FEARLESS

VOLUME 3

DAGGERQUILL

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DAGGERHEART COMMUNITY GAMING LICENCE

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IMPOSTORS GUILD


INTRUDERS GUILD


SCHEMERS GUILD

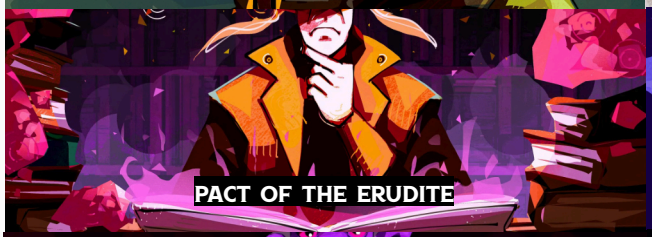

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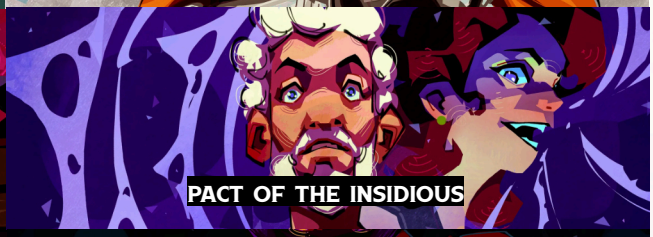

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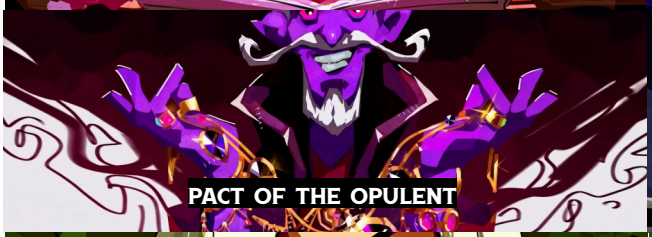

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RAVAGER

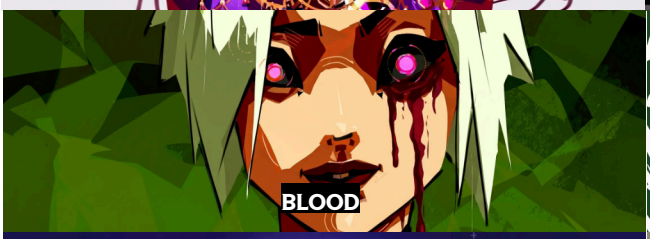

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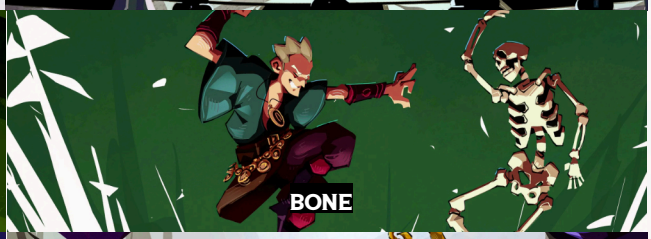

PACT OF THE ERUDITE


PACT OF THE INSIDIOUS

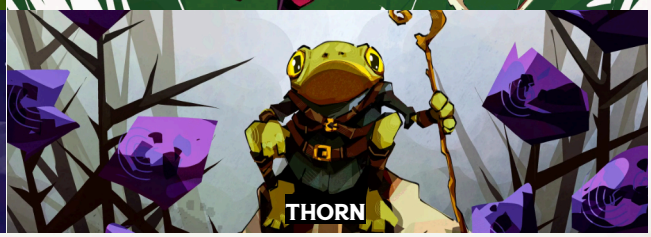

PACT OF THE OPULENT


PACT OF THE WILY


BLOOD


BONE


CLAW


THORN

WITCH

Witches are magical practitioners who commune with the forces of nature and entities from realms beyond. These spellcasters call forth power through craft, combining the tangible and ephemeral by casting spells, murmuring incantations, creating talismans, weaving illusions, and maintaining other personalized practices. They can protect their allies and harm their enemies by invoking powerful forces beyond themselves—supernatural beings such as ancestors, deities, or aspects of nature. Often, their magical knowledge is passed down from these entities or through many generations of practitioners who gather in small groups known as covens. Witches are frequently feared and misunderstood, as their methods can appear mysterious, strange, and even macabre to the uninitiated. Whichever path they walk, a witch treads the boundary between light and shadow without fear.

DOMAINS

Sage and Dread

STARTING EVASION SCORE

10

STARTING HIT POINTS

6

CLASS ITEMS

A small, harmless pet or a scrying stone

WITCH'S HOPE FEATURE

Witch's Charm: When you or an ally within Far range fails an action roll, you can **Spend 3 Hope** to change it into a success with Fear instead.

CLASS FEATURE

Hex

Mark a Stress to temporarily *Hex* a target within Far range. While *Hexed*, the target gains a penalty to their damage rolls and Difficulty equal to your tier. The maximum number of creatures you can *Hex* at one time is equal to your Spellcast trait.

