



# SLAYERS SLAYERS

SPENCER CAMPBELL

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**Writing & Game Design:** Spencer Campbell

**Slayers Logo:** Jordan Devenport

[rockethousegames.com](http://rockethousegames.com)

**Cover Art:** Warmtail, [stock.adobe.com](http://stock.adobe.com)

**Interior Art:** Justin Benford [arzialous.com](http://arzialous.com)

Phil Stone [philstoneillustrations.com](http://philstoneillustrations.com)

Madeline Ember [twitter.com/MadeleineEmber](https://twitter.com/MadeleineEmber)

**Graphic Design & Layout:** Francita Soto

[behance.net/francitasoto](http://behance.net/francitasoto)

**Playtesters:** Adira Slattery, Andy Jarosz,

Colin Iwanski, Jordan Devenport, Mike

Rieman, Mike Sater, Nevyn Holmes, Pat

Cushen, Scott Hinze, Zach Melton.

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# SLAYERS

## What is Slayers?

Slayers is a tabletop RPG of monster hunters for hire. Known by locals as Slayers, players will wander a haunted city, cursed long ago to expand towards the horizon forever, with neighborhoods appearing and dissolving overnight. Slayers help clean out the monsters that infest the alleyways and shadows, and those that the city seems to be manifesting on its own. The world is just on the cusp of an industrial revolution, with new technology clashing with the arcane ways of old.

*It's slay or be slain. Better get to work.*

The goal of Slayers is to provide a rules-lite system for fast action, and exciting combat. In order to do this, the classes have been designed with asymmetry front and center. At its core, this game uses a resolution mechanic called the Rule of 4 for everything, but how each class approaches this mechanic in combat is quite different.

## Asymmetry?

What do I mean by asymmetrical? Asymmetry in an RPG to me means that each class *feels* different than the others. They approach the game with a different method, and the mechanics should then represent that difference. Look at the “most popular RPG in the world” right now. A wizard and a fighter both want to kill a monster, one changing reality with their magic and the other wielding a deadly weapon. And what do they do to reflect those actions? They both roll a d20 and add a modifier. That simply won't do.

How is it done in Slayers? Well, the Blade is designed to simulate stylish and fast sword fighting, and so they use exploding dice to create huge combos of attacks. The Gunslinger however, has to manage a pool of 6 bullets during combat, deciding how many to spend on a given attack, and when is the right time to reload. Despite these being two different approaches, they help you *feel* like your character. The best part? Both are resolved using the Rule of 4, so combat moves quickly despite everyone playing their own version of the game.

## The Setting

Slayers takes place in The City, a cursed urban sprawl that takes that idea very literally. The City spreads on forever, with no borders. Districts and neighborhoods emerge as if The City willed them into existence. As such, The City is a cosmopolitan place, filled with people of all backgrounds and creeds. Unfortunately, The City also has a monster problem. Whether these creatures existed beyond the walls and were absorbed in, were always here, or made manifest by the arcane foundation of The City is unknown. What is clear, though, is the Slayers have their work cut out for them.

## What Do You Need?

To play Slayers, you're going to need at least two people to play. One person will be the Game Master (GM), and everyone else will be Slayers. Someone will need to have read this book so they know the core rules. There is a rules reference sheet that will be helpful for everyone to have handy. Each player will need a set of polyhedral dice (d4, d6, d8, d10, d12), and a character sheet of the class they've chosen. You can find the character sheets online at [gilarpgs.com](http://gilarpgs.com).

## Cycle of Play

Slayers takes place in cycles called Hunts. At the beginning of a Hunt, the GM will introduce the Slayers to what they have been hired to kill and where in The City the Hunt will take place. The Slayers will need to do some investigatory work to figure out the details of what is going on, and how to best take down their target. After hunting their target, the Slayers will reflect, advance their characters, and prepare for their next job.

## A Note From Spencer

An important goal for me with Slayers was to make it easy to learn and play the game. I also wanted to design something that inspired others to create and design on their own. If you want to make Slayers stuff, please do! Check out the Creator Kit at [gilarpgs.itch.io](http://gilarpgs.itch.io). In it you'll find guidelines and templates for making your own classes, monsters, districts, and more, as well as a bunch of advice for GMs beyond what you'll find in this book. I hope you'll join me in creating and designing fun things for us to find in The City!

# RULE OF 4

There is one rule that applies to any and all dice rolls: a 4+ is a Hit. This rule applies for any roll, in or out of combat. Conversely, any die that is less than 4 is a Miss.

Slayers takes place between two different modes: combat and non combat. While not in combat, Slayers and the GM resolve most actions and conflict through roleplaying. The dice are only picked up once a Slayer is attempting an action where there is a chance for failure, and the consequences of that failure have weight to them. Whenever a Slayer attempts such an action, they make a roll.

## Weight

Failure with weight means that something in the fiction will happen if an action fails. When an action fails, move the story forward with the consequence, and provide a new opportunity for the Slayers to address. Just saying “It doesn’t happen” isn’t very fun or interesting!

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## Skills

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If you aren’t attacking something, you’re probably making a skill roll. Determine what skill is appropriate for the action, and then roll the skill’s assigned die. Slayers can assist one another when appropriate, adding a die equal to the helping player’s skill die size. The helping ally will suffer any consequences of the roll, if there are any. Whenever you roll more than one dice for a skill roll, use the highest roll. A 4+ is a Hit, and the action succeeds. Anything else is a Miss; the intended action fails, and the GM introduces a complication or consequence.

Skills are also used during combat, and are resolved the same way as described above when used during a fight (see Combat on pg. 7). NPCs never make skill rolls. Instead, their actions and reactions outside of combat are determined by the fiction, and the Slayer’s rolls.

# Skill List

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Below is the list of skills each Slayer has, along with some examples of their use. If there is ever a question of what skill is being used, discuss it as a table. All Slayers have access to every skill; they are just better at some than others. This is reflected in the size of the die they have in that skill.

**Agile:** Dodging, leaping, even cart rolling.

**Brawn:** Physical work, powering through, intimidating.

**Deceive:** Lying, tricking, distracting.

**Hunt:** Hunting, tracking, monster knowledge.

**Mend:** Warding off death, stabilizing wounds, medical training.

**Negotiate:** Persuading, diplomacy, compelling.

**Stealth:** Blending in, keeping quiet, sleight of hand.

**Streets:** Social circles, navigating the city, purchasing power.

**Study:** Perception, reading a scene or person, doing research.

**Tactics:** Strategic intel, preparing for a foe, reacting to a battle.

*The cobbled streets of Slayer's Row (pg. 27).*



# COMBAT

## Theater of the Mind

Combat in *Slayers* uses the theater of the mind, meaning many decisions in combat are made based on what makes sense in terms of the fiction, rather than mechanically tracking things like movement speed. You don't need a map, but feel free to use one if you find it helpful for tracking where everyone is during a fight.

## Relative Distance

Distance is determined abstractly. The terms distance and range are used interchangeably in this rulebook.

- » **Engaged:** Within melee range, a couple steps away.
- » **Near:** A short sprint away, across the room or street.
- » **Far:** Anything beyond Near.

If there is ever a question of how far two things are from one another, ask the GM.

## Turn Order

When combat begins, all combatants must determine their place in the turn order. Each Slayer rolls their class's Speed die. Monsters have set Speed scores, and so don't roll. If a Slayer is tied with a monster, the Slayer acts first. If two Slayers are tied, they decide who will go first. Combat in *Slayers* is made of rounds and turns.

## Round vs. Turn

A round begins with the character with the highest Speed, and ends after the character with the lowest Speed completes their turn. Slayers keep their Speed between rounds, unless an action by a Slayer or monster would change it. A turn is when a character acts during the round, using combat actions.

# Combat Actions

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A Slayer takes up to two actions during their turn. They may make any combination of these actions, in any order they like, but may not do an action twice (unless an ability or advance allows it).

## Move

Moving from one distance from a target or location to another. This can mean moving closer (e.g. Near to Engaged) or further away (e.g. Near to Far).

## Attack

When attacking a monster, a Slayer will use their class's unique attack action. No matter the class, when attacking, any dice that roll a 4+ are Hits.

## Quick

Each class has a quick action that is designed specifically for them.

## Skill

A Slayer may use a skill to help change their position in the fight, or to gain insight or an advantage. Before making such a roll, the Slayer should declare what they want, and the GM will let them know if it is feasible. In some instances this may afford them a bonus on a future roll based on the success of the skill roll. In others, they have positioned themselves to accomplish something they weren't able to before. Here are some examples of skill rolls being used in combat:

- » Using Brawn to push away a monster that is holding onto you or an ally.
- » Tactics to gain insight in how the monster works, perhaps learning its HP or what some of its actions are.
- » After Stealthily moving into shadows before launching an attack, the GM decides the Slayer should attack with Advantage.
- » Compel may convince a desperate foe to back down, but it might also fall on deaf ears.

# Advantage, & Disadvantage

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If a character has positioned themselves so that they have the edge on a combatant, they may roll with Advantage. Whenever a character has Advantage, roll all dice twice, keeping the higher result. If a character is in a really bad position, they roll with Disadvantage. When a character has Disadvantage, roll all dice twice, keeping the lower result. If someone has both Advantage and Disadvantage at the same time, the effects are canceled.

You cannot have multiple instances of Advantage, or Disadvantage at once (e.g. you can't have "double Advantage"). Slayers and GMs should work together to decide when a character has Advantage or Disadvantage. Here are some examples of when you might have either:

## Advantage

- » Ambushing someone
- » Target is distracted
- » Using Brawl to knock them down first

## Disadvantage

- » Being ambushed
- » Immobilized, slowed, or distracted
- » Attacking from a great distance

# Damage, Healing, & Death

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Most attack actions deal damage depending on the number of Hits. If an effect or ability gives a character +/- X damage, it is to their damage per Hit. Damage is subtracted from Hit Points (HP). When not in combat, a Slayer will heal back to full HP after resting a day. Slayer's can also be healed using spells, gear, or negotiating healing services from someone.

If a monster's HP is reduced to 0, they are dead or defeated. When a Slayer's HP drops to 0, they are approaching death, and will die if not tended to. Slayers can be stabilized and saved from death, though this can only be attempted once. If it fails, they're dead. A dying Slayer is stabilized with a successful Mend roll from an ally. Any spell or gear that would restore HP can be used to stabilize as well. A stabilized Slayer remains at 0 HP until the end of the fight, and then is restored to 1 HP.

## Gear & Currency

Slayers don't keep a detailed inventory of everything they have on them. We assume they keep their weapons with them, and enough currency to last a day for food and shelter. Anything they want beyond that, they will need to negotiate for. If there is a question on whether a Slayer can afford something, they roll Streets. There is no shopping for better equipment either. A Slayer is bound to their weapon, and would only get another if they lost it. As such, you won't find an extensive shopping table in this book.

Here are some items that Slayers may bargain for, or try to acquire to help them with their job:

- » Healing salves, ointments, and tinctures
- » Climbing gear
- » A spell from a local mage
- » Clothing that is fire-resistant
- » Food or bait for a monster
- » Service from a local, such as a courier, spy, or healer

***The buildings of the Wych Wood (pg. 28) stretch high above the ground.***



# —CHARACTER CREATION—

Ready to hunt some monsters? Let's make a Slayer.

1. Choose your class.
2. Set one skill as d10, two skills as d8, and all others as d6.
3. Select two Basic Advances to start with.
4. Record your starting stats based on your class and advances you have taken.
5. Name and describe yourself. Why did you become a Slayer? Where were you trained, if you were trained at all? How long have you been doing this? Will it ever end?

