe the world for the players to interact with. If you ever have questions, need clarity on a rule, don't remember an item, or don't understand what's going on in a given scene, follow the golden rule: just ask the GM!

Community

More than being an important part of the game, the GM is also an integral part of our community, but so are you! So, if you ever feel uncomfortable with an element of the story, another player, or in general, feel empowered to talk to the GM about it & they may be able to mediate the situation on your behalf. Our number one goal is to make sure everyone feels safe, included, & heard!

How to Use This Book


This book will cover everything you need as a player!

If this is your first time playing this game you'll want to start on the very next page & read about Making Your Character, then you can reference this rulebook as gameplay proceeds. When you see a Skill check it will be in underlined, as so. **Special Feats** will be bolded. **Spells** will be shown in bold italics. **Keywords** are underlined and bolded. You can find their effects in the glossary. Meanwhile, each of the classes will be color coordinated, so that when you are looking for something related to your chosen class you can find it quickly.

Once you've made your very own character, flip over to the Gameplay section to follow along. If you choose to make a Priest, Monk, or Black Mage (or one of the Secret Classes that can cast spells) you can take a look at the **Spells** you can cast in the Spellbook section towards the rear of this book.

As with anything else, if there is something you want to know but can't find: just ask the GM!

Icons

- | | |
|--|--|
|  - Attack |  - Damage |
|  - Special Attack |  - Fire Damage |
|  - Counterattack |  - Shock Damage |
|  - Barrier X |  - Cold Damage |
|  - Hit Points (HP) |  - Light Damage |
|  - Total Hit Points (THP) |  - Dark Damage |
|  - Initiative |  - Physical Damage |
|  - Speed |  - Gold |
|  - Range |  - Critical Hit |
|  - Energy |  - Critical Miss |
|  - Locked Race or Class | |

The Collective

Regardless of your character's origin your path inevitably led to The Collective—a fledgling city-state created by mercenaries, for mercenaries. The Collective is situated on a hotly contested border between warring nations. It carved out a place for itself by training up & hiring out specialized warriors, spellcasters, & adventurers from all over to take on jobs those nations' regular military can't attend to. You are one such specialized adventurer!

The Fey & Humans

Long ago, The Fey ruled the Land of Far without ever discovering or contemplating the notion of war. Instead, they lived peacefully, unified by a shared connection to magic; magic which provided more than enough for everyone. Then, everything changed when the Humans arrived from Midgar. They not only brought war with them, but also a lifetime of experience with it. Bloody conquest soon swept the land, & The Fey were decisively defeated. In the depths of despair, Elven wizards sacrificed some of their greatest champions in dark magic rituals; experiments really.

They fused Elves & pigs to create Orcs—creatures of a size, strength, & temperament to match the Humans. The Orcs were unleashed upon the land & even more death was sown. The Humans were finally checked, their advance had been stopped... but the counterstroke came too late. For the Humans built great walls & castles the likes of which neither the Orcs nor the other Fey could contend with. Now, thousands of years later, Humans still govern most of the known world from behind the walls of their impregnable bastions.

Step 1: Select Your Race

Heroes in the **Land of Far**, as in real life, come in all shapes & sizes, & from any number of backgrounds. Your character's race will help you determine their predispositions, durability, quickness, as well as their taste in beverages. You may choose from:

Dwarves

Unusually hardy Fey who make their homes in the mountains. They are short, stocky, strong, & naturally bearded at birth

Elves

Graceful, stylish, & elegant Fey. They have enhanced senses & benefit from unrivaled creativity. They are deeply connected to forests & places of natural beauty.

Gnomes

Bald cousins of Dwarves, with whom they share the mountains & valleys. They are stolid, curious, little creatures. No one dislikes gnomes!

Half-Fey

The result of any union between Humans & Fey. Their mixed heritage helps them fit into any group, & means they rock any style!

Halflings

Small, fleet-footed Fey who look like miniature humans, though only roughly the size of a child. They have big, hairy feet.

Humans

Adaptive, intelligent, & industrious. They are larger than almost all other Fey & make fierce warriors.

Orcs

Caustic combinations of Elves & pigs made through dark magic. They are the strongest of all the races, & larger than even Humans.

Pixie

The smallest of all the Fey. They have glittering faerie wings on their backs & rarely grow past three feet tall.

Read more about Races on page 5!

New players might want to be mindful when choosing a race that has a negative modifier to their ❤️, especially when playing a class that has low base ❤️.

Step 2: Choose Your Class

The next step in making your character is to decide their class. Classes determine your character's training & skill set, but can also help you decide more about them. They could be a mercenary bloodying their sword for money, or a holy warrior who has sworn their shield to protect the innocent. Maybe they are an ascetic adventurer who left their mountain monastery to find a new path to enlightenment through martial arts.

Read more
about Classes
on page 6!

Fighters

The men-at-arms & soldiers who make up the bread & butter of an army. They can wield any weapon, wear any armor, & their versatility makes them indispensable on a battlefield.

Priests

Devout believers—either in the righteous or the profane—who call upon Divinity magic to help their allies & hamper their foes.

Monks

Ascetic warriors who use meditation & Duality magic to adjust with the ebb & flow of battle. Monks are at their strongest when supported by their party.

Thieves

Lethal, cunning, & capable of inflicting devastating attacks. But they rely on surprise, stealth, & positioning to unleash their full potential.

Black Mages

Masters of magic! They utilize Wizardry magic & have unlocked the secrets of Arcana. Their power comes with a price, however, for though magic obeys them, they are fragile. Mundane swords or arrows might not be magical, but they can still be lethal.

Step 3: Pick an Archetype

Archetypes
are listed on
page 7!

Archetypes determine your character's overall style & starting gear. Narratively, a thief who starts with a club or blackjack & a lockpicking kit is going to evoke a very different story than one who starts with a helmet & crossbow. Each class has three archetypes to choose from. Make sure to record your starting gear on your character sheet.

Step 4: Finishing Touches

Lastly, you apply your race's health modifier to your class's base ❤️ to determine your **total hit points**, or ❤️. Name your character and you are ready to play. It's that easy!

Of Note...

As you read through this section of the book you will notice the 🔒 icon, which designates that a race or class must be unlocked before it is available for you to choose.

Dark Elf, Goblin, Vampire Spawn, & Werewolf are all Secret Races that you can unlock by retiring a hero—which you can read more about on page 8.

Likewise, Cavalier, Dark Knight, Bard, Red Mage, & Trickster are all Secret Classes. Secret classes each have specific requirements you must meet to unlock them.

To Unlock...

Cavalier

You must own a Heavy Shield & a Warhorse

Dark Knight

You must kill a spellcaster who harmed (or hampered) you, by yourself

Bard

You must pass a skill check with each skill in the game

Red Mage

You must save a dying ally with magic, & kill an enemy with magic in the same combat

Trickster

You must steal an uncommon (or rarer) magic item

The Golden Rule

In the **Land of Far**, we try & follow the Golden Rule: never intentionally cause harm to another player's character, whether it's dealing damage to them, inflicting a status condition, or otherwise. At its core, this game is a cooperative roleplaying experience, & player vs. player interactions always have the opportunity to breed negativity. Now, that doesn't mean you have to save everyone, or risk yourselves for others (even if that's what a hero might do), or that collateral damage can't happen. It does mean that when those situations come up, we should all be on the same team!

RACES

RACE	♥	🏃	TRAINING	FAV. BEV.	SIZE
🔒 Dark Elf	-1	+1	<u>Agility</u> , spell: Blight	amaro & wine	Medium
Dwarf	+3	-3	<u>Warcraft</u>	stouts & porters	Medium
Elf	+0	+1	<u>Perception</u>	amaro & wine	Medium
Gnome	+1	+2	No special training	cider	Small
🔒 Goblin	1/2	+4	<u>Handicraft</u> , Far Throw	shots & shooters	Small
Half-Fey	+0	+2	<u>Influence</u> , Mount Versatility	any	Medium
Halfling	-1	+3	<u>Stealth</u>	light beer	Small
Human	+1	-2	Choose one <u>skill</u>	any	Large
Orc	+2	-4	Brutal Attack	whisky	Large
Pixie	-1	+3	spell: Paralysis	cocktails	Small
🔒 Vampire Spawn	1/2	+3	Fangs	red beverages	Medium
🔒 Werewolf	+2	-4	Pack Tactics , <u>weak</u> to shock ⚡	something strong	Large

When you (the player) are drinking your race's favorite drink, consumables heal 1 more ♥!

🏃 is calculated by party, so balance & diversity are key!

You take 1d3 extra damage when you take damage from your **Weakness**.

Each race has different stats, abilities, & training that might help you decide which to play. The hit points (♥) column on the Races table above shows each race's ♥ modifier, which you will add to your class's base HP to determine your total hit points (♥).

The initiative (🏃) column determines their quickness, & what modifier your party applies when they roll for initiative during the deployment phase. You can read more on that on page 14.

The training column tells you what else makes each race special. Training can take the form of Skills, **Feats**, or **Spells**—covered on pages 10, 11-13, & 28-32, respectively.

Size

Some races are listed as being small or large. These descriptors only interact with one another, & only in certain scenarios. When a small creature interacts with a large creature, it is considered **blessed** on agility checks & **baned** on physique checks. Alternatively, when a large creature interacts with a small creature, it is **baned** on agility checks but **blessed** on physique checks.

So, for example, it would be easier for a Halfling to run between an Orc's legs or climb onto a Human's back. Likewise, it would be easier for a Werewolf to toss a Pixie across a chasm or to wrestle a Gnome to the ground.

Racial Feats

Brutal Attack

When you attack with a melee weapon: you may take 1 **direct damage** to gain ⚡+2 for the attack

Fangs

You may always use your fangs as a melee weapon with ⚡1d3. Whenever you deal **direct damage** with your fangs: you heal 1 ♥, **On crit**: heal 2 ♥

Far Throw

You throw consumables with 📦+2

Mount Versatility

You can get along with & ride any type of mount

Pack Tactics

You have a base speed (🏃) of 4. Whenever you attack a foe directly across from an ally, you gain ⚡+1; doesn't apply to 🗡️

When a race's ♥ modifier is 1/2, your starting ♥ is 1/2 your class's base ♥, rounded down. It only affects your starting ♥, so your ♥ advances regularly as you level.

e.g. a level one goblin monk would have 3 ♥, but at level three that same character would have 7 ♥.

CLASSES

Each Class has a different role on the battlefield. Fighters can get right up into the fray & shine when they finish off an enemy to trigger their **Cleave** feat. Priests are capable of changing the tide of battle with their **Bless** feat or a well timed healing spell. Monks can fill any role thanks to their **Meditation** feat—whether it’s absorbing blows by stacking Barrier or dealing damage. Thieves have the most skills of any class & can deal incredible damage if they can activate their **Sneak Attack** feat. Black Mages have the largest arsenal of **spells** but are fragile unless they have time to prepare—they always have the answer!

