

The Fabled Few



A Tabletop RPG

*Created by Zawn Zachow, Glad Flasion, Cameron Adams,
Zahne Salzano, and Jack Shyshko*

THE FABLED FEW

CREATED BY TEAM 3

ZAWN ZACHOW, ELAD FLASHION, CAMERON ADAMS, ZAHNE
SALZANO, AND YEVHENII SHYSHKO

ARTWORK BY

ODED NACHSHON, INKSLINGER, OPENAI (DALL-E 2),
ZAWN ZACHOW, AND YEVHENII SHYSHKO

*Copyright © 2022 by Zawn Zachow, Elad Flashion, Cameron
Adams, Zahne Salzano, and Yevhenii Shyshko*

The World 9

Fables 10

Creation 10

Living 11

Forgotten 11

How to Stop a Fable Retelling 11

Legend Touched 12

The Archons 12

Motifs 13

Regular 13

Artificial 14

Epilogues 14

Resolved 14

Unresolved 14

Epilogue Society 14

Unresolved Communities 15

Resolved Communities 15

Day-to-day Life 15

Community Roles 15

Leaders 15

Judges 16

Searchers 16

Scribes 16

Guardians 16

Clairvoyants 16

Doctors 16

Hunters 16

Organizations and Communities 17

History of the Realm of Legends and the Mundane Realm 17

Rule of Three 18

The Epithets 18

Sandmen 18

Witnesses of the Forgotten 19

Other Organizations 21

FBI: Fable Bureau of Investigation 21

Vortexes 21

Identifying a Vortex 22

How to Survive a Vortex 24

Mechanics 25

Character Creation 25

An Epilogue's Backstory 25

An Epilogue's Mechanics 26

Archetypes 26

Elder 27

Envoy 27

Friend 27

Knight 27

Lover 28

Witch 28

Spending Points on Archetypes
28

Skills 28

Skill Ranking 28

Using Skills 29

Skills List 29

Combative Skills 30

Magic and Feats 30

Feats 30

Spells 30

Hooks 30

Fabled Dice Pool 31

Dice Checks And Fabled Dice
31

Base Roll 31

Fabled Dice 32

Dice Checks 32

Magic 34

Casting Magic 34

Casting Spells 34

Resistible Spells 34

Spell List 35

Rank 1 35

Rank 2 36

Rank 3 37

Rank 4 40

Rank 5 41

● ***Runes 42***

Hooks 44

Playing while Overloaded 44

Using Threads 44

Gaining Threads 44

Using Hooks 45

Casting Spells - Momentum 45

Hook List 45

Feat List 47

Character Progression 49

Experience Points 49

Gaining Experience Points 49

Spending Experience Points 49

Combat 50

Initiative 50

Acting On Your Turn 50

Martial Combat 51

Helping a Friend 51

Defending Yourself 51

Blocking 52

Dodging 52

Taking Dodge or Block as an Action 52

Armor 52

Resistances 52

Healing 52

Death 53

Status Effects 53

Combat and The Realm of Legend 54

Combat Scenario 55

Who is the StoryTeller 56

From Player to Storyteller 56

Starting your own game 56

What type of game do your players want to play? 56

How Dark do you want your game to be? 56

Set rules for your table 57

Set a Gametime 57

Character Making 57

Build your Epilogue community 57

Writing a campaign 57

A Devastating Retelling 57

Forgotten Fables 58

Other Epilogue Organizations 58

Unresolved Epilogues 58

Personal conflicts 58

The World and its Secrets 59

The Archons' Secrets 59

The Archons 59*Arthur, the Knight 59**Baba Yaga, the Witch 60**Cerise, the Harbinger 60**Fidus Achates, the Loyal 60**The Forgotten, the King of Lost Stories 60**Helene, the Beauty 60**Shlomo, the Wise 60***Enemy Secrets 61****How to Write a City 62****Repurposing Real Cities 62****Choose the City 62****Epilogue Community vs Mundane 62****The Rule of Three 62****Important Figures 62****Creating Districts 63****Creating Landmarks 63****Building a combat scenario 64****What is the goal of the combat? 64****Who are your players fighting? 64****Where are your players fighting? 64****Are there any surprises your players are unaware of? 64****Combat difficulty 64***Threat Levels 64***Player strength 65****Making a Monster 65***Mechanics 65**Stats 65**HP 66**Skills 66**Passives 66**Actions 67**Mythic Actions 67**Spells 67**Dice Bank 68*

Threat Levels 68

Enemies 69

Mundane 69

Artificial 69

Minor Artificials 69

Major Artificials 69

Sighted Artificials 69

Fabled 70

Blinded Fabled 70

Sighted Fabled 70

Fable Cores 70

Living Cores 70

Corrupted Cores 70

Enemy Examples 70

Criminal 70

Cop 71

Imp 71

Troll 71

Werewolf 72

The Mad Hatter 73

Forgiven Angel 74

Rewarding the players 75

*Giving Players Experience
Points 75*

Different EXP gain goals 75



The World

Fables and fairytales serve as guidelines for cultures and rules to be followed by humanity. They helped people understand the world around them and how society expects them to behave. Fables have always been important; however, most people don't understand nearly how much.

As humanity grew, so did the importance of some legends, even with the cultures who wrote them rising and falling around them. Some Fables became so fundamental to the human experience in their respective cultures that they began to gain sentience and leak into the mundane world, shaping it in the process.

The first Fables to become more than mere stories are known as the Archons, long-lost stories which served as the first of

their kind, becoming the foundation of every legend told since. These Archons peacefully ruled over their respective domains, collecting the characters and Fables into their courts and keeping their stories in check. Fables were only allowed to leak through when necessary for the knowledge of humanity.

However, this peace was not to last. Times changed, and so did humanity. Our stories and reliance on them shifted; we forgot old tales while repainting those we remembered in new colors. The last of the straws came with the tides of colonialism when entire peoples disappeared, and too many tales went for too long without being spoken. No longer could this loss of culture and knowledge be sustained, and one of the Archons snapped. With too many of their stories gone and forgotten, the Archon shattered, becoming the King of the Forgotten.

Realizing what happened to their

fellow Archon, the remainder became adamant that this horror would never happen to them. If the human world refuses to tell their stories naturally, they would have to do it themselves, forcing humanity to retell the stories in their daily lives to ensure they never get forgotten.

At this point, Fables started leaking into our world, attaching themselves to mundane people, forcing them to act out their tales in a process called Retelling. Whenever a Fable spreads into the Mundane, it creates an anchor to solidify its hold. These, known as Cores, can appear as objects, places, animals, or in extreme cases, even people. Once the Core forms, it will slowly force its surroundings into its tale, puppeteering them so that any surrounding sentients will complete its Fable. The stronger the Core, the more literal the Retelling of the Fable will be.

People trapped in a Fable retelling are called Motifs. They gain magical abilities akin to the Fable that captured them. They may believe they control their lives and actions, but in reality, the Fable puppeteers their movements.

For example, in the Retelling of Red Riding Hood, the Motif of the Wolf may not necessarily want to hurt the poor Motif of the Grandma. However, the sway of the Fable is so strong that they will have no other choice, giving them the strength to break through the door to her apartment and comply.

Once a Fable concludes, those still alive are released, left to deal with the repercussions of their actions. Most people turned into Motifs cannot recall their link to a Fable afterward, unable to explain why they acted how they did under the control of the Fable. Some consider it a waking dream; the atrocities are sometimes too much to bear otherwise.

Some are different, though, as disconnecting a Motif from a Fable doesn't

always work. People who retained magical abilities after their Fable finished keep their connection to the Realm of Legend and link to the world of the Archons. These people, forever chained to the world of the mythos, are known as Epilogues; these people are you, our players

Fables

Fables are sentient tales that reside in the Realm of Legends, a world beyond ours which holds in it the dreams and fiction of humanity. Not much is known about this mythical realm, as no human has ever traversed it, but we do know it is a realm unlike ours. Fables are driven by their want to be retold and remembered by humanity. The more well-known they are, the more powerful they become. But if they are ever forgotten, they lose themselves, corrupting into shallow husks of their former glory.

Creation

Any story that has become highly culturally significant has the capacity to become a Fable. While these stories started out being created by humanity, a story that enough humans retell can gain the attention of the Archons. Upon finding the story, the Archons being the rulers of the Realm of Legends where Fables reside will then discuss amongst themselves who is the closest associated; the Archon most closely linked will create the Core for the new Fable.

Using a mixture of magic and Legend-made threads, the base of the Core is spun into being, giving the Fable consciousness. Once the base of the Core is created, the associated Archon will carve it into shape, making the physical object out of the spun Threads. The Archons use these Threads to link the Core to the Realm of Legend. The story of the Fable is carved into the body of the Core itself, using runes incomprehensible to humans. While most humans cannot see these runes, they give off a golden or silvery glow to any Epilogues who look at them. The Core itself, once completed, is imbued with a pull on the mundane similar to a magnet's force.

When completed, the Archon breathes life into the Core, allowing it to create any necessary illusions or creatures to bring

its mythos to life and make it seem more “real” to any enmeshed Motifs. After this, the Core is sent to the closest Vortex to retell the story it holds.

Living

Living Fables, also known as Typical or Regular Fables, are just that: alive and well—or at least, their Core is. As Fables, they retell stories that are linked to the soul of humanity and its various cultures. The Core of the Fable holds the entire story within it and, as such, acts as its beating heart. Without it, the story could not be retold and becomes forgotten. The power within their Core is what allows them to enchant and bewitch humans, turning them into Motifs to retell their stories in the Mundane human realm. To keep the Motifs’ delusion of the Fable alive, most Fables create magical illusions to “sell the part.” These illusions can vary widely, from small objects to actual human beings. However, as with all fantasies, there is a catch; these illusions have one ‘tell’ that gives them away. While it varies from story to story, there will always be one; it is often these tells that clue in more assertive people that something is wrong, give them the urge to escape the Fable, and subsequently become Epilogues. Fables like this can be encountered anywhere in the world; however, Fable Retellings usually occur close to cities and towns. This is due to the high population density of the areas, allowing for easier access to any Motifs that the Fable may need in order to fully retell its story.

Forgotten

Forgotten Fables, also known as Dead, Lost, Corrupted, or occasionally Zombie Fables, can occur in three ways. Firstly, if the Fable was attached to the King of Lost Stories before their fall from grace, the Fable was also corrupted. No Fable attached to the fallen Archon survived their destruction. Alternatively, if the culture from which the Fable’s story was born has been completely destroyed, the associated Fable will most likely die and become a Forgotten Fable. Lastly, if the Core of a Fable is shattered beyond repair, the attached Fable will corrupt and become Forgotten.

Forgotten Fables are extremely dangerous, as their storylines are more or less caught in an eternal loop. They are desperately trying to retell their story, but, with integral parts of the story no longer complete, the story can never truly finish in the way it is meant to. Any Motifs entangled in a Forgotten Fable, if not rescued, will most likely die of starvation, illness, or injury, as Forgotten Fables do not have the capacity to care about their Motifs’ health or wellbeing like their Living counterparts do.

Many Forgotten Fables can be encountered near Vortexes, as they feed off the nearby energy of the Realm of Legend but cannot pass through. Forgotten Fables in the Mundane realm were usually corrupted or have destroyed Cores, while Forgotten Fables in the Realm of Legend are most likely Fables that used to belong to the King of Lost Stories.

How to Stop a Fable Retelling

Fables are the Core of this world and a never-ending cycle of starting and stopping, causing destruction, havoc, and chaos in their wake. The people thrown into a Fables Retelling have their lives changed forever and thrust into an alien world. An Epilogue’s purpose is to figure out how to navigate a Fable and stop it from hurting or destroying anything else. There are many different ways to stop Fables, but the three main ways are:

1) Overwrite the Tale

When one Fable happens, only one may occur in a given area, agreed upon by the Archons. So, a way to stop a Fable is to trigger another one. If “Noah’s Flood” is being Retold, you can begin the events for “Goldilocks and the Three Bears” by running into the forest and finding bears to help and a girl to take over as Goldilocks. This will then cause the magical energy in the area to overwrite, causing “Noah’s Flood” to end prematurely without too much damage to the Fable or the Motifs inside of it.

2) Solve the Fable before the Ending

Happens

If a Fable has a “bad end” or a supposed way to fail, leading to a method for a disaster to happen, the Epilogues can stop it by solving the Fable before it occurs. If “The Tortoise and the Hare” happens, finishing the race before either does can prevent the Fable’s completion. In essence, you must do what you can to figure out the proper ending to the Fable before its natural end takes effect.

3) *Disrupt the Flow of the Fable.*

This method is a dangerous way of stopping a Fable, but perhaps the most effective way. When seeing a Fable occurring, trying to destabilize it can be a way to stop it entirely for some time. During a Fable, the way it keeps its magical energy is the storybook format it follows, and if something were to interrupt that, then it won’t have a strong connection with the mundane world and the Realm of Legend. So, to stop a Fable, changing events in the Fable to different things or outright blocking events from happening will lead to the destabilizing effect known as Curating. During the Curating, the laws of magic will attempt to fix what you did, leading enforcers to stop those who tried to disrupt the flow of the Fable. But, in the brief moment, by stretching the moment of destabilization, you can break the hold of a Fable and silence it from the world for a time.

Legend Touched

The Legend Touched is the name given to all creatures and entities originating from or affected by The Realm of Legends. To Understand the Realm of Legends we first must examine its rulers, the Archons.

The Archons

The Archons are the manifestations of the 7 Archetypes: The Knight, The Witch, The Friend, The Envoy, The Elder, The Lover, and lastly, The Innocent. However, the Innocent’s true identity has been lost after their corruption into The Forgotten. The Archons serve as rulers of the Realm of Legends. They govern all stories and Fables and are in charge of keeping them in line.

Not a lot is known about the

Archons, but many Epilogues have agreed on the following regarding them:

Each Archon governs a Court of Fables, who sees them as their master. Usually, the Fable will follow the Archon that fits its tale and message the most, though some seem to follow more than one Archon at a time.

Some Archons visit the mundane, though this is rare. It is assumed that a Motif is created to embody them when visiting. For example, King Arthur is thought to be the personal Motif of The Knight himself.

The Archons are a part of the Fables as much as the Fables are a part of them. As such, they can perceive anything that happens to their Fables, both inside the Realm and in the mundane world.

Each Archon has a Court inside the Realm of Legends, serving as their domain. Those courts serve as the home of the Fables when they are not in the mundane Realm.

Epilogues have debated for centuries if The Archons created the Fables and Realm of Legends or if both results came from humans telling stories throughout history. To this day, they have yet to reach a decision. What we know about the Archons is that they are the reason for the rise in retellings in the last century.

The Forgotten

As the 20th century came about, humans became less interested in stories and Fables and more fixated on war and capitalism. As cultures were forgotten by industrialization, so did their Fables. No one knows the event that caused it, but as more and more of their Fables were overlooked, so did the Archon, which governs them. The Innocent could no longer hold its form as more and more of it was lost and forgotten, leading it to one day snap, becoming something new and dangerous as a result, The Forgotten. As the Innocent fell, so did all of their Fables, birthing the first Forgotten Tales to the world. Furious and damaged, The Forgotten tainted the Realm of Legend until it was held back and bound to his court by the other Archons. With The Forgotten locked away, their Fables, now forgotten and tainted, left the Realm of Legends. If the mundane will not remember them by choice, they will come to by force.



The Forgotten and his tainted Fables are on a path of ruin, aiming to devour all Fables, leaving the world without any more stories to tell, locked in a broken Retelling, bound to act out a loop of unending chaos.

Motifs

Motifs are people who have been pulled under the control of a Fable, forced into its Retelling as either one of the characters or the protectors of the Retelling - the Regular and the Artificial Motifs, respectively.

Regular

Regular Motifs are people who have been selected by the Fable to serve as characters in the Fable and got locked into the Retelling. Regular Motifs are often picked due to their already existing characteristics, such as physical shape, morals, social status, etc, with very few strings that the Fable would need to pull to mold the Motif to better suit the character that they need to play. The Motifs would enter a sort of a trance-like state, being under a rather indirect, but still very powerful control of the Fable, similar to hypnosis. Once the Fable relinquishes control of them, it is not

uncommon for Motifs to believe that the events that happened to them in their lucid-like state to have been a mere fantasy or a dream.

Artificial

Artificial Motifs, also known as Artificials, are unfortunate Motifs who have been captured by a Forgotten Fable. Motifs like this are picked by the Forgotten Fable near-randomly, as the Forgotten Fable does not have the capacity for judgment or the like. These Motifs act similarly to regular Motifs at first, acting out whichever character they were chosen to be in the Fable that they were locked inside of. However, after being trapped in an endless Fable for a series of days, weeks, or even months, their bodies will eventually begin to degrade due to a lack of nourishment. The Forgotten Fable's only goal is to retell its story; however, with key portions of its story missing, the Forgotten Fable can never end, leaving its Motifs trapped in suffering until the day that they are freed by death. However, it is rumored that some Epilogues have found a way to give these unfortunate souls another chance and tear them free...

Epilogues

Epilogues are what you will be upon playing The Fabled Few. Epilogues survived a Fable but remained linked to the Realm of Legend and, as such, have magical powers unbeknownst to the rest of the ordinary world. Their connection with the Realm of Legend allows you to notice other Motifs and Cores around them. To ordinary people, you will look like an average person, but others with the same gift will be able to notice an aura around them that resembles the Motifs from when a Fable controlled them. However, this power also comes with dangers lurking around every corner, as Forgotten Tales lie in wait, ready to capture you at a moment's notice. While your personality and character are up to you, there are two distinct types of Epilogue in this world that may influence your character's design, background, and nature: Resolved and Unresolved Epilogues.

Resolved

Resolved are Epilogues who survived their Fable and were never disconnected from the Realm of Legend afterward. These Epilogues usually experienced calmer myths where the stakes weren't high; as such, they tend not to be as traumatized by their experiences as their Unresolved brethren. The Archons and Fables are ambivalent towards them, and sometimes the two groups may even be friendly!

Unresolved

Unresolved are Epilogues who either broke free from the Fable that chained them on their own or were forced out of their Fable by other Epilogues. However, they inadvertently put a target on their backs by cutting off their Fable prematurely. Fables and Archons actively hunt these Epilogues due to this, so they must always stay on the move. These Epilogues usually survived Fables that were highly deadly and, as such, may struggle with the memories of what they went through under the influence of the Fable.

Epilogue Society

"Mira?"

"Mm?" The blonde tilted her head but otherwise didn't look up.

"Did you read Ollie's letter-"

"If you mean what he said about the Mundanes we helped the other day, yeah, I read it, and he can go suck eggs. They're not going to lose sleep over someone with an extra eye on their head when they were saved from losing both. If anything, maybe he should pay more attention to all the OSHA violations that building has. The only reason it's standing is because of Julie's magic; that man knows full well that Mundanes don't react to it."

"Well, he wants to meet with you to talk about it—and meet the newcomers."

"Newcomers? I didn't see any new Retellings; what happened?"

"Well... you might've made a couple of new Epilogues by accident. I'm surprised you

didn't notice the energy coming off of 'em, I could smell it a mile away, and I haven't had a nose since the eighties."

"Those were Motifs?"

-Excerpt from Triclops: An Autobiography, by Evidian Wilderstein.

Epilogues are people who remained attached to the Realm of Legend after their Fable ended. As such, the world that they live in is filled with magic and wonder but also fraught with danger. Because of this duality, most Epilogues prefer to stay in groups. This group behavior rose into small families, communities, and villages and towns of Epilogues, far from the prying eyes of Mundane onlookers. These groups, usually around 20-30 people, are relatively tight-knit, with smaller family groups being common. These family groups do not need to be related by blood; instead, they usually occur due to friendship. Depending on the primary type of Epilogue that appears in them, Epilogue communities have split into two primary groups.

Unresolved Communities

Unresolved Epilogues, having forced themselves out of their Fable before it completed naturally, have earned the ire of the Realm of Legends. Since Unresolved Epilogues are consistently hunted by Forgotten Tales, Artificials, Retellings, and the Archons, their communities are highly nomadic and never stay in one place for long.

Unresolved tend to disguise themselves as merchants, traveling circuses, and other types of mundane communities to mask themselves as Mundane. Frequently, they use more magic than Resolved groups, as they do not have the same fear of being hunted down as Resolved do. You can't be hunted by more things when you're already being pursued by everything.

Unresolved communities are very tight-knit and never rise above a count of 20-30 people; any more than this amount and the group would attract too much of the Realm of Legends' attention. However, due to this tight-knit mentality, group splitting is painful, and special ceremonies have evolved to ease the transition. While it doesn't have any magical

significance, these rituals have become a part of Unresolved culture; most, if not all, Unresolved have witnessed at least one.

Resolved Communities

Resolved groups, compared to Unresolved groups, tend to be much more stationary. Buildings and shops arise, and tiny Epilogue hamlets can turn into small towns. Because of their stationary setting and the level of magic lost during the failed transition back to regular humans, Resolved Epilogues do not have as much use for magic. However, due to their lower magic usage, they also don't worry about as much scrutiny by the Mundane eye.

Since they are stationary groups and don't have the same fear of the Realm of Legends, Resolved communities can get more extensive and usually cap out at around 100-150 people. They aren't relatively as tight-knit as Unresolved communities, but they can easily intake new members. Many Resolved communities have temporary housing for newly-freed Epilogues until they can gain homes

Day-to-day Life

An Epilogue's day usually surrounds their various roles in the community—or, if they don't have one, they mask their Epilogue lives, going out into the ordinary world hidden as Mundanes. Depending on what Archetype they are most attuned to, as well as what kind of Retelling they survived, an Epilogue's day job can vary wildly, but here are a few examples:

Community Roles

Community roles are imperative to epilogue society. They keep the societies functioning and in tact by meeting the various needs of their particular society.

Leaders

Leaders were usually gods or godlike Motifs during their Retelling; as such, they have a level of omnipotence significantly higher than the rest of their peers. Tending

to align with the Knight or Elder archetypes, they use their power to protect and lead the Epilogue community, shield them from any prying Mundane eyes, and keep track of any new members in their community. If their society belongs to any overarching Epilogue Organizations (Sendmen, Epithets, or Witnesses of the Forgotten), they will report to them about various goings on in the commune. If the community is large enough, it may require two or three Leaders, in which case they will work together as a unit; however, this is relatively rare due to disagreements between various Leaders.

Judges

Judges act similarly to Mundane judges; they are the keepers of the law and peace in Epilogue communities. However, due to the magical nature of Fables and Epilogues, these Judges are explicitly kept for situations in which Mundane judgment would either be infeasible or cause knowledge of the Epilogue world to become public. Judges in training are usually known as Juries and act in the same manner as Mundane Juries.