## Advancing Your Slayer

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After a successful Hunt, your Slayer improves. Before that, however, have each Slayer reflect on the experience and answer at least one of the following questions:

- »» What did you learn about yourself from this Hunt?
- »» What did you learn about an ally this Hunt?
- »» Would you have done things differently?
- »» What about this Hunt will stick with you for quite some time?

Then, roll 1d4 and increase your total HP by that number. Next, increase one skill from d6 to d8. If all of your skills are already at least d8, you increase one skill to d10. Finally, you may choose an advance. Basic Advances may be taken at any time, and Expert Advances may only be taken after you have 5 Basic Advances.

# BLADE

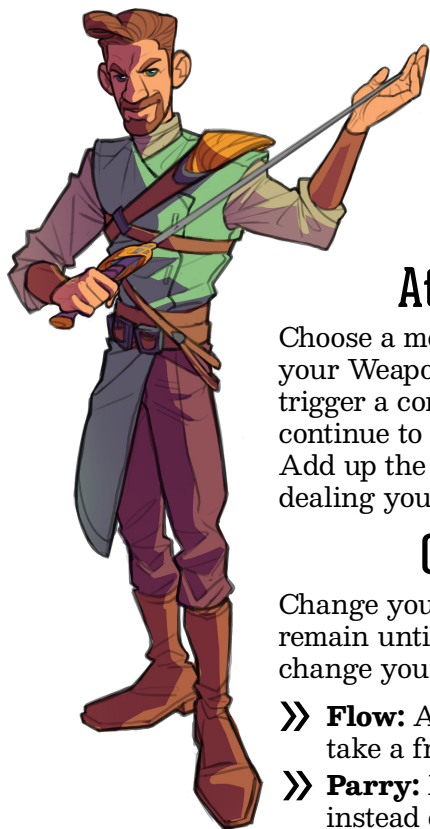
## Starting Stats

**HP:** 10

**Speed:** d8

**Weapon Dice:** 1d6

**Damage:** 2



## Attack Action - Combo

Choose a monster at Engaged range and roll your Weapon Dice. Any dice that are a Hit trigger a combo, and you roll another die. You continue to combo until you no longer roll a Hit. Add up the number of Hits, with each Hit dealing your Damage.

## Quick Action - Stance

Change your fighting stance. Any effects will remain until you use another quick action to change your stance.

- » **Flow:** After you attack a monster, you may take a free Move action.
- » **Parry:** Monsters need a 5+ to Hit you instead of 4+.
- » **Slay:** +1 damage per Hit, but take +1 damage from monster Hits.

The Blade is an expert fighter who carves their way across the battlefield with graceful lethality. Moving at a near supernatural speed, Blades are able to hit their foes again and again, tearing them to shreds before they even have a chance to react. Blades change their fighting technique on the fly to adapt to the ever-shifting fight.

## Basic Advances

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- ⊖ **Shrewd:** The first roll of your attack is always with Advantage.
- ⊖ **Footing:** Reroll the first 1 rolled during an attack.
- ⊖ **Defender:** Parry applies to allies within Engaged range of you.
- ⊖ **Killer:** Increase both effects of Slay +1.
- ⊖ **Mercury:** Change Speed to d10 and roll it with Advantage.
- ⊖ **Hearty:** Always increase total HP by 4 when advancing, instead of rolling.
- ⊖ **Scorn:** If a monster attacks you, your next attack against them is made with Advantage.

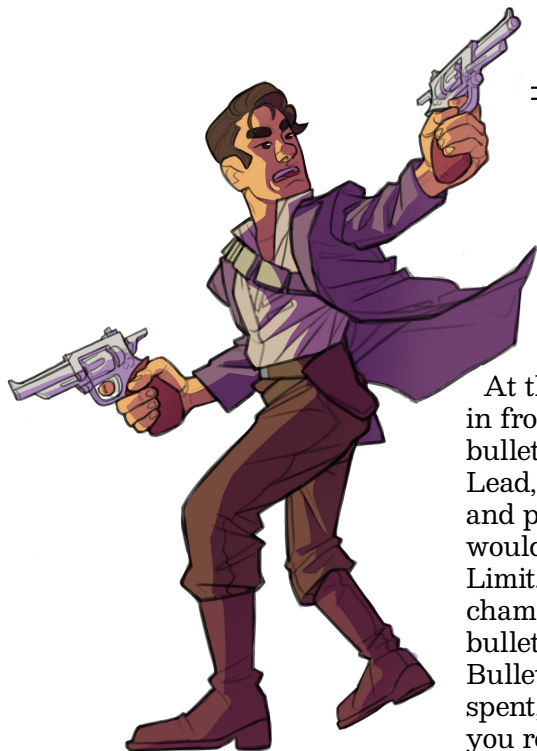
## Expert Advances

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- ⊖ **Hack, Meet Slash:** Increase Weapon Dice to 2d6.
- ⊖ **Deadly Quicksilver:** If you kill a monster while using Flow, you may make a free attack action against a monster you move to.
- ⊖ **Honed Blade:** You Hit on 3+ when attacking instead of 4+.
- ⊖ **Finish Them:** When a monster has half HP or less, all of your attacks against them are with Advantage.
- ⊖ **Efficient Slayer:** Hits from attacks with Advantage deal +1 damage.

# GUNSLINGER



## Starting Stats

**HP:** 8

**Speed:** d6

**Trigger Limit:** 4

**Damage:** 1

## Attack Action Spray Lead

At the start of combat place 6d6 in front of you, representing the bullets in your gun. When you Spray Lead, choose a Near or Far monster and pick up as many bullets as you would like to fire, up to your Trigger Limit. You may use bullets from any chamber that you have loaded. Each bullet that Hits deals your Damage. Bullets that have been rolled are spent, and are not available until you reload.

## Quick Action - Reload

You may reload up to two bullets into any empty chambers.

While most wield knives or flintlock firearms into battle, the Gunslinger has access to an incredibly rare weapon: the six-shooter revolver. These weapons are specially crafted, and each Gunslinger has a special connection with their six-shooter as they tinker and customize it to their liking. These dangerous weapons mean most avoid interacting with Gunslingers, and many 'Slingers lead lives as drifters and Slayers.

## Basic Advances

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- ⊖ ⊖ **Spin:** Increase Trigger Limit +1.
- ⊖ ⊖ ⊖ **Forge:** Carve a rune into your gun.
- ⊖ **Draw:** Increase Speed to d8.
- ⊖ **Prepared:** Bullets fired from a fully loaded gun are rolled with Advantage.
- ⊖ **Desperate:** Last bullet in the gun deals +3 damage per Hit.

## Expert Advances

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- ⊖ **Light 'Em Up:** You can choose more than one target when you Sling Lead. Choose how many dice to use for each target before rolling.
- ⊖ ⊖ ⊖ **Gun Whisperer:** Carve a rune into your gun.

## Runes

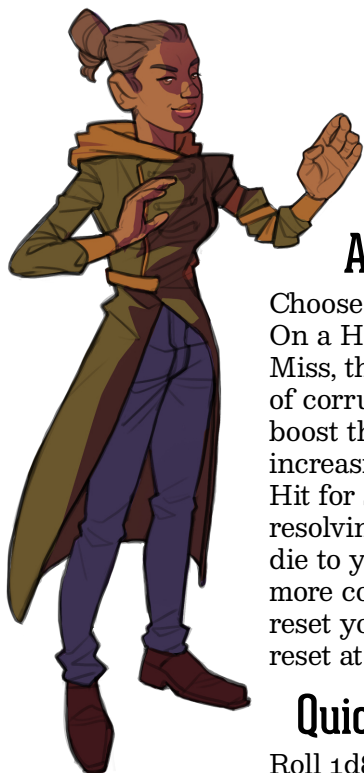
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When you carve a rune into your gun, choose a rune from the list below and write it on a chamber that doesn't have one yet. Any bullet fired from that chamber has the additional effect of the rune. A chamber can only hold one rune, and once a chamber has a rune, it cannot be undone.

- ⊖ **Hollow-Point:** +1 damage on Hit.
- ⊖ **Blast:** Target is pushed back from Near to Far.
- ⊖ **Tar:** Deals no damage. Target takes 1 fewer action on their next turn.
- ⊖ **Snare:** Target makes their next action with Disadvantage.
- ⊖ **Bleed:** Deals no damage. Target loses 1 HP at the start of each of its turns until dead.
- ⊖ **Accurized:** Hits on a 3+ instead of a 4+.

# ARCANIST



## Starting Stats

**HP:** 6

**Speed:** d4

**Known Spells:** Choose 3

## Attack Action - Cast Spell

Choose a Known Spell and roll 1d6 to cast it. On a Hit, resolve the spell's base effect. On a Miss, the spell fails. In either case, mark 1 point of corruption after resolving the roll. You can boost the spell, adding a d6 to the roll, but also increasing the corruption by 1. Both dice can Hit for spells that have a "per Hit" effect. After resolving a spell, compare the highest rolled die to your current corruption. If you have more corruption, roll on the Bane table and reset your corruption. Corruption is always reset at the end of combat.

## Quick Action - Purge Corruption

Roll 1d8. On a Hit, remove 1 corruption, on a Miss remove none.

The Arcanist is a spell caster, whose power comes from a source that is slowly destroying them. The Arcanist's mind and body are taxed as the corruption from their power source drains them, though that power can be tapped for truly terrifying displays. Use their spells too much though, and the corruption will create chaos in everyone's plans.

## Basic Advances

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- ⌚ ⌚ **Learn:** Add a spell to your Known Spells.
- ⌚ ⌚ **Excel:** Advance a spell, permanently gaining its Advance effect.
- ⌚ **Bargain:** You may reroll your Bane rolls. Choose which result to keep.
- ⌚ **Conduit:** You can lose 1 HP instead of taking a point of Corruption.
- ⌚ **Boon:** When you boost a spell, add a d8 to the roll instead of a d6.

## Expert Advances

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- ⌚ ⌚ **Hit the Books:** Add a spell to your Known Spells.
- ⌚ ⌚ **Even Better:** Advance a spell, permanently gaining the Advance effect.
- ⌚ **My Final Form:** Roll 1d8 when you Cast a Spell instead of 1d6.

# Arcanist Spells

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## Corrupt

**Base Effect:** Target is infected by your corruption. Every time you cast a spell, the infected target takes 1 damage. Lasts until the target or you are dead.

**Range:** Engaged.

**Boost:** The damage is equal to your current corruption instead.

**Advance:** When target dies, immediately choose another target within Near range.

## Energy Bolt

**Base Effect:** Fire a bolt of energy at a target. 2 damage per Hit.

**Range:** Near & Far.

**Boost:** +1 to damage per Hit.

**Advance:** Base effect damage is now 3 damage per Hit.

## Erupt

**Base Effect:** Everyone within range of you, including allies, takes damage equal to your current corruption.

**Range:** Engaged & Near.

**Boost:** Damage is doubled.

**Advance:** Allies only take 1 damage from the effect.

## Fear Cloud

**Base Effect:** Target and anyone at Engaged with them fear you, and always make a Move action away from you until the start of your next turn.