Secret Classes aren’t initially available to play until you unlock them but they offer a whole new level of strategic exploration. Cavalier can use their **Cover** ability to let their squishier allies focus on offense. Dark Knights have the highest single-target damage dealing potential with **Shadow Duel**. Bards are the ultimate jack-of-all-trades, capable of using their **Inspire** feat to support their allies throughout the entire session. Red Mages’ **Fast Cast** feat lets them rapidly adjust to the tempo of battle. Tricksters’ **Prank** feat lets them take advantage of weakened enemies to put the final nail in their coffin.

CLASS	❤	FEAT	TRAINING	DIFFICULTY
 FIGHTER	10	Cleave	<u>craft</u> (warcraft or <u>culinary</u>), <u>physique</u> , & <u>survival</u> ; martial weapons, all armor, & shields; no magic	Easy
 PRIEST	8	Bless	<u>craft</u> (handicraft or <u>culinary</u>), <u>healing</u> , <u>influence</u> , & <u>perception</u> ; simple weapons, medium armor, & shields; all Divinity spells	Easy
 MONK	7	Meditation	<u>agility</u> , <u>focus</u> , <u>physique</u> , & <u>stealth</u> ; fists & no armor or shields; level I & II Duality spells	Advanced
 THIEF	6	Sneak Attack	<u>agility</u> , <u>deception</u> , <u>perception</u> , <u>skullduggery</u> , & <u>stealth</u> ; simple weapons & light armor; no magic	Advanced
 BLACK MAGE	4	Spellcasting	<u>craft</u> (handicraft or <u>culinary</u>), <u>focus</u> , <u>nature</u> , <u>spellcraft</u> ; melee simple weapons & no armor or shields; all wizardry and arcana spells	Expert
 CAVALIER	12	Cover	<u>influence</u> , <u>healing</u> , <u>physique</u> , & <u>warcraft</u> ; martial weapons, all armor, & shields; no magic	Easy
 DARK KNIGHT	8	Shadow Duel	<u>deception</u> , <u>focus</u> , <u>physique</u> , & <u>spellcraft</u> ; martial weapons, medium armor, & no shields; level I & II wizardry spells	Advanced
 BARD	7	Inspire	<u>craft</u> (any one), <u>influence</u> , <u>focus</u> , & <u>perception</u> ; simple weapons, shields, & no armor; all level I spells	Expert
 RED MAGE	6	Fast Cast	<u>agility</u> , <u>craft</u> (any one), <u>focus</u> , & <u>influence</u> ; simple weapons, light armor, & bucklers; all Duality spells	Expert
 TRICKSTER	5	Prank & Invisible Hand	<u>deception</u> , <u>focus</u> , <u>perception</u> , <u>skullduggery</u> , & <u>stealth</u> ; simple weapons & light armor; level I & II Duality spells	Advanced

Training in a Skill grants a +5 bonus when you roll!

Anytime you unlock a Secret Class, you may immediately change to that class & gain the Secret Class’s starting gear. You also unlock it for all future characters you make!

ARCHETYPES

While your Class defines your character's role, your Archetype helps you determine their speciality & background, as well as their starting gear. Each Class has three Archetypes they can choose from, but your choice of Archetype won't restrict your options for Promotions later on—any hero's story might change during the course of an adventure. Some Archetypes, however, naturally lead into certain Promotions. You might expect a Shaman to eventually become a Druid, for instance!

FIGHTER	STARTING GEAR
Brigand	great axe (M 2H heavy), hand crossbow (1H,  2, ranged), tunic
Knight	short spear (M 1H reach), shield, knight's tabard
Samurai	katana (M V finesse), kimono
PRIEST	STARTING GEAR
Cleric	morning star (1H heavy), vestments, x7 charges of cure I
Cultist	dagger (1H finesse), wineskin of poison, dark robes
Shaman	quarterstaff (2H reach), x7 charges of entangle
MONK	STARTING GEAR
Adventurer	craft beer, wineskin of poison, robes
Deprived	iron fists (V fists), throwing axe, loin cloth
Hermit	vial of antitoxin, furs, x7 charges of radiance
THIEF	STARTING GEAR
Archer	light crossbow (V,  2 ranged), helmet, tunic
Pirate	cutlass (1H finesse), dagger (1H finesse), throwing axe, white shirt
Rogue	hand ax (1H heavy), thieves' tools, cool cloak
BLACK MAGE	STARTING GEAR
Apprentice	noble's outfit, dagger (1H finesse), robes, x14 charges of astral I
Elementalist	animal pelt, x7 charges of burning hands, snowball, & lightning
Sorcerer	craft beer, traveling clothes, x14 charges of magic missile

Grip and weapon type is detailed on page 23-24!

Read about spells on page 26-28!



Don't worry about arrows or bolts. Ammo is lame!

Each secret class begins play with the gear listed below, either at character creation or when you change to a class after it is unlocked by an existing character.

SECRET CLASSES	STARTING GEAR
Cavalier	long spear (M 2H reach), helmet, knight's tabard
Dark Knight	zweihander (M 2H finesse), x3 charges of dark I , dark robes
Bard	lute (V heavy), performer's outfit, x14 charges of competence
Red Mage	training sword (1H finesse), buckler, cool hat, red jacket
Trickster	club (1H heavy), thieves' tools, cool cloak





ADVANCEMENT

Leveling Up

Whenever your character survives a game session they level up! As you level up, your  & the bonus you get to trained & specialized skills increases by 2 per level each. Once you reach level 3, you unlock a powerful class promotion. Once you reach level 5 you are considered a hero! Instead of further increases to your  & bonuses to trained skills, you roll 1d10 & randomly gain one of ten heroic abilities instead. Any time you'd normally level up beyond level 5, you'll continue to gain heroic abilities until you have them all.

LEVEL	TOTAL HP	TRAINED	SPECIALIZED
1	Race + Class	+5	+7
2	+2	+7	+9
3	+4	+9	+11
4	+6	+11	+13
5+	New Heroic Ability		

Heroic Abilities

d10	TITLE	ABILITY
0	Heroes Never Die	 +2
1	Warden	gain one <u>rainbow resistance</u>
2	Paragon	specialized <u>skills</u> are <u>blessed</u>
3	Pack Mule	you may carry one additional item into battle
4	Jack of All	gain training in another <u>skill</u>
5	Favor	you can <u>bless</u> one of your own rolls 1/session for free
6	Skill Monkey	all <u>skills</u> +1
7	Zephyr	 +1
8	Death's Edge	 +1
9	Iaijutsu Master	 +2

Retirement

Alternatively, any time you'd be eligible to roll for a heroic ability you may instead choose to retire your character. This can happen either at the beginning or end of a session. When you retire, you may grant one item or all your gold to an ally or to your next character.

Then your character leaves their adventuring career behind to live off the spoils of their hard work. You get to narrate how they depart & what they are up to once they are gone. When you retire a character, you may choose to unlock a Secret Race. Additionally, any of your future characters will start play at 2nd level & with 10 bonus gold—thanks for playing!

Legendary Heroes

If you unlock all ten Heroic Abilities, your character becomes a Legendary Hero! Your character automatically retires & you get to choose how your character is written into future **Land of Far** material—becoming immortal in the history of our shared story! Join the ranks of Vestra, the dark elven dual-wielding sharpshooter; Honeymae Loudmouth, the iconic songstress & philanthropist; Custer, the pixie-turned-vampire spawn cultist; Riel, the first samurai to master the Reverse Swallow Cut kata; Annatar, keeper of the dark flame; Kat, an unrivaled & selfless priest; Leachim, the invincible defender; friendly Burrow, the daring griffon-riding outlaw; & Rickard, god of accessories. Legendary heroes don't just go far...

...they go all the way!

PROMOTIONS

FIGHTER PROMOTIONS	FEAT	TRAINING
Bandit	Bow Fighter	<u>Agility</u> or <u>Skullduggery</u>
Crusader	Fervor	<u>Influence</u> or <u>Perception</u>
Kensai	Magic Weapon	<u>Spellcraft</u> or <u>Focus</u>
PRIEST PROMOTIONS	FEAT	TRAINING
Druid	Animal Friend	M ranged weapons & <u>spellcraft</u> or <u>nature</u>
Heretic	Blasphemy	<u>Spellcraft</u> or <u>Focus</u>
Paladin	Smite	M weapons & <u>physique</u> or <u>warcraft</u>
MONK PROMOTIONS	FEAT	TRAINING
Dancer	Special Samba	<u>Influence</u> or <u>Skullduggery</u>
Shadow Boxer	Flurry of Blows	<u>culinary</u> or <u>Healing</u>
Martial Artist	Redirection	<u>Warcraft</u> or <u>Survival</u>
THIEF PROMOTIONS	FEAT	TRAINING
Ninja	Master Throw	M weapons & <u>Handicraft</u>
Ranger	Rapid Attack	M melee weapons & <u>survival</u> or <u>nature</u>
Sniper	Longshot	M ranged weapons & <u>warcraft</u>
BLACK MAGE PROMOTIONS	FEAT	TRAINING
War Witch	Magic Storm	<u>Agility</u> or <u>Warcraft</u>
Wizard	Versatility	<u>Handicraft</u> or <u>Perception</u>
Warlock	Unlimited Power	<u>Deception</u> or <u>Survival</u>

Promotions

When you reach level three you'll unlock a Promotion. Your starting class determines which Promotions are available to you. Each Promotion will grant you a feat, which is a special ability listed on pages 11, 12, & 13. Most will also give you a choice between two skills to become trained in, or if you are already trained in the skill you choose, to become specialized in. Others will not give you a choice of skills, but will rather have a skill listed that you will gain training, or specialization, in. Many Promotions will also grant training in Martial (M) weapons, which allows you to equip M weapons & benefit from their special M abilities based on type. Some training only allows you to equip certain M weapons, based on whether they are melee or ranged.

Secret Classes promote the same way regular classes do, but may have more options than other classes, as shown on the table to the right.

