GRIMLORE

PORTAL TALES - Book of Rules

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RULES

General Information

GRIMLORE is a game of adventure, exploration and thrilling combat in a dark fantasy world that has been ravaged by a cataclysmic event.

GRIMLORE can be played by 1 to 4 players.

Background Story

In the bygone era, the world was a tapestry of mighty continents and flourishing civilizations, thriving under the benevolent gaze of the stars. Yet, as the ancients foretold, a cataclysm of unfathomable might struck, tearing the very fabric of the earth asunder. Continents shattered like glass under the celestial hammer, leaving in their wake a fragmented world of isolated isles, scattered like cosmic dust across the relentless, churning sea.

For millennia, these isles became cradles of divergent cultures, each evolving in seclusion, their people's eyes turned skyward, yearning for a connection long severed. The seas, roiling with unspeakable leviathans and eldritch monstrosities, forbade passage, swallowing whole any vessel daring enough to breach their cursed depths. Mariners who dared the crossing returned, if at all, with souls hollowed by terror, their whispers seeding legends of waterborne horrors and abyssal beasts.

At the heart of each island, veiled in myth and enigma, stood an ancient portal, a relic of a forgotten age. These arcane structures, dormant and silent through the eons, were the subject of legend and superstition. They were the remnants of a lost unity, a fractured bridge to a once-unified world.

Then, under the auspices of an ominous celestial alignment, a pulse of primal energy surged through the cosmos. The portals, long inert, stirred from their ageless slumber. With a resonance that echoed through the bones of each isle, they awakened. Ethereal light spilled from their archaic runes,

casting otherworldly shadows, and the air thrummed with the power of ancient magics rekindled.

This awakening heralded a new epoch. It beckoned the brave and the curious to step through these revived gateways, to traverse the once-forbidden seas not by sail, but through the veils of reality itself. It promised a renaissance of exploration and discovery, where lost civilizations could reconnect, long-separated families could reunite, and the scattered fragments of history could be pieced together.

But with the resurgence of these portals came the whisper of forgotten secrets, the resurgence of lost dangers, and the stirring of slumbering threats.

Party Roster

If you play on your own, grab a **Party Sheet** (you can download copies from the website). Give your party a name. Your party starts with 0 in all resources. Put the name of your main character into the first row of the roster table, including their name, race, and general role.

If you play in a group, decide on your party's name together and add one character per player to the roster.

There is no limit to the number of characters on your roster, but an active party must be 4 or less characters. The game will scale based on the number of characters and their experience.

The party's members can only be changed when the party is on their home island.

Characters

When you create a new party, there will only be one character (if you play alone, otherwise it will be characters in the number of players) in your roster. This is your main character that you start the game with.

Grab a **Character Sheet** and fill out the character name, race, and role, according to what you put on the party sheet.

All the attributes and skills start at 1D6. Now you can choose one attribute and one skill and raise that to 2D6. This represents previous experience and specializations of the character.

Now look through the **Basic Treasure Table (at the very back of the book),** choose one item and note it down on the character sheet. It is recommended to choose a weapon.

Leave **Traits** empty for now, your character can acquire these later by using **Experience Points**.

Character Races

The world of **GRIMLORE** is full of fantastic and strange races. Your character can be of any race that you want. Feel free to use your favorite existing race or make some up! Choose one of the Character Traits as a starting trait for your character. Choose one that fits your desired race. Here are some suggestions:

Race	Starting Trait	Description
Human	Destined	+1 Destiny Token
Elf	Knowledgeable	+1 on any Lore check

Dwarf	Crafter	+1 on any Crafting check
Orc	Indomitable	+1 maximum Energy
Halfling	Nimble	+1 on any Evade check

Racial Traits

Destined

The character is destined to complete great deeds. Their maximum Destiny is raised by one.

Knowledgeable

The character has learned and studied extensively during their life. They gain advantage on any Lore test.

Crafter

The character has trained and practiced crafting during their life. They gain advantage on any Crafting test.

Indomitable

The character has an above-average physique and can take more of a beating than your average person. They gain +1 maximum Energy.

Nimble

The character is very fleet footed and receives advantage on all Evade tests.

Character Roles

Character Roles are a loose definition of the role that your character will take. This does not affect anything, as your choice of Attribute and Skills will matter more in actual play.

This is just an indicator of what you originally have in mind for your character. Examples would be *Adventurer, Fighter, Mage, Rogue, and Cleric.*

Feel free to invent your own and to change this at any time as you refine your character's gear, skills, traits, and attributes.

Character Progression

During their adventures, the party will accumulate Experience Points (XP) that are tracked for the whole party.

A character can choose to spend XP to enhance their attributes and skills, or to purchase a Character Trait.

Skill/Attribute	Current #	New #	XP Cost
Skill	1	2	4
Skill	2	3	6
Skill	3	4	8
Attribute	1	2	8
Attribute	2	3	10
Attribute	3	4	12

For the XP costs of trait, see the section below.

Character Traits

Once a character has levelled up a skill to 3, they can start buying character traits that are connected to that skill.

Below is list of traits for each skill:

All Skills

Expertise

Cost: 3 XP per level, max 3

This trait can be acquired for each skill and will add 1 to your maximum dice pool per level (6 dice at level 1, up to 8 dice at level 3).

Reaper

Cost: 5 XP

When the character kills an enemy, they gain 1 Energy.

1-Handed

Cleave

COST: 5 XP

After acquiring this trait, characters can spend their overflow damage after killing an enemy to damage other enemies that are engaged to them.

Riposte

Cost: 5 XP

Once per enemy combat round, the character can riposte a defended attack onto the attacker, gaining a free attack.

Bladedancer

Cost: 5 XP

The character can spend 1 Energy to attack all engaged enemies at once. Roll an attack for each engaged enemy.

2-Handed

Thunderstrike

Cost: 3 XP per level, max 2

When this character hits an enemy with their weapon, they can choose to knock back the enemy a number of tiles up to the level of this trait.

Cleave

COST: 5 XP

After acquiring this trait, characters can spend their overflow damage after killing an enemy to damage other enemies that are engaged to them.

Steadfast

Cost: 3 XP per level, max 3

The character becomes immune to CC effects like Knockback, Pull, etc. from enemies up to their trait level (1: easy, 2: medium, 3: hard). Does not work on bosses.

Defend

Taunt

Cost: 3 XP

Once per enemy combat round, the character can taunt one enemy at the beginning of their turn to attack the character instead of its usual target. If the enemy is not in attack range, they will disengage their current target (if any) and move into attack range of the taunting character.

Last Stand

Cost: 3 XP per level, max 3

When this character is brought to 0 Energy, they immediately gain back Energy in the amount of this trait's level. This can only happen once per game session.