**Range:** Near.

**Boost:** Those affected are paralyzed and take 1 fewer Action on their next turn instead of fleeing.

**Advance:** Fear Cloud now works at any range.

## Hex

**Base Effect:** Choose 1 effect. Effect lasts until the end of the target's next turn.

- Target must roll 5+ to Hit
- Target cannot Move
- Target attacks nearest ally

**Range:** Any.

**Boost:** Effects last 2 turns.

**Advance:** Choose 2 effects instead.

## Mend

**Base Effect:** Target heals for 1d6 HP per Hit. This can also stabilize a dying character.

**Range:** Any.

**Boost:** 2d6 HP per Hit.

**Advance:** If you heal a character for at least 4 HP, you may also remove one corruption from yourself.

## Siphon

**Base Effect:** Target loses 2 HP and you gain 1.

**Range:** Engaged.

**Boost:** Gain all of your lost HP and target loses the same amount.

**Advance:** Base effects increased +1.

## Temporal Shift

**Base Effect:** If target is a monster, they take 1 fewer action their next turn. If they are a Slayer, they take 1 more action next turn.

**Range:** Near & Far.

**Boost:** Affects 2 actions normally instead of 1.

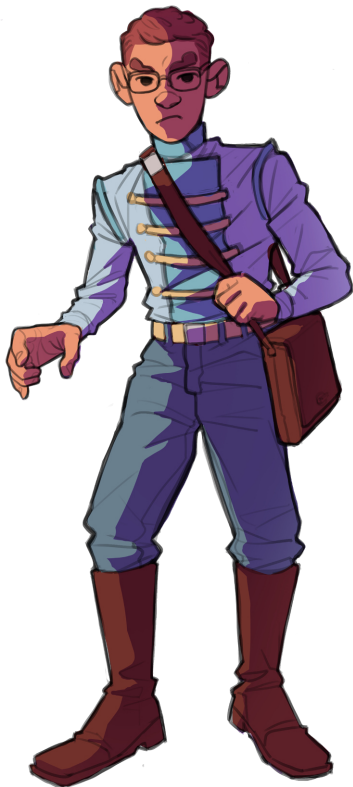
**Advance:** Slayers may do the same action twice when affected by Temporal Shift.

# TACTICIAN

## Starting Stats

**HP:** 7

**Speed:** d8



### Passive Action - Strategy Pool

Before the turn order is determined, roll a number of d6 equal to your Tactics skill die size. These form your Strategy Pool. During combat, you can replace any single die rolled by either an ally or an enemy with any of your Strategy Pool dice during their turn. Once that die has been used, it is discarded for the remainder of combat. This does not count as an action. Instead, this is done during other character's turns.

### Attack Action - Slash/Shoot

Roll 1d6 against an Engaged or Near target. On a Hit, deal 1 damage.

### Quick Action - Issue Orders

Choose another Slayer within Near. That Slayer may immediately make a Move or Quick action for free.

Tacticians read a battlefield like a scholar reads a book. They use their expertise in tactics and leadership to coordinate the efforts of Slayers. Without them, Slayers are just chaotic killers, or so the Tacticians believe. While their fighting days may be behind them, or never really began, the Tactician ensures that their allies move strategically while their enemies falter.

## Basic Advances

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- ⊖ ⊖ ⊖ **Prep:** Add 1d6 to your Strategy Pool before rolling it.
- ⊖ **Weaken:** You may roll d4s in place of any number of d6s in your Strategy Pool.
- ⊖ **Empower:** You may roll d8s in place of any number of d6s in your Strategy Pool.
- ⊖ **Shift:** After the turn order is determined, you may change any two characters' Speeds to any dice values in your Strategy Pool.
- ⊖ **Rally:** When a monster is killed, roll 1d6 and add it to your Pool.
- ⊖ **Ambush:** You and your allies roll their Speed with Advantage.

## Expert Advances

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- ⊖ **No Quarter:** When using Issue Orders, ally Slayers may make an Attack action.
- ⊖ **Dead Lead:** Ally Gunslingers reload 3 bullets instead of 2.
- ⊖ **Shifting Sands:** Ally Blades make their next attack after changing their stance with Advantage.
- ⊖ **Keep Your Mind:** Ally Arcanists Hit on a 3+ when using Purge Corruption

# THE CITY

The City lost its name a long time ago. But that's ok, the name has become unimportant because of what's happening to it.

The City keeps getting **bigger**.

At some point in its history, The City was cursed in such a way that it would continue to sprawl out, never ending. The walls and borders are ever-shifting. New districts in The City pop up overnight, suddenly made manifest and already inhabited. Conversely, some districts disappear, mourned at first, though memory of their existence is quick to fade. There are a number of theories about what is happening in The City:

- » The City absorbs towns from beyond its walls as it expands, and they form the new districts. It would certainly explain the common dialects and customs you find within a district, only to see them quickly take a new shape as you walk to the next.
- » The City creates the districts. Why does it do this? It wants to, is driven to, or maybe it can't help itself. Either way, we're just rats in The City's maze if this is true.
- » The City wasn't cursed, but instead has always been like this. Someone or some group is pulling the strings in its expansion.
- » The City represents just one of a theoretically infinite number of Cities. There are parallel Cities alongside yours, each spreading out forever, each a little different. What would happen when two Cities expand so far that they meet?

All of these are probably true to some extent, but as The City grew and new inhabitants started walking its streets, the name and history became less and less important, and more impossible to track. So today, we just call it The City.

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## Technology & Culture

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The City sits on the brink of industrial revolution. While the concept of machinery isn't new, the automation of said machinery is an idea that straddles the line between science and the arcane arts. Magitech is a burgeoning industry, and one that shares a tense peace between those who prefer the arcane ways of old, and those seeking to step forward into the future with science.

Most buildings in The City are made of stone and wood, though they take wildly different forms depending on which district you are in. Blades are still the weapon of choice, though wealthier individuals may own a flintlock pistol or rifle (only Gunslingers have revolvers, and they won't tell you where they got it).

It is difficult to describe the culture of The City because each district is different. Some have more advanced technology, such as machines that run on steam, coal, or even crystals. Others have simple machines, and seem quite content with that. Slayers entering an unfamiliar district should get a lay of the land before they begin their Hunt, to ensure they don't commit any social faux pas, or step on the toes of any of the major factions.

## Factions of The City

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While The City at your table will be different than others, there are some universal truths about the place. Some groups are found no matter where you are, though their form may differ if you meet a Slayer from another City and decide to share stories.

### **Faith**

Faith is a funny thing in a place that manifests new ideas and people literally overnight. Hard to hold onto something when your world keeps changing, right? And what happens to those people whose district falls off the face of the world?

The biggest following in The City belongs to the Church of the Cycle. The Cycle, as it is known, is broken into five subsets, each representing an aspect of the life cycle: Birth, Growth, Stability, Decay, and Death. There is one more branch, though they are seen as more of a cult given their "heretical" beliefs: Rebirth.

There are plenty of other faiths. Those that are brought in by new districts, others that worship The City itself, and even some that revere the monsters the Slayers are paid to hunt. The reality is that most of these organizations would be considered a cult or secret order by any of the others. In fact, it's common practice for churches to go into a sort of faith-based sabotage of one another, and some are even willing to pay Slayers to hunt the "beasts" that worship in the building down the block.

## **Travel & News**

The Wanderers are one of the oldest guilds in The City, and that is apparent in the fact that you can find them in literally every district. Even in the new districts, the Wanderers are the first to welcome the newcomers to The City, and to set up one of their famous taverns.

Wanderer taverns serve food, sure, and will house some guests. But their main purpose is as transportation hubs in the infinite sprawl. They know The City better than anyone, and are always hauling goods and people from one end to the other (though there aren't really ends when you think about it). Given the diverse nature of the districts, the Wanderers have built up a fleet of vehicles that are capable of traveling through most terrain. The elevator system in the Wych Woods was built by them, and they run the chain ferries across The Deep, just to name a few.

Given the fact that they travel everywhere, the Wanderers other responsibility is in disseminating the news across The City. While the Inkers are responsible for writing and printing the news, the Wanderers help it spread. Unfortunately, given the size of The City, those districts that are a distance from an Inker plant tend to get the news at a very delayed rate, especially if they want it by paper. Wanderers typically spread the news to the more remote districts by calling out the latest events from the comfort of their taverns. It's two birds with one stone. They get customers in their bar, and they get to tell the news the way they see it.

## **Order**

Most districts worry about protecting themselves. A City-wide guard would be difficult to coordinate, and so local militias are the preferred practice. There is however, one organization that has grown in size, to the point that its presence can be felt in many districts.

The Inquisitors are a group that hunt the "occult" threats to The City, what are known as wyches. While they have no official jurisdiction, when an instance of cult worship, demonic incursion, psyker attack, or anything that goes beyond the beasts Slayers typically hunt, the Inquisitors will run their own investigation. Inquisitors usually work in pairs, and do not hide their presence. They work off of fear, and it has allowed them to create a formidable presence in many districts across The City.

Lastly is the concept of government. There is no centralized government, it's just not practical given how The City expands. Instead, district leaders are selected, elected, or chosen depending on the traditions of the district. Leaders work to coordinate the efforts of their district with their neighbors, ensuring that they are looking out for one another rather than worrying about The City as a whole.

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## Building The City

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Creating your own version of The City is as much a part of playing Slayers as hunting the monsters. As you build your City, consider Districts, Factions, and Mapping.

### Districts

The City is ever-expanding, and there doesn't seem to be any sign of it stopping any time soon. A district is an abstract unit of space, meant to describe an area of The City which shares a number of features. Think of the neighborhoods that make up where you live, and you've got an idea of what districts are. Each district is made up of the following parts:

- » **Description:** Including appearance, it's role in The City, what is typically found there, and other important cultural touchstones. Districts can be very different from one another, so don't worry if the tone of one district doesn't match its neighbor.
- » **Key Locations:** Three or more locations that are important to the district. These don't have to be locations that the Slayers will visit, but they help keep the theme of the district clear and present.
- » **Rumors:** These are the opportunities that the Slayers can follow up on in the district. Typically each rumor is the start of its own Hunt, though you may string rumors together to show a more sizable issue.

You need at least these to start, but you should also consider what makes the district unique. What kind of food is served, what do houses look like, what's in fashion? Cultural norms shifting between districts adds to the unique nature of The City, and these are questions the table should answer together, rather than the GM deciding all of this ahead of time. Another big aspect of what makes a district is *who* is inside it? Let's consider factions.

## Creating Factions

While I've described some of the factions of The City, there are an innumerable amount of them. Designing a faction of The City should be done as a group, though the GM may want to create some on their own if they intend to use them in an antagonistic manner. What goes into a faction?

- » **Purpose:** Why does the group exist? Is the purpose overt, or is it hidden behind another message or action?
- » **Actions:** When Slayers, or the general public see the faction out and about, what should they expect to see? Some factions want a strong presence, and take action to the streets. Others prefer that you don't know they've done anything at all until it's too late.
- » **Size and Scale:** How big and influential is the faction? This is especially important given that The City spreads, and most Hunts take place in a single district. Is the faction unique to the district, or is their influence felt across multiple districts, possibly even the entire City?

Now that we have a sense of the places and people inside them, what happens when we step back and try to see everything as a whole?

## Mapping

There is no official map of The City. So how do you keep track of an unending urban sprawl? There are a few options to consider as your table begins to build The City. First, you may use a blank grid, like a hexmap, and fill in the tiles as your group explores the setting. Start somewhere in the middle of the map, and decide which empty hex to use the next time the Slayers go to a new district. Afterward, you have an actual map that you can rely on, and use if you want to try and keep an accurate sense of distance, travel, and neighborhood relationships.

You may also choose to use a more abstract map. Given the fact that The City shifts so much, you may adopt that into your map such that no district is ever in a set place. Write the names of districts on cards or pieces of paper, shuffle them before play, and lay them out to show what The City looks like at that moment. This certainly leans into the weirdness of The City, but isn't always the best approach if your players prefer having a more concrete setting. Work together as a table to decide what method of mapping works best for your campaign!

