

HUNTER'S GUIDEBOOK PREVIEW

NEW MARKS

The Darkness curses Hunters in many different ways, yet some marks occur multiple times, as the Darkness knows the routes to best corrupt mankind..

WARDED

"Only recently in Harrowmire, in the days following the Night of Madness, has a new practice evolved that almost deliberately leads to the creation of Hunters. Arcane wards of protection have been known about for centuries, and indeed can be seen protecting the homes of many of the wealthy elite of the New City. Recently though, perhaps inspired by the mystical tattoos of the Shamans of the steppe tribes of the West Bounds, or perhaps out of desperation or a genuine experiment at personal protection, people have begun tattooing themselves with these arcane wards in order to defend against the horrors of the night. Whilst such wards do provide protection, it takes dozens to fully protect against the full range of threats, and worse - whenever a ward is triggered, it absorbs a fragment of the power of the

Dark, slowly cursing the bearer as effectively as any other Mark.

BOON: PROTECTIVE WARDS

The character's body has been inked with enough wards to protect them against the full range of creatures of the Dark. When they suffer damage from an attack by a creature of the Dark, roll 1d6. They reduce the damage suffered from the attack by the amount on the dice roll, and cause the same damage back to the attacker, ignoring armour. However, their wards must be exposed for this effect to trigger, which means they cannot be wearing armour to use this boon.

CURSE: UNNATURAL SIGILS

The power of the Dark lingers in the character's wards for days and causes an uneasy feeling amongst those looking upon them. Whilst they can attempt to cover them up, several of them are in places that are difficult to conceal, such as their face and hands.

Touched: Unsettling Display

As the curse begins to take hold, the character gains an aching desire to make sure their wards are exposed as much as possible. Whether an attempt to be prepared for an attack at any moment, an unnatural pride in the wards they bear, or little unconscious actions that reveal glimpses of their most disturbing wards to those they interact with, they find it difficult to keep the unsettling nature of the wards concealed. Hence, they increase the unease, and even fear, they cause for viewers of these arcane symbols.

Embraced: Artistic Mortification

As they descend further into their curse, the desire to tattoo their skin with new wards increases. Images of the wards come to the character in their dreams, without any true knowledge as to what they ward against.

By spending an hour tattooing themselves with one of these wards the character can recover 1d6 Resolve, as the pinch of the needle and the concentration required help to focus and clear the mind.

