

ENDEAVORS

Between adventures

1. Events

- One random event per character for the entire down-time. Rolled first but may be executed as part of endeavors by GM discretion.

2. Endeavors

- Activities characters can engage in between their adventures.
- One Endeavour is allowed per non-adventuring week, with a total maximum of three, regardless of the time gap.
- Free actions during between adventures that don't require endeavor:
 - Spending money on purchases that are available in your area.
 - As described in "Advancement", perform any and all of the career, skill, characteristics, talent etc advancements in any order, spending any XP amount available. Exception: "Changing a career"

3. Money Management

- At the start of new adventure, a character will only take money with them up to 5 x Status.
- The rest is either saved in the bank, stashed or simply spent.

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TBD

Endeavors for all characters

Animal training endeavor

Description:

Spend time and effort training an animal, teaching it specific traits or skills that can be beneficial to various tasks or situations.

Mechanics:

- **Skill Test:** Make an Easy (+20) Animal Training Test.
- **Outcome:** If successful, you can choose one of the following traits from the Trained Creature Trait list to add to your animal:
 1. **Broken:** The animal is trained to override its Bestial trait. It gains 2d10 Fellowship.
 2. **Drive:** The animal is adept at pulling equipment like a coach, cart, plough, buggy, or similar.
 3. **Entertain:** The animal is trained to perform and entertain, granting a +10 bonus to relevant Entertain, Perform, or Play Tests.

4. **Fetch:** Typically reserved for dogs and similar creatures, the animal is trained to fetch items upon command.
5. **Guard:** The animal is trained to guard a specific location or patrol an area, equipping it with the Territorial Trait.
6. **Home:** If released or lost, the animal is trained to find its way back home.
7. **Magic:** Essential for animals around wizards, this trait trains the animal to ignore Skittish reactions to magical phenomena.
8. **Mount:** The animal is conditioned to accept a rider. Note that certain creatures, like Griffons, require a specific riding skill, such as Ride (Griffon), to be effectively mounted.
9. **War:** The animal is battle-ready, gaining +10 Weapon Skill and the ability to ignore Skittish reactions to loud noises.

Or this list of new ideas:

1. **Tracker:**
 - **Description:** The animal is trained to track scents over long distances.
 - **Mechanic:** When tracking by scent, the owner gains a +20 bonus to any Outdoor Survival or Track tests. The distance the scent can be tracked before fading is doubled.
2. **Alarm:**
 - **Description:** The animal is trained to raise an alert when strangers approach.
 - **Mechanic:** When in camp or at rest, the animal will bark, growl, hiss, or make some other noise when unknown individuals come within 20 meters, effectively serving as an early warning system.
3. **Retrieve:**
 - **Description:** The animal is trained to retrieve specific items upon command, such as weapons, potions, or keys.
 - **Mechanic:** During combat or other stressful situations, the owner can command the animal to retrieve an item within sight. This action takes one turn.
4. **Intimidation:**
 - **Description:** The animal's fierce appearance or demeanor is used to intimidate foes.
 - **Mechanic:** The owner gains a +10 bonus to Intimidate tests when the animal is present and actively participating in the intimidation.
5. **Companion Bond:**
 - **Description:** The animal shares a deep bond with its owner, understanding their emotions and needs.
 - **Mechanic:** The animal can sense the emotional state of its owner. If the owner is in distress, the animal will become more protective or try to comfort them, granting a +10 bonus to resist fear or panic effects.
6. **Distract:**
 - **Description:** The animal is trained to create distractions in combat or other situations.

- **Mechanic:** Once per combat, the animal can be commanded to distract an enemy. The targeted enemy suffers a -10 penalty to their next action as they're momentarily distracted by the animal.
7. **Rescue:**
- **Description:** The animal is trained to drag its owner or another individual out of immediate danger.
 - **Mechanic:** If the owner or a designated individual is incapacitated in combat or a hazardous situation, the animal can be commanded to drag them up to 10 meters away from the source of danger.

Banking endeavor

Banking Endeavour: Strategic Investing

Description: Venture into the world of finance by strategically investing your funds with a banking institution. Your investments aren't just about accruing interest; they're about understanding market trends, risks, and leveraging connections.