# —SLAYER'S ROW—

Slayer's Row is aptly named because it is where most Slayers end up between jobs. Rest and relaxation can be found, as well as leads for your next hunt. The streets are cobbled and crowded, and most of the buildings are mismatched when compared side by side. But this is part of the charm of the Row. You'll see little presence of other factions, as the Slayers hold sway over the district, even if it is in an unofficial capacity. Slayers are typically willing to help keep the peace in return for having a district to call home.

## Key Locations

- 1. Slay a While:** Popular inn for Slayers. This is the go-to location for finding legitimate and illegitimate work. A bounty wall up front holds jobs that are above board, the private rooms in back hold the more lucrative, but less legal jobs.
- 2. Fleshmarket:** Traders of literal flesh of all kinds, including monsters. The Corpsters refine bodies down to their essential parts. They can work wonders with what you bring them, meaning a Slayer that doesn't absolutely butcher a monster they hunt has a chance of getting a bonus if they can salvage some parts for the market.
- 3. Blade Academy:** Largest independent training hall of sword fighters in the entire City. Most Blades have trained there to some degree. Those that don't flunk out tend to work as security for some of the big magitech organizations, noble families, or other wealthy elite of The City. The others go into Slaying.
- 4. Blythe's Boutique:** A small shop nestled between two massive pubs, the owner, Blythe, changes their wares every day. For some, this can be frustrating, but Slayers always seem to find exactly what they need whenever they visit. The only problem is Blythe likes to trade in deals and favors, rather than coin, so expect to have to do a little footwork if you walk through their doors.

## Rumors

- 1.** Slayers have been appearing dead in the streets and alleys. Slayers die all the time given their line of work, but this is unusual because it's happening in Slayer's Row.
- 2.** Some Slayers have been flashing more coin than usual, most after leaving the Fleshmarket. Something to worry about, or to cash in on?
- 3.** There have been multiple reports of businesses in the Row being disrupted: deliveries never arriving, patrons no longer shopping. Who or what is trying to mess with the district?

# WYCH WOOD

The unofficial district of many wyches (arcanists, psykers, occultists, etc.) in The City, and certainly the highest population of them in a single place. The district gets its name from the homes of the locals, stacked upon one another, branching out like trees. The Wych Wood is one of the more vertical districts in the city, and it's important you watch your step, because it is a terribly long fall to the bottom. If the fall doesn't kill you, the beasts below will...

## Key Locations

- 1. Wych Walk:** A maze-like forest in the center of the district. Walks through it tend to feel longer than they actually are. There is no better place to understand the Wych Woods, because locals say the forest of the Walk reflects the current mood and stability of the district, as if the trees can sense it.
- 2. Weird Way:** Back alley string of shops with some of the strangest goods a Slayer could need. They like Slayers, since Slayers have unique needs and their own unique items to sell. You'll find the Wyching Hour here, a particularly popular bar among the locals.
- 3. Lunar Bridge:** Largest bridge in the district, though its shape and size varies with the lunar cycle. At full moon, there is no better way to travel across the district. But as the moon wanes in the sky, your options become more limited, and more dangerous.
- 4. Starry Night:** A popular wych club. The ceiling is enchanted to create the illusion of an open, star-filled sky. Celestial auguries can be bought if you know the right person. Drugs can be bought even if you're a stranger.
- 5. Celeste Manor:** Home of the Celeste family. A small private forest surrounds the estate. Though they are usually a reclusive bunch, they throw some really out of this world parties, if you're into wych stuff.

## Rumors

- 1.** The Lunar Bridge hasn't been matching up with the cycle of the moon lately. It's become random, and a bridge that randomly changes its shape is rather dangerous.
- 2.** Locals have reported the sensation of being watched while doing their daily stroll through the Walk. It didn't seem like a big deal until a local man came out of the woods with three slashes across his chest and his skin had gone as pale as the moon.
- 3.** The Celeste family is throwing a huge party to celebrate their youngest's 10th birthday. Everyone is going to be there. Which means Inquisitors will be too, and they are no fun at a party full of wyches.

# LIBRARIUM

Cramped and labyrinthine streets connect ancient libraries, book stores, and repositories of knowledge. The Librarium is one of the oldest districts in The City, and may be the one place that holds its true origins. Slayers use the Librarium as a place for research, preparing for threats found beyond the district's streets. It would be unwise to assume this is a place of peace, though. Factions fight for knowledge, and dangerous things lurk between the increasingly crowded shelves.

## Key Locations, Factions, & NPCs

- 1. The Omphalos:** The dead center of the district, almost impossible to reach. Except when it isn't...
- 2. The Fifth:** The only Tome that has never been seen. No stories are published on the Fifth, but if asked about a hush falls over those queried.
- 3. The Grand Hall of the Societe Bibliopolist:** An ornate yet cramped mansion on the edge of the district, it's slowly being enveloped as the collection grows.
- 4. Children of St. Gallen:** Caretakers of the Librarium's collections.
- 5. The Bibliopolist Society:** Booksellers and merchants who are directly opposed to the Children of St. Gallen.
- 6. The Tomes:** Guides that know the best ways through the stacks. Only five exist, but if you find one they may be able to take you to the Omphalos.
- 7. Agrav Dean:** Head of the Bibliopolist Society, young and charming, they know more than they're letting on.
- 8. The Spine of St. Gallen:** The primary location of the Children of St. Gallen, a holy order that cares for the district's many tomes and scrolls.
- 9. Beinecke:** Possibly the oldest caretaker of the Children of St. Gallen, he's seen more things than many younger caretakers have forgotten, but his memory is going.

## Rumors

- 1.** Whispers of The Fifth are increasing, the only Tome that can truly get you to The Omphalos without becoming lost in the stacks forever.
- 2.** A caretaker swears something climbed out of a book and ate their companion, but the book is gone and the companion is missing.
- 3.** It is said Agrav Dean cares not for The Omphalos, but desires the Tome that leads there. Maybe there are ancient scraps that can lead you to it.
- 4.** Beinecke may not be long for this world, but they have one story left to tell. The Slayers will need to not only listen to the story, but live it.

# — UNDERGROUND —

Not all districts welcome visitors. Some don't even want you to know they exist. The Underground exists below the cobblestone streets of The City. Down there, old technology buried deep clashes with the new tech from the surface. Small houses that serve as both domiciles and back alley shops dot the surface. It is dark, rusted, old, but some of the most lucrative illegal markets can be found there. If you can find your way in, and the local criminal organizations allow it, you might find yourself in a world of shady opportunities.

## Key Locations & NPCs

- 1. Sheila's Tavern:** Small inn that only holds 10 people at a time. Gang activity goes on in a back room, and locals keep their distance.
- 2. Rosie's Inn:** Will house almost anyone who walks through the doors. They try to rip people off by offering them "deluxe" tech options for the room, though that tech is rarely worth the price.
- 3. Guffin House of Trade:** Not only a shop, but the host of a number of off-the-books auctions. A local mob runs the place, and they have no problem ripping off rich tourists and locals alike.
- 4. The Zoo:** One of the few places in The City that actively tries to tame monsters. Not for any righteous reason, but because they sell for a really high price. Who doesn't want a pet werewolf, or a troll bodyguard?
- 5. Grace Eversten:** A local teen who has a habit of spying on all sorts of conversations. She knows more than most around here.
- 6. Polly & Andi:** Run a shop that specializes in the sale and repair of rare tech. Great for repairs, but also in trouble with the local gangs.
- 7. Kalaveen Criri:** Old and snarky, but owns three market stalls. You don't get that kind of real estate without a connection.
- 8. Tomous Nik:** Tradesman of information rather than goods. Tomous can help you get a lay of the land, or know what is really going on. But be careful, he's loyal to coin over anything else.

## Rumors

- 1.** The Zoo has become more popular topside, and now people are trying to bring back more "tamed" monsters. What does that mean for a Slayer?
- 2.** Monsters native to the Underground have been attacking every other night. They are being systematic, are trying to target something.
- 3.** One of the mobs is using monsters to kidnap rich people from topside. Screams can be heard from under Rosie's floors at night.
- 4.** Someone with a vendetta let the Zoo loose and now everyone is running for cover. Grace might know something about it.

# —CHROMATIC BAZAAR—

The Chromatic Bazaar is a dizzying and colorful district where you can buy all things alchemical. Merchants, alchemists, artists, and more wander the tents looking for valuable components and ingredients, whatever will allow them to unravel their next great discovery. The Bazaar is cut up by a series of canals, whose colorful waters allow for quick and easy movement around the district, so long as you keep on the Skippers' good side. Enjoy the Bazaar, you're sure to find the unexpected!

## Key Locations, Factions, & NPCs

- 1. Fortuna Fountain:** A fountain with four statues, each pouring out different colored liquids into a pool below.
- 2. Color Wheel:** Local watering hole that sells everything other than water. A custom among Skippers is to "spin the wheel", and try to consume every drink on the menu in one evening.
- 3. The Facet:** A shop that sells goods focused on the art of transforming states of matter. Their expertise is a slow drip process that changes innocuous inks into valuable gems.
- 4. Skippers:** They travel, maintain, and keep record of the changes to the canals. It is said they know all the hidden water ways and that for a price they can get you anywhere, as long as there is water.
- 5. Carnival:** A group of performers and miscreants...some say they are the deadly Harlequins, using the performances as a cover for the various crimes they commit.
- 6. Philosophers:** The only way to join this alchemist guild is by invitation. In order to get their attention, you need to not only be creative, but dangerous.
- 7. Red Roger:** A person who always looks and sounds different when you meet them. But they are always instantly recognizable after a moment.
- 8. Abbas:** One of the leading Philosophers, and rumors swirl about his supposed immortality. He categorizes things as useful, and useless. Pray he finds you useful.

## Rumors

- 1.** Red Roger is a collective, and one that trades in deals rather than coin. Recently someone made a bad trade with Red Roger and needs help getting out of the debt.
- 2.** Something is growing in the canals. The most worrying rumors are of creatures made of the chemical waters of the canals.
- 3.** The Facet is a place of miracles. It's said you can enter one way and come out a truer version of yourself. But it's all a long term experiment. What their goal is, well that's for you to find out.

# AGORA

Agora is one of the oldest districts in The City. Structures like the Colosseum and Amphitheater hint to what life in The City was like long ago. Today, they stand strong, and as a central part of a district filled with beautiful gardens, houses made of expertly carved stone, and a populace that understands the importance of enjoying life. Many in The City will go to Agora at least once in their lives, to catch a show or watch the spectacular games of strength and skill.

## Key Locations, Factions, & NPCs

- 1. Colosseum:** Built ages ago, but incredibly well maintained. Regularly hosts competitions of skill. You will find locals and Slayers alike taking part, hoping to win glory, fame, and of course, coin.
- 2. Three Headed Hydra:** The go-to tavern for celebration and revelry after the games at the Colosseum. Gets its name from the triplets that run the place. Make sure to wear your team's colors when you visit!
- 3. Bathhouses of Agora:** Using natural hot spring waters unique to the district, these bathhouses are a glimpse to an earlier time. Considered a luxury location by visitors, you'll find Slayers and locals rubbing shoulders and relaxing after a long day. Also a great place to negotiate a deal in comfort.
- 4. The Amphitheater:** A large open air theater in which locals perform music, plays, and other forms of entertainment for all to enjoy. There is a designated time when the stage can be used by anyone who wishes to. Opaline up-and-comers make their way to the Amphitheater, knowing what a storied history it has in the world of entertainment.
- 5. The Muses:** A popular performance group. The Amphitheater is packed to capacity when they perform one of their legendary plays. Many of the plays are prophetic, and more often than not they come true.
- 6. The Titan:** A local legend, and repeat winner of the games at the Colosseum. They have never lost a match, ever.