Bash

Cost: 3 XP per level, max 3

Once per enemy combat round, if the character successfully defends against an attack, they can roll a number of dice according to this trait's level. If they score a success, the attacking enemy will be stunned and skip their next combat turn.

Crafting

Talented

Cost: 5 XP

Even when rolling no 6s when crafting an item, the crafted item will at least have its usual 1 Upgrade or Enchantment slot (check the Crafting System rules).

Scavenger

Cost: 5 XP

The character gains 1 additional Ore when successfully scavenging.

Inventive

Cost: 10 XP

The character does not need to be in a Settlement to deconstruct or craft items.

Ranged

Ricochet

Cost: 5 XP

After acquiring this trait, characters can spend their overflow damage after killing an enemy to damage other enemies that are within 3 tiles of the killed enemy.

Windrunner

Cost: 10 XP

After killing an enemy, the character can move one additional tile, even when engaged.

Longshot

Cost: 5 XP

The range of the equipped weapon is increased by 1. Only works with Ranged Weapons.

Evade

Shadow Step

Cost: 10 XP

After a successful Evade, the character can immediately move an additional tile, even when engaged.

Untouchable

Cost: 3 XP per level, max 3

The character becomes immune to CC effects like Knockback, Pull, etc. from enemies up to their trait level (1: easy, 2: medium, 3: hard). Does not work on bosses.

Blink Strike

Cost: 5 XP

Once per enemy combat round, the character can counter-attack a defended attack onto the attacker, gaining a free attack.

Mechanics

Pickpocket

Cost: 10 XP

When arriving in a Settlement, the character can roll an AGILITY & MECHANICS skill check. If successful, they acquire an item from the Basic Item category (see table at the back). If unsuccessful, the party receives Disadvantage on the needed skill roll in the Settlement.

Engineer

Cost: 5 XP

Once per game session, the character can pass an AGILITY & MECHANICS skill automatically.

Magitech

Cost: 10 XP

The character can now enchant proper items that cannot be enchanted (basic weapons and armor with no essence cost). The cost is twice its normal Upgrade cost.

Stealth

Backstab

Cost: 10 XP

The character gains Advantage when they attack an enemy that is already engaged to another character.

Shadowmeld

Cost: 5 XP

Once per combat, the character can vanish from the sight of an enemy that would normally approach and/or engage them, causing the enemy to move to the next valid target instead.

Shadow

Cost: 5 XP

Once per game session, the character can pass an AGILITY & STEALTH skill automatically.

Magic

Elemental Mastery

Cost: 10 XP

Choose an Element. Spells of that element deal 1 additional damage.

Arcane Shield

Cost: 5 XP

Once per combat, when hit, roll an ARCANE & MAGIC skill test, and gain as many temporary Energy-Shield points as you rolled successes.

Nether Swap

Cost: 10 *XP*

Once per combat, you can switch position with an enemy or ally, potentially positioning foes for a tactical advantage.

Divine

Divine Intervention

Cost: 10 *XP*

Once per game session, you can prevent a successful attack against an ally by teleporting them next to you and healing 3 Energy.

Bless Weapon

Cost: 10 *XP*

At the start of each combat encounter, you can bless the weapon of any ally. That weapon will deal 1 additional Divine damage for the remainder of the combat encounter.

Divine Ascendance

Cost: 5 *XP*

When using a Healing Spell, you can spend additional Energy to heal your target at a 1-to-1 ratio.

Lore

Ancient Scholar

Cost: 5 *XP*

The character gains 1 additional Essence when successfully scavenging.

Rune Decryption

Cost: 5 XP

Once per game session, you can pass an ARCANE & LORE skill check automatically.

Relic Hunter

COST: 10 XP

Once per game session, upgrade any ADVANCED ITEM treasure to a MAGIC ITEM treasure.

Insight

Detect Weakness

Cost: 5 XP

Once per game session, at the start of a combat encounter, you can either downgrade an enemy immunity to a resistance or negate a resistance.

Aura Reading

Cost: 5 XP

Once per game session, you can pass an ARCANE & INSIGHT skill check automatically.

Cryptic Visions

Cost: 10 XP

All Clue costs are reduced by 1 for this character, with a minimum of 1 (can't reduce the cost to 0).

Leadership

Tactician's Aura

Cost: 5 XP per level, max level 3

At the beginning of each combat encounter, the party gains temporary (they are removed after the encounter) Advantage Tokens equal to the level of this talent.

Empathic Leader

Cost: 5 XP

Once per game session, you can pass a SOCIAL & LEADERSHIP skill check automatically.

Heroic Intervention

Cost: 10 XP

Once per game session, rush to an ally and take a hit for them.

Nature

Nature's Bounty

Cost: 5 XP

The character gains 1 additional Organics when successfully scavenging.

Herbal Lore

Cost: 5 XP

Once per game session, you can create a potion that heals for a number of successes on your SOCIAL & NATURE skill roll. Can be used on allies.

Spirit of the Wild

Cost: 10 *XP*

Once per game session, you can heal yourself for 3 Energy.

Persuade

Silver Tongue

Cost: 5 *XP*

Once per game session, you can pass a SOCIAL & PERSUADE skill check automatically.

Master Negotiator

Cost: 10 *XP*

Once per game session, you can upgrade an Advanced Item reward to a Magic Item.

Word of Peace

Cost: 10 *XP*

Once per game session, you can skip a combat encounter (not a Boss Battle).

Intimidate

Terrifying Roar

Cost: 10 *XP*

Once per combat, you can make an enemy up to 3 tiles away skip their turn by stunning them with your roar.

Reputation of Dread

Cost: 5 *XP*

Once per game session, you can pass a SOCIAL & INTIMIDATE skill check automatically.

Threatening Demeanor

Cost: 5 XP

Once per game session, you can upgrade a Basic Item reward to an Advanced Item.

Starting the game

GRIMLORE has two modes: *campaign mode* and *free-roam mode*.

If you start in free-roam mode:

1. Every player takes their **Character Sheet.**
2. Choose if you want a **short or long session** (see below).
3. Divide the Books of Lore (Wilderness, Dungeon, Settlement and Bestiary) amongst the group of players.
4. Decide who begins the game session and becomes the **Active Player**.
5. Start the first Game Round as described under *Game Round.*

If you start in campaign mode (*Expansions-only*):

1. Every player takes their **Character Sheet**.
2. Decide who takes the Campaign Book and becomes the **Active Player**.
3. Read passage #01 from the Campaign Book out aloud.
4. Follow the instructions in the text.