Consumed: Inked Corruption

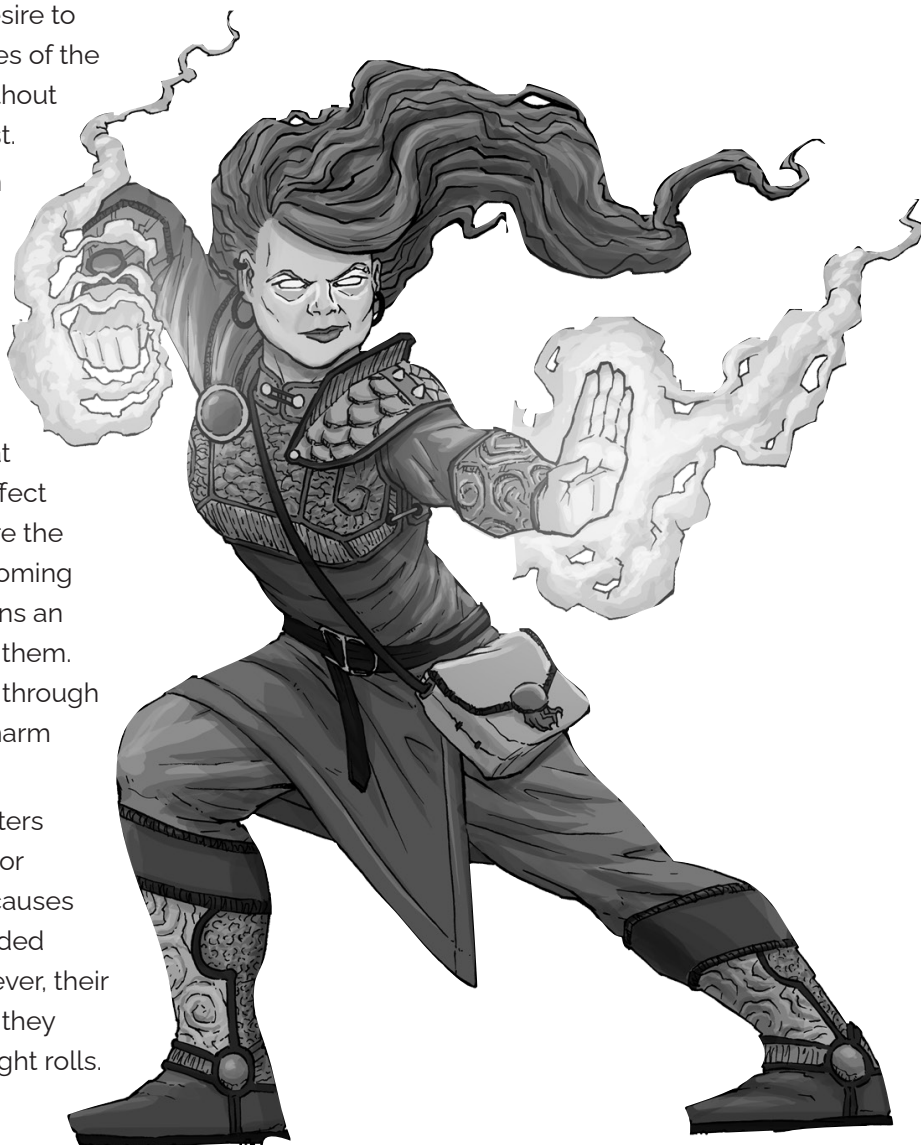
By now the character is covered with wards that glow with Dark energy. They care little for the effect the sight of their wards have on others and ignore the increasingly obvious signs that their body is becoming a vessel for the Darkness. The character also gains an almost total faith in their wards' ability to protect them. Such is the corrupt nature of the energy flowing through the character's wards that their power can now harm even innocent humans.

Their Boon ability now works against all characters who attack them, whether creatures of the dark or not. It can even be used as a melee attack that causes 1d6 damage, ignores armour, and heals the Warded character by the same number of wounds. However, their unconcern with the threats around them means they add a 1d6 penalty die to any Awareness and Insight rolls.

Lost: Dark Vessel

As the power of the Dark grows through their wards, the character becomes part of the Darkness itself and feels the call of the Catacombs as their home. Lost, they can no longer resist this call and slink off to the Catacombs to prey on those foolish enough to enter their new domain, and to release the other servants of Darkness lurking and sealed in these ancient halls below Harrowmire.

People will try to sell you all kinds of trinkets and charms to keep you safe. All I need is a needle and some ink. The magic of my wards is built into the stones of Harrowmire; what could be safer?



NEW EDGES

The edges hunters possess can often determine the difference between success and failure. A hunter's edges are a defining characteristic of who they are, what they do and how they do it.

Alluvimancer

The character has the ability to manipulate earth and stone. As a Primary action, they may make an earth or stone surface easier for themselves, or harder for an enemy, to traverse. This doubles the character's movement, or halves the enemy's movement, respectively. Alternatively, the character may, using a Primary action, cause the ground to erupt in a 3 yard radius, up to 30 yards away. Those caught in the eruption must make an Athletics skill check (DV2) or become Staggered and knocked Prone. Those who succeed are Staggered until their next action.

DSilver Tongue

Compliments and lies flow smoothly and easily through the character's words. Once activated as a Free action, the character may re-roll one failed skill die on any Bluff or Charm skill checks for one hour.

Tenebrous Grasp

Projecting tendrils of darkness from their body, the character is able to hinder and manoeuvre enemies at range. The character can grapple an enemy at a range of up to 30 yards. This resolves in all ways as a normal grapple, except that the target's attempts to escape from the grapple are against a set difficulty value (DV2).

