

LIFE EVENTS

PHASE 1: ROLL FOR ORIGIN

First roll (or choose) your Character's homeland, which gives a characteristic bonus. Then roll for a life event on the appropriate table below. Phase 1 represents your Character's early years, up to young adulthood, and the resulting life event also provides a characteristic bonus.

Table 27: Homeland

Roll D8	Homeland
1	Ice Coast
2	Death Wind Steppe
3	Terror Lizard Run
4	Jagmani Jungles
5	Free Territories
6	Myrindor
7	Four City Alliance
8	Reaper's Sea

Ice Coast

This part of the world is home to a barbarian tribe, the Wolfers, who worship the Great Wolf Mother. This goddess cleared the lands of the Serpent People and Khaos for her children in ancient times. The Ice Coast contains three city states (Bulwulf, Longren and Blood Stead), as well as numerous small towns and villages. The land is a mix of evergreen forests, icy marshland and cold desolate plains. The south is dominated by the Wolf's HeadMountains, home to isolated families and small communities. The brave or unwary may encounter Khaos monsters in remote, deep caves, where they have been hiding since being driven out by the Wolf Mother.

Characteristic Bonus: +1 Constitution.

Table 28: Ice Coast Life Events

Roll D8	Life Event	Characteristic Bonus
1	Member of a grave robber family who raided the outskirts of the Sunless City, avoiding traps and running away from undead monstrosities.	+1 Dexterity
2	Press ganged into the Ice Ships and spent early years raiding the cities and towns of the Ice Coast. You became strong from the dangerous and hard life at sea.	+1 Strength
3	Endured slavery in Blood Stead. Berserkers killed your family in a raid.	+1 Constitution
4	Member of a happy and prosperous family in Longren. Wealth only sustained by constant scheming and politicking.	+1 Charisma
5	Born in the shadow of Zaran's Tower, your family served the mysterious Sorcerer of the Tower.	+1 Intelligence
6	Your family fled violence in their clan's lands and settled in the Wolf's HeadMountains as 'Wolfers'.	+1 Constitution
7	Enjoyed the freedom of Bulwulf's Council of Peers growing up.	+1 Wisdom
8	Lived in a remote fishing village, where strange things regularly visited from the depths of the sea.	+1 Wisdom

Death Wind Steppe

The icy steppes between the Wolf's Head Mountains and Cold Lake are populated by tribes of Nomads. These horse warriors protect their families who travel by caravan in large wooden wagons with their attendant herds of yak. They worship the savage Lord of the Winds, Fragan, awaiting the time when his human embodiment, the Great Khan, comes into the world to lead them in conquest.

Characteristic Bonus: +1 Dexterity.

Table 29: Death Wind Steppe Life Events

Roll D8	Life Event	Characteristic Bonus
1	You grew up a Slave to the Priests of Five Tent Camp.	+1 Constitution
2	You ran with the Warrior pack of the Five Tent Camp.	+1 Strength
3	At an early age you became an apprentice to a Sorcerer of Fragan.	+1 Intelligence
4	You saw your family sacrificed by the Priests of Five Tent Camp and swore vengeance.	+1 Wisdom
5	Raised in a mountain dwelling family who feuded with Werewolves.	+1 Constitution
6	Your family were hunters of the Steppe.	+1 Dexterity
7	Part of the proud warrior elite of a nomad tribe.	+1 Strength
8	Your family fought Terror Lizards who crossed the Cold Lake.	+1 Wisdom

Terror Lizard Run

This part of the world is inhabited by a primitive people that cower in cave complexes or villages of rude mud huts. They are ruled by the despotic Masters, dinosaur riding tyrants who abuse their power and lord it over everyone else. There is also a small class of Sorcerers who live in ancient towers and occasionally form pacts with the Dinosaur Riders. The humans of the region habitually make war upon the local demi-human primitives, the ape-men and the scattered remnants of the Serpent Folk Empire.

Characteristic Bonus: +1 Strength.