Game Length

Length	Amount wilderness	Amount settlement	Amount dungeon
Short	2	2	1
Long	4	4	2

Multiply these values by the number of characters. During play, keep track of how many events of each type you have completed. Reroll results for event types that you have already maxed out. Once you have completed the required number of events for the game, the session is complete and the party returns to their home island.

General Game Mechanics

Performing TESTS

To perform any skill test, take a total number of **black D6** according to the attribute and skill combination.

If you gain **Advantage** on the test, take another **black D6** for each point of advantage that you get (*but only one from each source*).

If you suffer **Disadvantage** on the test, add a **red D6** for every disadvantage you get to your dice pool (*but never more than one from each source*). *If the party has gained Disadvantage Tokens, one **must** be used per test until no tokens are left.*

If the test is affected by a **Negative Modifier** (the text will say so), take the indicated number of **red D6** and add them to your dice pool.

In any test, there can be a maximum of 5 black dice and 3 red dice. This can be raised further by acquired character traits.

Roll your dice pool and count the number of black 6s and red 6s. Subtract the number of red 6s from the number of black 6s to get the total amount of successes.

If you have at least 1 success, the test is successful. If you have 0 or less successes, the test was unsuccessful.

If you are conducting an event skill check (outside of combat) and have **2 or more** successes, the test was a critical success. The party receives **1 Experience Point**.

Keep in mind that players can spend their character's Destiny Points to reroll dice in dire situations.

Also keep in mind that the skill checks given in the passage are just recommendations. Feel free to come up with your own combination of attribute and skill for an event and narrate it out. This is encouraged!

Character Activations
When a character has performed a skill test, they cannot perform another skill test until all the other characters have also performed a skill test. A character can spend a **Destiny Point** to refresh their **"Activation"** at any time.

Game Round
A Game Round starts with the Active Player taking their turn (see below). After they are done, the next player clockwise takes their turn until all players have taken their turn. Then, the next game round starts with the active player.

Turn Order

Spend Ration and Decide on Turn Action

The party starts the adventure with **10 Rations. At the beginning of a turn (after the first) the currently active player spends one Ration** (cross it on the ration bar of the party sheet) and then chooses one of these **Turn Actions:**

Name	Description
Travel	Roll a D100 and consult the **Location Table**.
Scavenge	The active player can make **3 SCAVENGE skill test** to gain resource tokens. Consult the table below for what they can scavenge depending on the event type.
Visit Settlement	If the current passage is a Settlement, the party can visit it. See the table for Settlement Actions for available actions. The party can perform as many Settlement Actions as they wish whilst they are in town.
Rest	The party can recover 3 Energy per character.

Running out of Rations

If the party has run out of Rations, every character in the party will lose 1 Energy per character every time a Ration should have been used.

Travel

The party moves to a new location. **Roll a D100 and consult the Location Table.** This is the location and event that the party travel to. We suggest scribbling down the map on a spare sheet of paper (there is also a map sheet on the website).

Before reading the event text, the players can try to scavenge the newly discovered area once. Any character can do this, and this does not count as a normal skill check. *For more information, see "Scavenge" below.*

The active player then reads out the event text and then the party decides who tries to pass the skill check mentioned in the event. *Keep in mind that every character can only attempt one skill check per Game Round!*

On a successful test, consult the **"SUCCESS"** section of the event, on a failed test, consult the **"FAILURE"** section of the event.

Mark the event as **"SUCCESS"** or **"FAILURE"** in the table at the back of this book. This is important at the end of the game session to earn additional experience points. There is a handy **Location Table** that you can use in the back of this book.

Scavenge

The party can use a character's turn to perform 3 scavenge skill tests to gain the resource that is available in their current location. See the table below for information on which type of resource is available in which location type. If they scavenge a whole turn like this, they will receive advantage on all 3 scavenge tests.

Table of Map Tile types and their available resources

Event	Resource	Scavenge Test
Dungeon	Essence	Arcane + Lore

Settlement	Ore	Might + Crafting
Wilderness	Organics	Social + Nature

Table of Settlement Actions

If the party decides to spend the character's turn to visit the active Settlement, they can perform all the below actions there. You can find more information about these activities under **"Settlement Actions"**.

Action	Description
Trade	The party can sell and buy as many items as they want (buy only from basic items).
Craft	The party can upgrade and enchant as many items as they want.
Full Rest	The party can recover all their lost Energy by spending 1 Gold to rest in the local tavern.

Ending a Turn

When the active player has resolved the Turn Action, the next player clockwise can start their turn.

Ending a Round

After all players have played their turn, the Game Round ends, and the next game round starts with the starting player again.

Settlement Actions

Trade

Buying

The party can buy anything from the **Basic Item Table** in any settlement.

They can also spend 1 Gold from their stash to roll on the Advanced Item Table to see if the merchant has anything special. *This can only be done twice per visit*. The party will still have to buy the item for its listed price.

Selling

Any Basic or Advanced Item can be sold for half of its price in Gold. So, the **"Longsword"** could be sold for 8 Gold.

Any Upgrade or Enchantment can also be sold for half of their resource cost in Gold.

Craft

The party can use their Upgrades and Enchantments to enhance their gear.

Looking at the Enchantment column of the item table, we can see that this Longsword costs 16 Gold (can be sold for half its price, or 8 Gold).

Upgrading it costs 8 Gold.

Enchanting it costs 4 Gold.

Looking at the **"Exposing"** Upgrade, we can see that it costs 8 Ore to upgrade an item with this card.

Looking at the **"Fire-born"** Enchantment we can see that it costs 4 Essence to enchant an item with it.

An item can only be Upgraded or Enchanted **once** unless it says otherwise on its card. You can **either upgrade or enchant** an item unless it says otherwise on its card.

Magic items can still be enchanted/upgraded once, their initial enchantment does not count towards its maximum number of upgrades/enchantments.

There is an optional Item Crafting System, explained in its own chapter. This system is meant for more experienced characters who are looking to create custom-tailored weapons and other proper equipment.

Full Rest

When the party enters a settlement, they can take a full rest in a local tavern and replenish all their Energy Tokens for 1 Gold.

Ending a Game Session

When the total amount of events has been played through, the game session ends. *You can start another one right away if you want, of course.*

When the session ends, roll **as many black D6 as you have successfully completed events** and **as many red D6 as you have failed events**.

Just like in a skill check, count the number of successes. This is the amount of bonus Experience Points that the party receive for this session. Do not multiply this by the "player number modifier", as that is already figured in by the number of events.

Combat Encounters

Some events will ask you to fight an Enemy, this will start a combat encounter.

Starting a combat encounter

1. The active player consults the **Enemy Entry**.
2. The active player notes down the number of minions.
3. The active player notes down the number of **Enemy HP**.
4. Divide the minions equally among the characters, it is up to the players to decide who is attacked by which enemy.