## Rumors

- 1.** The Colosseum is running a special event, for only Slayers to compete in. Fame, adoration, and a huge pile of coin are just a few games away.
- 2.** Rumors swirl and dramas on the Amphitheater stage tell of the haunted gardens of the district, and caution anyone thinking to visit them at night. Most think these are entertaining ghost stories, but you suspect they are founded on some truth.
- 3.** Witnesses have reported that the Titan always visits the Bathhouses before entering the games. Pre-game ritual, or is there something going on here?

# THE WHARF

Hundreds of platforms, tied together with rope bridges, rise and fall with the dark waters below them. The Wharf is a sea in the middle of The City, but the water has been blanketed by industrious sailors, traders, and more who have made a home for themselves. The smell of sea water is mixed with the sound of shanties being sung. A rising tide lifts all ships in the Wharf, and that means opportunity for you if you can get your sea legs under you.

## Key Locations, Factions, & NPCs

- 1. The Dive:** Closely guarded locations where brave souls dive into the abyss below the floating platforms, in search for long lost treasures.
- 2. Moleskine's Cabaret:** There's always a performance happening at the cabaret. Retired sailors put on their finest clothes and take in a show, while back room deals exchange treasure, secrets, and more.
- 3. Lieutenant's Lighthouse:** A towering structure in the middle of the district. It stands, obsolete now that the sea has been covered in floating platforms. Even still, the light has never gone out.
- 4. The Rising Tide:** A "mansion", made up of a number of platforms bound and stacked on top of one another. Few people are allowed in or even around the place. It is said to house the former pirate lords who once ruled the sea below your feet.
- 5. Broken Sails:** A group of former sailors, long since retired from that line of work generations ago. They've managed to repurpose those talents into becoming the premier smuggling operation in The City.
- 6. The Captain:** Leads the Broken Sails. Puts forward the image of a legitimate member of the district. People who piss off the Captain tend to get found at the bottom of a Dive.
- 7. Dockmaster:** One of a handful of people who can find you an actual functioning ship among all the debris that makes up the Wharf.
- 8. The Trigger:** A gun maker of the highest caliber. While they haven't figured out how to make a Gunslinger revolver, some of their weapons are getting dangerously close.

## Rumors

- 1.** The Lighthouse light went out last night, for the first time anyone alive can remember happening.
- 2.** During a recent dive through the debris, the Dockmaster found a ship of legend. The only problem is that it is very, very haunted.
- 3.** The last five people to go on a Dive haven't come back. It's dangerous work, sure, but it's never been this bad. Something is down there...

# GM SECTION

## The City

The City, the setting of Slayers, is cursed to expand forever. The walls and borders shift with time as districts pop up with new ways of life, and new opportunities for Slayers. Because of that, it's impossible for me to tell you what The City looks like. Even if I gave you a list of all the districts, how they are oriented at one table would and should differ from another table.

How does the architecture differ from its neighbor, and what function does that difference serve? How are Slayers perceived? What kinds of monsters haunt its streets? Answer these together, because I promise what you come up with will be infinitely more meaningful than any list I could come up with. As the GM, lean into these answers. Make each district feel alive.

## Rule of 4

The intent behind the 4+ Hit system is to move the rolling part of roleplaying along quickly and easily. Whenever anyone needs to roll, they just need to count the number of 4+s to determine if they were successful, or how much damage they deal.

The other purpose is to have 1 Hit be enough to succeed on most tasks outside of combat. Success is likely for a number of actions, especially if the Slayers are using the skills they are especially good at and working together. This is good! You aren't looking for them to fail. Their lives are in enough danger fighting monsters. But when they do fail, use the opportunities of Misses to complicate their lives in meaningful and interesting ways.

## Asymmetry

The inspiration behind Slayers is to allow players to truly feel different from one another when they choose their class. Each class approaches combat very differently, but they are all united by the Rule of 4. Regardless of if a Slayer is using exploding dice, resource management, or push your luck, they all ultimately want to roll 4+.

It's important however, that the players are aware of the rules of their class, and how it works. When playing together as a table, it is possible that every player is using different combat mechanics based on their class. To help keep the game running smoothly, remember the Rule of 4, and impress upon the players that they need to know how their character works. You as the GM have enough to worry about making the world feel alive and frightening, let the players worry about the rules.

## **Balance**

There are two aspects of balance to consider when playing Slayers. The Slayers vs. Monsters, and Slayer vs. Slayer. The first is relatively easy to handle: There is no combat balancing in Slayers. There are no magic numbers that tell you what a fair fight is, and what is going to be a bloodbath. That's because these are monster hunters doing very dangerous work. The monsters aren't going to fight fair, they're monsters. The Slayers will ultimately become quite powerful themselves, but there are big beasts out in the world that can crush them, and that's ok. That's not to say you should just kill them to prove a point. But if you signal to them the dangers of situations so they can make informed decisions, you will have more interesting monster hunts than recklessly running into situations that end in death.

Classes compared against one another is a whole other issue to consider. Are the classes in Slayers perfectly balanced against one another? Probably not. There are only so many combat simulations and dice math you can run to make sure that's the case. What is more important is perceived balance. If I did my job right, the players will feel like they embody their class in combat, and that's the goal.

## **Rules Lite**

You'll notice that Slayers has more structure in some parts than others. I leave a lot of gaps, or room for interpretation in the game, and this is intentional. Money, gear, and healing have guidelines for you to work with, but not much more than that. That's because those aren't what make Slayers the game that it is. Slayers is about hunting monsters, and highlighting what makes each class feel "cool." Shopping for +1 armor is not cool. You know what is cool? Watching a Blade combo 5 attack dice in a row and cutting down the Clockwork Killer in a single turn. Or begging the Arcanist to hold back from boosting another spell, because surely they can't take that much more corruption. Play to get to those situations, and don't worry so much about paying for room and board.

# MONSTERS

Monsters is a catchall term for anyone that the Slayers decide to fight. Usually these are beasts and creatures, but humans can be pretty monstrous too. Here is an example:

## Creep

**HP:** 5

**Turn:** 3

### **Actions (1)**

**Feed Me:** (O). Once a Creep has hurt a Slayer, it makes all of its attacks with Advantage.

**Wrap:** (A). 1d8. Near. Target Slayer takes 1 fewer action their next turn.

**Venom:** (A). 1d6. Engaged. 1 damage per Hit. The Slayer loses 1 HP whenever they miss an attack action for the rest of combat.

**Strangle:** (R). If an Engaged Slayer is hit by Wrap, make a Venom attack against them.



## Actions, Reactions, & Ongoing

Monsters may make a number of actions per turn equal to the number in the parentheses listed next to Actions. Just like Slayers, monsters cannot use the same action more than once during their turn. They may also make one free move action each turn.

Actions are specific to the monster, and noted with an (A). Some actions do not require a roll. If a roll is needed, the dice used will be the first thing listed, and the Rule of 4 always applies: actions of monsters count a roll of 4+ as a Hit, which will trigger the action's effects. Required distance for actions is also included if needed.

Some monsters have ongoing effects. These do not need to be activated, but instead are passive effects that are always present, or present when certain conditions are met. They are noted with an (O). A monster may also have one or more reactions available to them. These are actions that they can take outside of their turn, though a monster may only use one reaction during a round. They are marked with an (R).

# Creating Monsters

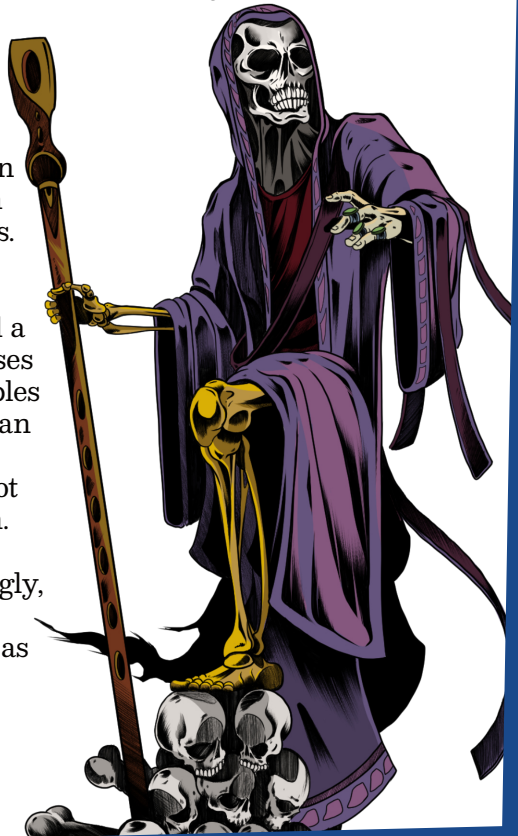
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You will find a number of monsters to use in the Bestiary at the back of this book. But you'll probably want to start making your own Monsters too! Consider these points when making a monster. HP and Turn help set the stage of whether this monster is a grunt, or something with a bit more power. The average Slayer is going to have a Speed of about 4, so decide where you want this monster to go in the order. Most simple monsters will have low HP and Speed, and will only do one action on their turn. More dangerous foes will have larger HP, faster Speed, and can do multiple actions.

One thing to avoid is giving monsters absurdly high HP. When that happens, the Slayers are just going to have to keep taking the same attack action again and again until they eventually kill it. Instead, make the fight more dangerous by including multiple monsters at once, to keep the Slayers distracted and unable to attack the “boss” monster all at once. A 12 HP monster with a lot of minions is much more interesting to fight than a single monster with 50 HP.

Regardless of how many actions they can take, most monsters have around three actions they are able to choose from, including ongoing effects and reactions. Any more than that and combat starts to slow down as the GM considers all their options.

If you are making a big showcase monster, then it is appropriate to add a few more specialty actions. The bosses of the Hunts in this book use examples of special actions. Ongoing effects can be particularly powerful, even on simpler monsters because they do not require the monster to use an action. This has a big impact on the action economy of a fight. Use them sparingly, and in ways that fit the theme or purpose of the monster, rather than as a way of buffing them and making things harder for the Slayers.



# THE HUNT

## Monsters

Consider the district the Hunt will take place in when choosing your monsters. How would they fit into the environment? Make small changes to the monsters to fit the Hunt! Whatever the Slayers are hunting, you will want to put some other monsters in their way. Intelligent monsters usually have some underlings protecting them. Even primitive beasts will keep the company of others, either as protection, companions, or food.

## Locations

While a Hunt takes place in a district, that can be a pretty large area to cover. A list of locations that the Slayers will need to visit in order to either find, or learn about the monster will help keep the Hunt focused. You will need at least the location or lair of the target, and then consider other locations that are along the way to the lair. Hunts involve a good deal of investigation. Make locations where the Slayers can learn about the monster, it's actions, intents, and maybe even its weaknesses.

## Factions

There are usually some factions that are interested or involved in the Slayers' work. Consider the attitudes and purpose of each of the factions in the district when deciding who would hire the Slayers, and who might want to see them stopped. Monsters are fun to hunt, but they become interesting to fight when your players realize there is something bigger happening in the background.

## Numbers

There is no way to balance this, plain and simple. The more monsters you throw at the Slayers, the more likely they are to die. You will learn the limits of the Slayers through play, and that's why it is important to include multiple encounters at multiple locations. Start with some easy fights in the beginning to gauge the Slayer's power, then start to crank it up as the Hunt goes on.