Commune

Once per long rest during a moment of calm, you can commune with an ancestor, a deity, a spirit, or an otherworldly being. Ask them a question, then roll a number of d6s equal to your Spellcast trait. Choose one of the results and reference the chart below for the effect.

Roll	Effect
1–3	You taste a flavor, smell a scent, or feel a sensation relevant to the answer.
4–5	You hear sounds or see a vision relevant to the answer.
6	You psychically experience a scene relevant to the answer as if you were there.

WITCH SUBCLASSES

*Choose either the **Claw** witch or **Thorn** witch subclass.*

*Play the **Hedge** witch if you want to use your craft to empower yourself and your party, turn a simple charm or remedy into the difference between life and death, and carve out a circle of power where everyone fighting beside you feels unstoppable.*

*Play the **Moon** witch if you want to embody celestial power to amplify your magic, wear whatever face the night calls for, and let your strength rise and fall with phases you can't fully control but always benefit from.*

*Play the **Claw** witch if you want to care for a familiar who's more partner than pet, share senses, shape, and secrets with a creature who's always got your back, and never be truly alone.*

*Play the **Thorn** witch if you want to wrap nature's cruelty around you like armor, make anyone who gets too close get a taste of your thorny side, and watch your dark garden feast on those who fall within it.*

SUBCLASS ITEMS

Claw: A feather, claw, or scale, whichever your familiar shed first, kept in a locket, or a carved wooden figure shaped like your familiar, worn smooth from touching.

Thorn: A pressed black flower that grows once a century, or a length of briar that draws blood if someone else picks it up.

CLAW

To learn more about your familiar and what they can do, go to page 33.

SPELLCAST TRAIT

Presence

FOUNDATION FEATURES

Familiar: Choose a small creature as your familiar at character creation. They are magically intelligent and act on their own judgment. You share a mental bond within Far range: you always sense each other's general emotional state and location. Your familiar can speak and understand any language you speak. They have 2 Stress slots and can carry small objects.

Nature's Tongue: You can speak with and understand all animals.

SPECIALIZATION FEATURES

Lost and Found: Once per rest, your familiar can vanish for a few minutes and return with a small item belonging to you or an ally, which was left in a safe location they can access. They can also return with an item that was stolen from you or an ally. If retrieving the item is uncertain, make a **Spellcast Roll** to see if they succeed.

Deep Bond: **Mark a Stress** to take your familiar's form until the end of the scene, or to have your familiar take your exact form. **Mark 2 Stress** to do both.

MASTERY FEATURES

Hex Ward: Your familiar is immune to damage from adversaries that are *Hexed*.

Swap: **Spend 2 Hope** to instantly swap positions with your familiar if they are within Far range of you. Additionally, you can snap your fingers to instantly recall your familiar to your Melee range as a reaction.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Every witch's bond with their familiar starts differently. How did yours begin?
- Understanding every creature's speech means you've heard things people never do. What's the strangest thing an animal has ever told you?
- Your familiar knows your moods before you do. When have they ever saved you from making a mistake?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- My familiar looks like another animal you met before, one that marked your life. Do they remind you of something pleasant?
- How can you tell my familiar is jealous of the relationship that we have?
- What did you ask my familiar that you didn't want to ask me directly? What did they answer?

THORN

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURES

Cruel Nature: You can perform harmless, subtle effects that involve the darker side of nature at will, such as rotting fruit, growing dark and twisted flowers, or summoning a chill wind that carries the scent of rot. You are also immune to poisonous plants or poisons made from them.

Witch's Thorns: **Mark a Stress** to wrap yourself in coiling briars until the end of the scene, or until you take Severe damage. Gain an additional Armor Slot, and when you successfully damage a target within Close range, your briars lash out at them, dealing an extra **1d8** damage.

SPECIALIZATION FEATURES

Hardened Thorns: Your "Witch's Thorns" feature grants you a second additional Armor Slot and now deals an extra **2d8** damage. **Mark an additional Stress** to also temporarily *Restrain* your target.

Dark Garden: Once per rest, **mark a Stress** to cause dark, twisted flowers to bloom within Close range until the end of the scene. Their deep, intoxicating scent unsettles all adversaries within the garden, who have disadvantage on action rolls.

MASTERY FEATURES

Rot and Bloom: When a *Hexed* creature dies inside your Dark Garden, gain a Hope or clear a Stress.

Witch Sight: The dark forces of nature you commune with speak more clearly. When you use your "Commune" feature, add **1** to the result of the d6 you choose. On a **7**, you are fully immersed in the scene, which you can pause and navigate at will.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Rot, thorns, cold: most people would call what you conjure cruel. Why don't you?
- You've learned to let something sharp grow between you and the world. Who taught you that softness wasn't safe and how did you learn it the hard way?
- A place you once visited never recovered from what you did there. How did your witchcraft manifest?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- I played a practical joke on you using my powers. What did I do, and are you still mad?
- You've watched me choose whether something near you blooms or withers. How do you think I decide?
- There was a moment you saw me at my most vulnerable, stripped of my thorns. How did that change the way you see me?