WEAPON CUSTOMISATIONS

The ingenuity of Harrowmire's weaponsmiths knows no bounds, as hunters provide a ready and avaricious market for new innovations. Customisations provide hunters with the specialist implements they need to carry out their calling and development never ceases.

Collapsible

Through the application of sliding segments, spring loading and perhaps even clockwork mechanisms, collapsible weapons are easier to conceal and quick to ready. Collapsible weapons grant a +1d6 bonus to Larceny skill checks to conceal them and do not cost a Secondary action to draw.

Be it inlaid jewels, intricate carvings, master-craft

workmanship or any number of adornments, weapons with this customisation speak volumes about the status and sensibilities of their owners. Where appropriate, the weapon grants a +1d6 bonus to Charm skill checks.

maximum range by 50%. Ranged weapons only.

Pummelling

Through the weight and mass of a weapon, the pummelling customisation makes a weapon adept at robbing targets of their senses. When making a Stun attack action with a weapon possessing this customisation, inflict 1d6 damage that ignores armour before calculating whether the target is rendered unconscious. Close combat weapons only.

OCCULT ODDMENTS

Between what is scavenged from the Necropolis and the ingenuity of Harrowmire's alchemists, arcanists and craftsmen, many strange, powerful, useful, and dangerous items make their way into the possession of Hunters and others. The Beast Market can be a treasure trove if one knows where to look or is simply lucky, or unlucky, depending upon what is acquired.

Green Glass Oculus

Average Value: 1d6x50+200 shillings

Made from the strange green glass that holds the ever-burning green flames that light the Necropolis, these hand-held viewing devices draw upon a specific property unique to that substance. This glass, when treated with certain alchemical solutions, enables the viewing of the occult energies surrounding people and objects. Using the oculus grants the character a +2d6 bonus to Occult skill checks to identify the powers/properties of beings/objects touched by the darkness, or of an arcane nature.

Tokens of the Imperial Saints

Average Value: 1d6x5+20 shillings

The Church of the Undergod may reign in Harrowmire, but the Imperial Saints are not forgotten. Indeed, many pray to both the Undergod and the Saints to keep them safe from Harrowmire's terrors. Especially around the Bastion, where Militia and Hand influence is strongest, people still worship the Saints more openly. Myriad tokens exist for the numerous Saints of the Imperial pantheon. While most are just cold metal, some hold a sliver of the divine. Once per day a character wearing a Token of the Imperial Saints may recover a single point of

resolve when carrying out the purview of the Saint whose token they wear. Within the Imperial Pantheon there are a multitude of Saints and many purviews overlap. Common tokens used to call upon purviews of the Saints in Harrowmire include:

Token of Care-giving: Gain one Resolve when you succeed at a Medicine skill check to heal an injury.

Token of Courage: Gain one Resolve when you succeed at a Willpower skill check against horror.

Token of Discovery: Gain one Resolve when you succeed at an Investigation skill check to discover hidden information.

Token of Learning: Gain one Resolve when you succeed at an Education skill check to research information.

Token of Resilience: Gain one Resolve when you succeed at a Fortitude skill check to resist poison or disease.

Token of Truth: Gain one Resolve when you succeed at an Insight skill check to discern a lie.