Searchers

Searchers are much more common in Resolved Fables communities, as Unresolved groups generally do not have a static place to return to after they finish searching. Searchers are nearly always aligned with the Envoy Archetype, as their abilities to move quickly and relay messages make them work well at finding newly-freed Epilogues, trapped Motifs, and other humans chained by Fables. They also serve as the commune's scouts and lookouts for potential dangers.

Scribes

Scribes are the pinnacle of Epilogue intelligence, with knowledge of Fables and Epilogue history spanning millennia. Always Elder or Witch-aligned, they help advise newly-freed Epilogues about the world they've come into. They also work as historical scribes, keeping strict documentation of their community, nearby communities, and occasionally a tiny bit of neighborhood drama.

Guardians

Guardians are usually Knights or Witches but are much more commonly Knights due to their job. As the protectors of the Epilogue community they reside inside, they keep careful watch over the borders of Resolved towns or act as the night guard for Unresolved tribes. They are the first ones called when Artificials come knocking or when Forgotten Tales get too close for comfort. When working with Clairvoyants, Guardians can be nearly unstoppable and, as such, work closely together—this link between the two roles has resulted in many marriages where the people involved are one of each.

Clairvoyants

Clairvoyants are magicians in a world filled with magic. While it sounds counterintuitive, Epilogue communities have a lot of different magic running through them, and as such, they may need a few people who know how to be the handler for it. Clairvoyants, often aligned with the Witch Archetype, have taught themselves to be significantly more magically adept than the rest of their community and, as such, can use magic at an intensity that others would only dream of. They often create magical shields which hide Epilogue communities from the Mundane eyes, working with Guardians to keep the shield standing.

Doctors

Doctors work much the same way as Mundane doctors and nurses, but with an extra touch of Fable magic. Somebody's got to help everyone with Fable trauma, especially with some of the rougher myths that some Epilogues came from. They also work exceptionally well in getting mobility devices, replacement limbs, and other medical supplies that Epilogues may need if their Retelling was particularly rough on their bodies. Many Epilogue Doctors often work as Mundane medical staff, as well! Nurses, psychologists, and anyone in the Epilogue medical field are in this group.

Hunters

Hunters are an offensive counterpart of the Guardians, pursuing danger

and following close the magic breadcrumb trails left by the Fables in the mundane world. Whether it be for the protection of others, a station assigned to them by them by their organization, or their own thrill, the Hunters scour the Earth for Fables, Motifs, and Vortexes, usually seeking to put a premature end to the supernatural acts before anyone is hurt. Not all Hunters nor do the Hunters always aim to end Fables; their high skill at investigating and tracking down magical activities makes them invaluable for those who wish to study Fables and the Realm of Legends, as well as the organizations of the Rule. These “quests” for Fables are often referred to as “the Hunt.”

Organizations and Communities

Epilogue communities are reasonably common, although they hide well from the prying eyes of the Mundane. In the older eras, these groups usually were around 20-30 people, reasonably tight-knit, with smaller family groups being common. Such groups paved the way for the larger groups that would later form, creating interconnected networks of all types of different people. By the mid-late 1900s, the three major international Epilogue groups would start, known as the “Rule of Three.”

History of the Realm of Legends and the Mundane Realm

The tale of the Realm of Legends is almost as old as humanity itself, taking roots in the earliest yarns and Fables spun by the human tongue. It was then and there, in the ancient rainforests and valleys of Africa, born out of the great monsoons, shrouds of apes and pride of lions, and the roaring rivers and waterfalls, came the seven Archons, albeit they were known then to us by different names. And as our peoples spread throughout the great Earth, carrying their many myths with them and forging their own along the winding paths, hundreds of thousands of years passed, and all remained at peace. Many tales had been lost to the sands of time, yet never fully, shifting and

evolving from one form to the next.

Yet, echoing the words of many prophecies, the careful balance upon which the system rules would be lost. As the age of the Old World descended into history books and the Age of Discovery and colonialism arose to claim its place, the coveting hands of the empires began the spread of their dominions in the lecherous desires for power and control. And in the fulfillment of those voracious cravings came the cruelties the likes of which the world had rarely seen. It was then that Innocence died. Ripped from the root, led to the slaughter alongside the tribes and civilizations whom the imperial conquests deemed unworthy. The tales of the lost traditions and shattered societies died together with their people, but their essence lived on in the Realm of Legend and they became the Forgotten Fables. Eno’s very essence caved and from its ashes rose the King of the Forgotten. A heartless, hateful, cruel creature born out of the ashes of Innocence, bearing but a shadow of its predecessor.

Thus, the early Era of Fables has begun. Slowly, the first of the Fables stepped out of the Vortexes and explored the power granted unto them. In the first few decades, the majority of the Fables saw an resolution and very few people questioned their existence. Those who did recall their experiences with the wonders of the Realm of Legend or could were usually laughed at in disbelief or, in rare and severe occurrences, murdered for their actions/words. With the rise of the human population and the number of Fabled occurrences rising, the first of the Epilogue communities formed some time around late 1500s, with the focus on ward other members of their cities and villages from the Fables’ influences, using runes and primitive magics.

As the population of the world grew and as more and more Fables and cultures faded into obscurity and eventually out of existence, the influence and fury of the Realm of the Legends that the Archons thought fit to exercise grew respectively. Epilogue communities grew closer and ever tighter, sharing and expanding their knowledge of the Fables and how to repel them, until the first large organisation - the Epithets - rose in the late 1800s, paving the way for its future siblings - the Sandmen and the Witnesses of the Forgotten, the three of which formed what is now known as the Rule of Three - a group of international Epilogue

organizations operating throughout the world, each with their own goals and motivations.

Rule of Three

These are the huge 3 organizations that are known throughout the world of epilogues. They can be seen as long standing corporations.

The Epithets

“The day that Men thought themselves capable enough to know that all Fables must see an abrupt end, was the day we have transgressed the will of God,” - Elijah Rediger, a Witness, 1975.

Officially the oldest of the Rules, the Epithets rose as a major organization sometime around 1888, popularized mainly by the invention of the telephone and the capacity for instantaneous communication. However, it would not achieve actual efficiency until the early 1900s, when phones became much more commonplace items rather than rare commodities of the elite few, allowing for better communication between chapters.

Grant Town and James Ross had established the community, prominent wealthy land and business owners in Kentucky and Minnesota, respectively, who had, after much communication, found a link between their Epilogue communities. The businessmen had previously bonded over their troubled history with Fables, either having lost family members to Retellings or seeking to bring Fables under their control. The community would grow into a more significant national and later international organization as the people from those communities traveled, emigrated, and expanded their networks, finding new Epilogue communities and eventually drafting them into the system.

The organization would see its population boom during the 1930s, as Fables were allowed to roam without much oversight for the previous two decades. This caused tremendous commotion and distress, leading more Epilogues to seek revenge against the Realm of Legends (see FBI: Fable Bureau of Investigation).

Diving into the 1950s, having expanded in their numbers, the Epithets began several operations in quelching Fables. At the same time, a surge in scientific curiosity surrounding Fables emerged. Very few people favored the hyper-aggression of the post-war era, especially the younger generations who had only recently faced the great terror of the Second World War. These younger generations had also begun attending colleges en masse, leading to much intellectual dissent and the Witnesses' formation.

This second international organization stood counter to the Epithets. After several collisions of interest between the two communities in the late 1950s and following into the 1960s, the tension would eventually result in several violent encounters that resulted in deaths on both sides. Following the formation of the Sandmen, while the groups had multiple conflicts, notably in the late 1970s, they also conspired on numerous occasions, especially in severe cases, to stop some Fables.

The Epithets operate on a mix of semi-centralized power where the organization works on a chapter-by-chapter basis, where local communities have more say concerning what happens within them. The policies regarding keeping Fables in check and the Epithets' executive power rests with the Committees that orchestrate the organization's larger-scale operations. Above the Minor Committees that dictate the procedures in and around various districts, countries, etc., sits the Grand Committee that dictates the direction of the organization on the international level.

Sandmen

“The right things are the hardest to do, even if you know they're right, if you stand alone,” - Bryce Ennerman, 2004, in his lecture Regarding Histories and Epilogues, about the progression of Epilogue societies in history

Following the split of Witnesses from 1964 to 1965, the Sandmen arose as the contemporary alternative to their predecessors. While officially the youngest of the Rules, there is little debate about the organization having taken roots from similar, lower, local-scale organizations that have existed since the early

1700s. They approach Fables from a more neutral perspective, often only seeking to end those that would result in catastrophes or turn out poorly for many of the Motifs involved. Due to the semi-decentralized structure of the Sandmen, however, the results can vary widely in that regard, mainly depending on the personal politics and philosophies of the local chapters.

Following the initial assemblies of the Sandmen, the members of the Sandmen (primarily referred to as just Sandmen themselves) quickly took up the role of activism in reducing political extremism in Fable communities. They also protect various Motifs and harmless Fables from the Epithets while ensuring that the Forgotten Fables would not thrive, per the agenda of the Witnesses. These philosophies led to plenty of conflicts with the existing communities, some ending in violence, with some of the more notable cases happening in the late 1970s.

The Sandmen's ideals quickly spread throughout some of the more populated cities and towns, while the spread was much more restricted in the rural areas. As such, while the philosophies of Sandmen are much more neutral than the other two, thus assuring that a lot more people can find safety within the community, they still only account for less than half of the total Epilogue population. The overwhelming majority of Sandmen reside in cities and towns.

Borrowing the structure from both of their predecessors, the Sandmen operate in a bottom-up type of operational structure, with the local, town, or city-wide chapters being much more active in the modern era. The upper tiers of the Sandmen's organizational hierarchy, often called Assemblies, mainly act as a place of discourse and debate. This is where the representatives of different chapters and districts can openly discuss the philosophies and best practices of dealing with conflicts related to the Realm of Legend, setting other laws and rules concerning the operation with the Occult. The most significant international assembly, called the Council, would oversee international order and cooperation, similar to the United Nations, and them setting international policy. While the Assemblies initially took a central leadership role regarding the Sandmen's operation, developing policies and enacting initiatives to

create greater order, this centralized drive has, in recent years, quelled. More executive power fell to the local chapters, but they would still order some larger-scale operations should the need be found.

Witnesses of the Forgotten

"The duality and the twisted japes of life are cruel at times. Many things are founded with love and innocent intention at their heart, yet turn rotten due to our mortal ignorance,"
- Professor Jeffroy Dorn, journal entry, 1962, commenting on the founding of the Witnesses.

Founded in the intellectualist communities of Epilogues during a resurgence of the Fable Hunts in the 1950s and into the 1960s, the Witnesses formed through a rather political philosophy of going against the most common ideals of the time. The almost militant rise of anti-Fable sentiments seemed like a complete extermination, if not outright genocide, of magical occurrences and Fables trying to revive themselves in the contemporary era.

With the constant pressure from the Epithets, the people quickly flocked to the quickly rising philosophy regarding the Realm of Legend, seeking refuge from the extremities of the era. As such, the philosophy of letting the Fables go and do as they would became prominent. The Witnesses are debated to have been founded sometime between 1956 and 1958, with the first official communal gathering happening in December 1958. Members from as many as 20 different countries attended the event.

This, however, was not to last. While the new community was greatly welcomed, the ground where the organization had sown its roots had started showing signs of extremist ideologies, similar to its predecessor – the Epithets. Magistrate Trevor Foreman – the leader of the Witnesses who was elected by the group of immediate representatives after the first meeting, who also organized the international community. While it was initially acknowledged that his approaches towards interacting with the Realm of Legend were rather unorthodox, inspiring others to facilitate and support Retellings, it was

initially believed that he was doing it so as to counteract the hostile forces of the Epithets. However, going into the 1960s, his behavior and encouragement became more and more evident, driving a deeper wedge in the community.

In 1964, a group of Witnesses got into an armed engagement with the Epithets in Navalcarnero, where the former tried to let a Forgotten Fable run its course. The Epithets' Grand Committee deemed it too dangerous for a Retelling to finish, sending several teams to secure and eliminate the threat without the Witnesses interfering, leading to the deaths of 13. This incident caused a giant lash out throughout the Witness community, as the Forgotten Fables were known for being very dangerous during their Retellings. Following Magistrate Foreman's declaration of support for the group of Witnesses that participated in the clash, putting the blame for it ever happening on the Epithets, a large majority of Witnesses split from the group, just 6 years after its instatement. These ex-Witnesses would

come together to form the Sandmen.

Following this splitting, the Witnesses would delve further into extremity of their worship of the Realm of Fables, so much so that they have begun to work extensively to achieve what they believe to be the goals of the King of the Forgotten.

The Witnesses of the Forgotten work closely with the Magistrate and their Main Assembly. The Magistrate is the head Witness, elected once every 12 years by the Assembly, who usually are the most magically-powerful representatives from their countries, their magical power emphasizing their connection to the Realm of Legend. Due to the Witnesses' rather small size when compared to the other 2 factions, the different chapters can operate very close to the main officiates, but in larger or more isolated communities where that may be impossible, the Witnesses usually have Assembly-assigned leaders who give their advice and direction as to what course of action



would best fit the survival of Witnesses and achievement of their goal to support the revival of Forgotten Fables and interpreting the desires of the King of the Forgotten.

Other Organizations

FBI: Fable Bureau of Investigation

**Not to be confused with the Federal Bureau of Investigation*

“Cerise make light the feet of those who should be unfortunate enough to be caught in the glimpse of the Fables’ Bureau, else their ashes will fill tomorrow’s dawn,” - Alma Byers, promptly before her disappearance, 1983.

Following a series of murders and other severe crimes around Ann Arbor, Michigan, from 1935-1936, the Federal Bureau of Investigation, which was recently (1933) renamed from just Bureau of Investigation, launched an investigation into the area in 1937. A 6-man team was sent to infiltrate and resolve possible organizations involved in the crime that were present in the area. In their inquiries, however, they found that the deaths had little relevance to any local mafia or criminal organization, as was expected for the era. Instead, they were orchestrated through a series of Fables. Many Forgotten Tales, unleashed by a Tobias Webb, who committed a series of forced magical summoning and operations to tear a local Vortex. The incident ended in Tobias’s death and the release of several Epilogue hostages.

After much discussion and studying of other reports and incidents from the previous decade, the 6-man team sent to Ann Arbor would form the Fable Bureau of Investigation, with James Price as the first Director of the Bureau and Samuel Owens as Deputy Director. Having been previous employees of the Federal Bureau of Investigation, they copied the internal work structure until the late 70s, when the Bureau saw the need to Branch out. In the first two decades of operation, the FBI mainly recruited new members through the Federal Bureau, either by picking up previously existing Epilogues or drafting new members by pushing them through a Fable scenario.

The Bureau’s workforce is relatively small compared to official federal branches. At its peak in the 1980s, as many as 500 people worked for the Bureau; this number has since dwindled to about 300 total employees dispersed throughout the United States. While very slow in its response times, often only directly sending teams of people to deal with various events if they reach a high enough critical level that they threaten the greater population of the town or the country or threaten to expose Fables’ existence, the FBI is steadfast and marvelously quick at resolving issues, borrowing many techniques from the Federal Bureau of Intelligence, as well as other federal agencies. The wide, albeit not very deep, network of people employed throughout various industries, agencies, and other establishments, allows the Bureau to stay connected regarding the various things unseen by other agencies. They can also probe any other association, should it become involved in a Fable, and most aptly apply the different skills possessed by their agents without having to pay them a full wage, as the government does not fund them.

Vortexes

Jeremy grinned. “Look at this place! It’s a jackpot! Nobody’s gonna find us here.”

“I don’t know... something about it gives me the creeps,” Winter said. “I really don’t think we should stay...”

“Yeah, and get caught by the cops? If we leave this building, we’re toast. Live a little, Win; it’s not like anything’s in here except for rats!”

“Rats are what started the Black Plague, Jeremy. I’m not keen on getting some unknown virus because you decided the best course of action was to rob a store instead of putting back five dollars’ worth of gummy bears.” Winter stood up, striding towards the door. “I’m leaving.”

“You’re boring. Have fun going to jail, Winnie!” With that, Jeremy ripped open the bag of gummy bears.

“Don’t call me that, you little-”

“Little what? Finish your sentences,

Win-” Jeremy stopped.

Two pairs of eyes blinked at him in the dark.

“Winter, are you seeing this too, or am I just crazy?” Jeremy turned, but it seemed like she had already left. When he turned back around, the eyes were gone—and so were his gummy bears.

“Fucker! I paid good money for those!”

“No, you didn’t.”

Jeremy whirled around. Winter stood in the doorway across the room, an eyebrow raised. They smirked, waving the bag of gummy bears in the air. “Come get your prize.”

“You’re a jerk sometimes, you know that?” Jeremy said, pulling himself to his feet. Before he could walk over to them though, he stopped.

Winter’s eyes weren’t green.

“Come get your prize, Jeremy,” Winter said, their smile widening. It was too wide. It was far, far too wide.

Excerpt from The Disappearance of Jeremy Fyler, a short story by Summer Greensdale.

The nature of Vortexes is... unkind. The environments they inhabit are run down, abandoned by the caring, gentle touch of life and civilization. Rust and rot rule over the residence of the Vortex, the colors having long since forsaken the places where they were once aplenty.

Vortexes are born in the zones where the Veil between the realms of Legend and mundane had been worn thin. Either by the extensive use of magic in a single area in the mundane world or by the careful abrasion and thinning of the Veil by a Fable from the Realm of Legend. If the place is still habitable, it will create a space and an environment that will force it to be less populated and, eventually, abandoned. Filled with Magic energies, Vortexes mainly depend on how thin the Veil between reality and the Realm of Legends has become in their area - the thinner it is, the more magical presence and the more Fables will come through.

Once open, Vortexes will “leak” magical energy out of them into the real world, thinning the Veil between world around them, spreading its shadowy fingers around everywhere it can touch, in attempt to expand its zone of control. This “spread” is not very uniform, as the Vortexes grasp at the tiniest of cracks in the Veil, laying down the skeleton of their progress of taking control of an area.

Part of the “abandonment” process is that the Fables are old and don’t mesh well with some of the technology. These “dislikes” are often subtle. An excellent example would be radio waves - while phones and electronics would still be usable around and in a Vortex, the places touched by the magic of Vortex interfere with the incoming signal, disrupting the waves in places where magic is not very intense and blocking any in places that Vortex has claimed as its own. This “interference,” however, would come at a particular cost, as Vortexes would prefer not to have to expend energy producing it, therefore often hiding themselves in already abandoned places, where little technology can be found.

People try to avoid Vortexes because the longer they stay there, the more corrupted by the magic they become, and the higher chance there is for a Forgotten Fable to Take a person away to the Realm of Legends.

The end goal of Fables is to be remembered. Their power in the Mundane world depends on how open the Vortex is. The Forgotten Fables, throughout their existence, have become more aware than the rest of the Fables and are a little more “unhinged.” They have some understanding of how magic works. If the Vortex is not open enough, their goal is to drag a person to the Vortex and make them do rituals around it to open the Vortex up more, allowing the Forgotten Fables more control and agency over the events that ensue due to their presence in the real world.

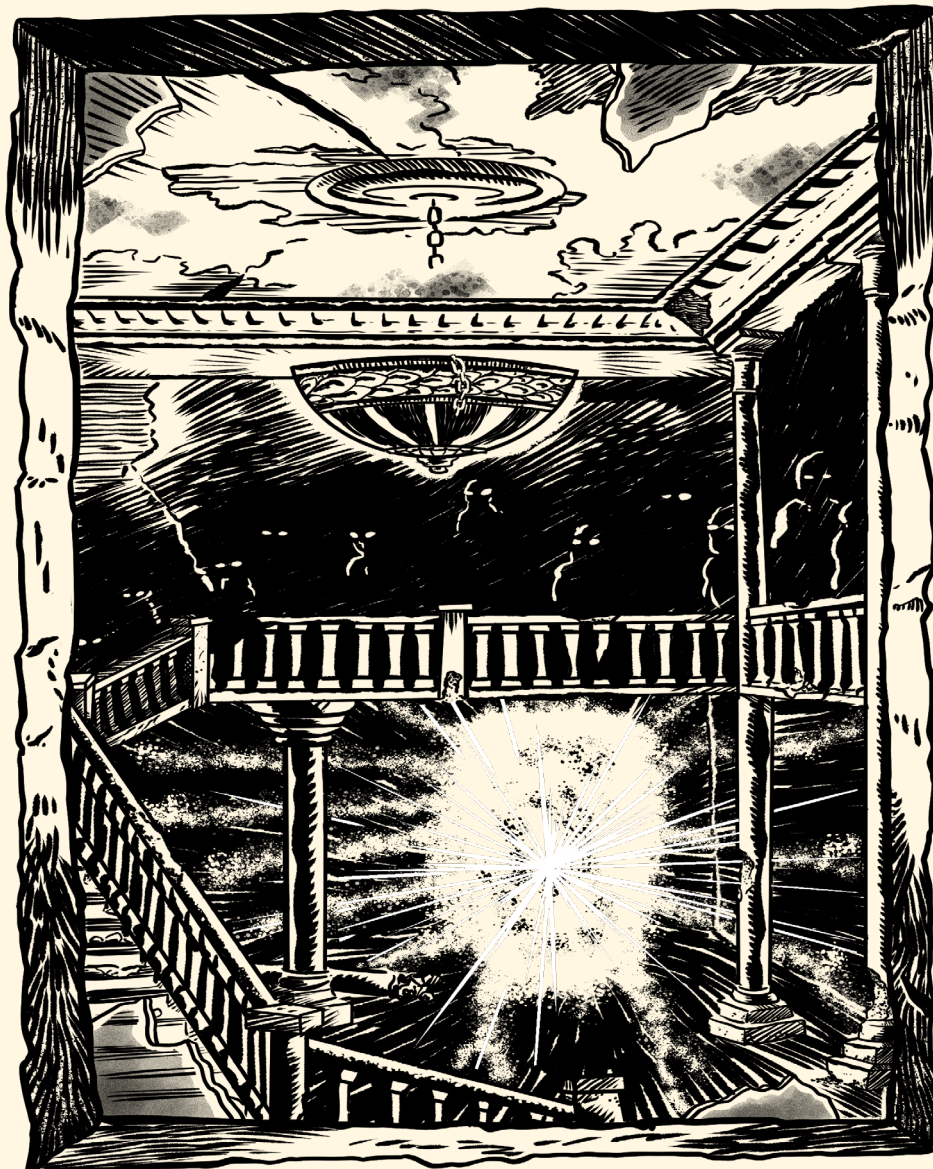
Identifying a Vortex

- 1) *On the spot.* Upon entering a Vortex, most Epilogues would be able to determine whether or not they are in a Vortex by the sheer change of the atmosphere, as they enter a place of great magical influence. What the

Epilogues feel when they enter the Vortex changes from person to person, some people having flashbacks to their Fables while others might recall the times they cast their first spells.