There is a convenient Adventure Log in the very back of the document and on the website. We recommend using some kind of tokens to represent the minions and their boss.

Combat Rounds

Player Actions

The player characters start the round. Every character can use one action per round.

At the beginning of their round, the active character can swap one piece of equipment with an item from their inventory. This does not count as their action.

Every character can attack one enemy, but the main enemy can only be attacked once all minions have been defeated.

There are also non-combat actions received from Items or Traits that use up an action.

Enemy Actions

Once all player characters have used their actions, the enemies will attack.

The character then rolls one defensive action per attacker to negate the incoming damage. Consult the table below, to see which attacks can be defended against by which defensive action.

Attack Type	Defensive Action
Melee	Defend (Shield), Evade, Defend (CC-Weapon)
Ranged	Defend (Shield), Evade
Magic	Evade

Keep in mind that only the main enemy has traits, their minions do not have any traits of their own, but they carry over the Resistances/Vulnerabilities/Damage-Type of the main enemy.

Combat Actions

Player Actions

Swap Gear

Swap one equipped item with another item from the inventory. *This is in addition to the free swap at the beginning of the character's turn.*

Attack

The player performs an attack test against the chosen enemy unit. If successful, they will do 1 point of damage (or more if they have more than one success or their weapon modifies the damage) to the target. Minions usually only have 1 Energy; main Enemies have as much Energy as what it says on their stats card. The abbreviation AC stands for "amount of characters in the party".

Every character can only perform one attack per turn unless a card or trait says otherwise.

To determine what the character must roll for their test, consult the weapon that is used in the attack:

The Longsword uses the attribute MIGHT and the skill ONE-HANDED for its attack. The weapon does SLASHING DAMAGE.

This Frostbolt uses the attribute ARCANE and the skill MAGIC for its attack. The spell does COLD DAMAGE.

If the target of the attack is VULNERABLE to the weapon's damage type, the attack gains ADVANTAGE.

If the target is RESISTANT against the weapon's damage type, the attack suffers DISADVANTAGE.

Defend
The player performs a valid defense test against the attacking unit. If successful, they do not suffer damage. On failure, they will receive damage according to what it says on the enemy card (usually 1 for most enemies and minions).

If a character is resistant against the opponent's damage type, they receive ADVANTAGE on this roll. If they are not, they will receive DISADVANTAGE on this roll.

A character can defend as many times as they are attacked in a combat round.

Activate Item
Some items can be used as Combat Actions.

Combat Encounter Results

The encounter can end with the party being victorious or all characters being killed by the enemies.

If they are all killed, pick some other characters from the party's roster, and start a new game. Yes, all the character's loot and experience are gone. Better luck next time!

Even if only one character survives, the party is victorious. All characters who have been knocked out are back at 1 Energy. The active player follows these steps:

1. Note as many Gold as it says on the Enemy Card in the party's Gold Pool. If there are 3+ characters in the party, multiply the Gold reward by 2.
2. Note as many Experience as it says on the Enemy Card and place it in the party's Experience Pool. If there are 3+ characters in the party, multiply the XP reward by 2.
3. Follow any other instructions that are mentioned in the "Loot" part of the Enemy Card. Party size does not affect these rewards.
4. Resume the game where you left of.

Instead of a Basic Item, the party can also choose to loot an Upgrade. Instead of an Advanced Item, the party can choose to loot an Enchantment.

Fleeing From Combat

A character can flee from the current combat event by successfully performing an AGILITY + EVADE skill test as their combat action.

If all characters have fled from combat, the current Event counts as failed (this is true most of the times anyway when the characters are drawn into a fight).

Destiny Tokens

Destiny Tokens are what makes the player's characters special. The player can spend their Destiny Tokens when rolling for any skill or combat action test to reroll any number of dice they want. Only one Destiny Token can be spent on any test.

Destiny Tokens only refresh when instructed to by a card, by spending Global Clues or at the beginning of your next game session, so spend them wisely.

Every character starts with 2 Destiny Tokens. This is their maximum. When the character levels their first skill to 4D6, their maximum is raised by 1. When the character levels their first attribute to 4D6, their maximum is raised by 1.

Items

There are three types of items: Basic Items, Advanced Items and Magic Items.

Every character can carry 2 proper items in their inventory. Proper items are weapons, armor and other items that can be wielded in a hand or equipped. Spells only count as half a proper item. *Please note that there are items that enable characters to carry more items (backpacks).*

All other items do not count towards that limitation.

Magic Items

When the game tells you that you gain a Magic Item, do the following:

1. Roll on the Basic or Advanced Items Table until you roll a proper item that can be upgraded or enchanted.
2. Roll on the Enchantment Table.
3. No resource costs need to be paid, just attach the enchantment on the item.

Magic Items are worth half of their combined Gold price and Resource price in Gold.

Enchantments and Upgrades are worth half of their Resource price in Gold.

Damage Types

These are relevant during combat.

If the attacker is a Monster and the defender a Player Character, the player can gain ADVANTAGE on their defense roll if they have an item equipped that grants resistance against that damage type.

If the attacker is a Player Character and the defender a Monster, the Player Character can gain ADVANTAGE on their attack roll.

If the attacker is a Monster and the defender a Player Character, and the character does not have resistance against the monster's damage type, the player gains DISADVANTAGE on their defend roll.

Physical Damage Types
Caused by objects, such as weapons or stones.

Slashing
Slashing damage is caused by cutting weapons or effects, delivering precise and often deep wounds to targets, typically associated with swords, axes, and claws.

Piercing
Piercing damage is inflicted by pointed weapons or effects, puncturing, and penetrating through armor or flesh, commonly associated with arrows, daggers, and spears.

Crushing
Crushing damage is dealt by blunt force weapons or effects, causing trauma by compressing and bruising tissue, often linked to hammers, maces, and falling objects.

Poison
Poison damage is inflicted through toxic substances and venoms, weakening, debilitating, and potentially spreading deadly effects over time, often linked to snakes, alchemical concoctions, and venomous creatures.

Elemental Damage Types
Caused by magic and the environment.

Fire
Fire damage results from intense heat and flames, scorching, burning, and potentially igniting targets, frequently associated with spells, torches, and fiery creatures.

Cold

Cold damage stems from extreme low temperatures and icy effects, freezing, chilling, and potentially slowing targets, often linked to ice spells, wintry environments, and frosty beings.

Divine

Divine damage emanates from holy or sacred sources, smiting and purifying targets with celestial or godly energy, commonly associated with clerics and divine spells.

Electricity

Electricity damage is produced by powerful electrical charges and effects, shocking, jolting, and potentially paralyzing targets, typically associated with lightning, charged spells, and electric creatures.