Mechanics:

- **Eligibility:** Characters of Gold and Silver social tiers can invest, but Bronze tier characters can join if they partner with a higher-tier character, adding a layer of trust and dependence.
- **Research the Market:**
 - Skill Test: Initiate with an Average (+20) Research or Gossip Test to gather information on lucrative ventures or potential economic trends.
 - Success provides insights into safer investment avenues or hints at emerging market trends.
 - Failure might lead to misinformation or missed opportunities.
- **Evaluate Investment Opportunities:**
 - Skill Test: After research, use a Challenging (+0) Evaluate Test to finalize the best investment.
 - Success can increase your chosen interest rate by +1, while failure might mean you've chosen a potentially riskier venture.
 - Engaging with a companion with Trade (Alchemist, Herbalist, etc.) or specific Lore can provide advantages, reflecting the character's understanding of that sector.
- **Negotiate Terms:**
 - Skill Test: Haggle (Fel) to potentially get better terms or lower initial investment amounts.
 - Success could reduce the initial investment amount or provide added security guarantees.
 - Failure might result in stricter terms or higher penalties for early withdrawal.
- **Interest Rate & Risk:** Choose an interest rate between 1 and 10 or roll 1d10. The rate represents both potential growth and risk. The higher the rate, the higher the potential return but also the greater the risk.

- **External Factors:** Introduce a system of external events (e.g., wars, famines, market crashes) determined by the GM or through a set of event cards. These events can influence the outcome of your investments.
- **Withdrawing Funds:**
 - Skill Test: A Charm or Intimidate Test can be used when trying to withdraw funds early, negotiating against penalties.
 - Evaluate the investment's success with a 1d100 roll:
 - If the roll is equal to or less than the interest rate, the venture fails, and a portion or all of the money is lost.
 - If the roll exceeds the interest rate, you gain your initial amount plus the accrued interest.

Change a career endeavor

As described in "Advancement", perform any and all of the career, skill, characteristics, talent etc advancements in any order, spending any XP amount available

Commission endeavor

Seeking a custom-made or hard-to-find item? Use the Commission Endeavour to acquire or create unique and specialized items.

- **Skill Test:** Average (+20) Haggle or Evaluate Test.
 - Success indicates a smooth transaction and agreement on the item's creation or acquisition.
 - Failure may lead to increased costs, misunderstandings, or delays in the item's availability.
- **Process:**
 1. Identify the desired Exotic rarity item.
 2. If you know a source capable of creating or procuring the item, undertake this Endeavour and pay the necessary funds.
 3. The item will be ready after your next adventure.
 4. Only one Exotic item can be commissioned per Endeavour. Multiple items need multiple Endeavours.
 5. If you're unsure of where to find the item, first undertake the Consult an Expert Endeavour.

Consult an expert endeavor

Summary: To obtain arcane or ancient knowledge, players can consult an expert. This Endeavour can either aid another Endeavour (like Commission or Training) or provide specific knowledge.

Mechanics:

- **Locate the Expert:** Players must find their expert. This can be skipped with GM's approval if an expert is already known.

- Make a Challenging (+0) Gossip Test. Success means finding a genuine expert. Failure leads to finding an unreliable source, which may or may not be useful.
- Consultation: Once an expert is found, players must persuade them to share their knowledge.
 - This can involve a Simple Charm Test, a donation, or potentially doing a Favour for the expert, which could be cashed in later or resolved using future Endeavors. The GM decides the complexity based on the information's risk and depth.
- Information Type: The expert's background influences the knowledge given. For instance, an academic might provide historical context, while a wizard could explain magical properties.
- Bonus: If the Endeavour is successful and used to obtain knowledge (not aiding another Endeavour), players earn an "Expert Reroll". This can be used on a Test related to the newly gained lore and must be used before the end of the next adventure.

Crafting endeavor

Summary:

Players can craft their own items instead of buying or commissioning them. Crafting requires the appropriate Trade Skills, tools, materials, and a workshop.