- 2) *Spectrum Wave Analyzers or Arrometers*. Following the technological improvements and breakthroughs of the prior decades, multiple teams of Epilgoues ventured into Vortexes wearing radio systems in 1980s, finding that even in unrestricted areas, their devices had difficulties receiving or sending signals close to or inside of Vortexes. As such, a group of Epilgoue scientists performed a set of experiments using Spectrum Wave Analyzers (SWAs) to see if they could identify areas occupied by Vortexes without needing to be there. Eventually, using a set of antennas and radio emitters, they've been able to construct a primitive three-dimensional projection of a Vortex. Sometime in the Arrometers and SWAs are usually used in long-lasting expeditions designed to study or observe vortexes by large groups of people.

Spells and Runes. Most Witches, Guardians, and Hunters who have become acquainted enough with the magics invented by their predecessors would at least know of the spell of Vortex Detection, if not so much as to have it memorized. Runes are primitive spells that take time to carve out or draw and later enchant with magical power. Runes are often used to detect or block movement of magical creatures or use of magical powers in a place.



The spell of Vortex Detection is a rather common item to find in a spellweaver's repertoire, but that is not to say that most spellcasters have the spell memorized. Once cast, the spell allows to see the magical semi-transparent outline of the Vortex's area of affect.

Some of the modern engineers developed ways of tying magical runes and spells together in some modern technology, such as an Artificial Rune mine, which is activated by a rune that detects movement of Artificials and releases a spell bound to it on releases.

How to Survive a Vortex

Excerpt from the FBI Guidebook

- 1) *Enter in groups, or don't enter at all.* If you must enter a Vortex for whatever reason, enter in a group, but do not have your group be under three members or over 12 members. Any more or less than this range, and you will be sorry. The creatures in Vortexes are sly, and going alone is a death sentence.
- 2) *Keep track of your friends.* It is possible that, when you aren't looking, someone in your group will be Taken and Replaced by an Artificial. These Artificials are highly dangerous, as the Vortex holding them means to lure you into the Realm of Legend and keep you there. Check the number of teeth or the way that they stare. An Artificial will have too many teeth for its mouth, and they do not blink. If an Artificial is in your group, kill them immediately.
- 3) *Do not bring water.* Vortexes, and extension, Artificials, do not like water, as pure water interferes with the Vortex's ability to stay open. Bring wine, juice, carbonated milk, whatever; do not bring water. They will be less likely to take you if you do not have water. Holy water will not help you here.
- 4) *Beware of laughter.* If you hear the sound of children, go in the other direction. They are not children, and you do not want to know what they are.
- 5) *Kill all Artificials.* Do not try to save

them. They are not human anymore. If your friend is Taken, spare them the pain and kill them upon sight. They will not be able to leave.

- 6) *Do not search for missing items.* They will use these items as a lure to keep you. Do not search for it.
- 7) *Do not return.* This goes especially if something of yours has gone missing. They will use this to keep you the second time.

Mechanics



The world of The Fabled Few is wondrous and magical, and like all role-playing games, it is played mostly using the “theater of the mind” and the players’ imagination.

To play The Fabled Few, one player will take the role of the Story Teller, who is referenced throughout this book as the ST. The ST will describe the world to the players and will be in charge of creating the setting, playing all the characters that are not played by you, the players, also known as NPCs (non-player characters), and most of all, governing the rules of the game.

The following chapter will explain those rules to you and the players and serve as a guideline for your upcoming adventures.

As a quick note, this chapter serves as a guideline for players and STs, that said, the ST’s word is law in the game of The Fabled Few, even if it goes against the rules of this chapter. Most STs write additional rules, abilities, and homebrew mechanics for their game which should be treated as any other rule present in this book.



Character Creation

I remember my first day as an Epilogue all too well. “Breathe in, breathe out, keep to simple tasks, and breathe” The room was silent, but my head was ringing so loudly I could barely hear what the woman beside me was saying.

It took me about 10 minutes to regain my senses. The first thing that hit me was the taste and smell of blood; the second was the bloodied old lady lying not more than ten feet from me. “What happened?” I asked, already knowing the answer but too afraid to admit it, too ashamed.

“There is a lot to explain, but this is not the time and place for it. What you need to understand now is this. Fables are real-ish... You were trapped in a retelling of a story. Nothing, I repeat: NOTHING you did the last few days was your choice.” She gave the corpse on the side of the room a short gaze and sighed before switching her gaze back to me. The memories flooded all at once, the girl with a red hoodie, the old lady, the blood, and then nothing.

“What did I do?” I asked. “What you did was break free. Now let’s go, the retelling is not done, and neither of us wants to be here when the Woodsman arrives.” She helped me up as I leaned next to her, stumbling out of the building and into her car. “Welcome to the magical world of Fables and Epilogues. Believe it or not, things are only going to get crazier from here, but the other and I are here to help.”

*From the journal of Jack Greens,
Epilogue of The Big Bad Wolf.*

Player characters in The Fabled Few, known as Epilogues, are composed of two main parts, like most other tabletop role-playing games. The character’s backstory, who they are, and the character mechanics, what they are capable of.

When building an Epilogue, it is important to consider both the backstory and mechanics to ensure your Epilogue feels whole. This chapter will walk you through writing your Epilogue, starting off with their backstory.

● An Epilogue’s Backstory

Choose a character NAME: Names tend to be normal human names, although there are stories of Resolved Epilogues who enjoyed their time as Motifs taking on their Fable name as a nickname.

Choose a Fable and Motif:

All Epilogues spent some time in active Retellings, having to live out a specific character in a Fable. Choose what Motif and Fable your characters became while being a part of a Retelling.

An Epilogue Fable will determine a lot of their personality and backstory. Some Retellings are violent and leave the Epilogues who survive them scared, while other Fables might be whimsical and fun, causing Epilogues to long for a way back to the fantastic life they had.

When choosing a Fable, choose one you are familiar with and make sure your ST is familiar with it as well. A Fable can be any famous tale that is old enough to have been retold a multitude of times, with different

versions and a strong social impact. A good indicator that your chosen Fable is old enough to have gained consciousness in the Realm of Legends is if it's in Public Domain.

When choosing a Fable, choose what Motif your Epilogue played in it. Your Character should be affected by the time they spent in the Retelling, so choose a Fable and Motif you'd enjoy playing.

Recommended Fable sources are:

- Religious tales - Judaism, Christianity, Ancient Greece, and Norse mythologies. Religious tales are a captivating and interesting source of stories.
- The Grimm Brothers - The Grimm brothers spent years of their lives collecting fairy tales from across Europe and are a great source of Fables.
- 1001 Arabian Nights - 1001 Arabian Nights is a collection of Middle Eastern folk tales compiled in Arabic during the Islamic Golden Age.

Every culture has a long list of sources for Fables and Stories native to it. We recommend looking around yours for one which fits the Epilogue you want to write.

Your Epilogues Motif is the character they were forced to play in that Fable. This character can be the villain, the Hero, or any character who is well-defined in the story.

For example, in the original version of Alice In Wonderland, Alice, The Quinn of Hearts, and Cheshire Cat all have enough of their personality, features, and goals explored to make them an interesting Motifs.

On the other hand, a Card Guard is not defined enough to be a fully-fledged character, and shouldn't be picked as a Motif.

A character like The Mad Hatter could be considered for a Motif depending on the version of Alice In Wonderland you pick. In some, he is a 1-dimensional character and in others, he serves as an integral part of the story.

EPILOGUES form differently depending on how strong they are mental.

1) Resolved

- a) Finished their Fable naturally

- b) Only hunted by forgotten tales
- c) Usually stay in one place unless there's a large Forgotten Tale outbreak
- d) Around a medium power level, although they can reach higher power levels in areas influenced by Fables.

2) Unresolved

- a) Broke out of their Fable
- b) Hunted by forgotten tales/realm of legend/Fables
- c) Try to stay low key - nomadic, never staying in one place for long.
- d) Usually they have more connection to their Motif and Magic since their powers were never dulled by the process of turning from a Motif to a Human.

BACKSTORIES can be written based around the character's *Fable* and how they became an *EPILOGUE*.

An Epilogue's Mechanics

An Epilogue's creation is done using a point-buy system. This chapter will walk you through the five main segments of the character sheet: Archetypes, Skills, Feats and spells, The Fabled Dice Pool, and Hooks. On each of these segments, you will have a set number of points you can spend, assigning them in stats that you feel are relevant to your character.

Archetypes

Archetypes are The Fabled Few's most fundamental stat. Almost all dice rolls in the Fabled Few make use of the Epilogues Archetypes to determine success.



The Archetypes are the Epilogue's most fundamental traits, and Archetypes. The more points invested in an Archetype, the better the

Archetype Rank	1	2	3	4	5
Dice rolled	D4	D6	D8	D10	D12

Epilogue is in it. The Archetypes represent how strong, fast and clever your Epilogue is.

The more points invested in an Archetype, the more connected the Epilogue is to the Archetype in both physical and magical senses.

Elder

Abbreviation: ELD

Motifs that embody the Archetypes: Merlin (Legends of Camelot), Odin (Norse Folklore), and Papa Jepeto (Pinocchio).

The Elder Archetype is one of knowledge and experience. Epilogues with a high Elder Archetype will excel academically and quickly pick up information.

It is used for the following:

Checks revolving around academic knowledge of any non-magical kind like medicine, history, or computer science.

Envoy

Abbreviation: NVY

Motifs that embody the Archetypes: The god Hermes (Any Greek mythology tale), The White Rabbit (Alice in Wonderland), and Robin Goodfellow (English Folklore)

The Envoy Archetype is referred to by some Epilogues as the Trickster. It is an Archetypes of speed and mischief and is used for the following:

- Dexterous actions like stealth, pickpocketing, running, and long-range weapons.
- Dodging incoming attacks, a player will use his Envoy Archetype when attempting to dodge incoming attacks.

When in combat, the envoy Archetype determines which combatant goes first.

Friend

Abbreviation: FRD

Motifs that embody the Archetypes: Mercutio (Romeo and Juliet), The Dwarfs (Sleeping Beauty), and Jonathan (biblical story of David).

The Friend Archetype is about society and being a part of it. Unlike the Lover Archetype, which revolves around how the Epilogue presents itself, The Friend Archetype revolves around how the Epilogue understands and acts as a part of society. Epilogues with a high friend stat will excel at reading other people and understanding social situations. It is used for the following: Actions that require reading other people and situations, like insight and perception and investigation.

Knight

Abbreviation: KNT

Motifs that embody the Archetypes: King Arthur (Legends of Camelot), Sinbad (Sinbad the Sailor), and Mulan (the Ballad of Mulan)

The Knight Archetype is one of action and strength. In the Realm of Legends, the Knight Archetype is all about physical prowess and a heart of gold.

Epilogues attuned to the Knight will be strong of will and body.

The Knight Archetype is used for the following:

- Physical actions like athletics, lifting objects, attempting to kick open a door, and short-range combat.
- Blocking incoming attacks: A

player will use his Knight stat for the roll when attempting to block an attack.

Lover

Abbreviation: LVR

Motifs that embody the Archetypes: Sleeping Beauty, Esmeralda (The Hunchback of Notre Dame), and Helen of Troy.

For example:

Shawn has a 4 in swimming and has a level 2 Knight Archetype when asked to make a dice check to swim across a river using his Knight Archetype. Shawn would add his Knight Archetype of **2** and **8** for his swimming skill(rank $4 * 2 = 8$), then they will perform a **base roll**(adding a level 2 die from their level 2 in Knight Archetype). Shawn may also add any amount of **Fabled Dice from his dice pool roll**(exhausting dice from the Dice Pool to add their resulting roll). The Lover Archetype is about passion and appearance. It is the Archetype of seduction, persuasion, and social skills. Epilogues with a high Lover Archetype are social butterflies, able to convince, deceive and persuade those around them with ease. The lover Archetype is used for the following:

- a. Actions that require charisma of physical appearances, like persuasion, performance, and deception.



Witch

Abbreviation: WCH

Motifs that embody the Archetypes: Jaffar (Aladdin), Baba Yaga(Polish Folklore), and Morgan Le Fay (Legends of Camelot).

The Witch Archetype, unlike common belief, is not about evil. The Witch is the Archetype of the mystical. People with a high Witch Archetypes are knowledgeable about the Realm of Legends and the magic that comes from it. They are knowledgeable about Epilogue society and the theory of magic. It is used for the following:

- a. Knowing information about the supernatural world surrounding the Epilogues, like Epilogue society, magic theory, and information about the Realm of Legends

Spending Points on Archetypes

All Archetypes start with a base value of **1**. You may spend **10** points across the six Archetypes as you see fit. The higher an Archetype is, the better.

Note that to cast spells of a specific Archetype, a character needs to have at least **3** points in the said Archetype.

An example of an Epilogues Archetypes after point buy will be:

Knight $(1+2) = 3$, Envoy $(1+1) = 2$, Lover $(1+2) = 3$, Friend $(1+2) = 3$, Witch $(1+0) = 1$, Elder $(1+3) = 4$.

An Archetype value dictates what type of dice you can roll when making checks revolving around that Archetype.

Table of Archetype ranking and values:

Formula: **Attribute level**(Knight: 2) + **Skill bonus**(level 4: 8) + **baseball** + **Fabled Dice**(if chosen to do so)

Skills

Skills represent knowledge and skills your Epilogue has learned throughout their life, like academic knowledge, driving, investigation, etc. Skills have ranks ranging from 1 to 5, with each point invested in a Skill granting + 2 to the result of any roll using it.

While building your Epilogue, you have **15 points** to spend on skills. You may not invest more than 3 in a Skill at character creation without ST permission.

Skill Ranking

All skills come with a ranking of 0 to 5. Ranking 1 would be beginner-level

knowledge, and ranking 5 would be complete mastery of that skill. Note that 0 in a skill will mean your Epilogue does not know the topic and has no experience in it.

Example

A character with a 0 in swimming would not know how to swim at all and will struggle to stay afloat in water. However, a character with a 5 in swimming would have the skill of an Olympic swimmer or a master freediver.

Using Skills

Whenever a dice check relates to a skill your Epilogue has, add your **skill bonus** to your dice check. The skill bonus is equal to your skill rank*2.

When rolling a skill check, you're ST will let you know what Archetype to use for the base roll, as the same skill may be used for different Archetype rolls. For example the Street-smart Skill may be used in conjunction with the Elder skill if the player attempts to learn information regarding groups, gangs or other well known individuals. But the may also be used with the Friend skill if the goal is to read a social situation happening around them.

Skills List

1. Animal Handling (how well you know and behave around animals is directly linked to how friendly they would be with you)
2. Artist (your capacity to produce artistic elements, craft pieces that may have no purpose, and add flourish to different things)
3. Athletics (running, jumping, throwing, etc)
4. Computers (all things computer/hacking related)
5. Driving (how good can you drive vehicles)
6. Engineer (your capacity to craft machines or tools that would perform various tasks)

7. Fable Lore (knowledge of the more metaphysical aspects of the Fables and the Realm of Legend - how do Fables work, the Pantheon, etc.)
 8. Fable Society (your knowledge of the Epilogues who operate in the area or how to get in touch with them)
 9. Folklore (knowledge of stories, retellings, etc)
 10. History (reading history in certain areas, or your ability to find the information)
 11. Insight (your capacity to derive someone's intentions)
 12. Intimidation (how well can you manipulate yourself to appear more terrifying or fearsome?)
 13. Investigation (your capacity to analyze a scene and derive conclusions about what has happened there)
 14. Medicine (important medical knowledge, how things died, and how to treat wounds)
 15. Occult (knowledge of and capacity to analyze and identify different spells, their effects, how to cast them, etc.)
 16. Perception (how well is your passive perception of the environment which you are in; can you spot the vibe of the room?)
 17. Performance (Your capacity to act, how good of an actor are you?)
 18. Persuasion (How persuasive are you and how well can you use your Archetypes to your advantage in social situations?)
 19. Sciences (Covers all math and sciences within the academic scope)
 20. Stealth (how well you can blend into the environment)
 21. Street-smart (your ability to navigate the streets, find places to hide or buy stuff, etc)
 22. Survivalist (your ability to survive for long periods of time in inhospitable environments, such as forests and abandoned buildings)
- Swimming (how well you can swim)

Combative Skills

- 23. Archery (how well you can shoot bows)
- 24. Firearms (how well you can shoot guns)
- 25. Hand-to-Hand (how well you can fight using just your body, throw punches, kick, block, etc.)
- 26. Melee (how well you can fight using melee weapons, such as bats, swords, etc.)

Magic and Feats

When building your Epilogue, you may purchase a sum of **3 Feats and/or spells** up to rank 3 from the Spell lists. You may **not** choose any Rune Spells when building their Epilogue.

Feats

Feats are more nuanced abilities or traits that characters have developed over the course of their lives. Perhaps your Epilogue has spent years studying karate or is exceptional at studying and consuming information quickly. When building or developing your Epilogue, you may choose any of the presented Feats to invest your development or experience points into.

You can find more information about specific Feats in the Feat chapter.

Spells

Spells are magical abilities your Epilogue has gained by being connected to the Realm of Legends. To cast a spell, an Epilogue has to first have enough points invested in the specific Archetypes relevant to the spell and spend Dice out of their Dice Pool, which are used as a power source.

Spells have powerful effects but are much less reliable than feats; examine the Spell list in the magic chapter to see if any

spells fit your character.

For an Epilogue who is new to the world of Fables, we recommend investing more in Feats than spells, though both can be purchased using experience points throughout a campaign.

Hooks

Hooks represent an Epilogues connection to the Fable and Motif they were forced to act out during the Retelling. A Hook will usually ask an Epilogue to act a certain way. If the Epilogue does, this will strengthen their link to their Fable, gaining Thread Points that can later be used in various ways (Read the Hook Chapter for more information on Threads).

Some Hooks might also have negative conditions, which, when acted upon, may have the negative effect of removing Thread points from the player.

An example of a Hook is:

Tom is an Epilogue of Jack from Jack and Beanstalk. When building his character, he chose to take the Hook "Fools Trade," which states the following:

"Your Motif took a gamble over a deal that would not make sense in the Mundane, be it a cow for beans or gold in exchange of hay, now as Epilogue you have kept some of this gullibility leading you to have too much faith, even when obviously conned.

Making a meaningful deal without checking the price, authenticity, and magical ability of an object prior to striking a deal will reward the player with 3 TP."

Due to having the Hook Fools Trade, Tom chooses to believe a fellow Epilogue merchant claiming his cheap knife is magic, buying it without question. As a result, Tom gains 3 Thread points (known as TP), as described in the Hook.

When building an Epilogue, you may choose between 1 to 3 Hooks to add to your Epilogue from the Hook List in the Hook chapter. You may also write your own Hooks, as described in the chapter by talking to your ST during character creation.

Fabled Dice Pool

Fabled dice represent the magical potential An Epilogue has. Whenever An Epilogue makes any dice check (except damage checks with normal weapons), they may exhaust a die from their Fabled Dice Pool to strengthen their abilities, adding the exhausted dice to the roll.

Each Fabled die in the bank has a value determined by the number of sides it has (D4,D6,D8,D10,D12) and can only be Exhausted once per day. To learn more about Fabled Dice, read the Dice Pool and Fable Dice chapter.

Note: D stands for the word dice, followed by a number signifying how many sides it has. For example, a D4 is a four-sided die, a D6 is a six-sided die, and so forth.

When adding a Fabled die to a roll, a player may only add a die that is equal to or lower than the corresponding die to the Archetype being rolled.

For example

John has a Fabled Dice Pool which is composed of the following dice {2D4, 3D6, 2D8, 1D10}.

John attempts to lift a car, a feat that is close to impossible for a normal person. To succeed, John needs to roll his Knight Archetype which has a value of 3 which gives John a base of 1D8 for rolling.

To better his chances of success, John decides to exhaust some of his Fabled Dice. John can exhaust his D4,D6 and D8 for this roll but may not use his D10 as it is bigger than what his Knight stats allow.

John chooses to invest in the roll 2D4 and 1D8, bringing his final roll to a 1D8+3

(their base Knight roll) + 2D4+1D8 from their exhausted Fabled Dice.

Until John rests for a full night, they may not use the same 2D4 and 1D8 he Exhausted for this check.

In character creation, you may add any **8** dice to your Fabled Dice Pool. New dice can be purchased and added to your Fabled Dice Pool using XP throughout the game.

Health Points

Health points signify your Epilogue's physical state. When an Epilogue reaches 0 HP they die.

An Epilogue starts with 10 + Knight Archetype.

Threads Points

An Epilogue starts with (3 + Witch Archetype) Thread Points (TP), TPs symbolize how connected your Epilogue is to the realm of legends. They can be used throughout your game to reroll dice in different dice checks as well as return dice used from your dice pool. The number of TP your character has will frequently change throughout your game, the number received here only serves as your starting point.

Dice Checks And Fabled Dice

In the Fabled Few you will often have to make dice checks to perform different actions throughout the game. Whenever you attempt an action, your ST might ask you to perform a Dice check to determine if your Epilogue is successful. As a rule of thumb, the higher you roll the higher your chance of success.

Dice checks in the Fabled Few are comprised of 2 parts, the Base roll, and the added Fabled Dice.

Base Roll

A Base roll is comprised of rolling your

relevant Archetype's die type + the Archetype's level. The Archetype value dictates what type of dice should be used as a part of your Base roll when making checks revolving around that Archetype.

For example, A base check for a rank 3 Archetype will be a 1D8+3, while a Base roll for a rank 5 Archetype will be 1D12+5.

Fabled Dice

The Fabled Dice Pool represents your Epilogue's Magical Potency and serves as The Fabled Few main resource when attempting to attempt a dice check which requires a super-neutrally high roll to succeed.

Using the dice from the Dice Pool may allow characters to do things beyond the capabilities of a normal human. When a player uses a die in the Dice Pool, they **Exhaust** from the Dice Pool. That die will become **Exhausted** and will be unusable until your Epilogue takes Rest which will **Refresh** all exhausted dice, bringing them back into the Dice Pool and making them usable again.