THE FLOCK

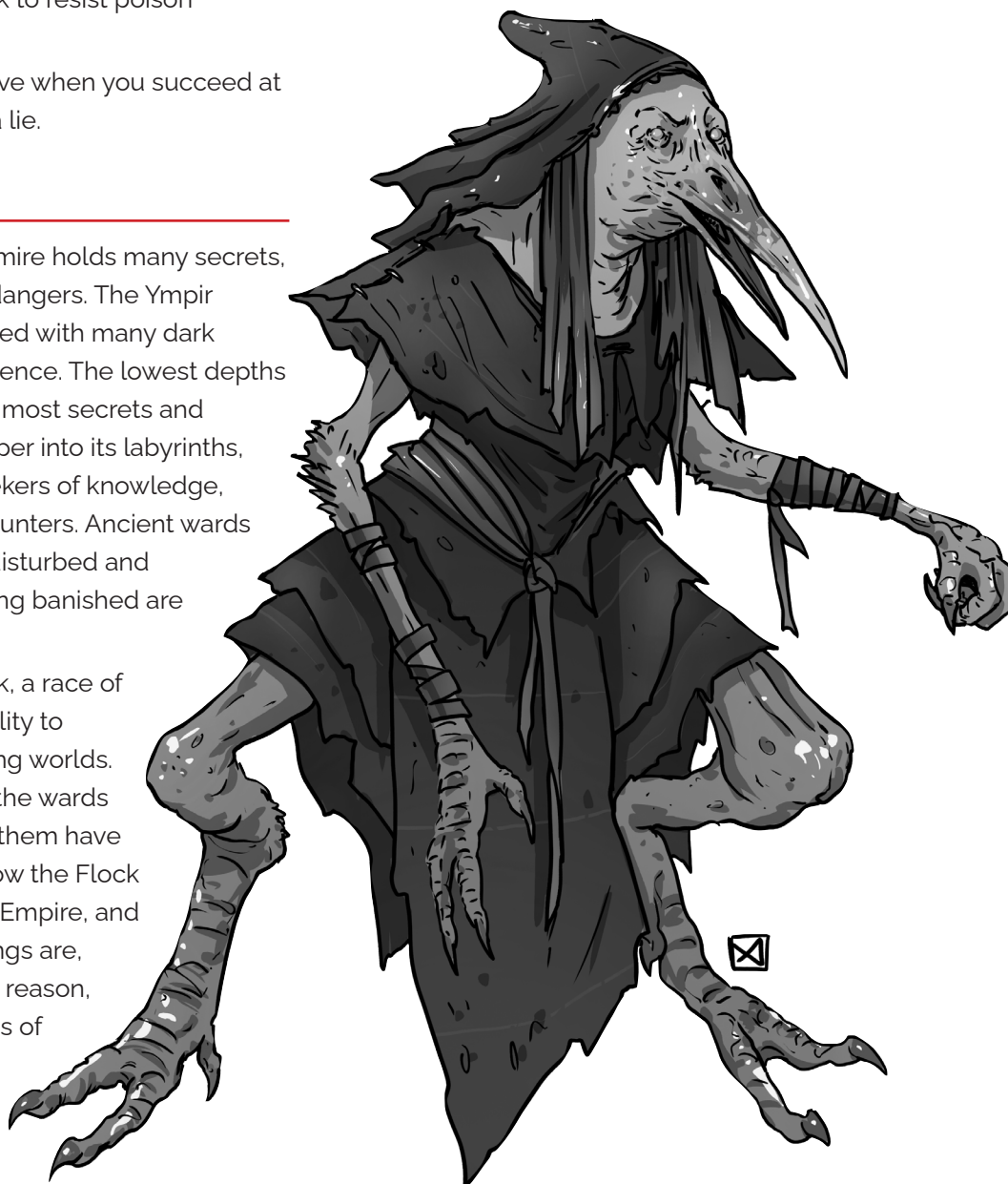
The Necropolis beneath Harrowmire holds many secrets, terrors and, most concerningly, dangers. The Ympir worshipped, battled and bargained with many dark forces from many realms of existence. The lowest depths of the Necropolis hold by far the most secrets and dangers. Yet explorers push deeper into its labyrinths, and while some are cautious seekers of knowledge, too many are reckless treasure hunters. Ancient wards erected by the Ympir are being disturbed and broken, and as a result, things long banished are returning to the world.