Mechanics:

- Requirements:
 - Trade Tools and an appropriate workshop.
 - Raw materials, typically costing a quarter of the item's list price (with price and availability determined by the GM).
- Crafting Process:
 - Attempt an Extended Trade Test with a Difficulty set by the GM based on the item's Availability:
 - Common: Average (+20)
 - Scarce: Challenging (+0)
 - Rare: Difficult (-10)
 - Exotic: Very Hard (-30)
 - The required Success Level (SL) for the Test is based on the item's listed price:
 - Brass: 5 SL
 - Silver: 10 SL
 - Gold: 15+ SL
 - Adjustments to the required SL:
 - Each Flaw added: halves the SL required.
 - Each Quality added: increases SL by +5 (calculated after halving for Flaws).
- Progress:
 - Each Crafting Endeavour allows one roll towards the Extended Test.
 - Unfinished work can be stored in lodgings or carried during adventures, if feasible.

Income endeavor

Summary:

The Income Endeavour outlines how characters earn money between adventures, whether through their primary profession, a particular skill, collecting stipends, investments, or unconventional means.

Mechanics:

- **Narration:** Players provide a brief description of how their character earns money, mainly for backstory and potential story hooks.
- **Income Acquisition:** Characters gain income based on their Status for the next adventure. This amount is determined after spending money from the previous adventure.
- **Career Maintenance:** Characters in the third or fourth level of a Career maintain their current career standing by undertaking this Endeavour.

Earning Money with Status:

- Characters can spend a week working in their Career, given suitable conditions, in an activity termed "Earning."
- **Earning Process:**
- **Make an Average (+20) Dramatic Test** against the **Earning Skill** of the Career (italicized skill in the Career's first level).
- **Success:** Receive the money as per the table below.
- **Failure:** Earn half the listed amount.
- **Astounding Failure:** Earn nothing, potentially due to theft or another mishap.
- The earned amount represents the net income after considering all expenses.

Earnings Table:

- **Brass Tier:** 2d10 Brass Pennies
- **Silver Tier:** 1d10 Silver Shillings
- **Gold Tier:** 1 Gold Crown

Invent endeavor

Summary:

The Invent Endeavour allows characters to create new items by combining existing ones. The process involves two main stages: Planning and Building.

Mechanics:

- **Plan:**
 - Decide on the items you wish to combine.
 - Use 1 Endeavour to create blueprints.

- Make a Trade (Engineer) Test. The difficulty is set by the GM based on how unconventional the proposed combination is.
- Successful tests mean the blueprint is ready. Each Success Level (SL) on this test provides a +1 SL bonus to the build attempt.
- Build:
- Choose between Crafting or Commissioning the invention.
- Crafting:
 - You build the item yourself and must have the necessary skills for the combined items.
 - The crafting difficulty is always Very Hard (–30), with SL set as usual.
 - Raw materials cost twice the combined items' list prices, with availability based on the scarcest item.
- Commissioning:
 - Likely requires a "Consult an Expert" Endeavour to find a skilled individual.
 - Follow the Commission Endeavour procedure. The cost is six times the combined items' list prices.
- Final Product:
- The exact rules and properties of the new invention are determined by the GM.

Secret stashing endeavor

Description: Venture into the shadows as you hide your wealth away from prying eyes. Whether it's buried treasure, concealed compartments, or guarded hideouts, the thrill lies not just in the secrecy, but in the stories and strategies behind each stash.

Mechanics:

- **Eligibility:** Any character can opt to stash their funds, but those with specific skills or backgrounds (like Rogues) may have unique methods or advantages.
- **Choosing a Method:**
 1. **Buried Treasure:** Requires access to a secluded spot and a container.
 2. **Hidden Compartment:** Within vehicles, furniture, or equipment. Might require Trade (Carpenter) or similar skills.
 3. **Guarded by a Trusted Ally:** Pay a fee or owe a favor to someone to watch over your stash.
 4. **Magical Concealment:** Requires a wizard or an arcane item to hide the stash in a magical pocket or make it invisible.
- **Setting Up the Stash:**
- Skill Test: Depending on the method chosen, attempt a skill test:
 - Buried: Challenging (+0) Outdoor Survival
 - Hidden Compartment: Average (+20) Trade (relevant type, e.g., Carpenter)
 - Guarded: Charm (Fel) or Bribery (Fel) Test
 - Magical: Challenging (+0) Channeling
- Success ensures the stash is set up perfectly. Failure might mean it's less secure or requires maintenance.
- **Checking on Your Stash:**
- Skill Test: Difficult (–10) Stealth or Intuition to determine if someone's been snooping or if the stash remains undiscovered.