SECRET CLASS PROMOTIONS	
Cavalier	same as Fighter
Dark Knight	same as Fighter & Mage
Bard	same as Priest & Monk
Red Mage	same as Priest & Mage
Trickster	same as Thief & Mage

SKILLS

TITLE	TRAINED
<u>Agility</u>	reflects your quickness & reflexes
<u>Culinary</u>	all things culinary
<u>Deception</u>	how well you keep secrets, disguise yourself, & bluff
<u>Focus</u>	your education, memory, & concentration
<u>Handicraft</u>	your skill with hand tools & trade skills
<u>Healing</u>	your skill with medicine
<u>Influence</u>	how well you exert your influence over others
<u>Nature</u>	how familiar you are with plants, animals, & monsters
<u>Perception</u>	the strength of your five senses & insight
<u>Physique</u>	a measure of your physical strength & endurance
<u>Skullduggery</u>	your aptitude for the illegal, legerdemain, & ability to pick locks or pockets
<u>Spellcraft</u>	your knowledge of enchanting magic items
<u>Stealth</u>	your skill at moving unnoticed
<u>Survival</u>	how well you follow tracks, hunt, build, & generally survive in the wild
<u>Warcraft</u>	your skill at crafting weapons & armor of war

Using Skills

To use a skill, you'll roll 1d20 to determine whether the attempt is a success or a failure. Rolling a natural 1 is always a failure. Likewise, rolling a natural 20 is always a success. Using a skill in combat might require 1 ➡, or it might be free if used as part of your movement.

Training

Training represents the experience & expertise you acquire throughout your adventures. When you roll a check for a skill in which you are trained, you roll with a +5 bonus. As you level up, this bonus increases by +2 for each level above 1st through 4th.

Specialized

If you would gain training in a skill in which you are already trained—such as a halfling thief who gains training in stealth from both their race & class—you instead become specialized in that skill. You roll specialized skills with a +7 bonus that also increases by +2 for each level above 1st through 4th.

Bonuses

When you roll a skill check, you'll first want to check if you are trained or specialized in the skill. Next you'll want to see if you have any bonuses from tools, equipment, or magic—such as the spell **Competence**. Finally, add all of the bonuses together to get your total bonus. The maximum bonus that can be applied to any one roll is +20.

Skills in Combat

Certain skills can be used for ➡ or as part of movement during the combat phase. Agility can be used to **take cover**, imposing ✨+2 on ranged attacks against you, or to **maneuver** through enemy squares.

Deception can be used to **feint**, opening an enemy up to sneak attacks. Healing can be used to **assess** injuries or to use a healer's kit to **revive** dying creatures, healing them for 1 ❤️ without any **fatigue**. With Influence you can **goad** an enemy into focusing their attacks on you, or **intimidate** them so they must target someone else. Stealth can be used to **hide** from your enemies' perception. Skullduggery can be used to

pickpocket foes or **unlock** a treasure chest. Depending on what type of enemy you are facing, you can use nature or focus to recall any weaknesses they might have. Warcraft can be used to **repair** armor, restoring 1 Barrier (up to its original bonus) or to **fix** a broken magic helm, restoring 1 **durability**.

Thieves' tools grant a +2 to opening chests and pickpocket attempts!

FEATS

Feats are very powerful special abilities your character can gain from their race, starting class, promotions, or from certain mounts. There are near limitless options and feat combinations that can change the tone and direction of your character. Dark Knight, Bard, Red Mage, & Trickster have access to even more promotion and feat options allowing for greater flexibility in deciding what your character's path might look like. Take, for instance, a Red Mage who might advance into War Witch to master elemental magic or Paladin to blend melee weapon dominance and spellcasting into a single character.

Racial feats are listed back on page 5, and you can read more about mounted feats later in the book on page 27.

Animal Friend

DRUID

Gain the service of a loyal, cute/vicious animal friend who goes into battle with you. Your animal friend can be either an attacker, ambusher, or defender. If it falls in combat you can either pay 10 or use a downtime action to recover it for your next fight.

ANIMAL FRIENDS



Ambusher

:6 :5 :1d2

has the **Sneak Attack** feat. Training in stealth.



Attacker

:6 :3 :1d4

on crit: inflict **bleeding**. can perform a special attack to attack the same target twice



Defender

:6 :2 :1d2

when they use the attack action: they gain 1, can perform a combo to attack & gain 1d2. **Interception**

Blasphemy

HERETIC

You can't cast **light** or healing spells, but gain training in every **dark** spell. When you deal **dark** damage to a **poisoned** enemy: deal 1 more damage.

Bless

PRIEST

Once per phase or for during the combat phase: you can bless your party. While blessed, once before the start of your next turn, you can declare a party member's roll as **Blessed**—roll 2 dice & take the higher result. This can be declared before or after the roll but you cannot bless yourself.

Bow Fighter

BANDIT

When you attack with a ranged weapon or use a consumable weapon: gain +1. You can also , , & adjacent foes with ranged weapons.

Cleave

FIGHTER

When you slay a foe (reduce to 0): you gain . You can only Cleave a number of times per turn equal to your level. (max 5)

Cover

CAVALIER

Once per turn, when an ally within 1 space (or 2 if you are mounted) is attacked: you may intercept the & protect your ally. You activate your shield if you have one equipped & then take all the instead of your ally. You or the original target may .

Fast Cast

RED MAGE

When you cast your first spell each turn: reduce the energy cost of the next spell you cast this turn by . If you **Overcharged** the spell, reduce the energy cost by instead. After you cast a spell, once per turn: you may rethink for free.

Fervor

CRUSADER

For no energy at any time on your turn: you may activate fervor. While in fervor you gain +1 & you increase the damage of your weapons by one **dice category** but whenever you take damage, you take 1 more—this extra damage stacks with poison. You can end your fervor only at the beginning of your turn.

Flurry of Blows SHADOW BOXER

Your unarmed or fist damage increases by one **dice category**. When you make an unarmed or fist : you may make a third attack against the same target, but all attacks suffer +1.

Inspire BAR

Once per phase or for during the combat phase: add 1d6 to the result of a party member's **skill** check. This can be declared before or after the roll but you cannot inspire yourself. You also gain +X to all untrained **skill** checks, where X is equal to your level, maximum +5.

Invisible Hand TRICKSTER

For : you may conjure a mage hand which can lift, move, or interact with objects that weigh up to 30lbs within 4. You can also use your mage hand to attempt **skulduggery** while hidden or invisible. When you use your downtime action to be shady: you gain a +2 bonus thanks to your mage hand.

Longshot SNIPER

Gain +4 with all ranged weapons. When you an enemy at your maximum with a ranged weapon: gain +1.

Magic Storm WAR WITCH

When you cast a spell that deals **fire** , **cold** , or **shock** damage: you may rethink to another spell that deals a different kind of elemental damage for free. If the spell you rethink to is a spell that also deals **fire** , **cold** , or **shock** damage: you gain **Mighty 1**. (+1d2 on your next attack)

Magic Weapon KENSAI

You may permanently enchant one weapon making it magical while you wield it. It becomes unbreakable, has 5 enchantment slots () & you may also imbue it with a 2 slot enchantment () appropriate for its type.

Master Throw NINJA

When you throw a consumable: you throw it with +1. When you throw a consumable weapon for the first time each turn: it costs 1 less .

Meditation MONK

Your unarmed or fist damage increases by one **dice category** (minimum 1d2). If you are not wearing armor or a shield at the start of combat: you gain 4. Whenever any party members roll an or (but not) & hits an enemy you are adjacent to, you either gain 1 or deal 1 to that enemy—this is not an .

Prank TRICKSTER

You gain +X to all **physical** damage, where X is the number of negative status conditions the target is suffering.

Rapid Attack RANGER

Using the combo action costs 1 less .

Redirection MARTIAL ARTIST

Your unarmed or fist damage increases by one **dice category**. When you : you gain +1. When an enemy against you: they suffer +1. When you slay a foe (reduce to 0) with a : gain 1.

Shadow Duel DARK KNIGHT

When you use the **cast** or **overcharge** action to cast a spell: you empower your weapon & it gains x2 on its next attack. If you empower a weapon you have already empowered: it gains x3 on your next attack with it instead. You may also choose to make this damage **dark** type. When you take **direct HP damage**, you must roll a **Focus** check equal to 10 + the damage taken or reduce your weapon's empowerment by 1 multiplier.

Smite

PALADIN

When you make an attack with a weapon: you may spend a spell charge to smite your foe to gain +X, where X is equal to the spell's level. You may also choose to make this damage **light** type. Additionally, when you smite a fiend or undead enemy, you cannot miss.

Sneak Attack

THEIF

When you deal damage to a foe with an attack 1) from directly behind, 2) across from an ally, or 3) that you caught by surprise: you deal 1d3 bonus damage. This damage is also rolled again on a critical hit, but it does not apply to .

Special Samba

DANCER

All party members gain +1; this bonus does not stack in the instance of multiple dancers. For : you gain X - 1 & all adjacent allies gain 1, where X is the number of affected allies.

Spellcasting

BLACK MAGE

During downtime you may choose one 1st level spell you can cast & gain 1 charge of it. If you also study, you gain 2 charges. You gain double the number of charges if you choose a Arcana spell.

Unlimited Power

SORCERER

When you slay a foe (reduce to 0) with a spell: you regain a charge of the spell you cast, & if it was a critical hit you also gain 1 additional charge. Especially potent with **shock** spells!

Versatility

WIZARD

You become trained in Duality spells, or Wizardry spells if you can cast Duality spells already. When you use your downtime action to study: you can choose one 1st level spell you can cast & gain a spell charge of it, or 2 charges if it is an Arcana spell.

Feat Modifications

Feats can be further modified by specific enchantments & sometimes by other magical means. There is a full breakdown on how to enchant equipment that can be found on page 16. You must already possess a feat to be able to modify it. Below is a list of available feat modifications.

◆◆ Feat Modifications:

- Cleave** also grants +1 & +1 until the end of your turn; doesn't stack
- Bless** has its energy cost reduced by , limit 1/turn
- Meditation** includes all allies
- Sneak Attack** deals 1d4 bonus instead of 1d3
- Spellcasting** allows you to choose 2nd level spells
- Cover** can be used at twice the distance
- Shadow Duel** can be charged up to three times for x4
- Inspire** also grants **Mighty 1** when used on an ally during combat
- Fast Cast** reduces the cost of your next spell by more
- Invisible Hand** has its energy cost reduced by

◆◆◆ Feat Modifications:

- Cleave** grants
- Bless** also grants **Tough 1** when used on an ally during combat
- Meditation** allows you to lose 1 to deal 3 extra , instead of 1
- Sneak Attack** only requires an ally to be adjacent, not flanking
- Spellcasting** allows you to choose one 3rd level spell
- Cover** can be used twice per turn
- Shadow Duel** gains +1 per charge
- Inspire** has its energy cost reduced by , limit 1/turn
- Fast Cast** lowers the cost of the first spell you cast each turn by
- Prank** can apply to any damage type

GAMEPLAY

Intro Phase

Land of Far sessions begin with a brief recap of the events in the campaign that have led our heroes to the current scenario. After which, the GM will introduce the scene & players will have the opportunity to interact, investigate, & ask questions as play proceeds to the Downtime Phase.