Table 30: Terror Lizard Run Life Events

Roll D8	Life Event	Characteristic Bonus
1	Slave of the Dinosaur Riders. You became strong from hard labour, lifting riding tackle, dinosaur feed and cleaning up dung.	+1 Strength
2	Apprenticed to one of the Tower Sorcerers, you learnt guile to survive all the intrigues and to avoid ending up as a sacrifice to the Great Others!	+ 1 Intelligence
3	A runner slave used for passing messages between the Dinosaur Rider Lords and occasionally in Dinosaur Races. You are fast and agile as a result of avoiding attacks from bad tempered dinosaurs.	+1 Dexterity
4	A simple villager in a settlement under the protection of the Dinosaur Rider Lords. You've seen their comings and goings, and many of your neighbours ended up as food for their mounts. As a result you are rather philosophical about life and death.	+1 Wisdom
5	An underground denizen of one of the many cave systems that dot Terror Lizard Run. You endured a tough life of hunter gathering while hiding from the Terror Lizards.	+1 Constitution
6	A roaming hunter making a living from the hides of the rogue Terror Lizards that plague the settlements of the Run.	+1 Dexterity
7	A dweller of a dark ruined underground city from antiquity. You have learnt secrets that are denied to the surface dwellers.	+1 Intelligence
8	An apprentice Dinosaur Rider, you grew up tough and strong to avoid the snapping jaws of your mount!	+1 Strength

Jagmani Jungles

The tribes of this tropical region are split between animal totem worshippers and those who worship the Great Snake, themselves a savage throwback to the time when the Serpent Folk ruled this area. All of them however, live in fear of the Priests of the Greater Others who sacrifice countless victims at their temple to the Locust Star on Mount Terror. This terrifying active volcano is the fiery heart of evil at the centre of the Continent of Terror, and the people of Jagmani live in its shadow.

Characteristic Bonus: +1 Dexterity.

Table 31: Jagmani Jungles Life Events

Roll D8	Life Event	Characteristic Bonus
1	Member of the Jaguar Tribe, fearless warriors who leap down at their victims from the trees.	+1 Strength
2	Member of the Chameleon Tribe, who stalk the jungles, ambushing prey, and disappearing into the shadows as if by magic.	+1 Intelligence
3	A slave of the Priests of Mount Terror, until you escaped. You can Speak Blood Tongue.	+1 Constitution
4	A member of a clan of humans who worshipped the Great Snake. You were raised in this poisonous environment until rescued by hunters from one of the animal totem tribes.	+1 Wisdom
5	Raised amongst Ape-Men who treated you as one of their own.	+ 1 Strength
6	Brought up in a Free Territory Trading Post. Mixing with the traders who passed through the post made you more sociable.	+1 Charisma
7	Inhabitant of one of the lost cities of an ancient civilisation from millennia ago. You learnt from Wise Ones about the mystical philosophies now long lost to most Zarthan's.	+1 Wisdom
8	Member of a community descended from a group of explorers from the Free Territories. They came hundreds of years ago searching for treasure in the many ruins to be found in the Jungle.	+1 Dexterity



Free Territories

This region is a loose confederation of City States, comprising of Port Black Mire, Shamuti and Peopolis. They have all recently ousted the last of their rulers from the Island Empire of Myrindor. The governments that have replaced the haughty Sorcerers from Myrindor may be despotic in their own way, but it's a home-grown type of corruption that their respective populations can stomach for now. The members of this confederation have benefited from the free trade and security that comes with mutual alliance. Brave souls steel themselves for the next stage of revolution when the Free Territories will become truly free!

Characteristic Bonus: +1 Wisdom.

Table 32: Free Territories Life Events

Roll D8	Life Event	Characteristic Bonus
1	Your family are fallen nobility who fled Peopolis after the Beggar King came to power.	+1 Charisma
2	You were born into of one of the street gangs of Peopolis and were taught from an early age to be "quick or dead".	+1 Dexterity
3	Brought up in the Slave Pens of Shamuti, your childhood was a nightmare where only the strong survived.	+1 Strength
4	You were born under the shadow of the Lonely Colossus and are a bit strange for it.	+1 Wisdom
5	Your family was blood bound to serve the Sorcerers of Port Black Mire.	+1 Intelligence
6	A member of a hunter clan from the Black Mire. You hunted for game and treasure from the civilisations that existed before the marsh.	+1 Dexterity
7	Member of a merchant clan, travelling the trade routes in caravans between the cities.	+1 Wisdom
8	Descended from a long line of idealistic freedom fighters waging guerrilla war from the shadows to end the corruption of the Tyrants.	+1 Charisma.