- **Accessing Funds:**
- Players can access money from a stash before an adventure starts without undertaking an Endeavour.
- To determine the safety, roll 1d100:
 - If the roll is 10 or lower, someone's onto you, and some money might be missing.
 - Roll 1 or 2, and the stash has been discovered, with a significant portion or all money lost.
 - Otherwise, funds are retrieved safely. When successfully withdrawn, they will be accessible at the start of the next adventure, in addition to any funds secured via an Income Endeavour.
- If guarded by an ally, a Charm or Intimidate test might be required if they're reluctant to return it.
- **Additional Aspects:**
- **Rumors & Reputation:** If word gets out about a significant stash, others might try to find it or extort the player.
- **Treasure Maps:** For buried treasures, players can create maps. These can be shared, stolen, or lost, adding another layer of intrigue.
- **Magical Risks:** If using magic to conceal the stash, there might be arcane consequences or attract magical entities.

Out of field skill training endeavor

Summary:

Allows characters to train in Skills or Characteristics outside their Career.

Mechanics:

- Cost:
 - Basic Skills/Characteristics: XP + 1d10 brass pennies (XP = required experience for the Advance).
 - Advanced Skills: Double the cost of Basic Skills.
- Finding a Tutor:
 - Common skills: Easily found in major cities.
 - Unique skills: May need the "Consult an Expert" Endeavour.
 - Lore-related skills: Often require institutional learning.
 - Forbidden skills: Risky to pursue, may demand higher fees and a Significant Favour.

Unusual talent endeavor

Summary:

This Endeavour allows characters to attempt to learn a Talent outside of their Career, with the risk of not succeeding and losing both XP and money.

Mechanics:

- Finding a Tutor:
 - Required for Talent acquisition.
 - Readily available in big cities; however, obscure Talents or remote locations might necessitate the "Consult an Expert" Endeavour.
- Cost & Process:
 - Fee: 2d10 shillings for every 100 XP needed to acquire the Talent.
 - Attempt a Hard (-20) Test using the most relevant Characteristic or Skill (GM's discretion).
 - Success means the Talent is learned. Failure allows for future attempts with a cumulative +10 modifier for each unsuccessful try.

Class specific endeavors

Combat Training

For: Rangers, Warriors

Description: Delving deep into the martial disciplines, characters engage in advanced combat drills, sparring sessions, and tactical exercises to hone their prowess and prepare for the challenges ahead.

Mechanics:

1. **Choice of Discipline:**
 - Decide whether to focus on Melee or Ranged combat.
 - Specialize further by selecting a particular weapon or style within the chosen discipline, e.g., Two-Handed, Bow, Fencing, etc.
2. **Training Regimen:**
 - Engage in a combination of drills, sparring matches, and theoretical studies.
 - Attempt a Challenging (+0) Test using the chosen Melee or Ranged Skill.
 - Variables such as the quality of training equipment, presence of a skilled instructor, or the character's physical condition can adjust the difficulty.
3. **Outcome:**
 - Success in the test signifies noticeable improvement in the character's combat capabilities with the chosen weapon or style.
 - As a reward for the rigorous training, the character gains the ability to reroll a failed test with the chosen skill once during the next adventure.

Benefits:

1. **Reroll Option:** The intensive training bestows confidence. Once in the next adventure, when using the trained skill, the character can opt to reroll a failed test.
2. **Mental Fortitude:** The disciplined regimen can also boost a character's morale and resilience, potentially granting bonuses in critical combat situations.
3. **Tactical Advantage:** Understanding the nuances of a weapon or style can give the edge in combat, allowing the character to exploit weaknesses in adversaries using similar weapons.

Risks:

1. **Physical Strain:** Intensive training can take its toll. A particularly poor test might result in minor injuries, fatigue, or reduced effectiveness for a short duration.
2. **Overconfidence:** Success in training doesn't always translate to real combat. Over-relying on newly learned techniques can sometimes be a pitfall.
3. **Equipment Wear:** Rigorous use might lead to wear and tear on weapons or gear. Maintenance might be required.