Taking a **Rest** will completely regenerate a player's health, as well as refresh any exhausted dice. To receive the benefits of Resting, the Epilogue must be allowed to sleep, tend to their wounds, study, or do anything else which is no more strenuous than that for 4 hours of uninterrupted time

Example Dice Pool

1: 1	Total Level 1 dice: 4	Exhausted lvl
2: 3	Total Level 2 dice: 3	Exhausted lvl
3: 0	Total Level 3 dice: 0	Exhausted lvl
4: 0	Total Level 4 dice: 0	Exhausted lvl
	Total Level 5 dice: 2	Exhausted lvl

5: 1

This Dice Pool has a total of 9 dice, 4 level 1 dice(4 sided dice), 3 level 2 dice(6 sided dice, no level 3 or 4 dice, and 2 level 5 dice(12 sided dice).

Dice Checks

When performing a dice check using an Archetype, you may add Fable Dice from your dice pool to your Base roll.

You may add any amount of Fable dice you choose from your Fabled Dice Pool, as long as its value is equal to or lower than the Archetype die used for that Base roll.

Meaning, if you have 3 points in the Knight Archetype, you may only use Fable Dice of the types D8,D6,D4, but will not be allowed to use your D10 and D12 for those rolls, as their value is bigger than your Knight Archetype base die of D8.

The meaning of this is that while purchasing only D12s sounds good as a concept, they will only be used for dice rolls of Archetypes with a rank of 5, which your Epilogue is likely to only have 1 of if any at the start of your campaign.

On the other hand, a D4 Fable Dice is usable for all dice checks, even those with a value of 1 as it is the dice with the lowest value, making it the most versatile.

Note: Players need to announce what Fable Dice they are using for a roll prior to making the roll and must be rolled with their Base roll to count.

Note: Fable dice can be added to any roll EXCEPT for damage rolls.

Example Dice Check

Michel is making an Elder dice check. Michel has an Elder Archetype with a rank of 3, therefore they will start with their base roll of a rank 3 die + their Archetype value, 1D8+3. Before making the roll Michel has the option to add Fable Dice to their roll of rank 3 or lower (D4,D6,D8), exhausting the dice from their Dice Pool in the process. Michel chooses to exhaust a D4 and a D6 from their Dice Pool, bringing their final roll to a 1D8+3(base roll) + 1D4+1D6 (exhausted Fable Dice).

Results for Dice Rolls/Meanings

Ranges of success in The Fabled Few when rolling to perform tasks are the following:

1-4: failure, Epilogue has failed the action miserably.

5-10: lowest level of success, Epilogue has performed the action in an amateur fashion. If the action was lifting weights they will be able to lift up to 50 Pounds.

11-20: Full success, Epilogue has performed the action in a professional fashion. If the action was lifting weights they will be able to lift up to 150 Pounds.

20-30: Expert Success, Epilogue has performed the action expertly, in a way that is impossible to most. If the action was lifting weights they will be able to lift up to 300 Pounds.

30+: Fabled Success, your character is supernaturally talented. This level of success is achievable without magic means and will seem legendary to the mundane. If the action was lifting weights they will be able to lift up to 300 Pounds, every additional 5 above 30 will be about 200 additional pounds lifted.

Magic

The essence of the wondrous force brought into the mundane world from the Realm of Legends is often referred to as magic. Generally speaking, anything that doesn't exist in the world of the mundane in some way, shape, or form; is magical. For you, the player Epilogues, magic comes from your connection to the Realm of Legend, feeling its every give and pull. Some Epilogues might have a deep tie to the Realm of Legend, while others, not so much. Every epilogue has some form of magical connection to the Realm of Legends, this bond does not always manifest the same way, as different Epilogues find themselves drawn to the Magic of a specific Archetype or another.

Casting Magic

Spells can be cast using Magic siphoned by an Epilogue's connection to the realm of legends. Each spell is linked to 1 or 2 Archetypes; those are the Archetypes you may use when rolling to cast the spell.

To cast a spell, you first need the minimum Archetype rank needed to cast it. Most spells require a base rank of 3 in specific Archetypes, while some specific spells classified as rank 5 spells, also referred to as Mythic Spells require a Rank 5 in their respective Archetype to cast.

Those few who cast Mythical spells are considered the most powerful of their kind and are usually acknowledged by the community as powerful individuals not to be trifled with.

Example

Joe wants to cast the spell *False Persona*, which can either be cast using the Witch or Lover Archetypes. To cast *False Persona*, Joe must have at least 3 points invested in the Witch or Lover Archetypes. Joe has 4 points in his Witch Archetype, making it possible to cast the spell.

Casting Spells

Casting a spell requires tremendous power from the caster. To cast a spell, you first have to exhaust **at least** one Fabled die out of your Dice Pool, the die exhausted has to follow

rules for using Fabled Dice, meaning it has to be equal to or lower than the Archetype dice you are using for the spell. That die is usually referred to as a "Tax Die." You may decide to add more dice out of your Fabled Dice Pool to improve your chances of success, but unlike the Tax Die, this is not mandatory.

Spells Range

Spells have ranges of success when cast; the higher your roll when casting the spell, the more potent the effect will be. Each spell explains its success values and results on the spell page.

Most spells have four ranks of success, though some have none or more than 4. The ranks of success usually follow the following ranks:

- 1. Failure** - The Epilogues failed to cast the spell, with the spell having no effect. The player still exhausts all resources used for the attempt.
- 2. low Success** - The spell activities in their most base form, usually in the form of partial success or weaker results.
- 3. Full Success** - The spell, in its full form, will give the full effect of the spell, usually resulting in a potent effect.

Fabled Success - The spell in its best form, Fabled successes usually require an insanely high roll when cast, but the results are usually extremely powerful.

Resisting Magic

Some spells will have over-lasting effects on their targets, whether it would be a status effect, a buffing effect, or some other type of effect. These spells may be resisted, so the victim may avoid or partially resist the spell's effects if they choose to. You may always choose to not resist a spell cast on them

Resistible Spells

A spell that can be resisted will have the keyword Resistible written beside its name. The target(s) of the spell will make a Dice Check against the caster's spell-casting

Dice Check (CDC) for the spell's success.

If the target's Dice Check result is higher than the CDC, they have resisted the spell, suffering only half of its damage and cutting all status effects duration caused by it in half. If the target's Dice Check is more than double, the target shrugs off the spell's effects, takes no damage from the spell, and negates all status effects completely.

Example of casting a spell:

Lisa will attempt to hold a person, Michael, in place with the 1001 Tales. This spell will magically force target's within a certain area around you to listen to the tale you spin.

1001 Tales(Friend/lover) - You spin a tale like any other; as long as they are talking, people around you are magically forced to listen and pay attention. Any hostile action against those listening will break the spell. **Resistible.**

Success Ranges

- 0-10 - nothing
- 11-20 - The spell affects all **humans** able to **hear and understand** you for the next 1 minute.
- 21-30 - The spell affects all **humans** able to **hear** you for the next 10 minutes.
- 30+ - The spell affects all **creatures** able to **hear** you for the next 10 minutes.

Lisa can use her Friend or Lover archetype to cast the spell. She chooses to cast using her Lover Archetype, which has a value of 5. To cast the spell, she will first exhaust a Tax Die from her dice pool, using a Level 4 die (a D10). Lisa will then roll her tax die (D10) + her Base roll (D12+5) + any amount of extra Fabled Dice she chooses to exhaust out of her Dice Pool.

Michael will then make a dice check against Lisa's result to attempt to resist the spell's effects.

Lisa's roll: 1D10(Tax Die) + 1D12+5(Base Roll) + 1D6(extra Fable Dicer) + = Caster's Dice Check(CDC)

After rolling, Lisa got a final result of 22 CDC.

Michael will now attempt to resist the effects of the spell. The CDC of this spell is 22. He can either use his Friend or Lover Archetype to Resist the spell; here, he will use his friend Archetype; at level 5. Additionally, he will add 2 level 4 (2D10) dice from his dice pool to ensure he resists the worst of the spell.

1D12+5(Base Roll) + 2D10(extra Fable Dicer) + = Target's dice check

After rolling, Michael got a final result of 27

Michael managed to roll higher than Lisa but didn't get double her CDC. Meaning he would then only be entranced for half of the spell's effects and will be entranced for 30 seconds instead of a full minute.

Spell List

Every Spell has Archetypes it can be cast with, a rarity, and the ranges of success. To cast a spell, the player will make a dice check, then use the resulting value of the dice check to determine which success range the spell will use. The rarity of the spell will determine the Experience cost to learn the spell, and a spell may have inherent properties based on its rarity. Spell rarity range from 1-5, with Runes being a separate category altogether.

Rank 1

Rank 1 spells are considered Spells that are quite common to be seen cast. One could assume that anyone displaying competence with a particular Archetype can cast common spells of that Archetype. Technology or experience can easily replicate the desired effects of some of these spells. These spells don't have a range of successes like others and will always have some effect. To cast a common spell the player will still need to exhaust a Tax Die out of his Dice Pool

Whisper (Envoy/Elder) - You may message another creature a sentence as long as the number you rolled. Roll your Archetype die, that is the number of words you can say and you may add your Magic Die.

Small Phantasm(Lover/Elder) -

You conjure a small illusion 5x5ft long or less. The illusion produces either no sound or has no physical weight to it. A hand will pass right through it. It can be anything from a coin to a dancing frog. The target can make a perception check against the deception of the player, with the perception check decided by how high you roll. If successful, they can understand this is an illusion without touching it.

Favor of the Fabled(Lover/Friend)

- You can give another target a d4 for a skill or attack roll for the next minute.

Helio's Light (Envoy/Witch) - You conjure a yellow, warm light within a 20ft area. Roll a d4, it lasts for that many hours.

Poseidon's Will (Friend/Witch)

- You invoke the will of the God of the Sea, to maneuver the tides how they see fit. The player can choose a 5x5 ft or less area of liquid substances (water, blood, oil, beer, juice, etc.) In this 5x5 area or less, you may do one of the following(if you do more, the previous one is overwritten):

-The Epilogue can freeze the liquid, unless there are creatures in it, Roll 1d4, lasts that many hours

-You can morph the water into a shape, like a dove, heart, crown, etc and animate them how you like. Roll a d4, and the animation and form will last for that many hours.

-You can command the water and move it up to 5 feet in any direction. The player can morph the water into a ball or spike away from the original position. **This effect is permanent.**

Wisp Of Sparks (Envoy/Witch) -

You conjure small flickering flames that singe the target. Roll to hit with your magic:

Success Range

- 0-10 - The fire does nothing
- 10-15 - The fire does 1d6 damage + (envoy/witch)
- 16-20 - The fire does 2d6 damage + (envoy/witch)
- 21+ - The fire does 3d6 damage +

Rank 2

Rank 2 spells are considered Uncommon spells are slightly unconventional, and while not as frequently seen as common spells, are still relatively prevalent in Epilogue society, Although their use may come as a surprise to some.

Arcane Blast (Witch) - A bolt of arcane energy is conjured and fired at a target.

Success Ranges

- 0-10 - The bolt fizzles into nothingness.
- 11-20 - The bolt deals 2d6 + (witch/lover) damage upon hitting the target.
- 21-40 - The bolt deals 2d8 + (witch/lover) damage upon hitting the target.
- 41+ - The bolt deals 2d12 + (witch/lover) damage upon hitting the target.

Razor's Edge(Knight/Witch) - Magically Hone the edge of a sharp object for 5 seconds.

Success Ranges

- 0-10 - The blade is no sharper, but the edge is protected from blunting.
- 11-20 - Striking a creature with the object deals an additional 1d8 damage.
- 21-40 - Striking a creature with the object deals an additional 1d10 damage and subtracts 5 from the target's block roll.
- 41+ - Striking a creature with the object deals an additional 1d12 of damage and subtracts 10 from the target's block roll.

False Persona (Witch/lover) -

You magically shift your clothing or physical appearance to take on the appearance of another human or human-looking creature.

Success Ranges

- 0-10 - nothing.
- 11-20 - an illusory set of clothes.
- 21-40 - Real clothes and illusory face/skin features.
- 41+ - real clothes and a temporary polymorphed face.

Bells of Notre Dame (Knight/Friend) Resistible- An ethereal bell appears above your head, ringing with the force of legends, creatures within 30 ft of the spell caster take the following effects.

Success Ranges

- 0-10 - The bell rings faintly, having no effect.
- 11-20 - The bells ring, dealing 1d6+Roll archetype damage.
- 21-40 - The bells ring loudly, dealing 2d6+Roll archetype damage and Deafening all targets.
- 41+ - The ground around you shakes as the bells ring, dealing 5d6+Roll archetype damage and Deafening all targets. The range of the spell grows to 100 feet.

Song-Bird's Healing Water(Friend/Lover) - You make an ephemeral bird made of water, the bird will then fly to a target, its vapors healing on contact.

Success Ranges

- 0-10 - The target heals 1d4.
- 11-30 - The target heals 2d6+ Friend/Lover Archetype
- 31-50 - The target heals 3d8+ Friend/Lover Archetype
- 51+ - The target will heal 4d12 + Friend/Lover Archetype and will add a healing bond to the target, healing them every round for a 1d6 for one minute.

1001 Tales(Friend/lover) Resistible
- You spin a tale like any other, as long as they are talking people around you are magically forced to listen and pay attention, Any hostile action against those listening will break the spell.

Success Ranges

- 0-10 - nothing

- 11-20 - The spell affects all **humans** able to **hear and understand** you for the next 1 minute.
- 21-30 - The spell affects all **humans** able to **hear** you for the next 10 minutes.
- 30+ - The spell affects all **creatures** able to **hear** you for the next 10 minutes.

The Fog of the Deep(Witch/Elder):
You conjure a being from deep who nests in the fog. A large fog cloud starts to envelop an area:

Success Ranges

- 0-10 Nothing.
- 11-20 - A fog cloud starts to appear in a 5x5 ft area. Those within the area are **blinded** until they leave the cloud. The person who created the fog **can see into the fog** with eyes from the deep.
- 21-30 - A fog cloud starts to appear in a 10x10 ft area. Those within the area are **blinded** until they leave the cloud. The person who created the fog **can see into the fog** with eyes from the deep.
- 30+ - A fog cloud starts to appear in a 20x20 ft area. Those within the area are **blinded** until they leave the cloud. The person who created the fog **can see into the fog** with eyes from the deep.

Rank 3

Rank 3 spells are considered Rare spells and are usually the sign of a creature that has some level of experience with the magical arts.

Blink(Witch): Teleport yourself or a target creature/object a short distance away.

Success Ranges

- 0-5 - teleport the target up to 1 ft away
- 6-15 - teleport the target up to 30 ft away
- 16-25 - teleport the target up to 60 ft away

- 26+ - teleport the target up to 120 ft away

Magical Translator(Elder/Friend):

When hearing or reading another language, you magically decipher parts so your mind can comprehend the content of the language.

Success Ranges

- 0-10 - One-two words make sense
- 11-20 - One or two sentences make sense
- 21-50 -The document is fully legible
- 50+ - The player gains a full understanding of the language of 24 hours.

Fireball (Witch, Elder) - Attempt to summon and throw a fireball from the palms of your hand. On Impact the ball explodes, dealing damage in a 10 feet area. The spell doesn't require aiming and will magically seek out a target you can see within 60 feet.

Success Ranges

- 0-10 - your hand heats up, but no fireball appears.
- 11-20 - small fireball appears. Dealing 1d8 + archetype rolled
- 21-30 - medium fireball appears. Dealing 2d8 + archetype rolled
- 31+ - large fireball appears. Dealing 4d8 + archetype rolled

Defense of the Ancients(Knight/Envoy): You bestow mental protection to your allies, allowing an ephemeral shield to protect their allies. Pick 3 targets.

Success Ranges:

- 0-10 - The shields break.
- 11-20 - Each target may add a d4 to their next BLOCK or DODGE they must perform.
- 21-30 - Each target may add a d6 to their next BLOCK or DODGE they must perform.

- 31-40 - Each target may add a d8 to their next BLOCK or DODGE they must perform.
- 41-50 - Each target may add a d10 to their next BLOCK or DODGE they must perform.
- 51+ - Each target may add a d12 to their next BLOCK or DODGE they must perform.

Clear Head (Friend/Elder) - You attempt to help a target resist effects on their mind or sight.

Success Ranges

- 0-10 - nothing
- 11-20 - Choose a target and dispel any spells affecting the target's mind or sight
- 21-40 - Choose up to 3 targets and dispel any spells affecting their mind or sight
- 41+ - Choose up to 5 target's, they are unaffected by any spells affecting their mind or sight for the next 5 minutes

Investigate Magical Trails (Elder/Envoy) - while you have some naturally-developed sense of who is an Epilogue or not, the same does not apply to you knowing whether something Fable-related or magical passed through the area. For these reasons, Epilogue investigators exist, to investigate crimes and ongoing Fables. This spell allows you to see things affected by magic and those who pertain to the magical world.

Wherever they pass, Fables and their subjects leave traces of their passing that, when combined form an interconnected thread, which only the most dedicated of Investigators can discover.

Success Ranges

- 0-10 - nothing
- 11-20 - You detect magical substances currently present in the area and things directly affected by magical spells or effects in the last 24 hours. For example, you would be able to detect whether a room was charred by a magical flame,

rather than a mundane fire.

- 21-30 - You can see trails of non-Epilogue Fable characters who passed through this place and the spells they may have cast, in the previous 48 hours.
- 31-50 - You can see trails of non-Epilogue Fable characters, as well as Epilogues who have enough magical capacity to cast at least 2 spells, as well as all of the magic cast here for the last 5 days.
- 51+ - You are able to see things as if you were here when they happened. You can see the movement of Epilogues and other characters, especially those who have a lot of magical potential, the spells they cast and where they cast them, etc.

The Ire of Mother Nature (Friend/Witch) Resistible - You draw the earth from your essence, and harken to mother nature for help. The plants, vines, and roots around you bend to your command:

Success Ranges

- 0-10 - Nothing
- 11-20 - In a 5 x 5-foot square, you may build a bundle of vines, plants, and roots in an area, either trapping enemies or allowing a 5-foot ladder to climb something. If trapping enemies, roll you either Archetype, if it lands, the target is rooted in place for 1 turn.
- 21-40 - In a 10 x 10-foot square, In a 5-foot square, you may build a bundle of vines, plants, and roots in an area, either trapping enemies or allowing a 10-foot ladder to climb something. If trapping enemies, roll you either Archetype, if it lands, the target is rooted in place for 2 turns.
- 41+ - In a 20 x 20-foot square, you may build a bundle of vines, plants, and roots in an area, either trapping enemies or allowing a 20-foot ladder to climb something. If trapping enemies, roll you either Archetype, if it lands, the target is rooted in place for 3 turns.

Loki's Backup Body (Witch/Lover)-

You invoke the duplicity of Loki's inner mischievousness, and can summon a copy of yourself. This double if attacked at all will disappear unless it's a 30+ roll, in which case it has 10 hp. Roll a 1d4, it lasts that many hours. For up to 120 feet:

Success Ranges:

- 0-10 - nothing
- 11-20 - You conjure a pretty believable copy of yourself. It's not perfect, but from a distance, it could fool someone. You can talk and see through it, but it isn't tangible.
- 21-30 - You conjure a near-perfect copy of yourself that mimics your every move. You can talk and see through it. It is still intangible, but you can cast spells through it.
- 30+ - You summon a perfect double of yourself. It walks, talks, and acts like you. You can cast magic through this double and it has a fake-ish physicality to it like sandpaper. You can as well as action swap places with it from wherever it is.

Vortex Detection (Elder/Witch) - a spell that grants the caster the capacity to see Vortexes from afar. See *Detecting Vortexes* for relevant information regarding how the Vortex looks through this spell. Your capacity to see Vortexes is unaffected by what non-magical items you are looking at them through, as long as you can actually see through the object (it is semi or just transparent), such as binoculars.

Success Ranges

- 0-10 - nothing
- 11-20 - You can see Vortexes within 500 meters ((1,600 feet) of you for 1 minute.
- 21-30 - You can see Vortexes within 1 kilometer (3,200 feet) of you for the next 15 minutes.
- 31-50 - You can see Vortexes within 2 kilometers of you for the next 1 hour.
- 50+ - You can see Vortexes as far as your eyes would allow you for the next 24 hours.

Mime's Rhyme (Witch/Envoy) -

You have mastered the power of controlling tales with the sheer will of your imagination and physical actions. By moving your body in specific ways to imitate the presence of objects that are not there, you can create pseudo-objects that will affect the caster and the creatures of the Realm of Legends.

Success Ranges

- 0-10: nothing
- 11-20: You can conjure a stationary object, such as a wall, ladder, or something else, no larger than 10 feet in radius, for 1 minute.
- 21-30: You can conjure stationary objects for the duration of this spell, for 10 minutes.
- 31-40: You can conjure moving objects that are not reactive substances (such as water, gasoline, or wood that burns), such as cars, motorcycles, or other objects, for the next 30 minutes.
- 41+: You can conjure up pretty much anything you can imagine, as long as its effects are contained within 30 feet of you, such as guns, swords, cars, jugs of gasoline, etc., by ST discretion (no nuclear devices), for 1 hour. It should be remembered that all objects, substances, and effects created using this spell will have a direct effect on the caster if they interact with them.

Rank 4

Rank 4 spells are considered Special rarity spells. They are Spells that are rarely seen outside of a few special cases and would require special talent to cast these spells.

Dissolve the Veil(Witch/friend) -

As a cloudy mist emits from the caster, dissolve the effects of a vortex within an area around you, temporarily or permanently neutralizing the effects of a vortex. If a temporarily neutralized area is neutralized again, the vertex is permanently dispelled in that area.

Success Ranges

- 0-5: nothing.
- 6-20: The vortex is temporarily neutralized within a 10ft radius for 30 seconds
- 21-35: The vortex is temporarily neutralized within a 20ft radius for 30 seconds. Within 10 ft of the caster the effect is permanently neutralized.
- 35+: A 20 ft radius around you is permanently neutralized from the effects of the vortex.

We Are All Mad Here(Witch/Envoy) Resistible- You drag a **Mundane** into their Fable, bestowing them with a temporary Motif. While under this spell's effect, they will believe they are the Motif given to them, and will act accordingly. After the spell, the Mundane will be hostile toward the player which cast it.

Success Ranges

- 0-10 - nothing.
- 11-30 - The Mundane becomes the Motif is spirit alone for a minute, believing they are the Motif but lacking any of their powers
- 31-50 - The Mundane will remain as their Motif for an Hour
- 51+ - The mundane will turn into their Motif fully, gaining a limited version of their powers and abilities for an hour.

Imbue with Poison (Witch/Lover) Resistible- you imbue an item with a poisonous quality from a distance; time for the poison to act depends on 90 minus how high you rolled .

Success Ranges

- 0-10 - nothing
- 11-20 - If the object is ingested, the target becomes sick and your mind is clouded. You can't use your Magic Dice for the next 30 in-game minutes, after the poison starts to act.