Downtime Phase

Usually, the band will have the chance to perform downtime actions (DA) at the mercenary Collective. Each player gets one DA to either **be shady, craft, enchant, gather information, pray, shop, study, or work**. When each player has used their DA, play proceeds to the Travel Phase.

Travel Phase

Along the way to your objective, you'll encounter any number of unexpected events. These roleplaying encounters take the form of obstacles or opportunities that require your party's unique skills to overcome, or to capitalize on. You can cast spells, use consumables, & activate abilities like Bless or Inspire during or between encounters. Travel encounters are usually first come, first serve, & may act on a 3-minute turn timer. So, speak up & act with initiative. Play then proceeds to the Deployment Phase.

Deployment Phase

Upon arrival at the objective, the GM will once again set the scene. Then, each party will have an opportunity to discuss amongst themselves how best to approach the scene. Each party rolls 1d20 for their initiative with a bonus or penalty equal to the combined modifiers. Initiative modifiers are drawn from each character's race, relevant armor or equipment, & their mounts. Finally, each party chooses a deployment option in initiative order. Deployment options may require skill checks, further initiative rolls, or require the casting of certain spells. Failure on deployment checks may be very punishing, so it might be worth using whatever resources you have to increase your odds of success.

Combat Phase

Once each party is deployed & their tokens are placed on the map, play then proceeds to the Combat Phase.

Once the combat phase begins, it continues until either all the objectives for the encounter are complete, every monster or enemy is defeated, or time runs out. Usually defeating the enemy leader or boss & their sergeants is enough to send whatever enemies remain fleeing. Once the band is declared victorious, any dying characters are rescued. If, when time runs out, a clear victor has not been decided, play proceeds to the End Phase.

End Phase

When the End Phase occurs, the GM arbitrates whether the band has completed enough objectives to claim victory—meaning that the remaining enemies break ranks & flee. If the GM rules that the band has not completed enough objectives, it is instead the band that is forced to retreat! During a retreat any characters who are dying are left behind... to die!

Perfect Clears

If the party completes every objective, routes the enemy, & time permits, they've earned a Perfect Clear! They not only earn all of the objective gold, but also get to loot any unopened treasure chests left on the map, or otherwise interact with the battlefield unfettered.

Priority for opening chests during a perfect clear usually goes to those trained in Skullduggery or with other access to opening chests, but loot discovered this way is available for the entire party to split fairly.

DOWNTIME

Downtime Actions

During downtime, you & your character eat & drink to recover HP lost in previous sessions. If you (the player) are eating food at one of our host venues, your character automatically eats the Weekly Special. This means that, in addition to being fully healed, you also benefit from a special bonus that changes each week. Each player gets one DA to either **be shady, cook, craft, enchant, gather information, pray, shop, study, or work.**





Be Shady

If you use your DA to be shady, you choose whether you are aiming to **pickpocket** or **burgle** by making a Skullduggery check. Pickpockets look for notable strangers to rob of their gold, while burglars try to steal specific items from shops or homes. Your Skullduggery check determines how much gold or how rare of an item you are able to steal. The formula for stealing gold is the same formula for Working. But be careful: failure means flogging!

Cook

If you use your downtime action to cook, you roll Culinary to attempt to cook the weekly special, which stacks in instances when you (the player) are eating at our host venue. You can also cook other recipes your character might have learned. You can also purchase food for a number of **g** equal to the roll required to cook a dish. When you purchase or cook food, you can also choose to fully heal one character in your party, if they were wounded from downtime or otherwise need it!

Recipies

DISH	DC	EFFECT
Cafe con Leche	25	all party members begin combat flashed , but with one extra  , & your party starts bleessed
Bean Juice & Breakfast	20	all party members gain  +1
Coffee	20	all party members begin combat flashed , but with one extra 
Hardy Ham & Cheese	20	all party members may negate one critical hit
Dark Elven Delights	15	all party members start resistant to blinding
Dwarven Rock Fruit Salad	15	all party members start tough 1
Elven Gazpacho	15	all party members start resistant to immobilization
Goblin Gumbo	15	all party members start resistant to poison
Halfling Curry	15	all party members start resistant to burning
Human Challah	15	your party starts bleessed
Lycan Lychee Bubble Tea	15	all party members start mighty 1
Orcish Onigiri	15	all party members start with  1
Pixie Pop Rocks	15	all party members start resistant to paralysis

Having thieves' tools or being a Trickster both grant a +2 bonus when being shady!

Apart from the public embarrassment, being flogged inflicts 1d4 damage!

Crafting

If you use your DA to craft you choose between using Handicraft or Warcraft.

When you use Handicraft you may attempt to make helmets, accessories, or consumables. When crafting consumables, your Handicraft check determines how many items you are able to make:

- Results of 15+ allow you to make one Rank I consumable.
- Results of 20+ allow you to make 1d2 Rank I, or one Rank II consumable(s)
- Results of 25+ allow you to make 1d3 Rank I, 1d2 Rank II, or one Rank III consumable(s)
- Results of 30+ allow you to make 1d4 Rank I, 1d3 Rank II, or 1d2 Rank III consumables

When you use Warcraft you may attempt to make any weapon, armor, or shield. When using Handicraft to make helmets or accessories, or Warcraft to make weapons, armor, or shields your roll determines how many enchantment slots the equipment you make has:

- Results of 15+ allow you to make a functional but otherwise mundane weapon, suit of armor, shield, or helmet.
- Results of 20+ allow you to make magic equipment with one enchantment slot (◆)
- Results of 25+ allow you to make magic equipment with two enchantment slots (◆◆)
- Results of 30+ allow you to make magic equipment with three enchantment slots (◆◆◆)

Though it is incredibly rare & difficult, it is possible to forge a Legendary item under the perfect circumstances. This requires a maximum result of 40. Legendary items have five enchantment slots (◆◆◆◆◆). Once an item is crafted you can add more enchantment slots, but your result has to meet or exceed the required roll for the new total enchantment slots. So, for example, if you were trying to add another enchantment slot to a piece of equipment that already had two slots, you would need a result of 30+.

Having tools for crafting or cooking grants a +2 bonus! See more about tools on page 21!

Enchanting

If you use your DA to enchant, you may attempt to fill an item's empty enchantment slots (◆) with an enchantment by rolling a spellcraft check. Each enchantment fills a particular number of slots, and no item may have more than 5◆. Your spellcraft check determines how many enchantments you can add to the item you are enchanting:

- A result of 20+ allows you to add a ◆ enchantment.
- A result of 25+ allows you to add a ◆◆ enchantment,
- A result of 30+ allows you to add a ◆◆◆ enchantment.
- A perfect result of 40 allows you to add ◆◆◆◆ enchantments

Enchantments can be limited by item type, but universal enchantments can be applied to any item. Enchantments of the same kind do **not** stack across multiple magic items.

Gather Information


If you use your DA to gather information, you roll either an Influence or Deception check to uncover rumors circulating throughout the Collective. Rumors can lead to secret shops, unique events, special opportunities, or give insight on upcoming objectives. Your roll determines how successful you are at charming or coercing information from your sources.

Pray

If you use your DA to pray, you choose whether you offer your prayers at the Celestial Temple or the Black Abbey Ritual-house (BAR). If you pray at the temple, you get two boring, regular holy waters. Holy Water is a consumable weapon that deals 1d6 light damage to undead or fiends. Alternatively, if you pray at the BAR, you get a Craft Beer. Craft Beer is a consumable that heals for 1d2 + **FB**.

Shop

If you use your DA to go shopping, you do so for your entire party. This means only one party needs to spend their DA to shop for all party members to have access to the market, as well as the rotating uncommon & rare stock. Additionally, if you use your DA to go shopping you can make an Influence or Deception check to attempt to reveal a new item for purchase.


Alternatively, your party can pay 10  to hire a personal shopper to have access to the market without spending a DA.

Study








If you use your DA to study, you roll Focus to look through private collections & libraries for information about the monsters you might encounter, or insight on future battles hidden in history. Your roll determines whether you unearth something relevant to your mission.

Special: Black Mages who promote into Wizard gain 3 charges of a 1st level spell when they study, or 6 charges if it is an Arcana spell.

Work

If you use your DA to work, you may roll any craft skill (Culinary, Handicraft, Spellcraft, or Warcraft) or if you own an instrument, you can roll Influence. The result of your roll represents your efforts to earn gold through craft labor or by busking for tips. If you roll a 15+ you accomplish your goal & earn  equal to the result -10. Having an instrument or relevant speciality tool grants +2 when working.













Universal Enchantments

- ◆  +1
- ◆  +2
- ◆ Any one skill +2
- ◆ **Durability 1**
- ◆ STACK +1
- ◆  +3
- ◆ All skills +1
- ◆ Training in one skill
- ◆  +1
- ◆ **Feat Modification** (see more on page 13)
- ◆◆  +5
- ◆◆◆ **Limited Flight** or **Swim** (see page XX)
- ◆◆◆ **Rainbow Resistance 2**
- ◆◆◆ **Interception** (the first time you would be reduced to 0 , you are reduced to 1  instead)
- ◆◆◆ Specialize in two skills you are trained in

Spell Infusion - X◆

Allows you to cast a spell the enchanter could cast 1/session, even if you normally couldn't cast it. X = the level of the spell

Weapon Only Enchantments

- ◆ **Explosive** (**on crit:** add 1d3 bonus damage; this is not rolled twice)
- ◆ Seeking ( +2, ranged only)
- ◆ Shielding (when you attack: gain 1)
- ◆ Lethal (1H  +1, 2H  +1d2)
- ◆  +1
- ◆ Elemental Damage (change the damage type to **fire** , **cold** , **shock** , **dark** , or **light**  & gain **on crit:** elemental condition)
- ◆◆ Constant Weapon Advantage
- ◆◆ Armor Piercing (when you attack an enemy with barrier: gain  +1d3)
- ◆◆ Levin ( +1, melee only)

COMBAT

Planning Phase

When it is your party's turn, your team may briefly (around 3 minutes) discuss your plans for the turn. This is an opportunity to strategize & coordinate with your team. After your planning phase, you will have 3 more minutes to take your party's actions. If you run out of time, your turn may be skipped at the GM's discretion.

Hesitation is defeat!

Taking Your Turn

At the start of each turn, each character gains 3 energy (▶▶▶) that they can use to perform actions. Fatigued characters start with one less energy each turn for each level of their fatigue, but there are also items & abilities that may allow you to start with or gain more energy on your turn. Actions may be taken in any order & in tandem with your party.