Myrindor

For aeons the Sorcerers of Myrindor ruled the Continent of Terror through their pacts of power with the Elemental Lords of Zarth. When those pacts were broken, the Lords broke free, devastating Myrindor in the process. After the apocalypse the surviving Lords recalled the last of their fleets and armies to protect the motherland. Two thousand years later, Myrindor's elite and teeming masses alike exist in a drug hazed dream of past glories, while the ruling priesthood groom a candidate capable of being Emperor of Zarth.

Characteristic Bonus: +1 Intelligence.

Table 33: Myrindor Life Events

Roll D8	Life Event	Characteristic Bonus
1	The offspring of a haughty and noble trader dealing with exotic and forbidden wares.	+1 Intelligence
2	Born into one of the elite mercenary companies, you deal in Myrindor's deadly war arts.	+1 Strength
3	Your mother was a famous Sorceress. Your childhood was dominated by the turmoil that the constant stream of Sorcerers duels with rivals caused.	+1 Intelligence
4	You were a slave to a noble family, you became well used to their capricious whims and cruel behaviour.	+1 Wisdom
5	You were a slave to the Priest of the Outer Dark.	+1 Wisdom

6	Servant at the Monastery of Tribulation. What hardships you've endured and horrors you have witnessed as a result.	+1 Constitution
7	You grew up without an immediate family in the great mass of citizens of Stinhar, in a drugged haze, full of wonder, spectacle and violence. You are one of the 'pretty' ones who charmed the masked nobles and survived as a result.	+1 Charisma
8	You are one of the fisher people of the Deserted Coast. Compared to the city dwellers, you have a simple life of singing folk songs, eating and drinking heartily and occasionally running from the monsters that live in dark caves of the coast.	+1 Dexterity

Four City Alliance

Bright and bedazzling, a spectacle of unparalleled decadence and prosperity, the Four Cities with are the inheritors of the ancient pacts with the Elemental Lords of Zarth that the Sorcerers of Myrindor lost two thousand years ago. The Four Cities are full of sights such as gleaming painted ziggurat temples, floating streets, windmills, fertile fields of yellow-corn and giant copper burners. It is good to be a citizen of the Four City Alliance and its people are happy and optimistic as a result. The only thing they fear is that the constant stream of blood sacrifices that the Lords require will dry up and the same sort of magical cataclysm that devastated and belittled Myrindor will be their fate.

Characteristic Bonus: +1 Charisma.

Table 34: Four City Alliance Life Events

Roll D8	Life Event	Characteristic Bonus
1	Grew up in a trader family travelling on brightly coloured Selling Barges to foreign lands.	+1 Charisma
2	From a young age you took part in the Temple Ball games. Avoiding the heavy body blows of your peers and the obsidian ball of murder that the game is played with.	+1 Dexterity
3	A painted slave owned by a well off family, trained from a young age to pander to their every whim.	+1 Wisdom
4	A crafter slave who helped build one of the many grand public buildings that dominate the region's landscape.	+1 Strength
5	Born into a religious family you were given an education in astrology, philosophy and the basics of sorcery.	+1 Intelligence
6	Born into a warrior pack and fought against rival cities to gain sacrifices for the Elemental Lord of your City.	+1 Strength
7	You were raised in a noble court. Although pandered and privileged growing up, you developed a strong sense of your own power and destiny to rule.	+1 Charisma
8	Born into a farming clan, you poured the blood and mixed the crushed bones of sacrifices into the earth to ensure fertility. It was a life of simple but joyous toil, protected by the warrior clans and divine law.	+1 Constitution

Reaper's Sea

The pirates of the Reaper's Sea are a mixed bunch of outcasts from the southern regions of the Continent of Terror. Their history began with the Fall of Myrindor two thousand years ago when some of the Admirals of the Battle Barges decided never to go home. These huge floating fortresses with crews in the hundreds became communities in and of themselves. As time progressed smaller vessels joined the pirate fleets. The pirates survived and prospered by raiding the Free Territories and even the cities of the Ice Coast when weather permitted it. Now the pirate fleets are a terrifying force to be reckoned with. It is only the constant internal feuds between the Admirals, which prevents them from invading and crushing one of their land locked neighbours.

Characteristic Bonus: +1 Strength or +1 Dexterity.