One such dark force is the Flock, a race of avian beings who move from reality to reality, conquering and consuming worlds. The Ympir defeated this foe but the wards they erected to seal reality from them have been among those disrupted. Now the Flock sets its sight on Harrowmire, the Empire, and the world once again. These beings are, for some unknown metaphysical reason, particularly affected by the cycles of the moon, weakened when it hangs low yet empowered when it wanes deep.

An unnatural mix of humanoid and avian features, the physical form of creatures of the Flock seems alien to human eyes. However, this appearance is not the most disturbing aspect of their presence in the world. As extra-dimensional beings, the Flock seem to hover between our reality and theirs, making their movements seem jerky as they blink in and out of existence. One moment their movement is too fast to catch, and then they seem to remain statue-still for an instant. Sometimes they may even flicker between visible and invisible, or their plumage randomly flashes through a cycle of vivid colours in a split second.

CORVIDS

Resembling hulking winged humanoid crows, these beings are the rank and file warriors of the Flock. They are simple and direct beings, answering to more



intelligent and cunning Flock members. As the Flock still has limited access to Harrowmire, due to the residual energies in the Ympir wards that have kept them from the world for so long, their numbers are low, but some stand ready in dark places to carry out the will of the Flock.

Physique	3	Health	24
Intellect	2	Wound Track	1
Presence	1	Armour Value	4
		Dodge Average	1

Trained Skills

Fight, Fortitude

Equipment

Beak (roll 3d6, success on 4+, 2d6 damage)

Claws (roll 3d6, success on 4+, 3d6 damage)

Special Rules

Flight: Corvids are fast and nimble in the air. When taking the Move action to fly, a Corvid can move up to 26 yards per round.

Go For The Eyes: On a successful Beak attack the target must make a Fortitude skill check (DV2) or suffer the Obscured Vision status until a Medicine skill check (DV1) is performed on them.

Horriying: The combination of their hulking size, alien appearance, and their flickering in and out of reality makes Corvids a horriying sight. Characters confronted by a Corvid must make a Willpower (DV2) skill check or lose 2 Resolve.

Minion: Corvids only have 1 wound, regardless of their Physique. Additionally, they will only ever take the dodge defence action in combat.

When the Moon Wanes Deep: When the Moon is at its lowest, Corvids are full of strength and fury. Treat their Fight and Fortitude skills as Mastered, causing their attacks and Fortitude skill checks to be successful on a 3+.

When the Moon Hangs Low: During a full moon, Corvids are weakened and hesitant. Their Fight and Fortitude skills are considered Untrained, causing their attacks to be successful only on a 5+.

MULGIDAE

The slight build and short stature of these Flock members belies their deadliness. They are the scalpel that cuts surgically where the Flock directs. Creatures of

cold calculating murder and masters of stealth, Mulgidae are the assassins and saboteurs of the Flock. They appear as black feathered winged humanoid nightjars.

Physique	3	Health	24
Intellect	3	Wound Track	3
Presence	2	Armour Value	2
		Dodge Average	2

Trained Skills

Awareness, Bluff

Mastered Skills

Fight, Larceny, Shoot, Stealth

Equipment

Beak (roll 3d6, success on 3+, 2d6 damage)

Claws (roll 3d6, success on 3+, 3d6 damage)

Poisonous Feathers (roll 3d6, success on 3+, 2d6 damage, range 50, Toxic)

Special Rules

Flight: Mulgidae are fast and nimble in the air. When taking the Move action to fly, Mulgidae can move up to 26 yards per round.

Deadly Plumage: The feathers of a Mulgidae are coated with a neurotoxin that is harmless to Flock species but deadly to most other beings. They have adapted their physiology to end their feathers in quill-like tips to deliver this toxin at range.

Nightvision: As creatures of shadow, darkness is little obstacle to Mulgidae. They gain the ability to see in the dark as though in daylight but only in black and white.

Unexpected Blow: When attacking an opponent who is unaware of their presence, they add +1d6 to their Attack Skill Check and their target adds a 1d6 penalty die to their Defence Skill Check

When the Moon Wanes Deep: When the Moon is at its lowest Mulgidae become beings of almost living shadow. They gain the Mantle of Darkness and Shadow Step Edges. These Edges cost the hummer one Health point to use.