- 21-40 - The object is imbued with a sleeping poison. If the object is ingested, the target will fall unconscious when the poison starts to act, for the next 48 hours.
- 41+ - If the object is ingested, when the poison starts to act, the grasp of death sleep shall swiftly take hold of your character and they will descend unto eternal sleep that can only be ended by magical means.

Zeus's Mighty Strike(Elder/Knight)

Resistible: You conjure a storm cloud above the heads of your enemies..

Success Ranges

- 0-10: The lighting fizzles out, nothing happens.
- 11-20: You pick one target. They take 2d6 damage, as the lighting sizzles them.
- 21-30: You pick two targets, Each target takes 3d6 damage, as the lighting sets them aflame.
- 31-40: You pick three targets, Each target takes 6d6 damage, as the lighting strikes through their body.
- 41-50: You pick four targets, each takes 8d6, and they have to roll another dodge against the initial target hit, or be **stunned** for one turn.

Enchant Weapon (Knight/Friend)

- Touching your rifle, previously incapable of damaging those native to the Realm of Legend, you temporarily enchant it with the capacity to deal magical damage.

Success Ranges

- 0-5 - nothing.
- 6-10 - one round.
- 11-20 - 1 minute.
- 21-30 - 5 minute.
- 31-40 - 1 hour.
- 51+ - a day; 24 hours.

Therianthropy (Elder/Witch) - you

transform into an animal of your desire and gain their senses, but also you gain all of the disadvantages of being an animal (a bear will not be welcome in a city).

Success Ranges

- 0-10 - nothing.
- 11-20 - a squirrel-sized animal (rat, squirrel, dassie rat, guinea pig).
- 21-30 - a dog-sized animal (cat, dog, racoon, capybara, fox)
- 31-40 - a horse-sized animal (cow, bull, tractor, horse).
- 51+ - You can transform into an elephant-size animal or smaller (whales are bigger than elephants).

Rank 5

Rank 5 spells, also known as Mythical Spells, are the true magic from tall tales, used to alter the course of the future; the pinnacle of what an Archetype can do. They are reserved for true masters of the magical craft and are a sign of a true powerhouse of magical capacity.

A Knight's Stand (Knight) - Those within 30 feet of you, feel the essence of your will, striving to continue forward, and will not yield. For 3 turns:

Success Ranges

- **0-30** = nothing
- **31- 50** = you are unaffected by negative status effects besides being, you still have the status effect but are unaffected by them. You can still be knocked unconscious or put in a dying state. Of which their aura will end. Through your will, allies within 40ft of you cannot be **Frightened**, unwillingly knocked **Prone**, or **Exhausted**.
- **51-70** - you receive the benefits of rolling 31-50 as well as the following: When you would be put in a dying state, instead of being unconscious, you are conscious but dying, Make your death saving throws as usual while conscious. **Refresh** all dice in the Dice Pool if they

are all exhausted.

- **71+** - you receive the benefits of rolling 51-70 as well as half all incoming damage for the duration of the spell.

Resurrection (Witch) - You attempt to commit the oldest taboo known to man, defying death and resurrecting those who are no longer here.

Success Ranges

- **0-20** - nothing.
- **21-50** - If the deceased character in question had only a minor wound or a fracture that caused their untimely demise, you bring the character back from the other side successfully, and the wound that caused them to die heals itself.
- **51-70** - If the character sustained a far more serious wound than just a stab in the shoulder, such as a fourth-degree burn, or a significant enough strike created a large enough cleavage in the victim's body that they died near instantly, you heal their wound and resurrect them.
- **71+** - you bring the deceased character back to life. It does not matter whether they were splattered all over the pavement, squished between two impossibly heavy objects, or quartered, sliced to tiny pieces, and thrown overboard, as long as most of the character's body is within 20 feet of you, you bring life force into their tormented remains back to life and the amalgamation of said remains puts them back together as they were when the character was alive, filling in the missing pieces.

Second Sight (Friend) - You attempt to enter the mind of those who surround you, reading their thoughts, wants, and needs. You may see into the mind of a creature you can see in a range of 100 feet. Resistible.

Success Ranges

- **0-20** - You fail to gaze into the mind of those around you,
- **21-40** - You can read the surface thoughts of your targets, and see and

hear whatever they are actively thinking of at the moment.

- **41-60** - You go deep into your target's thoughts and are able to explore them. Ask your ST three questions about memories, opinions, and thoughts your target has. You gain full access to all memories relevant to those questions.
- **61+** - The mind of your target is as easy to read as a book might be. You have full access to all memories, thoughts, and knowledge your target has.

Runes

Runes are spells that require a visual symbol placed onto an area before being enchanted. They will permanently remain in the area unless specified by the spell. If the rune gets erased, or the area on which is symbol drawn is removed or altered in some extreme way the spell will cease to work. To cast these spells, the caster will need to spend time drawing the symbols and then spend an indicated amount of time enchanting said symbol with magical power. The Runes' effects are only visible to the Epilogues and other Fabled creatures.

Rune of Light (Envoy/Friend) - (*enchanting time: 1 minute*) One of the easiest of the Runes to cast, the Rune of Light shines the way for the lost souls in their times of need. This Rune lights up on its caster's command shining for the maximum five feet around the edges of the symbol. The caster will be able to manipulate the intensity of the light, dimming it or intensifying it.

Rune of Magic Detection (Witch/Friend) - (*enchanting time: 10 minutes*) Another common Rune invented in the times of the earliest of the Epilogue communities, the Rune of Magic Detection was used to alert the caster of any magical presence that passed through the area of 50 feet around the edges of the symbol, whether it be Motifs, Artificials, or magical spells.

Trapping Rune (Witch/Knight) -

(enchanting time: 60 minutes) A more difficult rune to cast, the Trapping Rune is used more rarely, in places of great value or importance, where creatures created or affected by the Realm of Legend cannot be afforded to pass. This Rune detects magically-imbued characters who pass through the area of 3 feet around the edges of the symbol and then proceeds to trap them in this small area, not allowing them to leave.

Hooks

The problem with shady dealers is that things tend to go bad fast. "Are you guys trying to screw me over?!" The big guy took out the gun from his holster. "I doubt anyone wanted to screw you in your entire life!" Steven barked. "Steven, you are not helping," I interjected, "listen, \$500 is a fair price, and none of us want this to get nasty. I mean, half of this room has a record, and none of it has to cash for a good lawyer". The big guy lowered his gun, giving Steven a mean snarl but shifting his gaze to me with a calmer expression. "Make it \$600," He sighed. "I can't leave my kid alone again for two years."

"I don't get how you can keep calm with those guys. I was this close to blowing his face all over the wall with a Fire Breath." Steven said on the car ride back as the package was strapped in the backseat. "I don't know, I just know violence should never be the answer." This is what I answered, but deep inside, I knew it wasn't entirely me speaking. My Motif was pushing around; even all those years after my retelling, it still led me away from conflict. And every time I let it, I just felt the power rush that came with our connection growing. The more I leaned into it, the more the fire inside of me grew.

From the journal of Laura Bones, Epilogue of Hestia, the goddess of the hearth.

Unlike most Motifs that finish a Retelling, Epilogues never fully disconnect from their Fable when their respective Retellings are over. Some fragments of the Fables stay with them, giving them access to the powers they held while being Motifs.

This link between the Fable and Epilogue is known as a Thread. The stronger the Thread, the more power an Epilogue can siphon off his Fable, but if at any point the thread becomes too powerful, it may drag the Fable back into the Mundane world for another Retelling, forcing the Epilogue back into the Fable as a result.

The strength of a Thread is measured by Thread Points, known as TPs, which are on a scale of 0-10.

- If an Epilogue ever reaches 10 or more TP's at any point they start to "**Overload**". The Epilogue drags their Fable back into the Mundane, causing them to temporarily turn into their Motif again. While Overloaded, an epilogue loses touch with reality and sees the world as a Fable once more.
- Once Overloaded, Epilogues will see, hear and feel things that aren't there while feeling a surge of energy coming from their link to the Realm of Legend

Playing while Overloaded

- While Overloaded Epilogues need to spend a Thread Point to see through the Fable each time they want to perform an action or cast a spell. While Overloaded, Epilogues gain an additional dice of the highest possible value to every spell cast.
- If a character's TP reaches 0 the character is unable to connect to their Fable for magic until they regain at least 1 TP, leaving them defenseless against potential enemies, unable to cast Spells or use Fabled Dice.

Using Threads

Thread Points can be spent for a few various uses outlined below.

Uses:

1. Reroll dice - By expending 1 Thread Point a player may reroll 1 die. A player may use this feature multiple times per roll on different of the same die.
2. Regain a Fable Dice - By expending 1 Thread Point a player may regain an exhausted die from their Fabled Dice Pool.

Gaining Threads

Using Hooks

To gain Threads points, players will need to use their character Hooks. Hooks represent laws, principles, or features relevant to their Fabled Motif. Roleplaying following a Hook in-game pulls the Fable closer to the user, earning the Epilogue TPs.

Casting Spells - Momentum

Rolling the highest possible value on a die when casting a spell of Uncommon rarity or higher will give the characters power, seeing as they are embodying the Archetype of that spell. For each die rolled that landed on its highest possible number, gain a Thread Point.

Hook List

The Hook list is filled with a few potential Hooks. That said, we strongly encourage players to work with their ST to write their own Hooks which can fit their Epilogue and Motif the best.

1. My Precious

Your Motif was a jealous one; the kind to envy whatever they don't have and do whatever it takes to get it for themselves. Now as an Epilogue you sometimes feel the need to have things other than your own, even though you know you shouldn't take them.

Stealing or tricking someone to gain an object your Epilogue wants while putting them and their helpers at risk will reward the player with 3 TP.

2. Fools Trade

Your Motif took a gamble over a deal that would not make sense in the Mundane, be it a cow for beans or gold in exchange for hay, now as Epilogue you have kept some of this gullibility leading you to have too much faith,

even when obviously conned.

Making a meaningful deal without checking the price, authenticity, and magical ability of an object prior to striking a deal will reward the player with 3 TP.

3. Happily Ever After

Your Motif got the Happy Ever After you could have only hoped for in real life. Now as an Epilogue, after all is said and done, love is what you live for, same as your Motif.

Every morning the Epilogue wakes up beside their romantic partner and will reward the player with 2 TP.

4. Peaceful Story

Your Motif was a peaceful person, they believed violence is never the answer and that as people we should aim for good. As an Epilogue, you kept this belief, aiming to solve tense situations without force.

Every time they manage to de-escalate a hostile situation, solving it without violence or hostile magic will reward the player with 3 TP.

5. Wanderer

Your Motif had no home, due to either choice or circumstances they wandered most of their lives. Now, as an Epilogue, you can't seem to rest when staying in the same place for long periods of time.

Sleeping each night in a different place (A mile at least of you last slept) will reward the player with 4 TP. To get the TP your Epilogue may

not sleep in the same place for more than 2 days in a row.

6. Monster among men

Your Motif was a monster, figuratively or literally, they were responsible for some horrific actions. As an Epilogue, you feel the need to let loose the villain within and give in to some of those desires you faced as a Motif.

Name a morally evil action/desire with your ST. Whenever your Epilogue acts out their action/desire gain TP as decided with your ST. The worse the action, the more ST gained.

7. Casanova

Your Motif was a player, maiden, gentleman, and anything in between. Your Motif left a trail of broken hearts (and aroused people) whenever they went, never committing but always finding someone willing to warm their beds. Now is an Epilogue where you find yourself feeling the same urges, sleeping around, and breaking hearts.

“Spending the night” or flirting (doesn’t have to be sexual, we see you Aces) with a new person will reward the player with 3 TP.

8. Jumping into fire

Your Motif is a heroic one. The kind of person who jumps into a fire to save a kid or fights a dragon to save a princess. Now as an Epilogue you feel the need to help those in need, even if you don’t know a thing about them.

Helping a person you don’t know in time of need while sacrificing your own well-being will gain a player

TP’s. Depending on the sacrifice made and help given the ST will reward the player between 2-4 TP.

9. Addict

Your Motif was an addict, be it drug, war, or something entirely else. Now, As a Motif, you found yourself keeping some of their bad habits, and wanting to act on them.

Name an addition with your ST. Acting on said addiction will reward the player between 2-5 TP depending on the severity of the addiction.

10. Animal Companion

Your Motif had an animal companion that he regarded as his best friend. As an Epilogue you found yourself seeking the same type of friend.

You have a pet, and they are your best friend. Having your pet with you for the entirety of the day will reward the player between 2 TP when going to sleep.

Feat List

Feats are more nuanced abilities or traits that characters have developed over the course of their lives. Perhaps your character has spent years studying karate or is exceptional at studying and consuming information in short spans of time. When building or developing your character, you may choose any of the presented feats to invest your development or experience points into.

Aikido Master. Having studied the art of aikido for decades, you have not only achieved the black belt but the rank of master. The art of self-defense has become native to you, fused with your very bones. *You can add an additional Envoy die to your Dodge roll.*

All a Game. From a young age, you've seen through the thin fabric of this world and into the mechanisms that rule it. *When rolling to investigate or discern the true nature of a thing, you can add your Witch die to the roll. Can be done the number of levels you have invested in your Witch stat, per day.*

Arachne's Blessing. The master spider weaver has given you temporary skill with craftsmanship. *When working with delicate materials, add two of your Elder dice of value d8 or lower to the roll. If you only have one available in your dice pool, flip a d2. Heads, you can roll your elder die again and add it to the total amount; tails, your roll is done.*

Unwavering Strike. As a true Knight

EXP cost		1		3	4	5
		free		30	40	50
skills	1-5	5		15	20	25
	1-5	5		15 (Runes also cost the same)	25	25
feats		20				
Dice	1-5	4		12	16	20

Archetype, you never falter in the face of danger and are unafraid to look death in the eye at every corner, although you do not seek it. If you choose to Block at least once in combat during a turn cycle you may *Add the maximum value of your Knight die to your next damage roll on your next turn.*

Fabled combatant. You learned to imbue your weapon with magical force when fighting, allowing you to exhaust a single Fable dice when dealing with rolling damage against an enemy with a melee weapon.

Ground and Pound. You are a brawler at heart, preferring to fight with your fist over any fancy weapon others might use. When hitting an opponent with a Hand-to-Hand attack, make a contested Envoy or Knight roll against your target, if you win the target is knocked prone.

Relentless Fighter. You can tell when to push your advantage in combat, recognizing weak points at your opponent's defenses and leading an extra attack when they least expect it. When attacking a target with a weapon and dealing damage, you may attack a second time against the same target with the same weapon.

Shining Armour. A bedazzling Knight, you've never failed to catch a glimpse of young maidens and slayed many a heart with your charming tongue. *If you are perceived as a friendly creature when trying to Persuade someone, you can add an additional Knight die to your Persuasion roll.*

I Can Do This All Day. Blocking incoming damage is nothing to you, and receiving incoming damage has become a fact of life for you. Instead of only being able to use the Block action once per round of combat, you are now able to use it an extra time per round. *(this feat may be taken more than once)*

Improvisational Master. *You can pick up a weapon as a free action. For the first time you attack with it, add an additional Envoy die to your roll.*

Charming Glance. *When you are in the clear view of a character, you may use your mastery of the charms to woo the character and make them stumble in their step. When in combat, you may spend your action to Charm another character*

Masquerade. The soul of the Lover Archetype is with you at this moment. Seeing a chance to charm someone, they make their move. *When attempting to deceive someone, roll your highest Lover die. If it is on or above the level that your Lover Archetype is set to, you will appear strikingly beautiful to the person you are attempting to deceive. This lasts until you go to bed for the night.*

Lucky Eye. You are a lucky fellow. Whenever you help someone or just observe their work, it seems that everything goes better than if you weren't there. *When helping someone on a task and you roll dice, you can choose a single die to reroll, if you are not satisfied and then use the higher of the two numbers. This can be done by the number of levels that you have in a Friend, per day.*

Sage Advice. Around your parts, you've always been known for giving good advice to people struggling with stuff. *When helping someone with either a Friend or an Elder check, you can roll another one of your Friend dice. This can be done the number of times that you have in Friend, per day.*

Seal of the Messenger. Your role as a messenger in this world was bound to you,

not by some random chance or string of events, but sealed in blood and magic. The auras speak of your role as the bringer of news and events and none shall dare harm your presence when you do so. *If you bear news, you cannot be attacked by the receiving party, unless you provoke the attacker.*

Pathfinder. *You can add another Envoy die to your Nature or Environment rolls if you are searching for a path or are looking for tracks.*

Biblically-Accurate Angel. A truly incomprehensible, monstrous creature lurks beneath your skin. Whenever you enter a room, all gaze turns upon you, and not in a good way. *When meeting a new mundane character, you can try to **Intimidate** them. Make an opposed Witch + intimidation versus their Elder check, if you roll higher than your opponent, they are afraid of you and will attempt to stay as far away from you as they can.*

The Grand Plan. The game plan plays out in your mind as clearly as the next note on a fiddle. *When initiating combat, add your Witch Archetype to your initiative roll.*

Character Progression

Experience Points

During your campaign, doing various tasks, completing personal goals, and role-playing your character will give your Epilogue experience points. These EXP(experience points) can be spent on various options like; gaining ranks in an Archetype, ranking up skills, learning new spells and feats, and adding more Fabled dice to your Dice Pool. EXP symbolizes the progression your Epilogue is

Sword	1d6	5ft
Dagger	1d4	5ft
Spear	2d4	10ft
Mace	1d6	5ft
Club	1d8	5ft
Pistol*	2d6 + 5	50ft
Rifle*	1d12 + 10	50ft
	1d6	30ft

making throughout your campaign and are the bases of mechanical character progression.

Gaining Experience Points

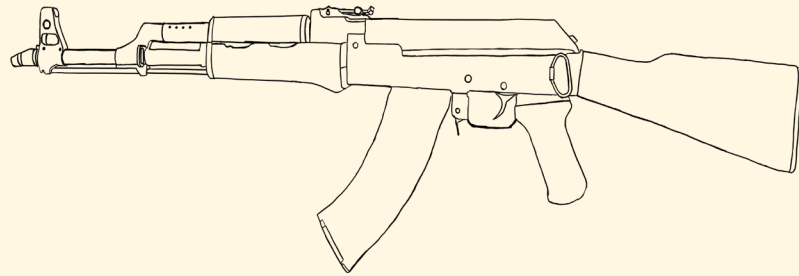
Gaining EXP is not something only by fighting but also by roleplay. Significant Roleplay events might net an epilogue experience; things like character development and personal growth go a long way in gaining your Epilogue EXP.

Spending Experience Points

Spending Experience points is required for your epilogue to grow stronger, gain new skills, or grow more competent in others. As well as learning new spells and feats or even growing a deeper connection to the Archetypes connecting them to the realm of legends.

Below is a table detailing the prices for ranking up or purchasing new abilities and stats for your Epilogue. While strictly required, we recommend explaining any new skills and abilities your character gain with a role-play scene where they learn or magically gain them.

Leveling up Archetypes will increase the die that you can use in addition to your roll. You must buy the Archetypes to buy level one in an Archetype before going to the next level.



Feats all cost the same experience to buy with EXP. Any level of dice can be bought in any order that you would like. Remember when buying dice, the highest level dice you could use for a roll is the level of the Archetype you are rolling. For example, rolling for an Archetype that is level 4, you could roll any dice from level 4 and below.

Players may also purchase more HP using Experience Point, a player may add 5 HP to his character by spending XP equal to his current HP/2 (rounded up). For example, if a player has 25 HP, gaining 5 HP will cost them $25/2 = 13$ (12.5 rounded up) XP

Combat

In The Fabled Few; sometimes clever wordplay or trickery can only get you so far. In many situations, you will need to be ready to defend yourself against very real threats both Fabled and Mudenaenature. Perhaps you are surrounded by Artificial Motifs or human gangsters, either way, if no other course of action seems present, you must fight back against the cruel nature of this world.

Each combat is unique, anything can happen, and there are stakes to consider each time you fight. Loved ones to defend, people to protect, and enemies to defeat. Each individual has a unique way of fighting. Some fighters are **martial-focused** fighting with swords, daggers, bows, rifles, or maces. While some might be Fabled **spellcasters** using magic, spells, and magical abilities.

For the combat loop, before anything happens, you will **roll for Initiative**. Next, you will **Act on Your Turn**. Then, if attacked, you will **Defend Yourself**. Be careful though: if things don't go your way and you get hit 1 too many times, you will need to worry about **Dying**.

Initiative

When your ST declares that combat has begun, all combatants will roll for initiative.

The Initiative is the order in which combatants will take their turns during combat. You will only roll Initiative once per combat scenario and the order will not change for its duration.

To roll for initiative, **roll your Envoy die and add your modifier**.

For example, if You have an Envoy rank of 3,

you will roll 1d8+3 to determine your Initiative result

Initiative is then ordered from **highest to lowest**.

For example: If Eyal rolled a 6, then an Imp rolled a 4, and your Mike rolled a 2, then the order of action in combat will be: Eyal -> Imp -> Mike .

Acting On Your Turn

Once the initiative order has been decided, it's now time to decide what you will do on your turn. In combat, there are a variety of things you may do, but for each turn you are limited to only **one action and movement**.

For your **action**, your action is limited to a single physical interaction. Most times your actions will be used for attacking your enemies using a weapon or spell. That said, there are plenty of ways to approach combat besides just mindlessly hitting things. You may also use your action to perform a skill check or be even more creative like:

- Interact with the environment (Climbing, pulling levers, picking up objects)
- Use your action to move again.
- Take a **DODGE or BLOCK** action (See **Defending Yourself**)

Armor/ Shield	Add/ Minus to Dodge	Add/ Minus to Block	
Cloth Armor	+1	0	NONE
Leather Armor	+2	+1	Envoy Level 2 or Knight Level 2
Kevlar	0	+2	Knight Level 3
Juggernaut Armor	-2	+5	Knight Level 5
Plate Armor	-3	+4	Knight Level 4

These are just some of the ideas you can come up with, and there are various other ways to approach combat, on a case-by-case basis. As long as your Storyteller approves the action, you can take it.

If you wish to attack for your action, there are a couple of ways to approach this depending on how your Epilogue. This chapter mainly focuses on martial combat, if you are a spellcaster-focused character, see the **Magic** section for details on spell casting.

Martial Combat

Martial combat comprises any attack which is not spell casting, namely melee weapons(swords, axes, etc.), firearms, hand-to-hand, and archery.

To perform a martial attack, you have to roll **to hit** the enemy before dealing damage.