Shadow

Shadow damage arises from dark and ethereal forces, sapping, corrupting, and obscuring the essence of targets, often linked to necromancers, shadowy realms, and creatures of the night.

Arcane

Arcane damage is derived from raw magical energies and mysterious forces, disrupting and warping the very fabric of reality, commonly associated with mages, ancient spells, and arcane artifacts.

Item Traits

Action, Discard: Escape Encounter

This item can be used as a combat action to flee from the current encounter.

ACTION, DISCARD: Pull Target

This item can be used as a character's combat action. When discarded, an enemy unit that could otherwise not be attacked can be attacked this round (like the main enemy or a minion engaged to another character).

AOE (number of targets)

The item's effect carries over to the number of given targets. The boss enemy can only be targeted when there are no other targets left.

DEFEND Advantage

The wielder of this item gains advantage on all Defend tests.

DEFEND Ranged

This item enables the wielder to Defend against non-magical ranged attacks.

Bulky

The wearer of this item cannot roll Stealth tests.

DAMAGE TYPE Resistance

The wielder of this item gains advantage on defense rolls against the given damage type.

Damage Undead

This item can be used to damage undead creatures as if it were an offensive item.

Damage Undead AOE

The item's effect carries over to the number of given targets. The boss enemy can only be targeted when there are no other targets left. This item can be used to damage all undead creatures in the combat as if it were an offensive item.

Discard: Advantage (ATTRIBUTE) (Number of Tokens)

This item can be used at any time to receive the given number of Advantage Tokens. If an attribute or skill is mentioned, these tokens can only be used for test involving this skill/attribute.

Discard: Advantage (SKILL)

This item can be used before rolling a corresponding skill test to give the actor advantage on the test.

Discard: Deal +X damage on hit

This item can be discarded when you deal damage to raise the damage by the given amount.

Discard: Draw X map cards and choose one when exploring

When travelling to a new region, roll X amount of times on the Location Table instead of just once and choose which one you like best.

Discard: Scavenging (Number of Attempts)

This item can be used when scavenging to gain the given number of additional attempts.

DISCARD: Gain X Resource

Discard this item at any time to receive the number of resources.

Discard: Gain X resource from Scavenging

Discard this item when a character has successfully scavenged to gain the additional number of resources.

DISCARD: Gain X additional Energy when Resting

Discard this item when Resting to receive the additional number of Energy for this character.

Discard: Restore X energy

Discard this item at any time to instantly restore the given amount of Energy.

Enchant (number of slots)

This item can be enchanted as many times as given.

Gain Advantage (number of tokens) [ATTRIBUTE|SKILL]

The effect of this items bestows the given number of **Advantage Tokens** to the target character, which will be used in the next rolls. Some are connected to a certain attribute or skill and can only be used for those kinds of tests.

Heal (number of energy points)

The effect of this item restores the given number of energy points to the target.

Inventory Space (number of slots)

This item raises the number of items that the character can carry by the given amount. Only one backpack can be equipped.

Large

This item needs to be used in both hands. Melee weapons also do +1 damage.

Reach

Some melee weapons can be used on non-engaged opponents.

Restricting

The wearer of this item cannot roll Stealth and Evade tests.

Straining (number of energy points)

Using this item will reduce the Energy of the character by the given number of points.

Use: Restore X Energy

Can be used to restore the given amount of energy points to the target character.

Enemy Traits

Agile

Can attack even when they are not engaged to the target.

AOE (number of characters)

When they hit a target, they also hit the given amount targets in the party.

Armored (1-4)

Attack tests against this unit receive a negative die according to the given level.

DEFENDER (1-4)

Attack tests against this unit receive a negative die according to the given level.

Camouflage (1-4)

Defense tests against this unit receive a **negative die** according to the given level.

Charge

The unit can use their action to charge an opponent they could not normally attack this round.

Draining (number of dice)

When the unit hits a character, roll the given number of red D6. Per 6, the unit heals itself for 1 point by draining the hit character.

Evasive (number of dice)

When this unit is hit, roll the given number of red D6. Per 6 the unit has evaded one incoming damage.

Focus (Primary Role > Secondary Role > Tertiary Role)

These units will focus the given role when choosing who to attack in the given round.

Illusions

Attacks against this unit are always at disadvantage.

Knockdown (number of dice)

When this unit damages someone, roll the given number of red D6. On a 6, the target will be knocked prone and cannot attack in their next turn, unless they pass an AGILITY + EVADE test at the beginning of their turn.

Magic Defense (Warding) (1-4)

Magic attack tests against this unit receive one negative die per given level.

Parry (number of dice)

When this unit takes damage from a melee attack, roll the given number of red D6. Per 6 the unit will have parried one incoming damage.

Petrifying

On the beginning of its turn, the unit will roll a red D6. On a 6 the unit will have paralyzed the closest character, who must skip their next turn.

Poison (number of turns)

When this unit hits a target, the target will be poisoned for the given number of turns. The target will receive 1 damage at the start of their turn.

Ranged (number of shots)

Can attack for the given number of times before the actual combat starts.

Regenerates (amount of Energy)

This unit rolls the number of given dice at the start of their turn, for every success the unit restores 1 Energy.

Resistant (damage types)

Attack tests of the given damage type receive disadvantage against this unit.

Riposte (number of dice)

When this unit takes damage from a melee attack, roll the given number of red D6. Per 6 the unit will have riposted one incoming damage. The original attacker must make a defense test or receive one damage.

Second Wind (number of dice)

When this unit is reduced to 0 Energy, roll the given number of red D6. Per 6 the unit will regain 1 Energy immediately.

Slow

The party receives one free combat turn at the beginning of combat.

Stuns (number of dice)

When this unit damages someone, roll the given number of red D6, if it comes up as a success, the target must skip their next turn.

Terrifying (number of dice)

On the beginning of its turn, the unit will roll the given number of red D6. Per 6 the unit will have terrified the closest character, who must use their next full turn to move as far away from the unit as possible.

Tough (number of dice)

When this unit takes damage, roll the given number of red D6. Per 6 the unit has mitigated one point of incoming damage.

Unleashed

This unit is immune to all crowd-control effects.

Vulnerability (damage types)

Attack tests of the given damage type receive advantage against this unit.

Clues

Global Clues

Global Clues can be found by completing Settlement, Dungeon and Overland events and they can be used for several things (see below).

Local Clues

Local Clues are needed to complete a quest. The quest description will tell you how many clues are needed to complete the quest. Global Clues can be exchanged for Local Clues with a ratio of 3 to 1.