Table 35: Reaper's Sea Life Events

Roll D8	Life Event	Characteristic Bonus
1	You were born a barge slave, a hard life of fetching and carrying for uncaring masters and being chained under decks to the oars for the slightest offence.	+1 Constitution
2	You had the privilege to be born into the family of a ship's captain. As a result you are well versed with the strategies and tactics that your parent employed to keep their command.	+1 Intelligence
3	The fleet you were born into was allied with the Isle of Skulls and its dark magics. You are hardened to the sight of the unnatural and the horrors of the Other Words.	+1 Wisdom
4	Survivor of a disastrous raid into Myrindor, you spent your early years as a slave there until you managed to escape back to the pirate fleets.	+1 Constitution
5	Brought up amongst the trader arm of your fleet, you are better at communication and negotiation than most of your pirate peers.	+1 Charisma
6	Your parents are 'Fixers', crafters who fixed broken rigging, shattered rudders, and holes in the hull. Your childhood was spent merrily climbing around the ships of the fleet as a result.	+1 Dexterity
7	After every savage battle your family would bind wounds, perform amputations and send the mortally wounded on their way. As healers they also dealt with outbreaks of plague and those whose minds snapped from a savage life on the seas.	+1 Wisdom
8	Your family were what the pirates call Pearl Fishers. They earned their living diving for pearls from oysters when the fleet found a suitable anchor. They would also search for any treasure or valuables that could be discovered on the ocean bed, especially after sea battles.	+1 Dexterity

What Happens if a Life Event increases a Characteristic over 18?

If a roll on the Homeland Life Event Tables results in a characteristic over 18, the player has one of three options.

1. Roll again.
2. Change the characteristic increased, but keep the Life Event. For example result 5 on the Reaper's Sea table above reads "Brought up amongst the trader arm of your fleet, you are better at communication and negotiation than most of your pirate peers." and gives a +1 Charisma. A player could recast this Life Event to end "you are better at communication and negotiation than most of your pirate peers, because of your powerful physique" reflecting a +1 Strength bonus.
3. Keep the result, since for some scores like Wisdom or Constitution it is beneficial that they are high because they can be reduced through Sanity Loss and taking Damage respectively.

PHASE 2: LEARNING YOUR TRADE

The character's second Life Event is about the significant event in their early years of establishing themselves in their chosen Class.

From this phase they learn additional abilities, gain bonuses to Skill/Attack/Luck rolls or even gain a companion.

Table 36: Barbarian Life Events

Roll D8	Life Event	Benefit
1	Became a Gladiator in the Port Black Mire Tyrant's Arena.	+1 to Hit and Damage.
2	Worked as a scout for the Army of the Four City Alliance.	+2 to Skills Tests to spot ambushes and you always can find a suitable path when outdoors.
3	Climbed the Thunder Peak Mountains.	+2 to Skill Tests when climbing
4	Defied the Slavers of Shamuti and led a slave revolt.	+2 to Skill Tests that involve leadership
5	Led a successful raid on faded Myrindor.	+2 to Skill Tests involving large scale tactics or naval combat.
6	Foiled a plot against the Beggar King of Peopolis.	+2 to Skill Tests to detect assassins or people hidden in the shadows.
7	Resisted the Mentalist of the Great Underhalls.	+2 to Luck when resisting Mind Control Magic.
8	While wandering through the wilds of the Ice Coast you befriended a wolf, who has stayed by their side ever since.	You have a Wolf as a companion (see "Companions" on page 72).

Table 37: Fighter Life Events

Roll D8	Life Event	Benefit
1	Was a Captain of the Port Black Mire City Watch. Was dishonourably discharged after being framed by corrupt merchants.	+2 to Skill Tests to spot liars or traitors.
2	Was part of an expedition to find the Lost City of Gold in the Jagmani Jungles.	+2 to Skill Tests when in the jungle.
3	Helped put down a peasant's revolt in Longren.	+2 to Hit when fighting peasants or member of the untrained or ordinary citizens.
4	Worked as a caravan guard.	+2 to Skill Tests involving communication and bartering.
5	You served a mighty Sorcerer.	You have gained the ability Magic Sensitivity like a Sorcerer.
6	Was a soldier in the war between Peopolis and Shamutai.	+2 to Skill Tests involving tactics and warfare.
7	You had a near death experience while serving as a bodyguard for a noble in Stinhar. You have travelled to the Shroud and fought Others there.	+2 to hit when fighting against Others.
8	While working as a body guard in Port Black Mire you made friends with one of the local thieves.	You have an Rogue as a companion (see "Companions" on page 72)