Combat Actions

ENERGY	ACTION	RESULT
▶▶▶▶	Special Attack	perform a special combo (🗡️) determined by what's in your hands & your grip
▶▶▶▶	Run	move a number of squares up to x4 your speed (🏃)
▶▶▶▶	Overcharge	cast your prepared spell, if it is a ranged spell you cast it with 📖 +2, if it is a melee spell it gains explosive
▶▶▶	Attack	use a weapon to attack (🗡️) a foe
▶▶▶	Block	activate an equipped shield
▶▶▶	Cast	cast your prepared spell, expending a spell charge, or a racial spell
▶▶▶	Pack	access items stored in your pack to change your equipped armor or accessory
▶▶	Rearm	draw or change your equipped weapon, shield, or helmet
▶▶	Move	move a number of squares equal to up your speed (🏃)
▶▶	Rethink	change your prepared spell to another spell you can cast
▶▶	Skill	use skills to take cover , feint , assess , revive , goad , intimidate , hide , unlock a chest, pickpocket , or repair armor or helms
▶▶	Use	open a door, pull a lever, pick something off the ground, peruse a container, or otherwise interact with the environment
	Dismount	dismount on any turn you do not & will not use the move , run , or charge actions; you may still step before or after
	Step	move one square on any turn you do not & will not use the move , run , or charge actions; limit 1/turn
	Stow	drop or put away a weapon, shield, or item
	Pray	once per party, once per session, you may beseech the Cosmic Bartender to either find & use emergency healing or to Bless a single roll

Attack

By spending 2 energy you can attack (🗡️) an enemy within the range (📏) of your equipped weapon. First, you roll 1d10 to determine how accurate your attack is. If you roll a 0 you critically miss & deal no damage. If you roll a 9 you critically hit & roll your weapon's damage twice, then add any bonuses. Any other roll is a hit & deals regular weapon damage. If the target survived the attack, they may counterattack (🗡️).

Counterattacks

Counterattacks (🗡️) follow the same rules as attacks, except they do not trigger additional counterattacks. To 🗡️ you must be able to reach your enemy with your equipped weapon. If you have a spell prepared that can be used to make a 🗡️, you may choose to do so instead of using your equipped weapon. If an ability or item specifically modifies 🗡️, it does not apply to attacks. Only one 🗡️ can trigger against any one attack, even if there are multiple targets.

Critical Hits & Misses

When you critically hit you roll your weapon or spell damage twice, then add bonuses to determine your total damage. Some features increase the range of numbers which score a critical hit or miss. If your critical miss range (🌟) is +1, for instance, you would critically miss on a roll of 0 or 1. Similarly, if your critical hit range (🌟) is +1, you critically hit on a roll of 8 or 9. When you see the "on crit:" text, that means the effect triggers whenever you score a critical hit.

Damage

When you successfully hit an enemy with a weapon or spell you'll deal damage. Huzzah! Damage lowers your target's ❤️, & if their ❤️ is reduced to 0 you've slayed them & they begin dying. You cannot lower a target's ❤️ below 0. Damage affects 🛡️ first, but any damage beyond a target's 🛡️ carries over to affect their ❤️.

Special Attack

By spending 🟢🟢🟢 you can perform a Special Attack. Special Attacks look differently based on what weapon(s) you have equipped & what grip you wield them in. In the instance that you qualify to activate more than one combo type you must choose one.

2H Heavy combos allow you to either attack all adjacent or all diagonal enemies, but this attack deals ½ damage (rounded down). You roll attack & damage once to effect all enemies & only one enemy may 🗡️ this combo

2H Reach combos allow you to attack two different enemies, within 📏 2, in a straight line from you, but both may 🗡️ if they survive your attacks & can reach you.

2H Finesse combos let you attack one enemy & for that attack critical hits triple your damage dice instead of doubling them.

2H Range combos let you attack one enemy & for that attack you gain 📏 +2 & 🌟 +1

2-weapon combos combos let you attack an enemy with both equipped weapons, or two hands if you are unarmed or wielding fists. You roll your attack roll, & weapon damage for each hit, then add any bonuses. If your first weapon's damage kills your enemy, you may attack a different target with your second weapon, applying all bonuses to that target instead.

Weapon & Shield combos let you attack one enemy & then activate your shield to gain 🛡️.

Unarmed Attacks


When you are not wielding a weapon, or use something not well suited to be used as a weapon to attack or counterattack, it deals 1 🌟 Certain abilities & items increase the dice category of unarmed attacks—such as a Monk's **Meditation** feat or having fists equipped. You can make an unarmed attack even while you have a different weapon equipped.

Vampire Spawn may also use their fangs to attack or counterattack in much the same way, dealing 1d3 damage; once again, even while having another weapon equipped.




As a rule, Special Attacks are awesome

When you have a Buckler equipped you gain 🛡️ 1 regardless of what type of attack or combo you perform. When you have a Side Shield equipped you may choose to perform a weapon & shield combo to activate your Side Shield to gain 🛡️ 1d2.

Durability



Helmets, hats, & other magic equipment have **durability**. When an enemy scores a critical hit against you, you can lower the **durability** to negate the critical hit—meaning they don't roll any extra damage dice, though any **on crit:** effects still apply. When the **durability** of a non-magic helmet or hat reaches 0 it is destroyed. When the **durability** of a magical helmet, hat, or other item reaches 0 all other effects or benefits that the item provides are negated until it is repaired. Magical items are automatically repaired each downtime, but they can also be repaired in combat by spending  to perform a Warcraft check. If the check is successful, you can restore 1 **durability**.

Dying


If your  drops to 0, you begin dying & a three turn timer begins. At the start of each of your turns, the timer goes down by one. If you would start your turn while the timer is on zero, you die. Foes can also attack you while you are dying, which lowers the timer by 1, or 2 if it is a critical hit. If you are healed any amount of  you are revived but you are **Fatigued 1**—meaning you start your turn with 1 less . You may then take your turn as normal. You cannot take any actions while dying.

Fatigue can stack, meaning that if you suffer two instances of **Fatigue 1** in the same turn, you would start your next turn with **Fatigue 2**, meaning you'd gain 2 less energy. **Fatigue** decreases by 1 each turn.


Blocking

By spending  you can block, allowing you to activate your shield which grants you X, where X is determined by your shield.




Moving

By spending  you can move a number of squares equal to your speed (SPD). Sometimes, the GM may call you to roll an Agility check to balance or jump, or a physique check to climb or swim as part of your movement, but doing so does not require additional energy--unless you should fail. You may count diagonals freely during movement.




Running




By spending  you can move a number of squares equal to four times (X4) your SPD, or 12 squares with a base SPD of 3.

Barrier


Barrier () can come from a number of different sources. A Monk's **Mediation** feat allows them to start each combat with 4, & shields or spells can provide Barrier as well. Armor also provides Barrier, & when the Barrier a suit of armor provides is depleted all other effects or benefits that the armor provides are negated until it is repaired. Armor is repaired automatically each downtime, but it can also be repaired in combat by spending  to perform a Warcraft check.

Casting Spells




By spending  you can cast your prepared or racial spell on a target within the spell's range (). If a spell has an  value, even if it is 0, you follow the steps of a regular attack.

When you cast a spell with an  value, even if it is 0, against a foe who cannot  you are able to focus completely on offense & gain +1.



Rethinking

By spending  you can change your prepared spell. You can only have one spell prepared at a time, but you are always considered to have any racial spells prepared. If you expend your last charge of a spell, you may automatically rethink to another spell you can cast.



Overcharging a Spell

By spending  you can cast a spell with greater  than it would normally have. When you overcharge a ranged spell you cast it with +2. Alternatively, when you overcharge a melee spell it gains on crit: **explosive**.



Interacting

By spending  you can interact with the environment. Opening a door, pulling a lever, picking something up from off the ground, activating a mechanism, lighting a torch, handing off a consumable, grabbing something from an unconscious ally, or filling a beer glass from a draft would all be interactions that would cost .




Drinking or Throwing

By spending  you can quaff or throw a potion or beverage within  2. Anyone struck by a thrown consumable receives the regular benefit of drinking it, but more hilariously. Consumable weapons follow the same rules. Consumable weapons that deal damage are not considered attacks, so they don't require an attack roll, trigger counterattacks, or activate Meditation. The GM may call for an agility check to manage a particularly difficult throw.

Drawing, Stowing & Rearming

During combat, you can spend  to change your equipped armor or accessory, or you can spend  to change your equipped weapon, shield, or helmet. It doesn't require energy to stow or sheathe a weapon or shield.

Looting

Whenever you slay a foe (reduce to 0 ) , you gain Xd4  , & assisting party members also gain X  , where X is equal to the enemy's rank. Assisting party members might be a priest who blessed the party to turn a miss into a hit, or a fighter who dealt damage to the enemy that turn.

Deployment Example

On a starless night our heroes find themselves navigating labyrinthine rows of headstones & tombs within a cemetery behind the Temple of the Celestial Cosmics. Why? Because there have been rumors circulating throughout The Collective that a necromancer has infiltrated this burial ground to practice their fell craft on the interred bodies therein. Thistle Petalwind stealthily leads the way & is the first to see movement in the dark: zombies! She calls for the others to halt, & together they decide their course of action, meaning that it's time to deploy.

First, they add up their party's total initiative. Hilda, a Half-Fey (+2) Fighter, in light armor (+/- 0), riding a pegasus (+3) adds +5 to their party's total. Gustager, a Dwarf (-3) Priest in medium armor (-1) reduces their bonus by 4. Ralf, a Human (-2) Monk, & Auri, a Human (-2) Black Mage riding a War Turtle (+1) reduce the bonus by 3 more. Lastly, Thistle Petalwind, a Pixie (+3) Thief in light armor (+/- 0) adds +3, for a total initiative of +1. So, they roll 1d20+1 for their initiative & end up with a 16. Their enemies have an initiative of 12, meaning our heroes will act first.

Next, they talk over a handful of options on how to approach the battlefield before deciding to take an agile approach that would best compliment their skills. The GM calls for them all to roll an Agility check to leap to the top of a marble mausoleum & the majority of their group will have to pass this check. Ralf is a nimble Monk trained in Agility but both he & Hilda roll high enough to pass outright. Auri & Gustager are both untrained in Agility, & can't manage to get up on their own. They'll have to rely on Thistle, who is the most light-footed & agile member of their group, for them to succeed. Thistle rolls a 7 + 5 (from her training) for a result of 12, which fails... but Gustager Blesses her in the nick of time! She rolls again, this time getting a natural 20! The majority of the party has passed, which means they get to deploy on the high ground.

The Cosmic Bartender

When the night seems darkest, when the enemies are the most nightmarish, & all hope is nearly lost... There's the Cosmic Bartender! For free, once per session, once per party, you can pray to the Cosmic Bartender & you're guaranteed to find help. So long as anyone in your party has had their race's favored beverage, you can either find emergency healing in the form of liquid libations (a mead!) or else bless a single roll. So remember to tip your bartender!