Global Clue Uses

Action	Description	Cost
Find rations	The clue hints at a hidden cache that contain rations. Up to 3 clues can be used to gain up to 3 rations.	1
Exchange for Local Clue	The clues hint at a mystery in your current quest. You can exchange 3 Clues for 1 Local Clue.	3
Exchange for Destiny Token	The clues hint at one of the character's personal backgrounds. You can exchange 5 Clues for 1 Destiny Token.	5
Upgrade loot	The clues hint at a powerful artifact. When drawing loot, you can spend Clues to upgrade the type of loot.	See table below
Redraw Event	The clues hint at an alternative solution to your current problem. Roll for another event on the Location Table.	3
Redraw Enemy	The clues hint at an alternative opponent, that might be easier to defeat. Roll again on the Monster Table.	5
Find Lair	The clues hint at a monster lair in the vicinity of the party. Roll on the Monster	3/5/7 for easy,

	Table and start a combat encounter.	medium, hard

Loot Upgrade Clue Cost

Loot Type	Description	Cost
Basic	If the loot contains no items, you can make it contain a basic item.	3
Advanced	If the loot contains a basic item, you can upgrade that to an advanced item.	5
Enchantment	If the loot contains an advanced item, you can upgrade that to an Enchantment.	7
Magic	If the loot contains an Enchantment, you can upgrade that to a Magic Item.	10

Crafting System

GRIMLORE features an optional crafting system that enables more experienced characters to create items that they deconstructed before.

Once a character has levelled their Crafting skill to 3, they are able to deconstruct any proper item (those that have an upgrade and/or enchantment cost) to learn how to craft this

item. Magic items cannot be deconstructed. To deconstruct an item, the character must be in a friendly settlement.

Remove the deconstructed item from the character. From now on, when the character is on the home island (start of the session) or in any friendly Settlement, they can craft that item from scratch by spending resources.

The resource cost is determined by the Upgrade & Enchantment cost of the item.

For instance, a Dagger (2 Ore to upgrade) will cost 2 Ore to craft.

Another example, a Battleaxe (8 Ore to upgrade, 4 Essence to enchant) will cost 8 Ore and 4 Essence to craft.

The character now rolls a MIGHT & CRAFTING skill check to determine the quality of the created item. For every 6 on this roll, the item's Upgrade or Enchantment slots increases by 1. This is up to the crafter to decide. Crafting will allow you to mix and match Upgrades and Enchantments (only if the item can be enchanted to begin with).

If they do not roll any 6, the item is flawed. It can still be used, but it cannot be upgraded or enchanted, not even once.

Example, our character has rolled two 6s on their Dagger crafting. The Dagger can be upgraded 2 times in total (daggers can't be enchanted).

On crafting a Battleaxe, our character has rolled three 6s. They decide to make this a special item that can be upgraded once and enchanted twice for a total of 3 enhancements.

On crafting a Light Hammer, out character has rolled no 6. The Light Hammer can still be used, but it cannot even be upgraded once, unlike a found Light Hammer would.

Crafted items can be sold. Flawed items are only worth a fourth of their price (down from half for a normal item). For every additional Upgrade/Enchantment slot, raise the sell price of the item by 2 Gold pieces, so the Battleaxe in our example with 3 additional slots can be sold for 14 Gold (8 for the item (price of 16 divided by 2) plus 3x2 Gold for the additional slots).

EVENT-TABLE

Roll	Code	Name	S	F
1	D01	Altar of Forgotten Artisans		
2	D02	Bewitched Grove		
3	D03	Chamber of Baleful Glyphs		
4	D04	Chamber of the Restless Specters		
5	D05	Enchanted Barrier		
6	D06	Forge of the Fire Elemental		
7	D07	Garden of Cursed Knowledge		
8	D08	Holy Forge		
9	D09	Library of Forgotten Knowledge		
10	D10	Magical Conundrum		
11	D11	Nexus of Elemental Convergence		
12	D12	Relic of the Cursed Scholar		
13	D13	Secrets of the Lost Scholar		
14	D14	Temple of the Fallen Deity		
15	D15	Vault of Dread		
16	D16	Whispering Statue		
17-18	S01	Agonizing Curse of Thornheart		
19	S02	Bandit's Grip on Hushgrove		
20-21	S03	Beastly Curse of Murkshadow		
22	S04	Blossoming Curse of Bloomcrest		
23-24	S05	Crimson Plague of Fevermire		

75	W12	Glade of the Heartwood Sage		
76-77	W13	Grotto of Whispering Spirits		
78	W14	Hovel of Hidden Rituals		
79-80	W15	Lair of the Forgotten Oracle		
81	W16	Library of the Arcane Keeper		
82-83	W17	Lighthouse of the Lost Mariner		
84	W18	Masquerade Ball of the Silver Court		
85	W19	Mausoleum of the Shadowed Secrets		
86	W20	Monastery of the Four Winds		
87	W21	Nexus of Echoing Souls		
88	W22	Oasis of the Whispering Sands		
89	W23	Oracle's Lair in the Mire		
90	W24	Pool of Prophetic Waters		
91	W25	Portal of the Forgotten Sanctuary		
92	W26	Sanctuary of the Whispered Truths		
93	W27	Shrine of the Eldritch Tree		
94	W28	Temple of the Serpent's Eye		
95	W29	Tower of the Arcane		
96	W30	Tower of the Stormshaper		
97	W31	Vault of the Iron King		
98	W32	Warhorn of Forsaken Souls		
99-100	-	Roll again	-	-

Items

Basic Items

Weapons

NAME	SKILL	ATT	DAM	COST	UP	R	Traits	Roll
Dagger	One-handed	Agility	Piercing	4	2			1-3
Firebolt	Magic	Arcane	Fire	4	-	1	Ranged (3)	4-6
Frostbolt	Magic	Arcane	Cold	4	-	1	Ranged (3)	7-9
Greataxe	Two-handed	Might	Slashing	8	4		Large, Upgrades (2)	10-12
Greatclub	Two-handed	Might	Crushing	8	4		Large, Upgrades (2)	13-15
Greatsword	Two-handed	Might	Slashing	8	4		Large, Upgrades (2)	16-18
Handaxe	One-handed	Might	Slashing	4	2			19-21
Light Crossbow	Ranged	Agility	Piercing	8	4	1	Ranged (4), Upgrades (2)	22-24
Light Hammer	One-handed	Might	Crushing	4	2			25-27
Lightningbolt	Magic	Arcane	Electricity	4	-	1	Ranged (3)	28-30
Longspear	Two-handed	Might	Piercing	8	4		Large, Upgrades (2)	31-33
Mace	One-handed	Might	Crushing	4	2			34-36
Quarterstaff	Two-handed	Might	Crushing	4	2		Large, Upgrades (2)	37-39
Restore Energy	Divine	Arcane	Divine	4	-		Damage Undead, Target: Heal (2), Straining (1)	40-42
Shortbow	Ranged	Agility	Piercing	4	2	1	Large, Range (4),	43-45