Once deciding to hit a target, declare what weapon you are using. This will determine what skill and Archetype will be used when rolling. For reference:

- **Archery uses the Envoy Archetype**
- **Firearms use the Envoy Archetype**
- **Hand-To-Hand uses the Knight Archetype**
- **Melee uses the Knight Archetype**

Next, once you figured out what skill and Archetype are used, you will make a dice check using the relevant Archetype, adding your relevant combat skill to the result.

Example

Becky is using a bow to attack her enemy. Becky has a rank 4 Envoy Archetype and 3 points invested in her Archery Combat Skill. To hit her enemy, Becky will make her attack roll using her Base roll (1D10 +4) + any Fable dice she exhausted + her Archery skill bonus of 6 (3*2=6).

For this roll, Becky chose not to use any Fable Dice, bringing her final role to a:

1d10 + 4 (Base roll) + 6 (Archery skill bonus)

or simply put 1d10 +10

Once the attack hits, it's time to calculate damage. Each weapon has its own damage die to roll, so please see **Weapon Chart** for reference. Then, add your relevant Archetype rank to the damage.

For example: Becky uses her bow, which deals a base of 1D8; she will then add her Envoy Rank of 4, bringing her final damage roll to a 1D8+4.

Helping a Friend

Sometimes you might want to use your **Action** to help and ally, to do so you can take the **Assist Action**. Doing so will consume your action for the turn but will grant your ally the following benefits:

- You allow your ally to roll an additional die of his base roll Archetype.

For example, if their Base roll has them roll a 1D10+4, they will instead roll 2D10+4.

Defending Yourself

Combat is not only about attacking. Often, you will find yourself on the receiving end of a punch, in which case you will have to defend yourself. When being attacked, you have 2 optional responses, Dodge or Block.

After your enemy has rolled their attack roll to hit, you may decide if you want to attempt to Dodge the attack or Block it.

Blocking

Choosing to block will result in the attack hitting you. After being hit, you may then roll your Knight Base roll, and reduce the result from the incoming damage by the result of your roll.

- For example, Mike is hit by an Imp's claw attack for 8 damage and decides to Block. Mike rolls his Knight (rank 3) base roll, meaning they roll $1d8+3$. Mike rolled a 5, meaning he only takes $8 - 5 = 3$ total damage.

While this is a great way to defend yourself, Blocking is extremely tiring and thus can only be used **once per round**. So if you are hit again within the same turn, you may not block again (unless allowed by a feat acquired or spell cast).

Dodging

Dodging allows you to attempt to avoid a hit entirely. After an attacker rolls to Hit, you may choose to attempt to dodge it. To do so, roll your Envoy Archetype Base roll against the incoming Hit roll. If you roll higher than the incoming Hit roll, you manage to avoid the attack and avoid all damage. On the other hand, if you fail to pass it, you will receive the full impact of the hit and will be unable to Block.

- For example, Vivian is going to be hit by an enemy's attack. The enemy rolls to Hit and gets a result of 8. Seeing the incoming attack, Vivian decides to **Dodge**. To do so she rolls her Envoy Archetype (Rank 3) Base roll. She rolls a $1D8 + 3$ and manages to get a result of 9. As her Dodge roll is higher than the incoming Hit roll she manages to avoid the attack, taking no damage in the process.
- If Vivan had only rolled a 7 on her dodge rather than a 9 she would have rolled lower than the incoming Hit roll of 8. Meaning she would have taken the full damage of the attack.

Dodging isn't as tiring as taking on attacks right at you, you can dodge as many times as you want a round of combat when being attacked.

Note: Fabled Dice may be used to boost both a Block and a Dodge roll.

Taking Dodge or Block as an

Action

If you have decided to take **Dodge or Block** action during your turn as your main action, you may add an extra die of your Base roll value to any incoming dodge or Block rolls until the start of your next turn.

For example, if your Base roll on when Dodging has you rolling a $1D8+3$, you will instead roll $2D8+4$.

Armor

Now, besides those two ways to defend yourself, items and certain resistances offer additional ways to negate damage. Armors and Shields are additional ways to buff both your Dodge and Block. The exact bonus depends on the type of Armor or Shield used and is denoted on the Armor list on the equipment page

Resistances

Some spells, items, or natural abilities might grant your or enemies resistance from a specific type of damage. When receiving damage you are resistant to, you only receive half of the incoming damage rounded up. For example, A fire demon summoned by a Fable is likely to be resistant to fire damage, meaning that damage received by fire spells like Fire Ball will only deal half damage to it.

Healing

After attacking and being attacked, eventually, you'll get worn down. Perhaps it's you only down a few **HP** (Hit Points),

or maybe you got hit hard enough to go down to 0. In either case, healing is very important.

Healing can be received in numerous ways, either from spells, potions, items, etc. Always double-check the wording on how each works to determine how much healing you receive. When being healed, you will simply add the HP you've been healed back into your current HP.

Death

If at any point you've been knocked to 0 HP things might get a little scary. Upon reaching 0 HP, you will be placed into the **Fading** condition. Meaning your Epilogue is unconscious and is on the brink of dying.

To exit the Fading condition you need to either be healed by any amount or Stabilized by an ally. As long as you are restored to 1 HP, the condition is removed and you are back to normal.

To Stabilize an ally, you must take the Stabilize action by rolling a medicine Skill check using the Friend Archetype.

You will have to roll more than 20, If successful, then the target will be restored to 1 HP, but will keep the Unconscious condition for the next hour or until magically healed.

While Fading, if you haven't been healed or Stabilized by the time your turn to act arrives, then you will need to start rolling to **Hold On**.

When rolling to **Hold On**, you will roll your highest Archetype stat with **no Modifiers**. You must roll **more than half** the dice value rolled. For example, on a D12 you will need to roll 7 or higher for the roll to be considered a success.

If you fail, you have one more chance on the following turn. If you fail to roll more than half the dice both times, your character will perish.

If successful, you will stabilize. you will be at 1 HP and have the Unconscious condition.

If attacked while under the Fading condition, the value to hit on your next **Hold On** rolls is raised by one per hit taken, so then you must roll more than half and plus one to that to succeed.

- For example, Alice is Fading, on her turn, she will roll her highest stat is **Knight (rank 5)**, which is a 1d12, meaning she will need to 7 or higher to succeed. Alice rolls a 4 and fails.

A round of combat passes and on her next turn she rolls again, and this time lands a 7, which is higher than half her dice value, meaning she Stabilizes.

- If Alice would have been attacked and hit twice while Fading, her Hold On roll would have gotten harder. And she would need to roll a $7 + 2 = 9$ or higher to Stabilize, rather than a 7.

If attacked again while **UNCONSCIOUS** and at 1 HP, you will go back into the **FADING** condition for an hour or until magically healed.

Status Effects

While playing The Fabled Few, you will most likely find yourself afflicted with a **status effect**, a usually temporary condition that can have harmful or helpful effects. In the Fabled Few, the most common status effects are:

- **Grappled:** You are stuck in place, and aren't allowed to move.
- **Affixed** You are restrained in feet and body, disallowing actions and movement
- **Envenomed:** You will take damage based on the spell or poison. And subtract the damage taken from rolls until the condition is lifted.
- **Blinded:** The number you roll results for actions based on sight are cut in HALF.

- **Deafened:** Your actions that rely on sound must subtract a d4.
- **Charmed:** You may not attack the charmer or target the charmer in a harmful way and view the charmer in a positive and friendly light. .
- **Exhausted:** Your actions will subtract a d4 from everything while exhausted, till the condition is removed.
- **Frightened:** You must use your action to move away from the target that frightened you, till the condition is gone.
- **Prone:** Melee and Hand to Hand Attacks done against a prone enemy gain an additional 1D8 to their attack rolls. Hand to Hnad attacks gain an additional 1D8 for thier damage as well. Range attacks against Prone target gain a negative 1D8 to the attack roll which is reduces from the attack check.
- **Stunned:** You have no actions till this condition is resolved.
- **Unconscious:** You are knocked out. You have no actions nor movement. You may not BLOCK OR DODGE attacks, cannot move,
- **Fading:** You are bleeding out, and will have to roll **HOLD ON** on your turn. You may not BLOCK OR DODGE attacks, cannot move, cannot take actions.
- **Stabilized:** You have been stabilized and are no longer **FADING**, and are now just **Unconscious**.

Combat and The Realm of Legend

One thing to keep in mind when fighting enemies originated in the Realm of Legend or inside an area highly affected by it Like Vortexes.

Normal firearms have no effect on creatures of Fabled origins. This is due to the fact those items do not exist in the Realm of Legends and are unknown to its inhabitants, who just ignore them in turn.

A gun from a police officer will simply have its bullets not even phase a monster from The Realm of Legend, merely shrugging them off as annoyances. So when dealing with threats in both worlds, make sure to be aware of your surroundings, and who you are dealing with, or things might turn into one ugly ending.

Firearms can affect Fabled creatures only if they are enchanted by spells like *Enchant Weapon* or any other magical means.



Combat Scenario

Participants in Combat:

1. The player, Fran
2. The Fabled monster, The Imp.

Start:

1. Fran and the Imp roll Envoy to determine the order.
2. Fran rolls a 11
3. The Imp rolls a 13

First Turn.

1. The imp rolled higher, so it goes first.
2. The Imp, for his ACTION, will strike Fran with his claws.
3. As the Imp attacks, Fran must decide to DODGE OR BLOCK
4. Fran decides to BLOCK, meaning they WILL get hit by the attack.
5. The Imp rolls a 8 for damage.
6. Fran rolls their **Knight** stat Archetype plus any additional modifiers (like shields or armor)
7. Fran rolls a 5, reducing the damage to 3, subtracting 3 from their health.

Second Turn

1. Now its Fran's turn, and they decide to use their ACTION to attack.
2. The Imp now decides to try and DODGE the attack.
3. Fran rolls to hit The Imp, and rolls a 12 to hit the Imp.
4. The Imp rolls their ENVOY stat Archetype to try and dodge
5. He rolls a 10 to DODGE, meaning he fails to DODGE the attack.
6. He takes the full damage from Fran's attack.
7. Fran rolls a 10 for damage.
8. The Imp takes 10 damage, subtracting from his HP, which is all the HP he had, so he is defeated.

End

Fran is victorious!

Who is the StoryTeller

Fables do not tell themselves, and like them, neither does The Fabled Few. As such, someone is required to tell the story for the players to act in.

Up until now, this book has mostly focused on the information needed to be a player in the world of The Fabled Few. This chapter is going to focus on the Storyteller, the player in charge of running and writing the campaign for the group. Being an Storyteller can be a rough undertaking as it requires planning sessions, combat scenarios, and other obstacles and characters your players may face in your world. This chapter will walk you through writing your world, the conflicts in it, rewarding your players, and more.

Aside from reading this chapter, we recommend searching for further resources on being a Game Master (a general name for the player leading a TTRPG). This is a vast topic and some videos and articles online go into depth on topics this book may have overlooked.

From Player to Storyteller

Time to walk you through everything you need to know to run your own game of “The Fabled Few.” If you are a player and not a Storyteller, we advise you to stop reading from here as some of this chapter could contain spoilers and knowledge that might harm your playing experience (sometimes it’s better not knowing how the sausages get made or how the story gets written).

Starting your own game

Starting your own tabletop roleplaying game can be challenging, especially if you have never ran one before. To run a game of The Fabled Few, we recommend finding between **3-5 players**, not including the ST. After finding your players, a good place to start is with Session 0

Session 0

Session 0 is the pregame session in which you and your players discuss your

Campaign before starting to actually play. The goal of a Session 0 is to allow everyone at the table to voice their opinion about what type of game they would like to play as well as set rules and expectations for the campaign.

Skipping Session 0 for your Campaign runs the risk of you and your players not being on the same page as your game starts. While you might be planning for a game built for hardcore roleplay and deep and meaningful plots, your players might expect a light-hearted game filled with jokes and crude humor. A session 0 will allow both you and your players to present your expectations, so all players know what game they are about to start playing.

There are many different things to discuss in session 0 and multiple different ways of managing it; we recommend discussing the following with your players.

What type of game do your players want to play?

Though it might sound counter-productive, we recommend setting your session 0 before you’ve written your campaign in depth. The Fabled Few has more than a few potential types of stories that can be told in it. Talk to your player to understand what type of story they want to experience. Here are a few example questions you can ask your players:

How Dark do you want your game to be?

The Fabled Few can potentially be a very dark game that examines the mental and physical trauma of being forced to act against your will. Players playing Epilogues for Motifs like the Big Bad Wolf from Red Riding Hood or Cinderella (the original version, not the Disney one) have been through traumatic experiences. That said, their players might not want to act out their character’s trauma when playing them. While it is true that the Motif of the Big Bad Wolf was forced to eat another human (the Motif of the grandma), their player might just want to play it because they like the idea of being a “big bad wolf” and would like nothing to do with the implied cannibalism their Epilogue had to endure.

Ask your players how dark they want their world to be and if they have any

red lines they wish never to cross in-game. On the other hand, ask them if there are specific traumas or darker plotlines they do wish to play and explore, so you may attempt to fit them into your story.

Set rules for your table

Talk to your players and set base rules for your game to make sure all players have a fun and safe experience while playing. Ask them for things they wish to avoid inside and outside of the game. Examples of rules can be:

- No roleplay revolving around possibly traumatic topics (sexual assault, drug use, etc.)
- No drugs or alcohol allowed during game time
- Every player is expected to bring a snack to game night
- Pets are welcome or not welcome around the table while playing

These rules will assure all players know what they are getting into and will allow you as an ST to resolve future conflicts by pointing to them. Rules can change as a campaign grows and players get more comfortable, so make sure to check with your players once in a while to see if old rules are still relevant—or if new ones are needed.

Set a Gametime

Most TTRPGs die out due to scheduling issues. To prevent this, try to set a meeting schedule from the start. We recommend setting a specific weekly or bi-weekly time and sticking to it in advance to prevent future issues with the matter. That said, expect scheduling issues and try to maybe set a backup time in advance for sessions.

Character Making

Epilogues live in communities, and most of your player characters will likely know each other before the game starts. Use session 0 to write your Epilogues together and set character relationships and connections before the start of the game. For example, Lisa

and John may have their Epilogues be Flat Mates who have known each other for years, or maybe have their Epilogues be old flames that have some unresolved issues. Every charter connection is good as long as all players and ST agree on it.

Note, if one player is not interested in a specific character relationship, they should never be forced into it by the table. As this could create antagonism and ruin their fun.

Build your Epilogue community

While most of the world is written by you, the Storyteller, it is a good idea to give your players some level of control over it. Ask them to come up with friends, enemies, and other characters who might have a connection to their Epilogues. Having your players take part in writing about their community and world will get them more emotionally connected to them, and help them flesh out their Epilogue in the process.

We recommend that you, as an ST, come to session 0 with a general idea about who are the forces and Epilogues active in your community and world, and then let your players build additional characters and connections on top of them. For example, if you know the Epithet organization is going to be an integral group in your story, let your player know, and allow them to write character connections in the Epithet to make it more meaningful to them.

Writing a campaign

A good roleplaying campaign is built on conflicts your players will need to overcome. There are a multitude of ways to add conflict to your game. This chapter will focus on conflicts inherent to the world of *The Fabled Few* that we recommend building on when writing your campaign.

A Devastating Retelling

Some Fable Retellings are more violent than others and require the attention of the Fable communities nearby. While the Retelling of Cinderella can happen without too much attention or collateral damage to the

surrounding area, stories like the Biblical Flood will likely destroy a vast stretch of land if left unchecked.

Adding A Devastating Retelling your players can't ignore is a great way to add conflict to the game. Have your players learn about the Retold Fable and let them attempt to figure out how to stop it. The bigger and more complicated the Fable, the more interesting this conflict will be for your players.

Think about who are the Motifs currently taking part in the Retelling, what effects it might have on civilization around it as it unfolds, and about obstacles that can stand in your players' way to build an exciting adventure for them. Are the Sandmen working to allow the Retelling to run its course? Or maybe it is creating Fable creatures to defend itself? Whatever the case might be, make sure solving the Retelling is not as simple as going into a building and destroying its Core.

Forgotten Fables

Forgotten Fables are Epilogues' neutral enemies. Forgotten Fables result from humans forgetting Fables and failing to pass them from one generation to the next. Forgotten Fables traverse the Mundane, hunting for Fables and Epilogues to devour in a futile attempt to gain enough power to regain their own memories, turning those devoured into Forgotten Fables in the process.

Additionally, some Forgotten Fables sometimes attempt to create their own Retelling by forcing humans to become their Motifs. A Forgotten Fable Retelling is called a Story Loop. Unlike most Retellings, due to being unable to remember its own ending, plot, or Motifs, a Story Loop will never end, locking those in it into an endlessly fractured version of the story the Forgotten Fable once was.

Forgotten Fables are great adversaries for players, as a strong Forgotten Fable can hunt down their Epilogue Community, attempt to drag a full city into a Story Loop, or even just serve as minor villains for your big bad, depending on their size and power.

Other Epilogue Organizations

The society of Epilogues is fractured,

with many organizations trying to pull into different directions. Some believe Retellings are crucial to make sure no more Fables become Forgotten. Others attempt to stop retellings, claiming that humans shouldn't go through the pain of experiencing them. And some even believe all Fables need to be forgotten to allow humanity to have a black slate. Whatever the agenda, those organizations are willing to go to great lengths to act on their beliefs and have the strength to back said actions up.

Organizations like The Sandmen, Witnesses of the Forgotten, The Epithets, or the FBI can serve as allies, villains, or neutral forces for your players to interact with.

At the end of the day, Epilogues are just human, and as such often end up fighting one another for control over territories or because their beliefs clash with one another. It's not rare to have the Witnesses of the Forgotten attempt to take over a city to destroy all Fables inside it while having the Sandmen or Epiphets come in and fight them for control.

Unresolved Epilogues

Not all Epilogues are done with their Fable. Some Epilogues, known as Unresolved Epilogues, had escaped their Fables prior to it being done, leading the Fable to look for them. Attempting to recapture their Motifs and finish the Retelling.

This type of conflict can be used for either personal character backstory or a full-fledged campaign if the Fable coming after the players is strong enough and is insistent on seeing them Retell their story to completion.

Personal conflicts

As real life has taught us all, humans are great at causing conflict. Give them magical powers, deadly creatures trying to devour them, and emotional trauma, and conflict is sure to follow.

Personal conflicts are conflicts that revolve around the players' characters as people: the families they might have left behind, loved ones who might be looking for them or enemies with debts to settle. The human world your players left behind is a great source of conflict that can make their characters

feel more connected to the world.

Additionally, issues inside of the players' Epilogue Society are also a great source of conflict, be it two Epilogues fighting for the role of leader, or the community trying to decide how to deal with one of them becoming unstable and violent. Use the Epilogue community you and your player wrote to create human drama your players can relate to.

The World and its Secrets

While the world of the Fabled Few is mostly explained at the start of book, there are certainly things that you as a Storyteller should aware of that your players may not know about, or will learn of in the campaign itself. These



facts can help you as the Storyteller flesh out your story and tie together the campaign to make it fun and interesting for both you and your players. For instance:

The Archons' Secrets

Motifs exist in the first place because of the Archons; these Archons have created Fable Retellings and Motifs to force their stories to never be forgotten. However, the very first Motif that each Archon where so powerful they actually still exists: these Origin Motifs sleep deep underground, travels the world or gourd specifics places, waiting for when the Archons call upon them once more.

One of the Origin Motifs, King Arthur, is known to the general public; the rest have names mostly lost to time in the eyes of most of the world. The Origin Motifs are:

- King Arthur: Motif of the Knight
- The Red Death: Motif of the Envoy
- Rhodopis: Motif of the Lover
- Unknown Motif of the Witch
- Unknown Motif of the Friend
- Unknown Motif of the Elder
- Lost Motif of the Innocent

Some of those Motifs are left open for you, the Storyteller, to use and change as you see fit for your own game.

The Archons

The Archons themselves also have some level of personality despite their status as godlike; while they most likely will not appear in smaller campaigns, larger stories may find knowledge of them useful.

Arthur, the Knight

Arthur is the Archetype of Knights and Heroes. They were the first Archon to create a Motif, whose body now sleeps in Glastonbury Abbey until it is called upon again. The Archon Arthur is a being with no visible face; however, they still can see through the dozens of eyes circling the three crowns orbiting their head. Their voice also echoes no matter the volume

that they speak at. While they may seem intimidating, they are actually one of the kinder Archons—they have been known to head out directly to combat Forgotten Stories alongside Resolved Epilogues, and are the least likely hostile Archon to attack Unresolved Epilogues upon encountering them.

Baba Yaga, the Witch

Baba Yaga is the Archetype of Witches and Villains. They wear seven veils so finely woven that they can be drawn through a needle, but no one has seen their face since the Innocent was destroyed. What is visible of them is haggard and tired, with long nails and rough, scaly hands—however, before the destruction of the Innocent, it is said that their beauty rivaled that of Helene's. Baba is unfriendly towards most these days, but is known to appear to Epilogue children as a source of comfort. They often will create small illusions for Epilogue children as “imaginary friends,” mostly as a way to ease the transition and trauma of becoming an Epilogue in the first place. It is said that Baba is the only Archon to have opposed the creation of Retellings; this may be why they are not hostile towards any Epilogues unless provoked.

Cerise, the Harbinger

Cerise is the Archetype of Envoys and Messengers. Their scythe is said to sound like a bell's toll with every swing, and their red cloak and mask is rumored to have been the inspiration for the plague doctors' outfits in the Black Plague. The author Edgar Allen Poe is said to have encountered them directly and lived to tell the tale—more often, though, Cerise is a “swing first, ask questions later” Archon. Fables under their rule are vicious and cold, and Forgotten Tales that were originally under Cerise's archetype are significantly more deadly than the rest.

Fidus Achates, the Loyal

Fidus Achates is the Archetype of Friends and Helpers. They are never seen alone; it is said that they disappear into a faint mist if they stray too far from anyone's sight. Upon the destruction of the Innocent, they were the first to suggest Retellings as an option

to avoid being forgotten. They are actually the reason that the Sandmen exist; they found a few Resolved Epilogues that they had managed to befriend and used them to create dissension within the Witnesses.

The Forgotten, the King of Lost Stories

A long time ago, the Forgotten was an Archon just like the others. However, with their realm lost to time, they have gone mad, leading all Forgotten Tales on their conquest to force the world to remember them. Before their destruction, however, they were actually **Ino, the Child** - the Archetype of Innocence and Naïveté. While their body is a ragged corruption of who they once were, those who have gotten close enough to see them have described that, inside of the roaring mouths and spiteful eyes encircling its core, the childlike body of Ino still remains.