Table 38: Sorcerer Life Events

Roll D8	Life Event	Benefit
1	“When I was very young, Others came and took me away to the Outer Dark.”	+2 to hit vs Others and any Skill Tests to recognise them.
2	Your family were cultists in the service of a Great Other, and they know its secrets.	Choose one of the Great Others (from the Secrets of the Outer Dark chapter). You have a +2 bonus to any knowledge based Skill Tests involving that Great Other or its cultists.
3	You were a court Sorcerer to a noble family in Port Black Mire.	Bonus starting spells in spell book: Charm Person, Sleep, Hide Magic.
4	As an apprentice you travelled to the Monastery of Tribulation in faded Myrindor to learn dark secrets.	Bonus starting spells in spell book: Cause Light Wounds, Oppression, Soul Blast.
5	You were ship wrecked on the Isle of Skulls and learnt dark necromancy from the dead kings and queens of that place, before you escaped.	Bonus starting spells in spell book: Curse, Magic Missile, Wailing Lament.
6	“I survived a battle of wits with the Mentalist of the underground cities”.	Automatically resists any attempt to control their mind.
7	“I’ve been marked by the Others”.	You have a visible rune somewhere on your body that marks you out as a special person of interest to one of the Dark Gods of the Others. Intelligent Others will recognise this immediately and try to capture you for their nefarious ends.
8	You worked for the Mistress of Clocks. When you left her service you took one of her Automaton with you.	You have a Construct as a companion (see “Companions” on page 72).

Table 39: Thief Life Events

Roll D8	Life Event	Benefit
1	You learnt your trade amongst the narcotic gangs of Myrindor.	+2 to Skill Tests to recognise and treat poison.
2	For a time you were part of the Slavers of Shamuti.	+2 to Skill Tests to evaluate the worth of slaves and bark orders that someone else will follow.
3	You spent the early part of your career slumming it with the Beggars of Peopolis.	+2 to Skill Tests involving begging or pick pocketing.
4	You have seen the world as a scout for traders of Vladbrok	Can speak and recognise all the common languages of the Continent of Terror.
5	You were a member of the Razor Sea Pirate Fleet.	+2 to Skill Tests for physical activities when aboard ships and boats.
6	You served a Sorcerer as a spy amongst the people of a nearby city.	+2 Skill Tests when collecting information and blending in with the common folk.
7	You spent time trapped in the Shroud serving an unearthly Master, the Soul Thief.	+2 to Skill Tests involving knowledge about the Shroud.
8	On your travels you made a stalwart friend	You have a Warrior as a companion, (see “Companions” on page 72).

Table 40: Disciple Life Events

Roll D8	Life Event	Benefit
1	As a child you left your family and joined a remote mountain monastery.	+10% bonus Experience Points, as you are more attuned to the process of becoming a fully realised Disciple.
2	Before joining the monastery, you lived life to the fullest.	+2 to Skill Tests when dealing with underworld types, drunks and ne'er-do-wells.
3	You were taught by a venerable Master/Mistress.	+2 to Mystic Insight Skill Tests.
4	Your monastery specialised in weaponbased Martial Arts.	+1 to Hit and Damage with weapon attacks.
5	Your monastery specialised in bare handed Martial Arts.	+1 to Hit and Damage with Unarmed attacks.
6	You once helped a village drive off some bandits.	The whole village owes you a favour that you can call in once in the future.
7	You were once kidnapped by Disciples of the Dark Path and forced to take part in their Tournament of Death, fighting fiends from the Other World.	+1 to Hit and Damage vs Other World creatures.
8	On your travels you made a friend of a dog.	You have a dog as an animal companion (see "Companions" on page 72).