Fleeing

It doesn't happen often, but sometimes the band will be outmatched by the adventure—whether from a lack of group cohesion, mechanical missteps, or just bad luck! When you recognize that defeat seems inevitable you may decide that it's time to flee, & live to fight another day. To do so, you'll have to move to the very edge of the map & or to a space the GM designates is safe to flee from. If every character is dying or has fled, combat ends in a retreat.

Combat Example

Now, combat has begun & the party gets to act first. From their new vantage upon the **high ground** they can see six zombies lumbering towards them. Yuck! Moreover, the necromancer they are after reveals himself upon hearing the hungry excitement of his undead minions.

Each player starts combat with **Move**, & Gustopher decides to act first, using **Cast** to cast **Holy I** on one of the zombies. He's able to reach it thanks to his **high ground** which grants his spell **Reach**+2. First, he rolls 1d10 to determine his accuracy, & the result is a 9! They're off to a good start with a critical hit right off the bat. **Holy I** deals 1d4 **light** & zombies are **weak** to **light** meaning he adds 1d3 more. He rolls a 3 & a 1 but, since it is a critical hit, he rolls those dice again, & adds them together. He rolls a 4 & a 2, meaning he did 10 total. That's enough to slay the zombie, turning it into a pile of ash seared in holy light! **9** falls from heaven, rewarding him for the kill—so, he rolls 1d4 to determine how much.

Ralf decides to go next. He uses **Move** to move off of the mausoleum to position himself between zombies 2 & 3, but saves the rest of his energy for after his allies act. Thistle is close enough to zombie 2 to use the **step** action, which requires no energy, & still be able to reach it with her **Reach** while benefiting from high ground—which grants her **Reach**+1 to melee attacks. She has a dagger equipped in each hand, so she uses **Cast** to perform a **Cast** which allows her to attack with both of her weapons. She rolls a 1 for her first **Cast**, which means it hits. Her daggers deal 1d2, but because Ralf is granting her flanking she will also add 1d3 from **Sneak Attack**. She rolls a 2 & a 1, then adds 1 for high ground, for 4 on her first attack. Since Ralf is adjacent to the enemy she attacked, Ralf's **Meditation** is triggered. Ralf decides to punch the zombie to add 1 extra to the , meaning Thistle has dealt 5 to zombie 2 so far. On her next attack she rolls a 0. Oh no! That means she critically misses, so not only does she not deal damage, but Ralf can't trigger **Meditation** this time.

Because zombie 2 survived Thistle's it can her. It rolls a 9 on its attack roll. Oof! That means it's a critical hit. Luckily, Thistle is wearing a helmet which breaks to negate the extra damage from the critical hit. The zombie still manages to deal 4 to her, breaking through her armor in just one hit.

Auri, from atop the mausoleum, has **Astral II** prepared at the start of combat but decides she wants to join her friends on the offensive. She uses **Cast** to rethink to **Shock III**, then **Cast** to cast it at zombie 2. She rolls a 7 which is a critical hit! She was too far away from the zombie to her which gives her +1 from spell advantage, & **Shock III** also grants +1. **Shock III** deals 1d6 **shock** which she rolls twice for a total of 3. Her spell also triggers Ralf's **Meditation** & he punches zombie 2 again for 1 more so now it has taken 9, but is still standing. Auri scored a critical hit with **Shock III** which means it **bounces** to a new target within 2 of the original target, & zombie 3 is in range. She rolls another 7 for the attack. Another critical hit! This time she rolls a 6 & a 4, outright slaying zombie 3 as the spell **bounces** to a new target: zombie 4. Ralf was adjacent to zombie 3 as well, triggering his **Meditation** again but, since it's already dead, he gains 1 instead. Auri gets 1d4 for slaying her enemy then rolls a 3 for her next bounce, so it hits, & she deals 6 points of . Ralf realizing that zombie 2 is nearly defeated, decides to throw a shuriken for free, dealing 1 to zombie 2, which kills it! Ralf gets 1d4 for the kill, but both Thistle & Auri gain 1 assist for helping bring it down.

Hilda is the next to go. She can reach the zombie 4 from where she is thanks to the extra reach of her spear, & she has **high ground** to boot for an extra +1 to her melee attacks. The odds, however, seem stacked in the party's favor now so she decides to activate her Crusader Fervor! This increases the **dice category** of her weapon from 1d2 to 1d3 & also grants +1, so now her attack formula is 1d3+2. She attacks, rolls a 2, hits, & deals 4 total which slays zombie 4. Since she has a martial weapon & a shield equipped she gains 1 for the attack. Slaying a foe triggers Hilda's **Cleave** which grants her bringing her back to . She then takes the step action, allowing her to reach zombie 5 or zombie 6, who is standing right behind its ally. She decides it's time to go all in! She drops her shield for free using the stow action & grabs the haft of her spear in both hands, allowing her to make a 2H reach which will hit both enemies since they are in a straight line from her. When Ralf realizes what she is doing, he uses another **Move** to move adjacent to both enemies. Meanwhile, Gustopher uses his last **Cast** to throw a poison bomb on the two zombies, so now they are both **poisoned**! That means they'll take 1 extra any time they take damage. Hilda rolls for her , & gets a 9! It's another critical hit! She rolls 2d3 for a result of 5, then adds 1 for high ground, 1 for fervor, 1 for holding a versatile weapon in two hands, & 1 more for the **poison** condition, for a total of 9 against both zombies. Ralf's **Meditation** goes off against each zombie, so he throws out two quick punches for 1 against each of them, but since they are poisoned they take 2 instead! Both zombie 5 & 6 collapse, defeated. On the other side of the battlefield, the necromancer knows the jig is up & flees while our heroes share a group high-five as they revel in a well-earned victory!

ITEMS

Gear

There are a ton of options when it comes to what gear you can bring with you into battle, but you can only carry so much. You can wear something on your head, torso, one accessory, & you can also ride on a mount. You can also equip something in each hand, such as a weapon or shield, or something that requires both hands, like a great axe. You can only equip gear that you are trained to use.

Apart from your equipped gear, you also have four item slots which you can bring into battle. Item slots can hold one weapon, one suit of armor, one accessory, one helmet, or three of the same consumables—such as potions or throwing weapons.

The Stash

Each member of the Collective has access to The Stash. It has unlimited space to store key items, crafting materials, tools, or other equipment you aren't actively carrying into battle. You can add items to the Stash at any time but you can only retrieve items from it during downtime.

Tools

Tools don't occupy an item slot so you can carry as many as you'd like with you. Gotta catch 'em all!

Chef's Roll Up - 10

grants a +2 bonus to Culinary checks; knives, measuring instruments, & spices

Hand Tools - 10

grants a +2 bonus to Handicraft checks; a versatile tool belt

Healer's Tools - 10

grants a +2 bonus to Healing checks & allows you to revive fallen allies

Spell Tools - 10

grants a +2 bonus to Spellcraft checks & focus checks to study; useful for research & enchanting

Thieves' Tools - 10

grants a +2 bonus to Skullduggery checks; lockpicks, probes, & other useful gadgets

War Tools - 10

grants a +2 bonus to Warcraft checks; assists with building defenses or using siege weapons

Buying Weapons

When you purchase a weapon it will be either:

- Simple (S) or Martial (M)
- One-handed (1H), Two-handed (2H), or Versatile (V)
- Ranged or Melee

Additionally each weapon will have a type:

- Finesse, Fists, Heavy, Ranged, or Reach

Finesse weapons are usually described as swords, heavy weapons as axes or blunt weapons, & reach weapons as polearms. Use your imagination to determine exactly what kind of weapon you are buying & how it fits into whichever category you choose!

Mastercraft Items

Items with empty enchantment slots (◊) can be purchased of an additional gold fee. When buying an item you can add one empty slot (◊) for an extra 25 , two empty slots (◊◊) for an extra 75g, or three empty slots (◊◊◊) for an extra 175g.

Loadout Example



Head:
Golden Tiara

Left Hand:
Shield

Right Hand:
Flame
enchanted
spear (M, V)

Body:
Light Armor

Accessory:
Winged Boots

Pack:

- Great Axe
- 2x bombs
- 3x meads
- Helmet

Hilda the Half-Fey Fighter is wielding a versatile spear in one hand, and a shield in the other. She has light armor on, an enchanted tiara, and winged boots equipped as an accessory. She has a number of meads, consumable weapons and other items on her person as well!

WEAPONS

Simple vs. Martial

Simple weapons are easy to use & usually serve another purpose besides use in battle—whether for hunting or a tool. Knives, clubs, spears, crossbows, & hatchets are all examples of a simple weapon. Martial (M) weapons, meanwhile, are designed exclusively for warfare & maximum bloodshed. Swords, flails, lances, composite bows, & warhammers are all examples of martial weapons. They are substantially deadlier than their simple counterparts, but require more advanced training.

Grip

Weapons deal damage based on how you hold them. Weapons wielded in one hand (1H) deal 1d2 damage while weapons wielded in two hands (2H) deal 1d4 damage. Some weapons can be held in either one or two hands. Those weapons are called versatile (V) weapons. Versatile weapons deal 1d2 damage in 1H or 1d2+1 damage in 2H.

Ranged Weapons

When a weapon has a range (📏) greater than 1 it is considered a ranged weapon & allows you to attack enemies at a distance of 1 square per 📏. Ranged weapons, however, cannot 🗡️ or 🏹 enemies in adjacent squares. If you attack an enemy at long range & your target can't reach you with their equipped weapon (or a spell that can be used to 🗡️), they can't 🏹 you. Most ranged & consumable weapons have 📏.

Weapon Triangle

In the **Land of Far**, some weapons take an edge over others in the weapon triangle. Using this system, finesse weapons beat heavy weapons, heavy weapons beat reach weapons, & reach weapons beat finesse weapons. When a weapon has the edge over another weapon it gains 🌟+1. The other weapon is also at disadvantage against it, meaning it suffers 🌟+1.

Taking note of what weapons enemies' are using will help you utilize your weapons to maximum effect!