# —LORD OF THE (UN)DEAD—

The Barrows is a district of the City that has been quarantined for the last couple weeks. Whoever made the order hasn't said anything, but there are good people who still live inside those walls. Interesting thing about this quarantine is that nobody seems to be trying to get out, but some people are trying to break in. Those who do, don't come back out. You've been hired to investigate the Barrows, figure out what is going on, and deal with it if possible.

**Premise:** A powerful arcanist, Drauzhal, has gotten his hands on a crown, now fused to his skull. The Rotting Crown promised great power, and gave it. Drauzhal can now control the undead. The Barrows has a number of graveyards in it (hence the name), and Drauzhal has begun to raise them. But he can't control them all, and now there are hordes of undead wandering the district. Drauzhal is sending out some of his most loyal wights to capture individuals with psychic abilities, and is funneling their power into the Rotting Crown in order to give him wider ranging control. Stop the wights from getting in, destroy the Crown, kill Drauzhal, anything to stop him before he smashes those walls down.

## Act 1: Outside the Barrows

The Slayers will likely want to investigate a little before jumping the gates into the Barrows. Not many people know what is going on, but they can figure out the following with some questioning:

- » The Barrows are a beautiful place and revered by many.
- » Inquisitors are in charge of the quarantine, which means the threat isn't mundane.
- » People who are getting grabbed come from all walks of life.
- » Enough questioning will reveal the psychic theme.

**Conflict:** One fight outside the walls is with an intelligent wight, taking back an unconscious psyker into the Barrows.

## Act 2: Exploring the Barrows

The streets of the Barrows are poorly lit. The lamp system hasn't been well-maintained since the quarantine started. Most streets are dark, though a number of homes still have light behind drawn curtains and shuttered windows. Nobody is likely to help the Slayers, or even talk with them. There are roaming bands of undead, attacking anyone in sight. The Slayers need to figure out what Drauzhal is doing, and where to find him to get to Act 3.

**Conflicts:** Slayers are going to run into a number of hordes, some more dangerous than others. Who they choose to fight is up to them. They need leads to find Drauzhal one way or another. Use the Corpse Giant, Ghouls, Psykers and Skeletons stats in the Bestiary.



## Act 3: Confront Drauzhal

Drauzhal can be found in his home, a rather nice place in the center of the Barrows. He is currently feeding the energy of psykers into the Rotting Crown. The Slayers can kill Drauzhal, but what will they do with the Crown?

**Conflicts:** The final fight in Drauzhal's estate will require multiple fronts to be addressed by the Slayers: the undead hordes attacking them, dealing with the psykers, and killing Drauzhal.

At the start of combat, Drauzhal's forces include the following:

- » Drauzhal, Power Level 0
- » 10 Psykers to be sacrificed. 1 HP each, no actions during combat and any attack on them automatically succeeds.
- » 4 Skeletons

After the first round, at the start of each round, the following occurs:

- » 1 Skeleton will arrive
- » 1 Psyker is sacrificed, increasing Drauzhal's Power Level +1

### Drauzhal

**HP:** 18

**Turn:** 6

**Power Level (PL):** As Drauzhal sacrifices more psykers, his PL goes up. This directly affects his spells, and allows him to take more actions.

**Actions:** 1 + 1 for every 2 Power Levels

**Energy Bolt:** (A) 2d8. 1 damage per Hit.

**Age:** (A) Target's Speed decreases -1; they age 1 year per PL.

**Ensorcel:** (A) Slayer rolls Tactics. On a Miss, skip their next turn.

**Sap:** (A) 1d3 HP drained from Near targets, including undead. Regains that much. Number of targets equal to PL.

**Reincarnate:** (R) Requires 5 PL. When a Slayer dies, bring them back to life, under Drauzhal's control.

# —CULT OF THE DISJOINTED HAND—

The Revulsion District is cramped, dark, and caked in mist and fog. A stacked place of strange people and stranger horrors. Unlike other districts, Revulsion houses non-humans and monsters of all varieties making a regular living. Not every horror is hostile, and not every human is friend.

**Premise:** Sybil Willmarker of The Bureau of Interdimensional Logistics is hiring the Slayers to investigate and stop a ritual being conducted by The Cult of the Disjointed Hand. The Cult is attempting to summon their god-beast to the district. While their end-game is to gain more influence in The City as a whole, their current goal is to spark the feud they have with The Sigil of Valiance and start an open war in the district.

## Act 1: The Bureau's Headquarters

Located in the Central Circle, the Bureau's HQ is very clinical and lit by white magitech lights. There is a wanted board covered in resident faces, alleged crimes, and rewards. Sybil Willmarker, gives the Slayers their mission and relates the following information, all of which she believes to be true:

- » The Cult is aiming to perform their ritual in 3 days. *True, but The Cult will shorten their timeline if they feel someone is onto them.*
- » The Sigil opposes The Cult, and may be willing to help. *True.*
- » The Cult is planning to use this to start a revolution. *False, Professor Wadge Morgan will be the only living member if the ritual succeeds.*

The Slayers should explore the district and investigate. There are some things they can learn by doing small favors for various residents. For example, there have been acts of random vandalism in relation to the Factions, but one recurring thing has been occult symbols burned into the doors of some churches. In addition, there's been a growing sense of unrest for the last month, and many residents feel like they're in a powder-keg. Lastly, there was recently a loud, almost-violent demonstration by members of The Cult.

The Slayers may visit the Sigil of Valiance. If they do, they are greeted with open arms by the third-in-command, Lord captain Cilia Auburn. Cilia is very confident and boastful, laughing at anything rude the players may say. She tells the Slayers that she's had eyes on an abandoned amphitheater at the edge of the district. She's seen shady people there, and the sigil that's been burned on church doors can be found scratched into the aisles of the seats.

**Conflicts:** As the players investigate, they are accosted by Bandits. They find a strange symbol scrawled on parchment in each of their pockets along with the word "Soon".

## Act 2: The Burned Churches

Not every church on the edges of Revulsion is being targeted by the arson. Some have replaced or repaired their doors only to have them burned again within a day, while others have never been touched. In speaking with those targeted, the Slayers will learn that they house texts about something called "The god-beast Yur-Galthoth".

The text provides this information

- »» The god-beast can only be summoned by mass sacrifice.
- »» It has a second name, "The Disjointed Hand".
- »» It's weak to fire and light.
- »» It's a god of slaughter and war- rumors say it's powered by violence.

**Conflicts:** The Slayers catch a glimpse of a cloaked figure with glowing eyes. The figure throws an Elder-Bolt at them and then flees down a misty path. The figure is a Wight-Mage, and it leads the players to a misty graveyard to fight. The Wight-Mage has a piece of parchment identical to that of the bandits from Act 1, a letter with instructions to burn the doors to these churches before the ritual, and a note with the location of the ritual and instructions to "come in uniform".

### Wight-Mage

**HP:** 10

**Turn:** 3

**Actions (2)**

**Stab:** (A). 1d8. Engaged. 2 damage per Hit.

**Elder Bolt:** (A). 1d10. Near & Far. 3 damage per Hit.

**Confusion:** (R). 1d6. Near. Slayer must attack the nearest character on their next turn.

# Act 3: The Amphitheater of Death

When the Slayers arrive the amphitheater is absolutely packed. The leader of The Cult, Wadge Morgan, is on-stage preaching. If the Slayers are quick and quiet enough, they can get to Wadge and stop the ritual - but if any alarm is raised he will rush it and summon an Agent of The God-Beast. If they stop the ritual, they'll need to escape with Wadge and return him to The Sigil.

## Agent of The God-Beast

**HP:** 20

**Turn:** 5

**The Fuel of Yur:** For every 5 damage dealt to the Agent, it deals more damage and gains an additional action.

**Actions:** 1 + 1 For Every 5 Damage Taken

**Cleave:** (A) 2d6. Engaged & Near. 2 Damage per hit + 1 damage for every 5 damage taken. Targets up to two Slayers.

**Yur's Fertility:** (A) Until the end of the Agent's next turn, damage it takes and deals are increased by 2.

**Crush:** (A) 1d8. Engaged. 1 damage per hit. In addition, the Agent holds the Slayer. The Slayer is unable to move or attack until they escape, and the Agent can use an action to deal 2 damage to the held Slayer. To escape, the Slayer must make an Agile or Brawn check.



# REPUTATION

Opaline is the tinsel of The City, where citizens swarm for a bit of glory. The sunny beaches and sparkling waters glisten against the glass buildings that house the residents. At night, the sky is painted in a forever sunset. The culture is centered around becoming a celebrity, or spending the rest of your aching nights tending bar at a dying tavern. It's a district where performers sing and dance on the sidewalk for pennies and your ear. Those who have made it have sacrificed more than just their time to get there. The famous have their names painted on signs that loom over the rest of the common folk. They sign deals, they act and collect paychecks from their crystal mansions. For everyone else, they work several shifts, rushing from one audition to another, until they get that big call.

**Premise:** Several people have been going missing after meeting with a talent agency. They have been taken away by a cult of Doctors who work within the agency itself, collecting the living for their organs and flesh, saving them for their next ritual—to summon the great god, Devastation. This god is secretly the object of worship by many of the district's residents, especially those who have acquired stardom and fame by donating nobodies to the cult's chopping block. It's up to the Slayers to defeat the god, before they demolish the district.

## Act 1: Extra! Extra! Read All About It!

It's a gloomy day, indicative of rainfall—the kind that lasts for hours as a peering light drizzle. The Slayers are handed a newspaper from a child, yelling about the daily headlines. As they skim through the text, they find a few things:

- » People are disappearing in Opaline, a gorgeous sunny district lined with palm trees, where citizens go in hopes of finding fame and fortune.
- » A concerned sibling is willing to pay handsomely for information on their missing brother, who was last seen at a talent agency.
- » There is a brand new celebrity in town, famous for their latest performance in “Love in a Time of Trouble.”
- » They also discover an ad for a large talent agency, Illusion, that's seeking fresh new faces.

**Conflict:** Someone overhears the Slayers discussing their next plans and creeps out of the shadows. Bandits confront the Slayers, in an attempt to scare them from going to Opaline. Upon their defeat, the Slayers learn that they were hired by an unknown employer who discourages anyone from looking into the disappearance of the missing Opaline residents.

## Act 2: Tinseltown Tour

Right as the Slayers enter Opaline, the sun beats down on them, greeting them with warm rays. The people are smiling, waving at the newcomers as they wander down the boardwalk. Performers busk, playing instruments, dancing and singing, waiting for their big break. A large image of the celebrity seen earlier in the article is plastered on a billboard towering over the district. Her name, Autumn Moonstar, is drawn in big bold letters underneath her face.

When the Slayers arrive at the talent agency, Illusion, they are introduced to one of the executives there. During the meeting, the executive lists off all the great things the agency has done. Upon a quick inspection, the Slayers may notice a few things:

- » A ravens' mask and cloak peeking out from under the desk.
- » A book on a table nearby labeled "DEVASTATION."
- » There are a few head shots of aspiring actors, including one of the missing brother. If confronted, the executive will brush it off.

**Conflicts:** It's sunset when the Slayers leave Illusion. Upon exiting the front door, they will come face-to-face with a group of Doctors. They attack, trying to drag the Slayers away into the sewers. After the battle, the Slayers will find the Doctors escaping underground, through a manhole cover.



# Act 3: Meeting With Devastation

Down in the sewers the Slayers find several Doctors chanting around a large ceremonial table, alongside the celebrity, Autumn Moonstar. On the table lies several bodies, drained of life. Doctors finish their chant, creating a portal for the god, Devastation to pass through. Made of a patchwork of skin and teeth, it only knows one thing: to feed.