						Upgrades (2)	
Shortspear	One-handed	Might	Piercing	4	2	Ranged (3)	46-48
Shortsword	One-handed	Agility	Slashing	4	2	Ranged (3)	49-50

Other Basic Items

NAME	COST	UP	Traits	Roll
Bag of Foci	2	-	Discard: 1 Essence	51-52
Bag of Herbs	2	-	Discard: 1 Organics	53-54
Bag of Ore	2	-	Discard: 1 Essence	55-56
Bedroll	1		Discard: +1 Energy while resting	57-58
Campfire	2	-	Discard: +2 Energy while resting	59-60
Chain Mail	4	2	Slashing resistance, Bulky	61-62
Crystal	2	-	Discard: +2 Essence foraging	63-64
Gem	2	-	Discard: +1 Essence foraging	65-66
Gifts	2	-	Discard: +1 Persuade	67-68
Harvesting Tools	2	-	Discard: +2 Organics foraging	69-70
Herbs	2	-	Discard: Advantage - Intuition	71
Hide Armor	4	2	Crushing resistance	72
Horn	2	-	Discard: Advantage - Leadership	73
Large Shield	8	4	Ranged Block, Bulky	74
Lasso	2	-	Discard: Action - Pull	75
Leather Armor	4	2	Crushing resistance	76
Lesser AGI Potion	2	-	Discard: 3 Advantage (AGI)	77
Lesser SOC Potion	2	-	Discard: 3 Advantage (SOC)	78
Lesser MIG Potion	2	-	Discard: 3 Advantage (MIG)	79
Lesser ARC Potion	2	-	Discard: 3 Advantage (ARC)	80
Looking glass	2	-	Discard: roll 2 events and choose	81

NAME	COST	UP	Traits	Roll
Meal	1	-	Discard: -1 AP foraging	82
Padded Armor	4	2	Crushing resistance	83
Pickaxe	2	-	Discard: 2 Essence foraging	84
Rations	1		Discard: +1 Rations	85
Robes	2	-	Enchantments (3)	86
Scale Mail	4	2	Slashing resistance, Bulky	87
Sickle	2	-	Discard: 2 Organics foraging	88
Small Backpack	4	-	+2 Inventory	89
Small Energy Potion	4	-	Discard: +2 Energy	90
Small Shield	4	2	Ranged Block	91
Smoke bomb	2	-	Discard: Advantage - Stealth	92
Spade	2	-	Discard: 2 Ores foraging	93
Thieves' Tools	2	-	Discard: Advantage - Mechanics	94
Tome	2	-	Discard: Advantage - Lore	95
Torture Tools	2	-	Discard: Advantage - Intimidate	96
Trade Tools	2	-	Discard: Advantage - Crafting	97
Traps	2	-	Discard: No rations when resting	98
Weak Poison	2	-	Discard: +1 Damage on Hit	99-100

Advanced Items

Weapons

NAME	SKILL	ATT	DAM	COST	UP	EN	R	Traits	R
Battleaxe	One-handed	Might	Slashing	16	8	4		Enchant (3)	1-3
Blessing	Divine	Arcane	-	8	-	2		Target: Gain Advantage (3), Straining (1)	4-6
Crossbow	Ranged	Agility	Piercing	16	8	4	2	Large, Immobile, Ranged (8), Enchant (2)	7-8

NAME	SKILL	ATT	DAM	COST	UP	EN	R	Traits	R
Fireball	Magic	Arcane	Fire	16	-	4	1	AOE (1), Straining (2), Ranged (5), 1 per Encounter	9-10
Firestrike	Magic	Arcane	Fire	8	-	2	2	Ranged (6)	11-12
Flail	One-handed	Might	Crushing	16	8	4		Enchant (3)	13-14
Frostball	Magic	Arcane	Cold	16	-	4	1	AOE (1), Straining (2), Ranged (5), 1 per Encounter	15-16
Frostlance	Magic	Arcane	Cold	8	-	2	2	Ranged (6)	17-18
Glaive	Two-handed	Might	Slashing	16	8	4		Large, Reach (1), Enchant (2)	19-20
Greater Resistance	Magic	Arcane	-	16	-	8	1	Party Resistance: (Choose) (5), Straining (3)	21-22
Halberd	Two-handed	Might	Slashing	16	-	-	1	Large, Reach (1), Enchant (2)	23-24
Haste	Divine	Arcane	-	8	-	-	1	Move (1)(5), Straining (2)	25-26
Invigorate	Divine	Arcane	Divine	16	-	4		Damage Undead AOE (1), Target: Heal	27-28

NAME	SKILL	ATT	DAM	COST	UP	EN	R	Traits	R
								(full), Straining (3)	
Lesser Resistance	Magic	Arcane	-	8	-	4	1	Target Resistance: (Choose) (5), Straining (2)	29 - 30
Lightningcloud	Magic	Arcane	Electricity	16	-	4	1	AOE (1), Straining (2), Ranged (5), 1 per Encounter	31 - 32
Lightninglance	Magic	Arcane	Electricity	8	-	2	2	Ranged (6)	33 - 34
Longbow	Ranged	Agility	Piercing	16	8	4	2	Large. Ranged (6), Enchant (2)	35 - 36
Longsword	One-handed	Might	Slashing	16	8	4		Enchant (3)	37 - 38
Mass Blessing	Divine	Arcane	-	16	-	4		Party: Gain Advantage (5), Straining (3), 1 per Encounter	39 - 40
Maul	Two-handed	Might	Crushing	16	8	4		Large, Enchant (2)	41 - 42
Morningstar	One-handed	Might	Piercing	16	8	4		Enchant (3)	43 - 44
Rapier	One-handed	Agility	Piercing	16	8	4		Enchant (3)	45
Recurve Bow	Ranged	Agility	Piercing	16	8	4	2	Ranged (8),	46

55

NAME	SKILL	ATT	DAM	COST	UP	EN	R	Traits	R
								Enchant (2)	
Regenerate	Divine	Arcane	Divine	16	-	8		Range (3), Damage Undead, Target: Heal (2), Straining (1)	47
Replenish Energy	Divine	Arcane	Divine	8	-	2		Damage Undead, Target: Heal (4), Straining (2)	48
Warhammer	One-handed	Might	Crushing	16	8	4		Enchant (3)	49
Battleaxe	One-handed	Might	Slashing	16	8	4		Enchant (3)	50