Martial Weapons

Martial weapons gain special bonuses based on the weapon's type:

- M finesse gain 🌟+1
- M heavy weapons gain 🌟+1
- M ranged weapons gain 📏+2
- M reach weapons can make melee attacks at 📏2

If you use any M weapon alongside any shield you gain 🛡️1 when you attack, in addition to their other bonuses; this bonus is separate & does not stack

Buying Weapons

When you purchase a weapon it will be either:

- Simple (S) or Martial (M)
- One-handed (1H), Two-handed (2H), or Versatile (V)
- Ranged or Melee

Additionally each weapon will have a type:

- Finesse, Fists, Heavy, Ranged, or Reach

WEAPONS

Simple Weapon

5g



choose between 1H (🌟1d2) or 2H (🌟1d4)

Versatile Simple Weapon 10g



versatile weapons can be used 1H (🌟1d2), or 2H (🌟1d2+1)

Martial Weapon

10g



like a simple weapon but it gains a martial bonus

Versatile Martial Weapon 15g



like a versatile simple weapon but it gains a martial bonus

Fists

10g



choose between 1H (🌟+1) or 2H (+1 damage dice category)

MARKET

ARMOR



Light Armor
10 g

grants 3 each session



Medium Armor
20 g

grants 5 each session,
but reduces by 1



Heavy Armor
30 g

grants 7 each session,
but reduces by 1; while
on foot suffer SPD -1

HEADGEAR



Helmet
10 g

durability 1, requires light
armor proficiency



Hat
15 g

durability 1, anyone can
equip a hat



Great Helm
15 g

durability 2, imposes **bane**
on Perception checks &
requires medium armor
proficiency

SHIELDS



Shield
5 g

equipped in 1H, when you
use the block or combo
action: gain 1d2



Heavy Shield
15 g

equipped in 1H, -1, when
you use the block or combo
action: gain 1d3



Spiked Shield
15 g

equipped in 1H, -1, when
you use the block or combo
action: gain 1 & deal 1
to an adjacent enemy; this is
not an attack

Anyone can
wear hats, but
you need any
form of armor
proficiency to
wear helmets!

ACCESSORIES



Backpack
25 g

you gain 2 extra item slots



Saddlebags
25 g

you gain 3 extra item slots
But you must be mounted



Belt of Battle
50 g

for you may perform
the **Charge** action



Gauntlet
50 g

made of iron, grants +1
to **physical** damage



Handysack
50 g

lower the energy cost for
packing and drawing items
by limit 1/turn



Slingshot
25 g

you can throw consumables
with +2



Holy Symbol
50 g

modifies the **Bless** feat,
lowering its energy cost by
1 the first time you use it
each turn



Boots of Striding
50 g

you gain +1



**Snorkel &
Flippers** 75 g

you gain the **Swim** ability



**Little Winged
Boots** 75 g

you gain the **Limited Flight**
ability

ACCESSORY SHIELDS



Buckler
10 g

while equipped when you
use the combo or attack
action: gain 1, requires
buckler training



Side Shield
15 g

while equipped when you
use the block or combo
action: gain 1d2, when
you use the attack action:
gain 1



**Battlemage
Buckler** 30 g

while equipped when you
use the Cast or Overchannel
action: gain 1, requires
buckler training

CONSUMABLES

 **Mead**
3 g

a wineskin of healing honey wine that heals 1d2 + FB ♥

 **Health Potion**
10 g

an alchemical healing mix that heals for 3 + FB ♥

 **Mega-Flash Potion** 20 g

become **flashed** then gain 2 energy

 **Resuscitating Potion** 30 g

revive a dying ally with ½ HP; they do not become **fatigued**

 **Craft Beer**
5 g

a wineskin of Black Abbey beer that heals 1d4 + FB ♥

 **Health Elixer**
20 g

a great healing mixture that heals for 5 + FB ♥

 **Invisibility Potion**
20 g

grants **invisibility** for 1d3+1 turns

 **Craft Stone**
35 g

a magic stone which can be used to allow you to craft or enchant in place of your downtime action.

 **Antitoxin**
5 g

a vial of herbal mixture that cures **poison**, **paralysis**, & **blindness**

 **Remedy**
20 g

a powerful curing agent that removes any three negative status conditions

 **Flight Potion**
20 g

grants **limited flight** for 1d3+1 turns

 **Phylactery of Lichdom** 150 g

become a **lich**. See sidebar!

For consumables, an item's rank is determined by its g cost. 10 g or less is a rank I item, 20 g or less is rank II, & 30 g or less is rank III

Lich: SPD +1, ♥ +5, you can cast **Dark I & II** once per session. When you cast **Dark I, II, or III:** gain one ♠, when you reach 0 ♥: explode, dealing 1d12 **dark** damage to all targets in **burst 3**

CONSUMABLE WEAPONS

 **Throwing Knife**
3 g

a humble throwing knife loved by goblins. Deals 1 ✨

 **Treats**
3 g

distracts animals for 1 turn.

 **Shuriken**
10 g

the first shuriken you throw each turn costs 1 less . Deals 1 ✨

 **Bomb**
20 g


an explosive bomb used by ninjas. Deals 1d2 ✨ **burst 2**

 **Poison Bomb**
25 g

inflict **poison** in **burst 2**

 **Throwing Axe**
5 g

a throwing axe dwarves like to use. Deals 1d2 ✨

 **Poison**
10 g

a wineskin of vial toxins that inflict **poison**

 **Holy Water**
15 g

deals 1d6 **light** damage to undead or fiends, but has no effect against other types of creatures

 **Fire Bomb**
25 g

deal 1 **fire** damage & inflict **burning** in **burst 2**

 **Throwing Dart**
5 g

a halfling throwing dart. Deals 1 ✨ & has +3

 **Net**
10 g

a weighted net often used by gladiators. Inflicts **immobilized** for 1 round

 **Javelin**
15 g

a spear used by professional soldiers. Deals 1d3 damage & has +3

 **Pixie Bomb**
25 g

made of gross pixie dust, inflict **paralyze** in **burst 2**

MOUNTS

TYPE			SPECIAL	WEAKNESS	COST
Horse	+1	+1	none	reach	25 
Elk	+0	+3	nimble , Elves & Dark Elves only	reach	25 
Wolf	+0	+2	<u>stealth</u> training, small only	fire 	25 
War Horse	+1	+1	constant high ground	reach	50 
War Boar	+0	+1	 +2, charge , large & dwarf only	heavy	50 
War Turtle	+0	+1	<u>physique</u> training, swim	heavy	50 
Drake	+1	+2	step 2 , fire spit	light  , dark 	100 
Griffon	+2	+0	limited flight , flyby	ranged (severe)	100 
Pegasus	+3	+3	limited flight	ranged (severe)	100 

If you are **weak** to a particular type of damage or weapon, & take damage of that type or from that weapon you take 1d3 more. If you are **severely weak** you take 1d6 more instead.

Mounted Feats




Nimble

You can freely move through squares occupied by enemies without having to make an Agility check.


Swim

With the swim ability you can move freely through water or aquatic squares without penalty, & without having to make physique checks to do so.

Fire Spit

By spending  you can deal 1d2 **fire**  damage to a target in  2; this is not an attack.


Limited Flight

With limited flight you can fly from one point to another but you must land in a square at the end of your movement. The distance you can fly is based on your .

Step 2

When you use the step action, you may shift 1 or 2 squares, instead of just 1.



Flyby

When you use the **move** or **run** action & move adjacent to an enemy, you may deal 1  to them, limit 1/turn; this is not an attack.

Constant Highground

You are treated as having the **high ground** unless an enemy is at a higher elevation than you, in which case you cancel their **high ground** instead.


Charge

By spending  you can move x2 your  in a straight line & then make an attack against an enemy at the end of, or along your path. Your weapon damage dice increases by 1 dice category for this attack.



Limitations

Some mounts only allow races of certain sizes to ride them, others only accept riders of particular races. Half-Fey, however, have an affinity for animals & can ride any mount regardless of limitations.

Dismounting

You can dismount without spending  on any turn in which you do not & will not use the **move**, **run**, or **charge** actions. You may use the **step** action before or after dismounting. Once you dismount, your mount returns to camp where it safely remains until your next downtime.

Carrying

While mounted, you can spend  to carry an ally with you on your mount. You drop your ally off at the start of your next turn unless you spend 1 additional  to continue carrying them. You may only carry a single ally at a time.

SPELLS

Magic Types

All spells fall into one of four magic types: Arcana, Divinity, Duality, & Wizardry.

Arcana

Arcana is the most advanced form of spellcasting, requiring the most practice to master. As a result of the requisite training & practice, it becomes nearly second nature to those mages who learn to use it. This allows practitioners to use this magic much more freely than those who study the other schools of magic.

Divinty

Divinity magic borrows miracles from the Celestial Cosmics. The Cosmics are other-worldly powers who exist outside of time & space. They are represented by the sigils seen in the stars: the Zodiacs.

Duality

Duality magic is the weakest of the schools & draws upon the force of Chi—or the vital internal energy that powers the universe. Lesser duality spells combine opposing energies to force magical reactions while masters of this school of spellcasting instead bring balance to those opposing forces in order to fully unleash them.

Wizardry

Wizardry is a studied school of magic which seeks to alter, manipulate, or utilize existing forces. It is similar in function to duality magic, but it approaches spellcasting from an academic view rather than spiritually. Wizardry has the most raw power & potential amongst the different magic types.

Casting Spells




To cast a spell you must spend 1 spell charge of the spell you are casting. Spell charges come in the form of magic scrolls, books, or grimoires that possess the necessary knowledge & reagents to cast a specific spell. There is no limit to the number of spell charges you can possess or buy. You purchase or collect spell charges for individual spells. The cost to purchase spell charges & how many spell charges you get are determined by the spell's level.

Buying Spell Charges


LEVEL	COST	CHARGES
1	10 	x7
2	20 	x5
3	30 	x3

When you buy Arcana spells, you gain twice as many charges.

Melee Spells


Spells with  1 are melee spells. This means they do not gain increased  from **High Ground** or the **Overcharge** action. Instead, such spells gain the melee High Ground bonus of  +1 and when overcharged gain **explosive**.


Spells & Counterattacks


If a spell requires an attack roll, it entitles an enemy to perform a  if they survive.


Burst Spells

When a spell includes the burst X text in its description, the spell affects a number of squares based on the level of its burst.

















































Burst 2 affects a 2x2 square, or 4  squares total.


Burst 3 affects a 3x3 square, or 9  squares total.



Burst 4 affects a 4x4 square, or 12  squares total

Remember, only one  may trigger against any one —even if there are multiple targets!