## Devastation

**HP:** 18

**Turn:** 6

**Shape Flesh:** At the start of Devastation's turn, choose one Ongoing action for the round.

- **Shell:** (O). -1 to all damage taken
- **Swift:** (O). Make 2 Move actions
- **Stretch:** (O). Treat Slayers at Near range as Engaged

### **Actions (2)**

**Gnash:** (A). 1d8. Near. Target Slayer can't take an attack action next turn.

**Consume:** (A). Devours one of the 5 prepared corpses. Gains Speed +1 and HP +3.

**Tenderize:** (A). 2d10. Engaged. 2 damage per Hit. Can target two Slayers at once.

**Spasm:** (A). 2d8. 1 damage per Hit to everyone at Engaged range.



# BESTIARY

## Bandit

Wearing little more than rags and carrying small blades, they are dangerous in large numbers.

**HP:** 3

**Speed:** 3

### **Actions (1)**

**Slice:** (A). 1d6. Engaged. 1 damage per Hit, +1 if they attack from behind.

**Fight Dirty:** (A). 1d6. Engaged. Attacks against Slayer are with Advantage until the end of target's next turn.

**Desperation:** (R). If brought to 1 HP, immediately Slice a Slayer that is at Engaged range.

## Bandit Leader

Brandishing a real sword and hardened leather, these leaders aren't above sacrificing their underlings.

**HP:** 6

**Speed:** 4

### **Actions (1)**

**Stab:** (A). 1d6. Engaged. 2 damage per Hit.

**Rally:** (A). Until the end of the Leader's next turn, +1 to attack rolls or damage of all Bandits.

**Order:** (R). When a Bandit dies, command a Bandit to Slice a Slayer at Engaged range.

## Blink Demon

Wreathed in billowing smoke, these demons can teleport themselves and others they touch all across the battlefield.

**HP:** 7

**Speed:** 6

### **Actions (1)**

**Blink:** (O). Whenever Blink Demon takes damage they Move to their attacker and Claw them.

**Claw:** (A). 1d6. Engaged. 1 damage per Hit.

**Pull:** (A). 1d6. Engaged. Blink Demon and Slayer teleport to a Near or Far location.

## Bone Priest

After making a pact with the powers beyond, these "priests" speak for their followers: the bones beneath our feet.

**HP:** 9

**Speed:** 5

### **Actions (2)**

**Summon:** (A). Raise a Skeleton from the ground. It may act this round.

**Ache:** (A). Near. Target Slayer's bones ache with pain. Any actions they take during their next turn are with Disadvantage.

**Shatter:** (A). Near. Target Skeleton explodes into pieces, dealing damage equal to its current HP to anyone at Engaged range.

## Corpse Giant

An abomination of corpses stitched together. Who would have made such a thing?

**HP:** 12

**Speed:** 2

### **Actions (2)**

**Smash:** (A). 1d10. Engaged. 3 damage per Hit.

**Devour:** (A). Engaged. Consume anyone, ally or enemy, with 2 HP or less. Regain that much HP.

**Explode:** (R). When Corpse Giant dies, it explodes, dealing 2 damage to anyone at Engaged or Near range.

## Clockwork Killer

Automaton in the form of a human, though made of metal and whirring motors. Typically they are used as hired assassins, working for whoever built them.

**HP:** 10

**Speed:** 8

### **Actions (2)**

**Spring:** (O). Can make two free Move actions each turn.

**Wind Up:** (A). Skip next turn. After that, Killer may take 3 actions per turn for the rest of combat.

**Shrapnel:** (A). 2d6. Near. 2 damage per Hit to Slayer, and anyone at Engaged range of them.

**Cut Open:** (A). 1d8. Engaged. 2 damage per Hit, or 3 damage if Slayer is at half HP or less.

**Adapt:** (R). After taking damage, the next attack from a Slayer is with Disadvantage.

## Creep

A rapidly growing plant in human shape, which erodes stone and strangles anyone it gets its "hands" on. Many people believe it is a symptom of a sickness infecting The City.

**HP:** 5

**Speed:** 3

### **Actions (1)**

**Feed Me:** (O). Once a Creep has hurt a Slayer, it makes all of its attacks with Advantage.

**Wrap:** (A). 1d8. Near. Target Slayer takes 1 fewer action their next turn.

**Venom:** (A). 1d6. Engaged. 1 damage per Hit. The Slayer loses 1 HP whenever they miss an attack action the rest of combat.

**Strangle:** (R). If an Engaged Slayer is affected by Wrap, make a Venom attack against them.

## "Doctor"

The sound of flapping wings can always be heard before a Doctor arrives. They treat a disease they believe everyone in The City has.

**HP:** 8

**Speed:** 6

### **Actions (1)**

**Fester:** (O). Anyone Near the Doctor at the start of their turn takes 1 damage.

**Transfusion:** (A). 1d6. Engaged. 2 damage per Hit and gain that much HP.

**Treat:** (A). Engaged. Target gets +1 to Speed. Any actions they take next turn are with Advantage.

## Doom Prophet

A clock ticks in the prophet's mind. When it goes off, it's the end of the world.

**HP:** 6

**Speed:** 5

### **Actions (0)**

**Predict:** (O). All Slayers that can hear the Doom Prophet make their attack actions with Disadvantage.

**Come to Pass:** (R). When Doom Prophet has 3 or less HP, the end times arrive. If they are alive at the start of their next turn, they explode dealing 5 damage to everyone within Near range.

## Dryad

Highly territorial creatures that will claim a part of a district as their turf, and defend it with their lives.

**HP:** 3

**Speed:** 3

**Special:** Dryads protect a chosen place within a District. As long as they are in that place, they can't take more than 1 damage per Hit.

### **Actions (1)**

**"Nature's" Wrath:** (A). 1d6.

Summon a manifestation of the nature of the district. Choose an effect:

- 1 damage to everyone within Near of Dryad
- Heal 1 HP of everyone within Near of Dryad
- Everyone within Near of Dryad cannot move

**Gather:** (R). When a Dryad dies, roll 1d4. On a Hit, another Dryad joins the combat.

## Flame Hand

Conjurers of arcane fire. They would see The City burn, and dance on the ashes.

**HP:** 9

**Speed:** 4

### **Actions (2)**

**Light the Pyre:** (O). Anytime Flame Hand takes damage, they light the ground beneath their attacker with fire.

**By Fire Be Forged:** (O). As long as Flame Hand is standing in fire, they heal 1 HP at the start of their turn.

**Gout of Flame:** (A). 1d6. 1 damage per Hit to every Slayer within Near range.

**Engulf:** (A). 1d4. Engaged.

Slayer is lit on fire and takes 2 damage at the start of each of their turns. A successful Agile or Mend roll ends this effect.

**Scorn:** (R). When Flame Hand takes damage from an Engaged Slayer, that Slayer takes 1 HP.

## Gargoyle

Said to be the natural guardians of The City as it continues its expansion across our world.

**HP:** 10

**Speed:** 4

### **Actions (2)**

**Swipe:** (A). 1d8. Engaged. 2 damage per Hit.

**Repair:** (A). Heal for 3 HP.

**Smash:** (R). When an Engaged Slayer misses an attack, they take 1 damage.

**Enrage:** (R). When at 5 HP or less, increase Speed +2.

## Ghost

Wispy remnants of those with business left undone.

**HP:** 6

**Speed:** 3

### **Actions (1)**

**Incorporeal:** (O). Attacks from mundane weapons can only deal 1 damage per Hit.

**Haunt:** (A). 1d6. Engaged & Near. Enter body of Slayer. That Slayer takes 1 damage at the start of each turn, until Ghost is ejected with a Mend roll.

**Chill:** (A). 1d8. Engaged. 1 damage per Hit and Slayer can't move during their next turn.

## Ghoul

Craven beasts that devour dead flesh, and whose poison can slow the quickest Slayer.

**HP:** 7

**Speed:** 6

### **Actions (2)**

**Chew:** (O). Whenever Ghoul damages a Slayer, it heals 1 HP.

**Putrid Claw:** (A). 1d8. Engaged. 2 damage per Hit and Slayer's next attack action is with Disadvantage.

**Leap:** (A). Jump onto Slayer at Near range. Slayer makes an Agile roll, taking 2 damage on a Miss.

## Giant Spider

Spin their webs in the alleys and sewers of The City.

**HP:** 10

**Speed:** 4

### **Actions (1)**

**Venomous:** (O). Any Slayer damaged by Giant Spider takes 1 damage at the end of their turn. Effect is ended with a Mend roll.

**Snap:** (A). 2d6. Engaged. 1 damage per Hit.

**Ensnare:** (A). All Slayers at Near range make an Agile roll. On a Miss, they cannot move. Effect is ended with a Brawn roll.

**Flee:** (R). If taking more than 3 damage at once, reduce that damage by 1 and take a free Move action.

## Goblin

Every district has goblins. Most just try to cause mischief, but sometimes they take it too far and the Slayers need to step in.

**HP:** 3

**Speed:** 4

**Special:** The goblins should have one unique action that is themed to the district.

### **Actions (1)**

**Mischief:** (O). As long as there are more Goblins than Slayers, Goblins may take their turn at any time.

**Prod:** (A). 1d4. Engaged. 1 damage per Hit.

**Snare:** (A). 1d6. Near. Slayer becomes entangled and makes their next attack action with Disadvantage.

## Harlequin

These masked traveling performers tell stories of the many histories of The City. It's all a front to distract from the murdering and stealing they do when they visit your district.

**HP:** 4

**Speed:** 7

### **Actions (1)**

**Troupe:** (O). If there is another Harlequin within Near range, Harlequin takes 1 extra Move.

**Stage Fight:** (A). 1d6. Engaged. 1 damage per Hit.

**Curtain Call:** (A). 1d4.

Engaged. On a Hit, target Slayer with 2 HP or fewer is dead.

**Tumble:** (R). Harlequin must immediately make a Move action after taking damage.

## Inquisitor

The masked Inquisitors have claimed themselves to be the law when it comes to hunting "wyches".

**HP:** 6

**Speed:** 4

### **Actions (2)**

**Wych Shackles:** (A). 1d6.

Engaged. Slayer cannot use any spells until Inquisitor is killed.

**Terrify:** (A). 1d6. Near. All Slayers must make a Move action away from the Inquisitor on their next turn.

**Shoot:** (A). 1d6. Near & Far. 1 damage per Hit.

**Slice:** (A). 1d6. Engaged. 2 damage per Hit.

## Plague Hound

Laughing hounds, said to be agents of a plague god forgotten by The City.

**HP:** 5

**Speed:** 6

### **Actions (1)**

**Pack:** (O). Hounds can take two Move actions as long as they can see another Hound.

**Chomp:** (A). 1d6. Engaged. 1 damage per Hit. Slayer makes their next action with Disadvantage

**Bile Bark:** (A). Near. Slayer and everyone at Engaged range with them make an Agile roll. On a Miss, they take 1 damage and decrease Speed by 1.

## Psyker

Use their innate powers to create an army of thralls that follow their every command.

**HP:** 5

**Speed:** 5

### **Actions (1)**

**Maintain:** (O). Whenever Psyker takes damage, they must roll 1d6. If they roll a Miss, the next ally in the order will go feral, attacking the nearest character, allies included.

**Provoke:** (A). Choose a Near ally to make a free action.

**Accelerate:** (A). All Near allies have +1 to their Speed. Lasts until Psyker's next turn.

**Regain:** (A). Regain control over all Near feral allies.

## Puppeteer

Dolls rise to dance to the tune only the Puppeteer can hear. Oh you can't hear it? Here, hold this string for just a minute...