Other Advanced Items

NAME	COST	UP	EN	Traits	Roll
Breastplate	8	4	2	Slashing Resi, Crushing Resi, Bulky	51-52
Chain Mail	16	8	4	Piercing Resi, Slashing Resi, Restricting, Enchant (2)	53-54
Chains	4	-	-	Action, Discard: Pull Target (3)	55-56
Crate of Foci	6	-	-	Discard: Gain 3 Essence	57-58
Crate of Herbs	6	-	-	Discard: Gain 3 Organics	59-60
Crate of Ore	6	-	-	Discard: Gain 3 Ore	61-62
Crate of Rations	3	-	-	Discard: Gain 3 Rations	63-64
Feast	4	-	-	Discard: Restore all Energy when Resting	65-66
Greater Potion of Agility	4	-	-	Discard: Advantage Agility (3)	67-68
Greater Potion of Charisma	4	-	-	Discard: Advantage Social (3)	69-70
Greater Potion of Might	4	-	-	Discard: Advantage Might (3)	71-72
Greater Potion of the Arcane	4	-	-	Discard: Advantage Arcane (3)	73-74

NAME	COST	UP	EN	Traits	Roll
Half Plate	8	4	2	Piercing Resi, Crushing Resi, Bulky	75-76
Large Backpack	8	-	-	+4 Inventory Space	77-78
Large Energy Potion	16	-	-	Discard: Restore all energy	79-80
Medium Energy Potion	8	-	-	Discard: Restore 4 energy	81-82
Padded Robes	4	-	4	Enchant (4)	83-84
Plate Armor	16	8	4	Piercing Resi, Slashing Resi, Restricting, Enchant (2)	85-86
Potion of Invisibility	8	-	-	Action, Discard: Escape Encounter	87-88
Ring Mail	16	8	4	Piercing Resi, Crushing Resi, Restricting, Enchant (2)	89-90
Strong poison	4	-	-	Discard: Deal +2 damage on hit	91-93
Studded Leather	8	4	2	Slashing Resi, Crushing Resi	94-98
Tower Shield	16	8	4	Block ranged, Block advantage, Restricting	99-100

Item Upgrades

NAME	COST	Traits	Roll
Accurate	16	+1 Range	1-3
Adamantit	4	+Crushing-Resi	4-8
Alluring	16	Advantage: Leadership	9-11
Augmented	16	Advantageous	12-14
Brutal	16	Advantage: 2H	15-17
Deft	16	Advantage: Mechanics	18-20
Dextrous	16	Advantage: 1H	21-23
Entangling	16	+Pull (1)	24-26
Epic	16	Advantage: Lore	27-29
Expediting	16	+1 Move	30-32
Exposing	8	+Vuln: Slashing	33-36
Hastened	16	+Quickened	37-39
Impactful	16	Advantage: Persuade	40-42
Impenetrable	4	+Piercing-Resi	43-47
Innate	16	Advantage: Nature	48-50
Lethal	16	+1 Damage	51-53
Necrotic	16	+Poison (1)	54-56
Obliterating	4	+DT: Crushing	57-61
Penetrable	8	+Vuln: Piercing	62-65
Purifying	4	+Poison-Resi	66-70
Razor-edged	4	+DT: Slashing	71-75
Reinforced	16	Advantage: Defend	76-78
Resourceful	16	Advantage: Crafting	79-81
Searing	4	+DT: Piercing	82-86
Sinister	16	Advantage: Intimidate	87-89
Slick	16	Advantage: Evade	90
Stealthy	16	Advantage: Stealth	91
Tender	8	+Vuln: Crushing	92-93
Unyielding	4	+Slashing-Resi	94-95
Venomous	4	+DT: Poison	96-97
Weakening	8	+Vuln: Poison	98-99
Winding	8	+1 Range	100

Item Enchantments

NAME	COST	Traits	Roll
Warding	4	Item gains RESISTANCE: ARCANE.	1-3
Menacing	16	Item gives +1 INTIMIDATE.	4-6
Quickened	16	Items gains the trait QUICKENED (IMMOBILE).	7
Pacifying	8	Item causes 2 less Strain.	8-10
Soothing	4	Item causes 1 less Strain.	11
Numbing	8	Item gains VULNERABILITY: COLD.	12
Brittle	8	Item gains VULNERABILITY: ARCANE.	13-17
Charismatic	16	Item gives +1 LEADERSHIP.	18
Exhilerating	16	Item gives +3 ENERGY.	19
Envigorating	4	Item gives +1 ENERGY.	20-24
Enhanced	16	Item gains the trait ADVANTAGOUS.	25
Fabled	16	Item gives +1 LORE.	26-30
Fire-born	4	Item gains RESISTANCE: FIRE.	31
Firey	4	Item gains FIRE damage type.	32
Blazing	8	Item gains VULNERABILITY: FIRE.	33-37
Swiftening	16	Items gains the trait MOVE - or MOVE rises by 1.	38-42
Frost-born	4	Item gains RESISTANCE: COLD.	43-45
Grounded	4	Item gains RESISTANCE: ELECTRICITY.	46-50
Hallowed	16	Item gives +1 DIVINE.	51-55
Serpentine	8	Items gains the trait REACH - or REACH rises by 1.	56-60
Sacrosanct	4	Item gains RESISTANCE: DIVINE.	61
Holy	4	Item gains DIVINE damage type.	62-66
Instinctive	16	Item gives +1 NATURE.	67
Intuitive	16	Item gives +1 INSIGHT.	67
Creative	16	Item gives +1 CRAFTING.	69

NAME	COST	Traits	Roll
Crystalline	4	Item gains COLD damage type.	70
Conductive	8	Item gains VULNERABILITY: ELECTRICITY.	71-73
Mystical	16	Item gives +1 MAGIC.	74-78
Sundered	8	Item gains VULNERABILITY: DIVINE.	79-81
Precise	16	Item gives +1 RANGED.	82
Radial	16	Items gains the trait AOE - or AOE rises by 1.	83
Enigmatic	4	Item gains ARCANE damage type.	84
Slippery	16	Item gives +1 EVADE.	85-87
Umbral	4	Item gains RESISTANCE: SHADOW.	88-89
Glittering	4	Item gains ELECTRICITY damage type.	90-91
Frail	8	Item gains VULNERABILITY: SHADOW.	92
Convincing	16	Item gives +1 PERSUADE.	93
Vampiric	16	Items gains the trait DRAINS (1)(1) - OR DRAINS rises by1.	94
Obscured	4	Item gains SHADOW damage type.	95
Devastating	16	Item gives +1 DAMAGE.	96-97
Rejuvenating	8	Item gives +2 ENERGY.	98
Entwining	16	Item gains PULL (1) - OR PULL rises by 1.	99-100