Special Notes: The endeavor can be taken multiple times, focusing on different weapons or styles. However, the reroll benefit doesn't stack; the character can only reroll one failed test per adventure, regardless of the number of times this endeavor is taken..

Gladiatorial Exhibition

For: Warriors

Description: Step into the arena to participate in a gladiatorial exhibition, showcasing combat prowess against a range of opponents. Whether it's for honor, entertainment, or gold, warriors can test their mettle in a controlled but high-stakes environment.

Mechanics:

1. **Choice of Battle:** Decide on the type of combat - one-on-one duels, team-based skirmishes, or battle royales.
2. **Preparation:** Warriors can spend time studying their opponents, strategizing, or getting familiar with the arena.
3. **Main Event:** Compete using Melee (Grp.) or Ranged (Grp.) skills. Depending on the opponent and the type of battle, the difficulty might vary.
4. **Mind Games:** Use Intimidate before or during the fight to unsettle opponents, potentially reducing their effectiveness.

Benefits:

1. **Fame and Glory:** Success in the arena can significantly boost a warrior's reputation, making them a celebrated figure.
2. **Prizes:** Apart from monetary rewards, warriors might win unique weapons, armor, or other valuable items.
3. **Allies and Patrons:** Impressive performances might attract the attention of influential figures, leading to sponsorships or opportunities for higher-profile battles.
4. **Training:** Even if not victorious, the experience serves as valuable training, offering insights into strengths and weaknesses.

Risks:

1. **Physical Harm:** The arena is not without danger. Even in a controlled environment, there's a risk of injury, which might take time to heal.

2. **Loss of Reputation:** A humiliating defeat, especially if the warrior was overly boastful before the fight, can tarnish their reputation.
3. **Financial Setbacks:** If the warrior placed bets on themselves or had to pay an entry fee, failure could result in monetary loss.
4. **Rivalries:** The world of gladiatorial combat is competitive. Making enemies with other fighters might lead to off-arena confrontations or vendettas.
5. **Manipulations:** Unscrupulous organizers might rig fights or set up warriors for failure, leading to unexpected challenges.

Special Notes: The gladiatorial arena is as much about entertainment as it is about combat. Showmanship, charisma, and the ability to engage the crowd can be as valuable as combat skills. Warriors might choose to develop these aspects to become true champions of the arena.

Foment Dissent

For: Burghers, Peasants

Description: Stoking the flames of discontent, characters attempt to sow discord and direct the pent-up frustrations of the populace towards a chosen target. This endeavor can serve both as a means to an end or as an end in itself, depending on the character's motivations.

Mechanics:

1. **Understanding the Locals:**
 - Before acting, characters should gauge the sentiments of the masses.
 - Attempt an Average (+20) Gossip Test to identify influential individuals or prevailing grievances.
 - Success grants a bonus to the subsequent Leadership or Charm Test.
2. **Rallying the People:**
 - Use the Leadership skill to rally, direct, or control the crowd.
 - Difficulty is adjusted based on the target's popularity.
 - If the character is trying to appeal to the crowd's emotions or play on existing grievances, a Charm Test can also be appropriate.
3. **Outcome:**
 - A successful Leadership test can lead to various degrees of civil unrest.
 - A single success might see vocal protests and public demonstrations.
 - Exceptional success could escalate things to riots or attempts to topple the target from power.
4. **Redirecting the Mob:**
 - Use Leadership to change the mob's direction or focus.
 - This task is challenging, increasing the Leadership Test difficulty by two levels.

Benefits:

1. **Diversion:** A mobilized crowd can serve as a distraction.
2. **Power Play:** Removing an adversary from power could benefit the character.

3. **Leverage:** Demonstrating the ability to sway public opinion can be advantageous in future interactions.

Risks:

1. **Backlash:** A failed attempt can alert the target to the character's actions.
2. **Uncontrollable Mob:** A misdirected mob can become chaotic or even hostile to the character.
3. **Legal Repercussions:** Inciting unrest is often illegal, leading to potential penalties.
4. **Reputation Damage:** Being associated with failed or violent protests can harm the character's reputation.