When the Moon Hangs Low: During a full moon, the Mulgidae's Plumage loses its toxicity. They do not gain the effects of the Deadly Plumage ability.

PEOPLE OF HARROWMIRE

The city of Harrowmire is a dangerous place. It is a sad fact that human predators can be as much of a danger as supernatural ones.

CRIME LORD

Whether leading bandits, smugglers or street gangs, Crime lords are extremely dangerous individuals. They have risen to the top through a potent mix of aggression, cunning, and skill. Their subordinates follow them with a mix of fear and respect, drawn by the promises of fortune and power the Crime lord dangles before them.

Physique	3	Health	24
Intellect	3	Wound Track	3
Presence	3	Armour Value	4

Trained Skills

Fight, Fortitude, Larceny, Shoot

Mastered Skill

Intimidate

Equipment

Pistol (roll 3d6, success on 4+, 2d6 damage, range 50, single shot)

Sword (roll 3d6, success on 4+, 3d6 damage)

Leather armour

ANIMALS

In Harrowmire, you adapt, or you die. Nowhere is this more apparent than in the range of creatures that have mutated since the Night of Madness and the unleashing of the Darkness upon the city. Now, the citizens of Harrowmire must battle nature as well as the supernatural.

DEATH CROAKER

Where this rather melodramatic name for these mutated toads originated no one is certain, but it stuck. Like many creatures of the Bonerot Marshes these creatures, distant relations to the Gloam Crawler, have grown to giant size and gained a desire for flesh. Rarely encountered in Harrowmire proper, they present a real danger to

travellers in the Bonerot Marshes and, to a lesser degree, the Spill.

Physique	4	Health	24
Intellect	1	Wound Track	4
Presence	1	Armour Value	6
		Dodge Average	2

Trained Skills

Athletics, Fortitude

Equipment

Bite (roll 4d6, success on a 5+, 4d6 damage)

Leap Slam (roll 4d6, success on a 4+, 3d6 damage, range 28)

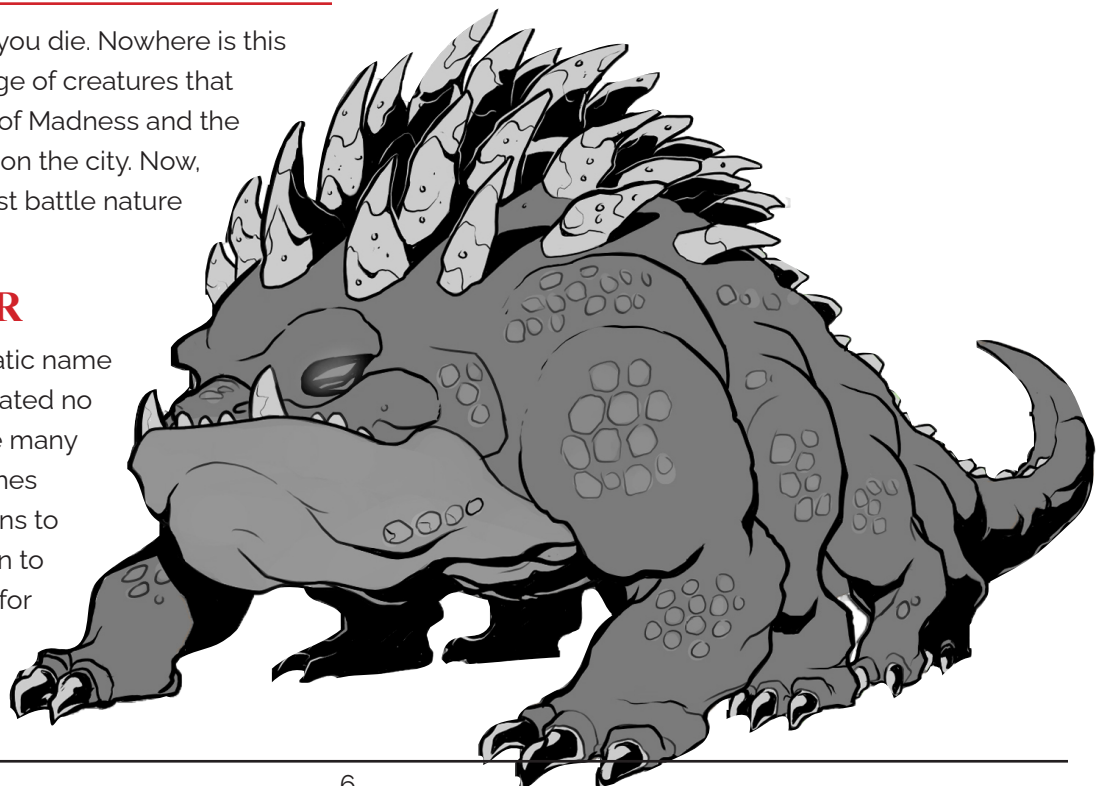
Tongue Lash (roll 4d6, success on a 5+, 1d6 damage, target is Grappled)