Helene, the Beauty

Helene is the Archetype of Lovers and Paramours. Their many faces are said to be so beautiful that gazing upon them sends humans into a mad frenzy; their Origin Motif is said to be the reasoning behind the Trojan War. While they rarely attack directly, the sheer power and charm that they hold has caused many an Epilogue to lose themselves, falling to Helene's hypnotic gaze. They are a vain sort, with thousands of stone statues of Epilogues and Motifs surrounding their throne of snakes, arms outstretched. Whether the statues were reaching up in adoration or as a plea for mercy, no one really knows—Epilogues that encounter Helene rarely live to tell the tale.

Shlomo, the Wise

Shlomo is the Archetype of Elders and the Intelligent. Argued to be the biblical Solomon, the wisest man alive. It is said that one of their Motifs created the gourd that Anansi originally collected his Wisdom inside. They are the most likely to create new Motifs, stories, and Fables; however, this has also created a catch-22 for them; as they create more Fables, there are also more Fables to be forgotten.

Enemy Secrets

These are secrets about enemies that players may encounter during a campaign.

- The strongest Artificials can actually pass as regular Epilogues, although this is rare. Artificials that manage to do this are extremely dangerous, and it is usually up to the Judges to weed them out if they are found. In this case, if one manages to get into the party, do not mention that the fight encounter has ended; hopefully, smart players will pick up on what has happened and will be rightfully suspicious.
- Artificials can, extremely rarely, be freed from forgotten tales with specific items. Do not tell this to the players—they should find this out on their own.
- Archons will, extremely rarely, possess Motifs and Resolved Epilogues. Any Epilogues that end up having this happen must roll the highest die's check related to the Archetype in order to retain sanity and control; anything below half of the die's number will result in them losing themselves to the Archon. However, this is not always bad, but it depends wildly on which Archon is doing the possessing.

*

These are items that, while extremely rare, can turn the tide of the campaign drastically if introduced to the players late-game. They should only be accessible to players after defeating Fable Retellings or escaping a Vortex unscathed.

- **Golden Goose Egg:** an egg blessed by an Archon. It glitters gently with golden light. With its power, it can restore an Artificial to reality and free them from a Forgotten Fable, or restore a Motif to reality without destroying the Fable they are encased in.

- **Obelisk:** a heavy spire of black stone, about the length of an adult's forearm. One of these, when thrown into the center of a Vortex, will cause it to collapse from the inside out. This can restore a Vortex to a place where life can be sustained easily, but during

the process, RUN. Any remaining architectural integrity from before the area became a Vortex will collapse into its center.

- **Eye of Arthur:** a small round stone, appearing unassuming. When held up to the eye of an Epilogue, it will reveal the location of any Artificials, even in hiding.

- **Golden Apple:** Only gained from trees blessed by the Archon of Lovers. These apples, when eaten, will cause anyone who eats them to become maddeningly beautiful and charming until the apple is completely consumed. Because of this, any enemies will listen to anything said by the consumer. It is said that a young man once catered to one of these trees and used them to retain his youthful beauty, but lost himself to insanity after too much use.

How to Write a City

“Rome wasn’t built in a day,” said Ipsy, holding the massive map in his two hands.

“Well, yeah, but how do they expect us to do the same?!” disheartedly exclaimed Lorum.

“Dreams, my dear friend, never underestimate the power of dreams,”

- Forgotten Tale Exhibit #264,
“Tale of Ipsy and Lorum,” Fable Bureau of Investigation, Records Division.

Repurposing Real Cities

Perhaps the familiar nostalgic beat fills your heart, as you perhaps long for the familiar sounds and smells that you have felt so many times before to fill your mind, for the light hitting the beloved, or be loathed window panes to shine anew with a strange, Fable-full flicker. Or, perhaps, you wish to step into unknown and unfamiliar lands and see the sights that lie beyond the Seven Seas, in strange lands you’ve dreamed of but could never visit. Whatever your reason may be, let us make haste to see that the scene is set for the great adventure that lies ahead.

This chapter will help you to take a real-world city and change it to fit the world of The Fabled Few.

Choose the City

To begin, you must choose a City. The first step to repurposing a city is to select one out of the wonderfully large selection available. When selecting a city, keep in mind a few things:

The Size of the City - the larger the city, the more places there are that the player would be able to visit and, quite likely, more different Landmark and Fable-related locations that would be relevant. The bigger the city would be, the more items you would need to design. However, if the city is too small, it would make little sense for an Epilogue or a Fable community to be present there.

Population - how many people are

living in the city. This semi-directly correlates to how many Epilogues could be found in its community, as more people means a larger community can hide without being noticed.

Research Your City - to run a game in a city, you need to know what the city is and what it is like, do some research about the location prior to repurposing the city, either through Wikipedia, local city wiki, library, or perhaps asking city residents online about the city.

Epilogue Community vs Mundane

Make sure to differentiate between the Epilogue and the Mundane communities in your city. While both are likely to affect one another, it is good practice to know where your city is affected by magic, and where it is mostly Mundane. This guide will specifically focus on the Fabled Touched aspects of your city, as you already should have Landmarks present by researching your city online. That said, you should also perhaps consider some of the more important Mundane Landmarks and individuals in writing your campaign and world.

The Rule of Three

As you might have read in the corresponding chapter, The Rule of Three is the title given to the three predominant Epilogue communities/organizations with members worldwide (The Sandmen, Epithets, and the Witnesses of the Forgotten). Consider which of the big Three your city might be controlled by and which of the organizations might have established control (or just branches) in your city. Alternatively, maybe your campaign takes place in the middle of a covert Epilogue turf war between the organizations.

Important Figures

Consider and write down who the most important Epilogue and Mundane community members in this city are. Who is the mayor, head of the local police department, local hospital, fire department, CEO of a major local business etc.? Will your town even have those? Consider whether these individuals would be connected to the Realm of Legends (Epilogues) and write it together with their names. Consider

also what type of Fable society your players are a part of, who leads it, and what their agendas are. Ask your players to assist you in writing some of it as described in the “session 0” segment of the ST chapter.

Creating Districts

Depending on the size of your city, you may perhaps want to create a few Districts to help yourself organize your work better. For example, if you picked a city with a population of a couple hundred thousand people, it is recommended that you separate the city into four Districts, which would mean that each District would have about 15 Epilogues. These Districts also don't have to be set structures for how the societies interact with each other; they are just helpful tools to outline important parts, landmarks, and individuals in a city. If you choose to have Districts, also consider whether it would be worthwhile to assign them to one of The Rule of Three, which might help facilitate roleplay. If your city already has districts in real life, we recommend you just use those.

Creating Landmarks

A Landmark is a local place with some story or perhaps some other significance that would make it worthwhile for players to visit. A Landmark can be something as small as a really popular coffee shop that the Epilogue community has decided to use as their meeting spot, or as large as a forgotten underground system of railways. Considering that the cities that you are using already exist, it is recommended to focus on assigning Legendary qualities to already existing Landmarks. When designing a Landmark consider the following:

- *Abandoned or inhabited* - every village, town, or city has its full share of abandoned buildings or forgotten playgrounds. Perhaps your Landmark is a forgotten house that the players might decide to make a fort out of, or a Vortex spun its invisible web around. It's up to you to decide.
- *Epilogue vs Mundane* - once again, while this guide is mostly focusing on the Epilogue side of cities, if your players will be making a lot of visits to the local Precinct, it might be a smart idea to make a couple of officer characters they

can get to know.

- *Lead Figures* - if your Landmark is inhabited, even if occasionally so, it is likely that there would be some character who would be in charge of the location. For example, your local Epilogue coffee shop owner/barista would probably pop in and out of your campaign if their store becomes crucial to your campaign. Give them a name and a brief description that you can easily recognize. Are they snarky, or perhaps really kind? Maybe they're really bossy or super shy. Having figures your players can reliably find in a Landmark makes all the difference and gives it a sense of importance and realness.
- *Other Figures* - it is likely that if that one coffee shop is a location where the Epilogues would often convene, your Players will come across NPCs, so giving a couple of regulars a name would probably be a smart idea. Consider who might be working at your Landmark and whether the Players would see them. The resident hospital nurse would probably be someone to consider if your players are constantly getting hurt and have to run to the hospital.
- *The Occult* - If your landmark is closely linked to the Epilogue community, consider what occult activities might be happening in this location and by what members of the community. Perhaps the local branch of The Witnesses of The Forgotten stage their bi-weekly rituals inside an abandoned coal plant, trying to summon new Fables into this world, or the underground fight club in your city has become a place for Epilogues to release some stress in a safe(ish) area. Let your imagination run wild when turning the Mundane into a magical place.

Building a combat scenario

Combat is an important part of The Fabled few. While some situations can and should be resolved with roleplay, some things require combat. Here are a few things to consider when building a combat scenario.

What is the goal of the combat?

Before anything else when writing a combat scenario, decide why it even exists. What goal do the players or enemies are attempting to achieve by fighting? This could be as simple as Forgotten Fables attacking your players to devour them or as complex as a Shady organization trying to eliminate potential witnesses. Whatever you choose will help you determine how to build your combat scenario.

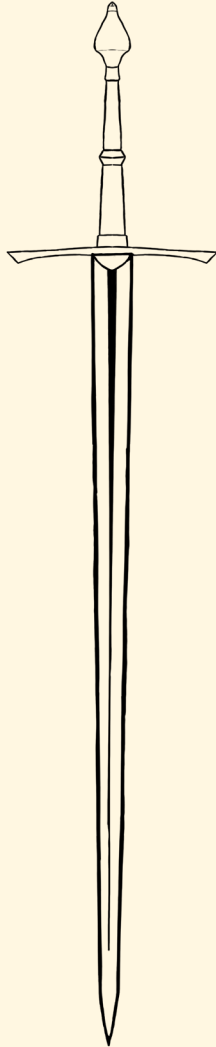
Who are your players fighting?

Decide who your players are fighting. Enemies could vary from Mundane gang members to Deadly Forgotten Fables. The nature of your enemies will determine a lot of the mechanics and nature of your combat scenario.

Where are your players fighting?

The location of your combat will determine a lot of how it's played. A fight in enemy territory will lead players to attempt to fight stealthily while a fight in a public area might lead them to try and keep civilians around them safe. A location of a fight can set the mood for your combat scenario and how it's acted out by your players.

Additionally, try to insert intractable



objects in your locations your player might be able to use. For example, if your players are fighting a Fable Fire Breathing Dragon in a mall, hint at a sprinkler system they can trigger to assist them in fighting the fire.

Are there any surprises your players are unaware of?

Are your enemies hiding a special trap or an unknown power from your players? Try and make sure your enemies don't feel a single note by giving them secrets or abilities they can use to surprise your players. This can be tricky to do, and can sometimes make your players feel cheated if they feel sidelined. To prevent this attempt to give hints to whatever your enemies are hiding before using it to allow your players to respond. Additionally, not all enemies need to surprise your players, as constant surprises lead to the exact opposite effect and become annoying. Keep your simple enemies simple, and keep your surprises for bosses or special enemies.

Combat difficulty

In terms of how deadly of an encounter you want to have, there are a couple of things you have to think about. Firstly, know that as an ST, your job is to create a fun and engaging game for your players, so having a super difficult encounter to "beat" your players shouldn't be your goal. Your goal with difficulty should be to provide a sufficient enough challenge for your players to allow for player expression and engagement, not to make an unkillable enemy or a horde of a thousand enemies. On the flipside, having too easy of an encounter can make the world less tense and feel less involved in general. Having every encounter be a stomp may make your players feel combat is tedious. So you should strive to find a happy medium to the best of your abilities. But how do you do that? Every situation is different and unique, but here are some guidelines to follow:

Threat Levels

Different enemies have varying **Threat Levels**, a way for Epilogues to determine the threat of monsters and enemies in their

world, as well as a way for ST to determine the difficulty of an encounter. A singular enemy might have a high threat level, or low threat level enemies added together combine to a high threat level together.

Threat Levels range from 1 - 50, each level indicating a level of difficulty for the party to engage in. To give an idea of what each level of the threats mean, here's the process by which Epilogues classify encounters:

1 - 10: A trivial encounter with a few trivial difficulty monsters or a single easy difficulty creature.

11 - 20: An encounter with a few easy difficulty creatures, or a single medium difficulty creature.

21 - 30: A harder encounter with a few medium difficulty creatures, or a singular hard difficulty creature

31 - 40: A encounter with a few hard difficulty creatures, or a singular severe enemy,

41 - 50: An encounter with several severe level enemies, or a singular world-threatening monster.

Player strength

Next, how many players are there, and how much XP do they have? Depending on that, the enemy's difficulty should match the power of the players. As a general guideline, take the amount of XP the party has acquired, and how many members there are, and calculate:

Amount of XP the party has gained total ÷ The amount of Players x 10 = Average Threat Level the party could handle with reasonable difficulty.

For example: 300 Total XP gained ÷ 5 players x 10 = 6, meaning that monsters or encounters with that are Threat Level 6 would be a reasonable encounter for a party at that level. If the threat level is not an even number, round up for a harder encounter, round down for an easier encounter.

In addition to that, the amount of enemies involved in the combat should vary depending on the Threat Level. If an enemy by itself is Threat Level 2, then adding 3 of them would raise the encounter to Threat Level 6.

[SB2]

For example: If the players are level 5, then 3-4 Imps is a sufficient amount of challenge without being too difficult.

While Threat Levels are good guidelines for building an encounter, they may not always be accurate. As a ST, taking into account the real-world scenario that happens is also important. For example, if your players or the enemies have guns, fights will be over substantially quicker than if just swords or fists were in play. Just remember to deeply consider the equipment you give to your players and enemies prior to giving it to prevent players from growing too strong too fast for you're the handle. If the Threat Level is 6 but the players are steam rolling it, then perhaps it's due to the equipment they have, in which case you can raise the TL until the encounter starts to feel challenging. If the encounters you write are constantly too hard, reduce the equipment your enemies have or allow your players to equip themselves or purchase items for future encounters as it is the fastest and easiest way to balance your encounters.

As for determining the Threat Level of a monster, please refer to **Threat Levels in Making a Monster**.

Making a Monster

As an ST, you will be making monsters and enemies for combat in your games. As such, note that you control the world around the players. When making monsters, remember that you don't have to adhere to a strict format and do what you feel best fits your table. That said, here are a few guidelines and useful rules to help you build monsters for your campaign that fit the mechanics of The Fabled Few.

Mechanics

When thinking about the mechanics of your monster, try and think about the level and difficulty you wish to put your players through.

Stats

For stats, it will depend on the type of monster you wish to build:, a spell slinger, a brute, a quick sneaky monster, etc.**Stats go from 1-5, and there are 6 main stats in total, so make sure you allocate them**

carefully.

Some possibilities:

- If you wish to have a brute, strong monster, then you must have a high KNIGHT stat, say at least 3. If you need a truly strong monster, increase it to 4 or even 5.
- If you want a speedy monster, then raise ENVOY to at least 3.
- For a spell slinger, this can devolve into multiple types. Do you want a monster that is good at big destructive spells? Then have a high Witch stat, minimum 3.
- If it is a charmer, make sure it has a high LOVER stat, minimum 3.
- If it is possibly utility and support focused, FRIEND should be the stat to raise, minimum 3.
- If it has a depth of knowledge and is a jack of all trades, ELDER should be high, minimum 3

Some stat distributions examples are:

- Troll - Big brute strength monster, but low intelligence:

**ELD: 2 KNT: 4 LVR:1 FRD:2
VIL:1 ENY:2**

- Witch - Evil spell slinger that is highly intelligent, but not strong.

**ELD:3 KNT:1 LVR:2 FRD:1
VIL:4 ENY:1**

HP

After getting a creature's stats, next is a vital component to their mechanics, the HP.

When determining hit points, take into account the stats, how high they are, and how your monster would work. Are they small Imps who attack in numbers? Then make the HP low. Is this a boss monster the party will fight once? Make the health high.

Generally, a good way to calculate HP is

to take the KNIGHT stat number, and times it by 5. EX: KNIGHT: 4 , so $4 \times 5 = 20$ HP for the monster. Add more or less health depending on how strong you want to make this one creature.

Skills

Not all enemies are single-minded creatures, some might have specific skills they may use like your players have. When building your enemies consider if you want them to specifically skill full in one way or another. For example, a Mundane Gangster might have skill points invested in Firearms and driving, as they use both frequently.

Passives

Some monsters will sometimes have innate abilities that are with them throughout fights or will activate when certain events happen, these are what are called **passives**.

Not all monsters are created equal, so some monsters might not have passives, and some might have a few.

Passives for monsters should be unique, should flavor the way it plays, and show the monster's personality and self. For example:

- An Imp, having a passive to resist fire damage as it's from hell.
- An angel, having the passive ability to fly.
- A werewolf, having the passive ability to sniff out targets because of their enhanced smell.
- A goblin, having the passive ability to do more damage when surrounded by their goblin friends and allies.
- A dryad, having the passive ability to speak to plants and animals.

And many more you can think of. You can do what you want with passives, and be as creative as you can.

As a general guideline: **Strong monsters could have 2-3 passives, and weaker monsters could have none, as well average ones could have just one.**
[SB3]

Actions

Actions are the core aspect of what your monsters can do; besides the innate actions anyone can do (attack, dodge, block, move, etc.), these should be specific actions unique to your monsters. These will largely be your monster's main way of attacking or dealing damage, although if they are a spell caster, then see the **Spells** section of this chapter. Not all actions should be offensive, give your monsters Actions that give them flavor and utility in addition to damaging ones.

Some Actions might be extra powerful, make sure to impose some form of limitation to balance them, such as only being able to activate them once a day or three times a day or needing some preexisting status effect to be applied on their targets for them to work. Actions with high damage that can kill a player in two hits or a huge area of effect which applies some sort of strong status effect should probably be limited to prevent players from filling overwhelmed.

If a monster's Action is attacking, calculate its role and damage the same way a player would. Using its relevant Archetype, combat skills and weapon damage die.

For example: An Imp will use its Claw Swipe Action, which is a damaging action that will use his Knight stat to hit, as that stat is tied closely with physical capabilities. If his Knight stat is 2, then the Imps base roll will be $1d6+2$.

On top of the Hit roll, Damage rolls, and stat used, perhaps your attack will inflict a status effect or have an AOE. If that's the case then make sure to add that AFTER the previous things have been decided (To hit, damage, main stat) Then, decide what status effect you would like to inflict. Or if it's an AOE, tell the player the range of it and alert them of the surrounding things that will be hit. Additionally, decide if this will be a part of the main attack damage or a separate effect the player may DODGE.

If the monster's Actions are limited **special actions**, make sure to figure out how limiting they are. If it's something that can be repeated, perhaps allowing it 3 times a day would be reasonable. If it's a super strong ability, then once a day seems best. During combat, you may only do your special action or your normal action, not both. As for the ability

itself, try to relate it to the creature itself and what it could do, and think of it as a signature sign of what this monster can do.

For example: A werewolf, as an action, lets out an ear-piercing howl that temporarily makes enemies deaf unless they pass a DODGE check. If they fail, they are deafened for 3 turns and have to subtract a d4 from all actions until the effect wears off. The werewolf may only do this 3 times a day.

Mythic Actions

Lastly, if the monster you make is an especially powerful creature, one who is exceedingly powerful, then it might be useful to give them **mythic actions**. These are actions that can be used between turns, essentially allowing 1 creature who is fighting say 5 players to keep up with their action economy. These actions are usually reserved for special enemies who are extremely strong. For example, if the players were to fight the Mad Hatter, then perhaps a mythic action could be he would pull rabbit minions from his hat to help him in battle, or throw out ranged attacks with magic cards between turns. These actions are special but are mainly used to help your special boss monsters keep up with the players and still pose a challenge despite being one versus five people for instance.

Spells

Perhaps your monster is attuned to magic and able to manipulate the area around them using Fabled magic. For some monsters, this will be their main way of attacking, so it's important to think about how capable they are and what they know. Some monsters might know healing spells, some might know spells to buff their allies, and some might know how to charm and trick others.

As a guideline: Give your stronger monsters 3-4 spells, and your weaker monsters 1-2 spells.

If these spells are their main focus, then make them strong. Make sure that it *feels* like a monster who knows spellcasting. Otherwise, it'll feel like this imposing arcane force is just a weak spell slinger. Give them spells that can change the tide of battle by dealing great amount of damage, or perhaps give their allies

an advantage should the need arise. Usually those spells can be found in the Special or Mythic ranks in the spell list chapter. Big spell casting enemies should also have a big dice pool, allowing them to cast their spells with reliably by spending more dice per cast.

Just like Epilogues, enemies require to use at least one die out of their dice pool to cast them, and may run out them during combat, making them unable to cast spells.

For example: The Forgiven Angle, an Artificial Motif radiating a corrupt radiant energy, unleashes that onto their adversary with a spell called Damnation. The angel chooses not to forgive their target, and throws a Javelin of holy light, dealing 2d8 damage and while the javelin is stuck to the target, they must get rid of it, or subtract 1d4 from attacks and skill rolls until it is removed as they are overcome with guilt for their sins. This requires an action to remove.

Another spell allows them to support their ally, Forgiven Blessing, allows them to aid their allies, by allowing them to regain an expended dice out of their dice pool. These spells are examples of the potent radiant energy these beings possess.

If the spells aren't the enemy's main focus, perhaps small spells to boost their purpose could help, like a strength enhancing spell or perhaps one to boost their speed. For example, a knightly monster could use a Stalwart Protector spell, to boost their block and dodge by 2 for three rounds.

Dice Bank

Like the Epilogues, monsters are tied to the magic around them, thus giving them access to a dice bank. Each monster has their own unique dice bank, and likewise can use them when they see fit

They may use their dice bank for:
Spells, ACTIONS, and for their own BLOCK AND DODGE

As a rule, stronger monsters have high numbers and dice for their dice bank, and weaker monsters have less. For your stronger monsters, stick to having 2 or more of the die you choose, for at least 3 dice.

Strong enemies should have access to high-valued dice and mostly have their dice pool comprised of d8, d10, and even d12. If the enemy has any low archetypes, consider giving it access to lower dice to allow them to boost skills checks they would usually be bad at.

For weaker monsters, having a max of 5 dice in the dice pool would be recommended. Their dice pool should be mainly comprised of d4 and d6, with maybe one d8 for good measure.

While these are recommended, the dice bank can be freely modified for each enemy as you see fit, to fit how many the Epilogues have, and as such, there is no hard and fast rule for how limiting you can be with enemies' dice pool.

Threat Levels

In the Realm of Legend, Epilogue's measures the danger of Fables and monsters through a system known as the Threat Levels. As explained in **How deadly is the combat scenario**, Threat Levels are used to measure the difficulty of an encounter judging a monster or other adversary on its magic, health, combat prowess, and intellect. As a general rule, low-ranking monsters will have low Threat levels, and the main enemies of Fables will achieve higher Threat Levels than most.