Table 41: Elementalist Life Events

Roll D8	Life Event	Benefit
1	Served apprenticeship in the City of Fire	Gains Heatwave as a bonus spell that can be cast once a day.
2	Served apprenticeship in the City of Water	Gains Walk on Water as a bonus spell that can be cast once a day.
3	Served apprenticeship in the City of Air	Gains Light as a bonus spell that can be cast once a day.
4	Served apprenticeship in the City of Earth	Gains Entangle as a bonus spell that can be cast once a day.
5	You fought in the Sacred Wars of Balance	+1 to Hit and Damage.
6	You assisted in the great sacrifices to the Elemental Lords	+2 to Hit and Damage when wielding either a Dagger or a Scimitar.
7	You spent time in the Great Library of the Temple of the Elements	+2 to all Skill Tests regarding Elemental knowledge.
8	You have been gifted a Minor Elemental as a companion.	You have a Minor Elemental as a companion (see "Companions" on page 72).

NON-HUMAN LIFE EVENTS

Unlike starting human characters Beast Hybrid, Lizard People, and Serpent Noble only roll one Life Event, which gives details about their origins.

Table 42: Beast Hybrid Life Events

Roll D8	Life Event	Benefit
1	You were forced out of human society to live in the wild.	+25% to changing to Beast Form.
2	You were enslaved by hunters and forced to act as their scout.	+2 (maximum bonus +5) to perception and tracking based Skill Tests.
3	You were enslaved by a Sorcerer.	+2 to Hit and Damage vs Sorcerers and their creations. You automatically recognise sorcerous creations.
4	Captured and Enslaved by the Serpent Folk!	+2 to Hit and Damage vs Serpent Folk and their creations. You automatically recognise Serpent Folk creations..
5	You were raised in a Beast Hybrid community that favoured restraining the beast and living as humans.	-25% to change into Beast Form, minimum of 10%.
6	You were raised in a Beast Hybrid community, that favoured living as the beast.	+25% to change into the Beast Form.
7	Known for a wild unrestrained fighting style, both in human and Beast Form.	+1 to Hit, -1 [+1] Armour Class.
8	You were raised by wolves, one of your brother/ sisters still accompanies you on your travels.	You have a Wolf animal companion (see “Companions” on page 72).

Table 43: Lizard People Life Events

Roll D10	Life Event	Benefit
1-2	You hail from the skies above the Continent of Terror from your home Floating Crystal City of Nsoak.	You possess wings that allow you to fly with a Move of 9.
3-4	You were born in the vast cavernous city of Homa, half ruined because of constant warfare against the Serpent People since antiquity.	+1 to Hit and Damage vs Serpent Folk and their creations.
5-6	You were raised in undersea Shell City of Popel, which exists in a warm pocket of ocean located a hundred miles from the Ice Coast.	+ 1 to Hit and Damage water based creatures.
7-8	You come from the sunken city of T’shok, near the deserted coast of Myrindor. You grew up fighting the hordes of undead sent to besiege the city by the Liches of the Isle of Skulls.	+1 to Hit and Damage vs undead creatures.
9-10	You grew up in the secret hidden city of Jag in the Jagmani Jungles. You were trained to evade your fellow inhabitants of the Jagmani Jungles.	+ 2 to Skill Tests to hide and sneak.

Table 44: Serpent Noble Life Events

Roll D8	Life Event	Benefit
1	You were raised in a Sorcerer's Sanctum, breathing in the rarefied airs of serpentine magic.	You may choose an extra black magic spell for your spell book.
2	You toiled in the sweat mines of V'usrka, deep under the Ash Plains, extolling human slaves to dig up the lost treasures of the ancient civilisations buried there.	You own a Slaver's Headband and Slave Ring (see "Slaver's Headband" on page 142), that can be used to entrap and control humans.
3	You served in the Death Guard of Queen Silgra in the Inner Sanctum.	+1 to Hit and Damage using Melee Weapons.
4	You were once the Grand Executioner of U'rask	+2 Damage with Two Handed Weapons.
5	You were raised as a human in one of the Noble Houses of Peoplolis until your true nature was revealed and you had to flee.	Gains Charm Person as an extra spell.
6	Worked in the Great Zoo of Kilnark where you became knowledgeable about the art of Vivimancy.	+2 to all Skill Tests regarding Vivimancy.
7	Overseer at the Caves of Death.	You have an Undead companion (see "Companions" on page 72).
8	You have had the 'honour' of being possessed by a Mara (an Other World entity of great malevolence).	You automatically know if a person is possessed by a Mara. You are immune to possession by the Mara.