ARCANA SPELLS

Spell	Range	Description
LEVEL I		
 Astral I	0-1	grant target  1d2+1
 Burning Hands	1-2	 1d2 fire  , target two enemies within RNG, on crit : inflict burning 
 Competence	0-3	grant a +X bonus to a single <u>skill</u> check, where X is the number of charges you spend to cast this spell (max +5)
 Lightning	line 3	 1 shock  to all targets in a 3 square line, on crit : inflict paralyze 
 Magic Missile	1-2	 1d3 light  , can't miss 
 Snowball	1-3	 1d3 cold  , on crit : inflict immobilize 
LEVEL II		
 Astral II	0-1	 , grant  1d2 to all targets in burst
 Conduit	self	anytime you rethink to a new spell this combat gain  1; special : only costs 1  to cast & does not need to be prepared
 Counterspell	react	when you are the target of a spell, roll a <u>focus</u> check. 15+ you cancel the effect of the spell. 25+ you reflect the spell back onto the caster
 Dimension Door	self	teleport yourself anywhere you can fit within 12 squares
 Summon Familiar	1	summon a wolf , viper , or zombie familiar; you may only have one familiar at a time. See familiar table in Glossary
 Wind Weapon	0-1	target weapon gains  +1 if melee, or  +2 if ranged; you can only empower one weapon at a time
LEVEL III		
 Astral III	0-1	 , grant  1d4 to all targets in burst
 Invisibility	0-1	target becomes invisible
 Wall of Stone	1-4	summon a 1x3x3 wall of stone has 1  &  10
 Rainbow Beam	1-3	 1d6 elemental , roll 1d4 to determine which element (1 = fire  , 2 = cold  , 3 = shock  , 4 = dark  on crit : inflict elemental status condition 
 Resurrection	X	as a downtime action, you can revive a dead character, they lose one level
 Teleport	0-1	teleport the target anywhere they can fit within 24 squares; if used against an enemy they may roll Agility, 16+ they avoid it. Teleport may deal up to 1d6 physical  damage



















Spells with the  symbol require! an attack roll!

Spells with the  symbol can be used to  if currently prepared

Counterspell must be prepared to react! So think ahead!

When an item or spell has  in its description it affects a number of squares based on its burst.
2x2, 3x3, 4x4



















DIVINITY SPELLS

Spell	Range	Description
LEVEL I		
 Antitoxin	0-1	cure target of <u>poison</u> , <u>paralysis</u> , & <u>blindness</u>
 Cure I	0-1	heal target for 1d4 ❤️
 Entangle	1-3	☀️ 0 physical 🏹, burst 2 , on hit: <u>immobilize</u> all targets until the start of your next turn
 Holy I	1-2	☀️ 1d4 light ☀️🔪
 Magic Weapon	0-1	target weapon gains ☀️+1; you can only empower one weapon at a time
 Protect	0-3	grant target <u>tough X</u> , where X is equal to the result of a 1d2
LEVEL II		
 Cure II	0-1	heal target for 1d6 ❤️
 Holy II	1-2	☀️ 1d4 light ☀️, on crit: inflict <u>blind</u> 🏹
 Mass Cure I	0-3	📄, heal all targets for 1d4 ❤️
 Rainbow	0-3	grant target <u>rainbow resistance</u>
 Swift I	0-3	allows an ally to immediately move up to their 🏹+2, even if <u>immobilized</u>
 Protect II	party	all party members gain <u>tough 1</u>
LEVEL III		
 Cure III	0-1	heal target for 2d4 ❤️
 Divine Wind	1-5	heal target at long range for 1d10 ❤️
 Holy III	1-2	☀️ 1d4 light ☀️, on hit: inflict <u>bright</u> , on crit: inflict <u>blind</u> <u>Bright</u> : party members gain ☀️+1 against bright creatures until the start of your next turn 🏹
 Remedy	touch	cure target of any 3 negative status conditions
 Revive	1-9	revive a dying ally with ½ their total ❤️, & they do not become <u>fatigued</u>
 Swift II	party	allows all party members to immediately move up to their 🏹+2, even if immobilized



















Special: the vines conjured by entangle are flammable, so fire effects are shared by everyone entangled!

For example, if you were to cast **Will-o-Wisp** against one of four entangled enemies, they would all start burning! However, once the vines are burned your enemies would no longer be immobilized.

DUALITY SPELLS

Spell	Range	Description
LEVEL I		
 Bio I	1-2	☀️ 1d2 dark 🌀, on crit: inflict poison 🚫
 Flash	0-3	target becomes flashed then they gains 1 ➡️
 Glacial	self	you become Tough . On your next 🚫: deal 1d2 cold ❄️ damage to the attacking enemy
 Radiance	0-1	heal target for 1d3 ❤️
 Steel I	1-2	☀️ 1d2 physical ➡️, on crit: inflict bleeding 🚫
 Will-o'-Wisp	1-2	☀️ 0 fire 🔥, on hit: inflict burning , on crit: explosive ; when you cast this spell on a burning target: it automatically scores a critical hit 🚫
LEVEL II		
 Bio II	1-2	☀️ 1d3 dark 🌀, on crit: inflict poison 🚫
 Camouflage	self	you become invisible for 1d2+1 turns
 Dia	1-2	☀️ 0 light ☀️, on hit: inflict dia until you cast another spell 🚫 Dia : deal 1d3 light ☀️ damage at the end of each of your turns
 Energy Weapon	self	you gain mighty 1 , & empower you weapon. On your next attack with your empowered weapon: it deals shock ⚡ damage, gains 🌟 +1, & on crit: explosive
 Steel II	1-2	☀️ 1d2 physical ➡️, 📄, on crit: inflict bleeding
 Veil	1-3	☀️ 0 dark 🌀, 📄, on hit: inflict blind , on crit: explosive . When you cast this spell on a blind target: it automatically scores a critical hit
LEVEL III		
 Bio III	1-2	☀️ 1d3 dark 🌀, 📄, on crit: inflict poison
 Cosmic Shuffle	0-9	swap the locations of two allies, both of whom must be in 📄
 Hex	touch	☀️ Xd6 dark 🌀, where X is the number of negative status conditions afflicting the target; then remove all negative status conditions on the target. 🚫
 Mass Flash	party	all targets become flashed then gain 1 ➡️
 Petrify	1-2	target must make a focus check & if the result is below 20, they become petrified
 White Wind	1-5	heal target at long range for 1d6 ❤️



WIZARDRY SPELLS

Spell	Range	Description
LEVEL I		
 Blight	1-2	☀️ 0 dark 🌀, on hit: inflict <u>blind</u> , on crit: <u>explosive</u>
 Dark I	touch	☀️ 1d6 dark 🌀 ⚡
 Fire I	1-2	☀️ 1d2 fire 🔥, 📖 ₂ , on crit: inflict <u>burning</u>
 Ice I	1-3	☀️ 1d4 cold ❄️, on crit: inflict <u>immobilize</u> ⚡
 Paralyze	1-2	☀️ 0 shock ⚡, on hit: inflict <u>paralyze</u> , on crit: <u>explosive</u>
 Shock I	1-2	☀️ 1d3 shock ⚡, ☀️ +1, on crit: inflict <u>paralyze</u> ⚡
LEVEL II		
 Dark II	touch	☀️ 1d8 dark 🌀 ⚡
 Dire	self	target weapon gains ☀️ +1; you can only empower one weapon at a time
 Fire II	1-2	☀️ 1d3 fire 🔥, 📖 ₃ , on crit: inflict <u>burning</u>
 Ice II	1-4	☀️ 1d6 cold ❄️, on crit: inflict <u>immobilize</u> ⚡
 Poison	1-2	☀️ 0 dark 🌀, on hit: inflict <u>poison</u>
 Shock II	1-2	☀️ 1d4 shock ⚡, ☀️ +1, on crit: inflict <u>paralyze</u> ⚡
LEVEL III		
 Confusion	1-2	☀️ 0 light ☀️, on hit: inflict <u>confusion</u>
 Dark III	touch	☀️ 1d10 dark 🌀, on crit: <u>explosive</u> ⚡
 Fire III	1-3	☀️ 1d4 fire 🔥, 📖 ₄ , on crit: inflict <u>burning</u>
 Ice III	1-5	☀️ 1d8 cold ❄️, on crit: inflict <u>immobilize</u> ⚡
 Meteor	1-9	☀️ 1d2 physical 🏹 & 1d2 fire 🔥, 📖 ₂ , on crit: inflict <u>bleeding</u> & <u>burning</u>
 Shock III	1-2	☀️ 1d6 shock ⚡, ☀️ +1, on crit: inflict <u>paralyze</u> & <u>bounce</u> ⚡ Bounce: jump to a new target within RNG 2 of the original target; may continue to <u>bounce</u>


QUICK REFERENCE


Conditions


Baned - on your next roll, roll 2 dice & take the lower result

Bleeding - you take 1d2 **physical**  damage at the start of your turn until you are healed any 

Blessed - on your next roll, roll 2 dice & take the higher result



Blinded - you suffer  +2

Burning - you take 1d2 **fire**  damage at the start of your turn. You can extinguish the flames by spending 1 energy to stop, drop, & roll

Confused - you have a 50% chance to act normally & a 50% chance to take 1d2 **physical**  & lose your turn. Confusion persists until you take damage from a source other than the confused condition.


Fatigue X - you gain X less energy at the start of your turn, then reduce your Fatigue X by 1. Fatigue can stack.

Flashed - you can't benefit from abilities or spells that also cause flashed this turn; lasts one turn

High Ground - melee attacks gain  +1, ranged attacks gain  +2

Immobile - you can't move, run, step, or charge


Invisible - you can't be seen or targeted until you attack, cast a spell, collide with another creature or object, or take damage

Mighty - your next attack gains  +1d2. Mighty can stack, but only one mighty can be applied to an attack

Paralyzed - you can't make  persists until cured

Petrified - you are stunned until you take damage & the first damage you take is doubled!

Poisoned - whenever you take damage, you take 1 more, persists until cured

Stunned - you can't take actions or , but only lasts one turn

Tough - you reduce the next damage you take by 1d2. Tough can stack, but only one Tough can be applied to a single instance of damage

FAMILIERS



Wolf

:3 :3 :1d4



Viper


:3 :3 :0

on hit: inflict **poison**



Zombie

:5 :2 :1d2

deals dark damage. **when they use the attack action:** they gain 1



Keywords

Rainbow Resistance - If you have Rainbow Resistance & would be affected by a negative status condition you may instead lose your Rainbow Resistance to ignore it. You can have multiple instances of Rainbow Resistance at a time.







Weaknesses - If you are weak to a particular type of damage & take damage of that type you take 1d3 more. If you are severely weak to that damage you take 1d6 more instead.

Vulnerability - If you are vulnerable to a particular type of damage & take damage of that type you are also inflicted with its associated status condition.

Explosive- on crit: add 1d3 bonus damage; this is not rolled twice

Interception- the first time you would be reduced to 0 , you are reduced to 1  instead

Damage Types

There are six different damage types in **Land of Far**: **fire** , **cold** , **shock** , **light** , **dark** , & **physical** . Each has an associated status condition: **fire** = **burning**, **cold** = **immobilized** = **shock** = **paralysis**, **light** = **blinded**, **dark** = **poisoned**, **physical** = **bleeding**