Special Rules

Grab and Gulp: If the Death Croaker hits the target with their Tongue Lash, they may draw the target into their mouth for a Bite attack the following round.

Prodigious Leap: Death Croaker's legs are so powerful that they can leap tremendous distances through the air. They may leap up to 28 yards and use their Athletics skill when making their Leap Slam attack.

Sharp Pointed Teeth: A large percentage of the Death Croaker is mouth, and it is filled with viscous, razor-sharp teeth. The Bite attack of the Death Croaker halves armour when calculating damage.



SUPERNATURAL THREATS

Harrowmire is a damned city and the Darkness stretches its tendrils wide. The lost and the cursed lurk in the dark corners of Harrowmire, ruling when night falls, and other horrors of human folly join them in keeping Harrowmire's Hunters earning their contracts.

MIST WRAITHS

Since long before the discovery of the Necropolis and the Sorrow Plague, the Bonerot marshes have been a place of danger, mystery, and superstition. Now an ancient terror of these blasted lands stalks the streets of Harrowmire; Mist Wraiths, the lost souls of those claimed by the marshes and unable to join the Saints, have drifted into the city as the stagnant waters of the marshes have followed the Coldwine River's flooding waters into the Spill. These spirits have one goal: to choke the life from the living as the Bonerot Marshes once stole the air from their lungs.

Physique	3	Health	24
Intellect	2	Wound Track	3
Presence	2	Armour Value	4

Trained Skill

Fight

Mastered Skill

Athletics

Equipment

Grapple (roll 3d6, success 4+, see Core Rulebook pp 66)

Special Rules

Horrifying: As twisting, vaguely humanoid forms, Mist Wraiths are an unnerving sight. Characters confronted by a Mist Wraith must make a Willpower (DV3) skill check or lose 3 Resolve.

Insubstantial: Mist Wraiths can pass through solid matter, although attacks still strike them as normal.

Suffocate: Each turn a character fails their opposed Athletics skill check to escape a Mist Wraith's grapple, they suffer 1d6 damage as the Mist Wraith fills their lungs with extensions of its own mist-like body. This

damage ignores the target's armour but may be reduced by Edges.

YMPIR SHAMBLERS

The Ympir Revenant is the pinnacle of timeless preservation and the necromantic arts. Many, outside the Church of the Undergod, see potential in the reanimation of the abundant supply of Ympir corpses. The Church itself vehemently opposes the creation of these beings, citing it as blasphemy. Regrettably (or luckily depending on your viewpoint) such efforts have had limited effect and produced creatures that are a mere shadow of the mighty Ympir Revenant. That is not to say they are without their uses, however, and even without orichalcum armour and weapons they are powerful animates.

...But if you want to know what their game mechanics are, you'll have to buy the **Hunter's Guidebook**.