**HP:** 9

**Speed:** 5

**Special:** Puppeteer takes no actions. They may make one reaction per round for each puppet they have.

### **Actions (0)**

**Choreo:** (R). When a Slayer takes a Move action, Move a Puppet.

**Make Real:** (R). When a Slayer makes an attack action, all Engaged Puppets Clobber that Slayer.

**Last Dance:** (R). When a Puppet dies, it explodes. All Near Slayers make an Agile roll, taking 1 damage on a Miss.

**Bulwark:** (R). When Puppeteer takes damage, all Puppets immediately make a Move towards the attacking Slayer.

## Puppet

They weren't always like this you know.

**HP:** 2

**Speed:** 0

**Special:** Puppets don't have turns, and only act as reactions of the Puppeteer.

### **Actions (0)**

**Clobber:** (A). 1d6. Engaged. 1 damage per Hit.

## Runebeast

Constructed by the runic engineers. Typically a beast of burden, they can be used for more dangerous tasks as well.

**HP:** 16

**Speed:** 3

### **Actions (2)**

**Adapt:** (O). After taking damage, the next attack against Runebeast is with Disadvantage.

**Gore:** (A). 1d8. Engaged. 2 damage per Hit and Slayer is knocked back to Near range.

**Trample:** (A). Make a Move action. Anyone Engaged with Runebeast makes an Agile roll. On a Hit, take 1 damage, on a Miss, take 3 damage.

**Amplify:** (A). Runebeast sits still. All actions against it until its next turn are with Advantage. On its next turn, Runebeast takes 4 actions and can use the same action multiple times

## Skeleton

Appearing in hordes, skeletons are weak on their own but work together to swarm their foes.

**HP:** 3

**Speed:** 2

### **Actions (1)**

**Swarm:** (O). When there are 3 or more Skeletons Engaged with a Slayer, they have Advantage.

**Horde:** (O). As long as there are 4 or more Skeletons, damage of Claw is increased +1.

**Claw:** (A). 1d6. Engaged. 1 damage per Hit.

## Strawman

Made of the weakest material, but frustrating to fight.

**HP:** 5

**Speed:** 3

### **Actions (1)**

**Peck:** (A). 1d6. Engaged. 1 damage per Hit.

**Glare:** (A). 1d6. Near. Target makes all actions with Disadvantage as long as Strawman can see them.

**Flutter:** (R). After taking damage, Strawman may make a free Move.

## Temporal Arcanist

All arcanists make a bargain for their power. So who can bargain with Time itself?

**HP:** 7

**Speed:** 8

### **Actions (1)**

**Rewind:** (A). 1d4. Decrease the Speed of all Near Slayers by -2.

**Pause:** (A). 1d8. Near & Far. Slayer can only take 1 action during their next turn.

**Fast Forward:** (A). Near. Ally takes +1 action during their next turn.

**Paradox:** (R). The first time Temporal Arcanist would die, they immediately take 1 more turn with +2 actions, then die.

## Troll

City trolls have skin like stones, and are the protectors of the spider web of alleys that make up each district. Older trolls are bigger, meaner, and charge more to walk their streets.

**HP:** 17

**Speed:** 4

### **Actions (3)**

**Toll:** (O). If a Slayer makes a Streets roll greater than the Troll's current HP, it will stop fighting and bargain with the Slayers instead.

**Enrage:** (O). Whenever Troll takes more than 3 damage at once, their Speed is increased +1.

**Club:** (A). 2d8. Engaged. 2 damage per Hit.

**Bellow:** (A). 1d6. All Slayers at Near range take 1 fewer action during their next turn.

**Gate:** (A). Create a 15 foot tall wall of stone between any two walls within sight.



## Vampire

When a foul parasite burrows into someone's mind, it changes them into a monster.

**HP:** 11

**Speed:** 7

### **Actions (2)**

**Thrall:** (A). 1d4. Near & Far. Slayer's next turn is made by the GM instead of the player.

**Drain:** (A). 1d8. Engaged. Slayer loses 2 HP and Vampire gains 2 HP.

**Assault:** (A). 2d8. Engaged. 2 damage per Hit.

**Deathless:** (R). When Vampire dies, they burst into mist or a flock of bats. They will regain their form in their coffin in 1 day.

## Wraith Mage

Some mages refuse death, instead cursing spirits to inhabit a set of armor, so that they may continue their arcane practices.

**HP:** 12

**Speed:** 3

### **Actions (2)**

**Bolt:** (A). 1d8. Near & Far. 1 damage per Hit.

**Hex:** (A). 1d8. Near & Far. Choose 1 effect. Lasts until the end of Slayer's next turn:

- Must roll 5+ to Hit, regardless of Slayer's advances or abilities.
- Cannot Move.

**Sap:** (A). Near. All skill rolls made by Slayers are with Disadvantage until end of Wraith Mage's next turn.

**Counter:** (R). 1d6. Near. Spell being cast by Slayer has no effect.

## Wurm

Ancient, scaled, dangerous. Some believe the arrival of a wurm signals the imminent removal of a district from The City.

**HP:** 19

**Speed:** 5

### **Actions (2)**

**Huge:** (O). Anyone at Near range is considered Engaged.

**Coil:** (A). 2d10. Engaged. 2 damage per Hit. Can target two Slayers at once.

**Acid:** (A). 1d8. Near. Slayer and anyone at Engaged range of them takes 1 damage, and 1 damage at the start of each of their turns until the end of combat.

**Destroy:** (A). Destroy the ground of an Engaged location. Everyone on it must make an Agile roll or take 4 damage.

**Devour:** (R). 1d6. If a Slayer reaches 3 HP or less and is Engaged with Wurm, it will eat and kill them.

## Wight

Highly intelligent undead. They have a sentience of their own, and typically work for those who will help them with their plans.

**HP:** 10

**Speed:** 5

### **Actions (2)**

**Slash:** (A). 2d8. Engaged. 1 damage per Hit.

**Poison Knives:** (A). 1d6. Near. All Slayers take 1 damage at the start of their turn until the end of a successful Mend roll.

**Adapt:** (O). After reaching half HP, increase all damage dealt by Wight +1.

# BLADE

# SLAYERS

Name

Style

HP - Current/Maximum

Speed

Weapon Dice

Damage

Agile

Brawn

Deceive

Hunt

Mend

Negotiate

Stealth

Streets

Study

Tactics

## Attack Action - Combo

Choose a monster at Engaged range and roll your Weapon Dice. Any dice that are a Hit trigger a combo, and you roll another attack die. You continue to combo until you no longer roll a Hit. Add up the number of Hits, with each Hit dealing your Damage.

## Quick Action - Stance

You may change your fighting stance. Any effects from your stance will remain until you use another quick action to change your stance.

- **Flow:** After you attack a monster, you may take a free Move action.
- **Parry:** Monsters need a 5+ to Hit you instead of 4+.
- **Slay:** +1 damage per Hit, but take +1 damage from enemy Hits.

## Basic Advances

## Expert Advances

# GUNSLINGER

# SLAYERS

Name

Style

HP - Current/Maximum

Speed

Trigger Limit

Damage

Agile

Brawn

Deceive

Hunt

Mend

Negotiate

Stealth

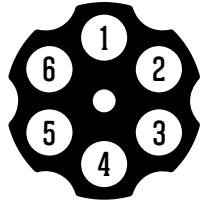
Streets

Study

Tactics

## Attack Action - Spray Lead

At the start of combat place 6d6 in front of you, representing the bullets in your gun. When you Spray Lead, choose a Near or Far monster and pick up as many bullets as you would like to fire, up to your Trigger Limit. You may use bullets from any chamber that you have loaded. Each bullet that Hits deals your Damage. Bullets that have been rolled are spent, and are not available until you reload.



## Runes

1

4

2

5

3

6

## Quick Action - Reload

You may reload up to two bullets into any empty chambers.

## Basic Advances

## Expert Advances

# —ARCANIST—

# SLAYERS

Name

Style

HP - Current/Maximum

Speed

Corruption

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Agile

Brawn

Deceive

Hunt

Mend

Negotiate

Stealth

Streets

Study

Tactics

## Attack Action - Cast Spell

Choose a Known Spell and roll 1d6 to cast it. On a Hit, resolve the spell's effect. On a Miss, the spell fails. In either case, mark 1 point of corruption after resolving the roll. You can boost the spell, adding d6 to the roll, but also increasing the corruption by 1. After resolving a spell, compare the highest rolled die to your current corruption. If you have more corruption, roll on the Bane table and reset your corruption. Corruption is always reset at the end of combat.

Known Spells

d6

Bane

1	-1 for next Skill roll
2	Next spell is with Disadvantage
3	Can't use Move action next turn
4	Can't use Quick action next turn
5	Only 1 action next turn
6	Take damage equal to corruption

## Quick Action - Purge Corruption

Roll 1d8. On a Hit, remove 1 corruption, on a Miss remove none.

Basic Advances

Expert Advances

# TACTICIAN

# SLAYERS

Name

Style

HP - Current/Maximum

Speed

Strategy Pool

Agile

Brawn

Deceive

Hunt

Mend

Negotiate

Stealth

Streets

Study

Tactics

## Passive Action - Strategy Pool

Before the turn order is determined, roll a number of d6 equal to your Tactics skill die size. These form your Strategy Pool. During combat, you can replace a die rolled by either an ally or an enemy with any of your Strategy Pool dice. Once that die has been used, it is discarded for the remainder of combat. This does not count as an action and is done during other combatant's turns.

## Attack Action - Slash/Shoot

Roll 1d6 against an Engaged or Near target.  
On a Hit, deal 1 damage.

## Quick Action - Issue Orders

Choose another Slayer within Near. That Slayer may immediately make a Move or Quick action for free.

## Basic Advances

## Expert Advances

# —RULES REFERENCE—

**Rule of 4+:** Every die that is 4+ is a Hit, or else is a Miss.

**Skills:** Roll skill die, as well as the skill die of any assisting PC. When rolling more than 1 die, keep the higher.

- » **Agile:** Dodging, leaping, even cart rolling.
- » **Brawn:** Physical work, powering through, intimidating.
- » **Deceive:** Lying, tricking, distracting.
- » **Hunt:** Hunting, tracking, monster knowledge.
- » **Mend:** Warding death, tending wounds, medical training.
- » **Negotiate:** Persuading, diplomacy, compelling.
- » **Stealth:** Blending in, keeping quiet, sleight of hand.
- » **Streets:** Social circles, navigating the city, coin on hand.
- » **Study:** Perception, reading a scene/person, doing research.
- » **Tactics:** Strategic intel, reacting to a battle, knowing a foe.

## Combat

**Turn Order:** PCs rolls their Speed. Monsters use flat scores.

**Round:** Begins with the highest Speed and ends after the turn of the lowest Speed.

**Turn:** A PC may take up to two actions during their turn.

They may make any combination of these actions, in any order they like, but may not do an action twice.

**Move:** Go from one relative distance to the next (e.g. Near to Far, Engaged to Near, etc.).

**Attack:** Unique to class.

**Quick:** Unique to class.

**Skill:** Works as a normal skill roll. May provide a bonus effect.

**Advantage:** Roll attack dice twice and keep the higher results.

**Disadvantage:** Roll attack dice twice and keep the lower results.

**Death:** If a PC is brought to 0 HP, they are dying. One attempt at stabilizing them is allowed. If successful, they remain at 0 HP until the end of the fight. If failed, they are dead.



You are a Slayer, a monster hunter for hire.

The City is cursed, compelled to expand  
towards the horizon for eternity.

It's slay or be slain, better get to work.



Created by  
Spencer Campbell  
Gila RPGs  
[gilarpgs.com](http://gilarpgs.com)