CLAW



WITCH

CLAW

Foundation

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WITCH

CLAW

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WITCH

CLAW

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THORN



WITCH

THORN

Foundation

SPELLCAST TRAIT: INSTINCT

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WITCH

THORN

Specialization

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WITCH

THORN

Mastery

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Witch Sight: The dark forces of nature you commune with speak more clearly. When you use your "Commune" feature, add 1 to the result of the d6 you choose. On a 7, you are fully immersed in the scene, which you can pause and navigate at will.

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JOLLY BONES

Your skeleton companion is infused with ancient dark Sage and Dread magic. They stay by your side unless you tell them otherwise. Describe your skeleton's appearance and what makes them unique. Consider how they change as they grow more powerful with each tier. Make a **Spellcast Roll** to command *Jolly Bone*s to attack or use an active feature.

TIER 1

Evasion: 10 | Thresholds: 4+Spellcast trait / 8+Spellcast trait | HP: 4 | Stress: 2
ATK: +0 | Natural Attack: Melee | 1d6+2 phy

- ***Only Bones (Passive):*** Resistant to physical damage.
- ***Won't Stay Dead (Reaction):*** When defeated, roll a d6. On a 6, they reform with half their HP marked.
- ***Undying Strength (Passive):*** Jolly Bones can carry a creature no larger than you indefinitely, or carry objects like you would.

TIER 2

Evasion: 12 | Thresholds: 8+Spellcast trait / 16+Spellcast trait | HP: 6 | Stress: 3
ATK: +1 | Natural Attack: Melee | 2d8+4 phy

All Tier 1 features, plus:

- ***Relentless Assault (Passive):*** When you succeed on an attack with Hope, add an additional damage die to your damage roll.

TIER 3

Evasion: 14 | Thresholds: 12+Spellcast trait / 24+Spellcast trait | HP: 8 | Stress: 4
ATK: +2 | Natural Attack: Melee | 3d10+6 phy

All Tier 2 features, plus:

- ***Grasp of Death (Action):*** Make an attack. On a success, skeletal hands erupt from the ground and the target is temporarily *Restrained*.

TIER 4

Evasion: 16 | Thresholds: 16+Spellcast trait / 32+Spellcast trait | HP: 10 Stress: 5
ATK: +3 | Natural Attack: Melee | 4d12+8 phy

All Tier 3 features, plus:

- ***Bone Shatter (Action):*** Once per scene, Jolly Bones explodes in a burst of bone shards. All creatures within Very Close range take **2d10** physical damage and must make a Reaction Roll (14) or become temporarily *Vulnerable*.

DOWNTIME

When the witch chooses a downtime move that clears Stress or Hit Points, Jolly Bones clears an equal number.

FAMILIAR

Work with the GM to decide what kind of animal you have as your familiar. Are they a cat, a raven, or something more exotic? Their Evasion is 10 + your tier, and their Stress starts at 2.

TAKING DAMAGE AS STRESS

When your familiar would take any amount of damage, they **mark a Stress**. You can choose to **mark a Stress** instead of them. When they mark their last Stress, they drop out of the scene (by hiding, fleeing, or a similar action). They remain unavailable until the start of your next long rest, at which point they return with 1 Stress cleared.

When you choose a downtime move that clears Stress on yourself, your familiar clears an equal number of Stress.

POWERS

Pick any **two** per tier.

- ***Conduit:*** While your familiar is within Close range, gain a +1 bonus to Spellcast Rolls.
- ***Disrupter:*** When you take damage and your familiar is within Close range, **mark a Stress** to have your familiar disrupt the attack, reducing the damage by a die determined by your tier (**d6** at tier 1, **d8** at tier 2, **d10** at tier 3, **d12** at tier 4).
- ***Messenger:*** Once per rest, your familiar vanishes for a few minutes to deliver a small item or a message to a creature you have met before, whatever the distance, provided you possess something belonging to them. Make a **Spellcast Roll**. On a success, the delivery reaches its destination. On a failure, the GM determines what went wrong. If the recipient wishes to send something back, the familiar returns with their reply or a small item instead; no roll is required.
- ***Resilient:*** Your familiar gains 2 additional Stress slots.
- ***Scout:*** **Mark a Stress** to see, hear, and sense through your familiar's senses if they are within Far range of you. If your familiar is defeated while you are using this feature, **mark an additional Stress**.
- ***Spooky:*** They can create harmless eerie and spooky effects at will, and once per rest, they can release a burst of dark energy at a single target within Very Close range, dealing **d6** magic damage using your Spellcast trait.
- ***Transference:*** Once per rest, your familiar can absorb a condition affecting you, taking it upon themselves until the end of the scene.
- ***Veil:*** Your familiar is invisible to any creature you or they choose.