Multiple enemies of low Threat Level can add to make an increasingly higher Threat Level.

To assign a monster a proper Threat Level, consider the following factors:

- Health
- Stats
- Action Economy (how many attack/mythic abilities they have access to in a single round)
- Damage
- Spells
- Passives Abilities

As a ST, think about the Threat Levels as measuring your player's power and what

they can face. The more damage a monster does, the more threatening it is to the players than perhaps just a monster with a lot of health would. The amount of actions a monster can do in a turn is vitally important. In general, consider the following order of priority when determining Threat Level:

Damage > Action Economy > Spells > Passives
> Stats > Health

Enemies

The various types of enemies epilogues can face in this world can general fall into the following categories. Each have their own connections to the player's Epilogues and between each other.

Mundane

Mundanes are regular human beings, unattached to the Realm of Legend. Since they were never possessed by a Fable, they won't have the same magical abilities or perceptions as your party. Due to this lack of occult knowledge, they literally cannot see magic; instead, it will appear to them as something quickly explained away (Ex: if you threw a giant fireball into the street, they would see it as a Molotov cocktail). Mundane enemies will likely have to use firearms to become a serious threat to Epilogues and their magical abilities. On the other hand, there are a lot more Mundane in the world than Fable Touched, so numbers can become a very quick equalizer.

Epilogues usually attempt to stay away from Mundane business unless they are required to do so; both from a fear of dragging normal people into their world, and for the fear of how Mundane humans might react if exposed to Fabled magic. This is due to the unfortunate reality of humanity often resorting to violence when faced with what it cannot understand.

Artificial

Artificial Motifs are Motifs that have been consumed by a Forgotten Tale. Mostly mindless, they amble about in broken forms of what they should have become in their story. They come in three distinct variations; Minor,

Major, and Sighted.

Minor Artificials

Minor Artificials are very weak, the Forgotten Fable they reside in destroying their bodies beyond repair. They aren't very strong on their own, but can quickly overwhelm you and your party in large groups. As Minor Artificials, they have usually been trapped in the Forgotten Fable for quite some time, and thus have not been able to take care of themselves. Because of this, they are most likely already close to death. Be merciful and end their suffering; they cannot be saved.

Major Artificials

Major Artificials are around the same skill level as you are. While they are not nearly as broken down as Minor Artificials, they are still just as mindless, and will attract relentlessly if they notice you. They should be relatively easy to take on in groups of two or three as long as your party is healthy.

Sighted Artificials

Sighted Artificial Motifs, while still under the control of the Forgotten Fable, have some perception of what is going on around them and who they are. Due to their mental strength, they may be at or slightly above your party's level. While they may not attack every turn due to fighting for control, harming them will cause them to lash back at you against their will. Due to their unpredictability, it is best to avoid them unless your party has an item that could free them from their entrapment.

Storytellers: when playing Sighted Artificials, flip a coin. If the coin lands on heads, the Sighted will be overwhelmed by the Fable and attack the players. If the coin lands on tails, the Sighted will not attack the players and attempt to free themselves from their Fable. Each time a tails is landed, add a point to a counter and roll a d10. If at any time the die rolls lower than the counter, the Sighted will be completely taken over by the Fable and become a Major. This cannot be repaired. [If the Sighted still has a reason to attack the players outside of the Fable's influence, this can be disregarded.]

Fabled

Fabled are Motifs stolen by a Fable in order to protect the main components of a Fable's story. While they are under the control of a Fable, these Motifs will gain magical abilities. They appear in two forms: Blinded and Sighted.

Blinded Fabled

Blinded Fabled are unaware of what their bodies are doing, as their minds are overwhelmed by the Fable's influence. Because of this, they only follow the lead of the Fable itself. These Fabled often will appear in groups of two to six, but overall aren't too strong. They should be easy for you to take down!

Storytellers: Each time the Blinded attacks, roll a d10. If at any time the die rolls higher than a specific number (it varies for each Blinded), the Blinded will become aware of what is happening to them and become Sighted.

Sighted Fabled

Sighted Fabled have stronger wills than most; they are usually where Unresolved Epilogues started out before they broke out of their Fable. Due to this mental strength, they are aware of what is happening to them and their role in the Fable. Because of this, they will sometimes struggle against the Fable and refuse to attack you. However, this can have dire consequences for them...

Storytellers: Flip a coin. If the coin lands on heads, the Sighted will be overwhelmed by the Fable and attack the players. If the coin lands on tails, the Sighted will not attack the players and attempt to free themselves from their Fable. Each time a tails is landed, add a point to a counter and roll a d10. If at any time the die rolls lower than the counter, the Sighted will be completely taken over by the Fable and become Blinded. [If the Sighted still has a reason to attack the players outside of the Fable's influence, this can be disregarded.]

Fable Cores

While not all Fable Cores are sentient in the literal sense, all Fable Cores have the ability to attack your party if they sense that their

Fable's integrity is under attack. Due to their possessive nature over their Motifs, Cores will often use Fabled to attack first, not attacking you directly until they feel they have no other choice. While destroying a Fable Core is a possible way to end an unwanted Retelling, doing so incorrectly will cause the Fable Core to corrupt, transforming the Fable into a Forgotten Tale. Engage at your own risk.

Living Cores

Living Fable Cores, while extremely dangerous, will not usually kill you or your party unless there truly is no other option. Instead, the Core will attempt to assimilate the party, transforming them into Motifs for its Retelling. This will usually be done through hypnotic means, as injured Mundanes and Epilogues are rarely useful to Fables.

Corrupted Cores

Corrupted Cores, due to their destroyed nature, have no mercy left inside of them. Rather than attempting to take people gently and willingly, Corrupted Cores—and by extension, Forgotten Fables—have no qualms about physical or psychological maiming. Many Epilogues who have attempted to engage a Forgotten Tale directly have lost their lives and their minds to the Core's madness. As such, Forgotten Tales are usually sidestepped, with many Epilogue communities choosing to flee rather than lose entire towns to corruption.

Enemy Examples

Criminal

Mundane Enemy

HP: 10

ELD: 2	KNT: 3	LVR: 1
FRD: 3	WCH: 1	NVY: 2

SKILLS:**Driving: +2****Street-Smart: +4****Survivalist: +2****PASSIVE:**

-Coward: Upon reaching half health, all actions will be used to dash away.

ACTIONS:

-Pocket Knife: ENVOY, 1d6+2 to hit, deals 1d4 damage upon hit. 5ft, may attack twice.

-Crowbar: Knight, 1d8+3 to hit, deals 1d6 damage upon hit. 5ft

Cop*Mundane Enemy***HP:15**

ELD: 3	KNT:3	LVR:1
FRD:1	WCH:1	NVY:3

SKILLS:**Driving: +2****Intimidation: +2****Athletics: +2****PASSIVE:**

-Backup (Once A Day): If lowered to 1/2 HP, call 1d4 Cop(s) to aid.

ACTIONS:

-Pistol (Envoy): 1d8+3 to hit, range 50 feet, 2d6+5 damage upon hit.

-Baton(Knight): 1d8+3 to hit, range 5ft, 1d6+3

Imp*Blinded Fabled Enemy***HP: 10**

ELD: 2	KNT:2	LVR:1
FRD:2	WCH:3:	NVY:3

SKILLS:**Occult: +2****Survivalists: +3****Passive:**

-Hell-pierced skin: Resistant to fire damage.

ACTIONS:

-Claw Swipe: Knight, 1d6+2 to hit, 1d6 damage, 5ft.

SPELLS

-FIRE SPIT (Witch Spell): Throws up a spittle of fire from its belly, dealing 1d6 fire damage to enemies within 5ft of the blast. 20ft.
*If the target chooses to DODGE, roll **Witch**, 1d8+3 to see the strength of the blast*

Dice Pool:**-D4: x2****-D6: x1**

Troll*Blinded Fabled Enemy***HP:15**

ELD: 1 **KNT:5** **LVR:1**
FRD:1 **WCH:1** **NVY:2**

SKILLS:**Athletics: +6****Intimidation: +4****Perception: -2****PASSIVES:**

-Grotesque: Your very presence makes others uncomfortable and sick, throwing off their balance. When enemies roll to hit you, they must subtract a d4 to hit you.

-Weird Anatomy: Your skin is super regenerative and heals back easily. Roll 1d4 every turn, heal back that.

ACTIONS

-Smash(Knight): 1d12+5 to hit, 1d8+4 damage. Enemies must roll DODGE to not be knocked PRONE.

-Chomp(Knight): 1d12+5 to hit, 1d4 damage, heal back the damage.

DICE POOL**-D4: X2****-D6:X2****-D12:X1****Werewolf***Blinded Fabled Enemy***HP: 20**

ELD: 1 **KNT:3** **LVR:1**
FRD:2 **WCH:3** **NVY:4**

SKILLS:**Stealth: +6****Intimidation: +4****Athletics: +6****Survivalist: +2****Perception: +4****PASSIVES:**

-Enhanced Tracker: When rolling to track a target, add another dice of the same roll.

-Wolf-Eyed: The vision of a werewolf is enhanced, allowing to see in the dark up to 30 feet.

-Furious Ferocity: You may do **TWO** attacks in a turn. (Exception if special action was used)

ACTIONS:

-Slash (Envoy): 1d10+4 to hit, 1d4+4 damage total, range 10ft.

-Bite (Knight): 1d8+3 to hit, 1d8+2 damage total, range 5ft.

SPECIAL ACTIONS:

-Howl of the Night: Range 30 feet, Let out a ear-piercing howl, enemies must make a contested **DODGE** check against your **WCH** stat, if failed, they are deafened for 2 turns and must subtract a d4 from all checks until the effect has worn off.

Dice Pool**-D4: x2****-D6: x2****-D8:x2****-D10: x1**

The Mad Hatter*Sighted Fabled Enemy***HP: 35**

ELD: 3 **KNT:1** **LVR:4**
FRD:3 **WCH:4** **NVY:2**

SKILLS:**Folklore: +4****Fable Society: +2****Insight: +4****Performance: +6****Persuasion: +4****PASSIVE:**

-Time is Ticking: For every round in combat, The Mad Hatter will get stronger, adding an additional +1 to their rolls that will change, stacking, (+2, +3, +4) after every round.

-Whimsical Nature: When rolling to persuade other creatures that are Fabled, add a 1d8 to every roll.

-Party!: If more then 5+ creatures are within the vicinity of The Mad Hatter, they will add 1d10 to their spells To hit.

ACTIONS:

-Cane(Envoy): 1d6+2 To hit, 1d6+2 damage.

SPECIAL ACTIONS:

-Tea Time(Once A Day): The Mad Hatter will tell creatures within 30 ft it is Tea Time. They must roll a **DODGE** against The Mad Hatter's **LVR**, or be forced to comply with the demands for 2 turns, drinking tea and telling stories, **stunned**.

MYTHIC ACTIONS (3/3):

-Bolt of Chaos(1): 1d10+4 to hit, 30 ft range, 2d6 damage of pure chaos.

SPELLS**Rank 1:****Whisper, Small Phantasm****Rank 2:****Wisp of Sparks, Arcane Blast, False Persona, 1001 Tales****Rank 3:****Blink, Loki's Backup Body****Rank 4:****We Are All Mad Here****Dice Bank:****-D4: x3****-D6: x3****-D8:x2****-D10:x2****-D12: x1**

Soul of the Forgiven

Minor Artificial Enemy

HP:10

ELD: 1 **KNT:1** **LVR:2**
FRD:2 **WCH:2** **NVY:4**

SKILLS:**Perception: +2****PASSIVE:**

-A Wandering Spirit: The ephemeral body makes you harder to hit, allowing you to add a 1d4 to both BLOCK and DODGE.

-Incorporeal: You may move through objects at 1/4 speed, although staying in a object for more than 1 turn will deal 1d6 damage.

ACTIONS

-Life Absorption(Envoy): 1d10+4 to hit, 1d6 damage, whatever damage you deal, you HEAL.

SPECIAL ACTION:

-Call to the Heavens(Once a Day): Your soul cries out for aid, granting you a temporary boon from the Forgotten Fable of the area, roll 1d10, if you roll more than half, become a **Forgiven Angel** for 3 rounds.

Dice Pool**-D4: x2****-D6: x2****-D10: x1****Forgiven Angel**

Major Artificial Enemy

HP: 25

ELD: 1 **KNT:3** **LVR:1**
FRD:2 **WCH:3** **NVY:4**

SKILLS:**Intimidation: +4****Occult: +2****Perception: +6****Passive:**

-Flight: They have the ability to fly, in a given distance, based on their **ENVOY** stat, 4=40 ft a minute.

ACTIONS

-Holy Claw Swipe: Knight, 1d8+3 to hit, 1d6 damage and the player must roll another **DODGE** check against the total to hit or be blinded for 6 seconds, 5ft.

SPELLS:

-Forgiven Blessing(Friend Spell): The angel may forgive another target of their sins, blessing them with one of the dice from their Dice Pool.

-Damnation(Witch Spell): The angel chooses not to forgive their target, and throws a Javelin of holy light, dealing 2d8 damage and while the javelin is stuck to the target, they must get rid of it, or subtract 1d4 from attacks and skill rolls until it is removed as they are overcome with guilt for their sins. Requires an action to remove.

Dice Pool:**-D4: x4****-D6: x2****-D8: x1**

Rewarding the players

Giving Players Experience Points

New ST's might have some trouble at first when deciding when and how much experience to give players and what exactly to reward them for. In *The Fabled Few*, gaining experience is tied to both combat and roleplay, Epilogues should be gaining experience points for both.

Different EXP gain goals

Here are some of the examples that we give of when you should reward players with experience. These may seem vague, but it's so that they can be applied to different scenarios and still hold the intention of the goal.

Surviving Combat - 5 EXP

The Epilogue survives an encounter with enemies. This is the base amount of experience they would gain regardless of what happened in that combat.

Given when: Combat ends, if the players ran away or took down the attackers, reward the players with this experience goal.

Subduing enemies - 2 EXP each

Subduing an enemy can be described as eliminating the threat of an enemy combatant. This can be through convincing them with your words to forcing them to flee, or outright killing them.

Given when: An enemy is

subdued when they can no longer be considered combatants. After the party subdues an enemy and ends combat, reward the players with the experience points of this goal to each player that participated in the combat that an enemy is subdued.

Internal Strife - 1-7 EXP

A moral dilemma appears between 2 or more Epilogues in your group, those Epilogues may have some fight, argument, or altercation. When it is resolved, Epilogues gain experience depending on the severity of the situation.

Given when: 2 or more characters disagree, regardless of the outcome of the strife. This goal should be reserved for strife between players or Epilogues traveling with the players.

Confession of love – 5 or 10 EXP

An open confession of your feelings for another Epilogue. This confession must be given wholeheartedly so as to put on a complete show of your feelings. If your feelings are accepted and reciprocated, then earn double the exp.

Given when: An Epilogue divulges their feelings, this confession of love or affection should be a serious one. A general confession guideline would be, a reason, a build-up, and an actual confession. For example, "I have held you in my heart for ages, and the smile on your face always brings me joy. You've been in my thoughts and in my head more times than my own livelihood. I love you, with all my heart." Keep in mind that this is just an example, Epilogue's confessions can be more or less depending on what they feel is best, just be sure to reward the

roleplay.

Self-sacrifice - 7 EXP

Sacrificing your pride, volunteering to go in someone else's stead, ensuring the safety of others before your own. Not necessarily in terms of your body, but it certainly can be.

Given when: An Epilogue puts others before themselves in any sense of the word. It could be taking the blame for something or bearing the short end of the stick. It can also be offering themselves in the place of someone else, such as volunteering to be put in a position of danger or taking hits to their personal reputation instead of someone else's.

Giving the Players Money

Players may also want to further their Epilogues in terms of their monetary gains. This can also be a means and a hook to further the plotlines of whatever campaign or story that you are running. Here are some examples of how players might gain money.

Contracts

Contracts are odd jobs that vary in difficulty and in length. With some being long-term contracts, to work towards a certain goal over the course of weeks, months, or even a few years. Other contracts may be very short-term, like picking a kid up from school for the day. These contracts can be written or verbal agreements, however always keep in mind that this takes place within modern day. A signed, written contract will generally be taken more seriously than a verbal promise. Contracts can generally be assigned to 3 different levels:

Simple - Simple contracts are the easiest form of contract to pick up. Most of them require no prior experience or connections to make them. These contracts generally have short term tasks that are asked of the players. For example, fetching errands, escorting figures, or making things. These tasks don't require any more than a basic understanding of the topic in question.

Simple Contracts pay anywhere from 200 to 2,000 Foss.

Fair - fair contracts may require some knowledge in a few different fields or require multiple people to collaborate. These contracts can be the follow up to simple contracts or a precursor to a dire contract. Mostly middle of the road in terms of difficulty.

Fair contracts pay from 1,500 to 5,000 Foss.

Dire - These contracts are generally the most difficult and the most rewarding. They are most often long term contracts with either written details or a common goal with an organization. This being said, the payouts for these contracts are much bigger than all other contracts.

Dire contracts pay between 5,000 to 20,000 Foss or even more.

Looting

Looting is when a player will kill or subdue a human enemy and attempt to find money on their person. Most people keep anywhere between 2 to 80 Foss on them at any given time.

Index

A

Acting On Your Turn 49
 Actions 66
 A Devastating Retelling 56
 An Epilogue's Backstory 24
 An Epilogue's Mechanics 25
 Archetypes 25
 Are there any surprises your players are unaware of? 63
 Armor 51
 Arthur, the Knight 58
 Artificial 13

B

Baba Yaga, the Witch 59
 Blinded Fabled 69
 Blocking 51
 Building a combat scenario 63
 Build your Epilogue community 56

C

Casting Magic 33
 Casting Spells - Momentum 44
 Cerise, the Harbinger 59
 Character Creation 24
 Character Making 56
 Character Progression 48
 Choose the City 61
 Clairvoyants 15
 Combat 49
 Combat and The Realm of Legend 53
 Combat difficulty 63
 Combative Skills 29
 Combat Scenario 54
 Community Roles 14
 Cop 70
 Corrupted Cores 69
 Creating Districts 62
 Creating Landmarks 62
 Creation 9
 Criminal 69

D

Day-to-day Life 14
 Death 52
 Defending Yourself 50
 Dice Bank 67
 Dice Checks 31
 Dice Checks And Fabled Dice 30
 Different EXP gain goals 74
 Disrupt the Flow of the Fable. 11
 Doctors 15
 Dodging 51

E

Elder 26
 Enemies 68
 Enemy Examples 69
 Enemy Secrets 60
 Envoy 26
 Epilogue Community vs Mundane 61
 Epilogues 13
 Epilogue Society 13

F

Fabled 69
 Fabled Dice 31
 Fabled Dice Pool 30
 Fables 9
 FBI: Fable Bureau of Investigation 20
 Feat List 46
 Feats 29
 Fidus Achates, the Loyal 59
 Forgiven Angel 73
 Forgotten 10
 Forgotten Fables 57
 Friend 26
 From Player to Storyteller 55

G

Gaining Experience Points 48
 Gaining Threads 43
 Giving Players Experience Points 74
 Giving the Players Money 75
 Guardians 15

H

Healing 51
 Health Points 30
 Helene, the Beauty 59
 Helping a Friend 50
 History of the Realm of Legends and the Mundane Realm 16
 Hook List 44
 Hooks 29, 43
 How Dark do you want your game to be? 55
 How to Stop a Fable Retelling 10
 How to Survive a Vortex 23
 How to Write a City 61
 Hunters 15

I

Identifying a Vortex 21
 Imp 70
 Important Figures 61
 Initiative 49

J

Judges 15

K

Knight 26

L

Leaders 14
 Legend Touched 11
 Living 10
 Living Cores 69
 Lover 27

M

Magic 33
 Magic and Feats 29
 Major Artificials 68
 Making a Monster 64
 Martial Combat 50
 Mechanics 24
 Minor Artificials 68
 Motifs 12
 Mundane 68
 Mythic Actions 66

O

Organizations and Communities 16
 Other Epilogue Organizations 57
 Other Organizations 20
 Overwrite the Tale 10

P

Personal conflicts 57
 Player strength 64

R

Rank 1 34
 Rank 2 35
 Rank 3 36
 Rank 4 39
 Rank 5 40
 Recommended Fable sources 25
 Repurposing Real Cities 61
 Resistances 51
 Resistible Spells 33
 Resisting Magic 33
 Results for Dice Rolls/Meaning 32
 Rewarding the players 74
 Rule of Three 17
 Runes 41

S

Sandmen 17
 Scribes 15
 Searchers 15
 Session 0 55
 Set a Gametime 56
 Set rules for your table 56
 Shlomo, the Wise 59
 Sighted Artificials 68
 Sighted Fabled 69
 Skills 27
 Skills List 28
 Solve the Fable before the Ending 10
 Soul of the Forgiven 73

Spell List 34
 Spells 29, 66
 Spells Range 33
 Spending Experience Points 48
 Spending Points on Archetypes 27
 Starting your own game 55
 Status Effects 52

T

Taking Dodge or Block as an Action 51
 The Archons 11, 58
 The Archons' Secrets 58
 The Epithets 17
 The Forgotten 11
 The Forgotten, the King of Lost Stories 59
 The Mad Hatter 72
 The Rule of Three 61
 The World 8
 The World and its Secrets 58
 Threads Points 30
 Threat Levels 63, 67
 Troll 70

U

Unresolved 13
 Unresolved Communities 14
 Unresolved Epilogues 57
 Using Hooks 44
 Using Skills 28
 Using Threads 43

V

Vortexes 20

W

Werewolf 71
 What is the goal of the combat? 63
 What type of game do your players want to play? 55
 Where are your players fighting? 63
 Who are your players fighting? 63
 Who is the StoryTeller 55
 Witch 27
 Witnesses of the Forgotten 18
 Writing a campaign 56

CHARACTER SHEET

CASTING FORMULA ARCH DIE + ARCH LEVEL + TAX DIE

[illegible]

FEAT NAME

DIE/BONUS

NOTES

[illegible]

INVENTORY

MONEY:

114

[illegible]

TEAM_3



he Fabled Few is a tabletop role playing game unlike anything you've seen before! In a world parallel to our own, Fables are all too common—in fact, they are real, and terrorizing humanity by forcing them to act out their storylines!

Use magic, skills, or just your wits to outsmart, outplay, or outperform a Fable and its cronies, or rescue your friends from a Fable's influence. As an Epilogue, you are someone who managed to survive a Fable, and now it's up to you to keep humanity safe from these Fables—as well as keep the world of Epilogues away from any prying eyes.