Special Notes: The GM should consider the political and social climate. External factors, like other agitators or counter-protesters, can also influence outcomes.

Community Organizing

For: Burghers

Description: As pillars of the community, Burghers have the opportunity to take the lead in organizing events, projects, or initiatives aimed at improving local living conditions, boosting morale, or addressing pressing issues. These endeavors can range from setting up a local fair, organizing community clean-ups, or even starting education initiatives.

Mechanics:

1. **Planning Phase:** Decide on the nature and scope of the event or project. This could range from infrastructural improvements, cultural events, educational programs, to safety initiatives.
2. **Rallying Support:** Use Leadership to garner support from influential figures, local businesses, or guilds. Their backing can provide resources, manpower, or credibility to the initiative.
3. **Engaging the Community:** Use Charm to ensure widespread participation and enthusiasm from the general populace. This can involve promotional campaigns, community meetings, or door-to-door engagements.
4. **Execution:** Depending on the nature of the initiative, other skills might come into play. For instance, Trade (Grp.) for setting up a market, Gossip to spread word and excitement, or Evaluate to manage resources effectively.

Benefits:

1. **Strengthened Bonds:** Successful initiatives lead to a more cohesive community, fostering trust and cooperation among residents.
2. **Reputation Boost:** Being the face of a successful event or project elevates the Burgher's standing, making them a respected figure.

3. **Material Gains:** Certain projects, like setting up markets or fairs, could also have monetary benefits.
4. **Allies and Contacts:** Successful organizing can lead to forging strong relationships with other influential figures or entities, which can be valuable in future endeavors.

Risks:

1. **Resource Drain:** A failed event or project could lead to a significant loss of money, time, or other resources.
2. **Reputation Damage:** If the community feels let down or if promises are not delivered upon, it can tarnish the Burgher's reputation.
3. **Conflicts:** Organizing often involves balancing different interests. Mismanagement could lead to conflicts or rivalries within the community.
4. **Unforeseen Challenges:** External factors, such as bad weather for an outdoor event, market fluctuations for a trade fair, or political interventions, can derail plans.

Special Notes: Community organizing is not just about the event or project itself but the journey leading up to it. The process of bringing people together, navigating challenges, and realizing a collective vision can be as rewarding as the end result. Burghers should be prepared for ups and downs but know that their efforts play a crucial role in shaping the community's future.

The Latest News!

For: Rangers, Riverfolk

Description: In a constantly changing world, staying informed can be the key to survival and success. Through this endeavor, characters actively seek out the latest tidbits, tales, and rumors, hoping to be a step ahead of their peers and adversaries.

Mechanics:

1. **Preparation:** Before attempting the Gossip Test, characters can choose to spend some coin (say, 1-5 shillings) to buy drinks or treats for locals, improving their chances of hearing something worthwhile.
2. **The Gossip Test:**
 - Attempt a Challenging (+0) Gossip Test.
 - On a success, you uncover an intriguing rumor.
 - For every Success Level (SL) beyond the first, you get an additional piece of information or a more detailed account of the initial rumor.
 - An Impressive Failure means not only did you hear wrong, but you also believe it wholeheartedly.

Benefits:

1. **Forewarning:** A rumor might give the party a heads up about potential dangers or opportunities in their next destination.

2. **Bargaining Chip:** Information can be a powerful tool. Knowing a secret about someone or someplace can provide leverage in negotiations or interactions.
3. **Quest Hooks:** Some rumors can lead to side quests or mini-adventures, providing additional opportunities for earning gold or gaining allies.
4. **Reputation Boost:** Being a source of valuable news can elevate a character's status in certain circles, making them more respected or influential.

Risks:

1. **Misinformation:** While a character might believe they're acting on accurate information, there's always the risk that the rumor is false, leading them into traps, ambushes, or sticky situations.
2. **Enemies:** Sharing or acting on certain rumors might offend or threaten powerful individuals or groups, making them adversaries.
3. **Wasted Resources:** Following up on false or misleading rumors can lead to wasted time, money, and effort.
4. **Trust Issues:** If a character constantly acts on or shares false rumors, it might strain relationships within the party or with allies.

Special Notes: The GM has the discretion to decide the veracity and significance of the rumors. They can be tied into the larger campaign narrative or be standalone pieces of information. This endeavour can also serve as a tool for GMs to introduce new plot elements or guide the party in certain directions.

Harvest Ritual

For: Peasants

Description: As custodians of the land and its bounties, Peasants recognize the importance of traditions and rituals in ensuring nature's favor. The Harvest Ritual is a time-honored tradition, steeped in folklore, aiming to ensure a prosperous harvest and to show gratitude to the land and its spirits.

Mechanics:

1. **Preparation Phase:** Gather necessary items for the ritual, which may include specific herbs, grains, traditional tools, or even sacrificial offerings. This might involve a quick Trade (Herbalist) or Outdoor Survival check to find and prepare the right items.
2. **Knowledge of Traditions:** Use Lore (Local) to recall and understand the intricate details of the ritual. This ensures adherence to tradition and appeases local spirits or deities.
3. **Performance of the Ritual:** Engage the community in traditional dances, songs, or chants. Use Perform (Dance or Singing) to lead and ensure the ritual's

effectiveness. The more enthusiastic and flawless the performance, the more likely the spirits are to be appeased.

4. **Interpretation:** After the ritual, signs might be sought or interpreted to gauge its success. This could involve an Intuition or even a second Lore (Local) check to read signs, omens, or even the immediate behavior of wildlife.

Benefits:

1. **Bountiful Harvest:** A successful ritual promises a prosperous harvest, ensuring sustenance and potential profits for the community.
2. **Community Cohesion:** Participating in a shared ritual fosters unity and strengthens bonds among community members.
3. **Spiritual Favor:** The ritual might also result in good omens or blessings that have other beneficial effects for the community or individuals.
4. **Cultural Preservation:** Ensuring the tradition is carried out correctly helps in preserving the cultural heritage for future generations.

Risks:

1. **Poor Yield:** A poorly conducted ritual might suggest or result in a less than satisfactory harvest, leading to potential food scarcity or economic challenges.
2. **Displeased Spirits:** Major deviations from tradition or mistakes might anger local spirits, leading to minor misfortunes or even specific curses.
3. **Interpersonal Conflicts:** A failed ritual can lead to blame games, causing rifts within the community.
4. **External Judgement:** Neighboring communities or passing travelers might judge or mock a poorly executed ritual, leading to a loss of reputation or standing.

Special Notes: The Harvest Ritual, while primarily focused on ensuring a good harvest, is also a testament to the community's respect for nature, traditions, and its ancestors. The event can be a grand affair, with feasts, dances, and merrymaking, or a solemn, intimate gathering, depending on local customs. Whatever the scale, the ritual's heart remains the same: gratitude, hope, and reverence.

Reputation Enhancement

For: Academics, Burghers, Courtiers

Description: In a society where appearance and influence often matter more than substance, strategically spending money can significantly elevate one's reputation. By hosting lavish events, donating to notable causes, or simply flaunting wealth in high society, characters can bolster their standing and extend their influence.

Mechanics:

1. **Display of Affluence:**

- Decide on the method of showcasing wealth: hosting an opulent banquet, commissioning a public work, donating to a famous temple, etc.
 - Spend your maximum Earning income on this display to attempt to elevate your reputation.
2. **Networking:**
- Interact with influential figures, make public appearances, and ensure word of your deeds spreads.
 - Undertake a Challenging (+0) Career Skill Test. Depending on the method chosen, this might involve skills like Charm, Leadership, or Gossip.
3. **Outcome:**
- **Success:** Your efforts pay off, amplifying your influence. Increase your Standing by +1 for the next adventure.
 - **Significant Success (+4):** Your display resonates particularly well, making you the talk of the town. Increase your Standing by +2 for the next adventure.
 - **Astounding Success (+6):** Your actions become legendary, cementing your status among the elite. Increase your Standing by +3, and gain favors from influential figures.
 - **Failure:** Despite your best efforts, you fail to make a significant impression, and your money goes to waste.
 - **Significant Failure (−4):** Rumors spread about your ostentatious and wasteful display, casting you in a negative light. Decrease your Standing by -1 for the entire next adventure.
 - **Astounding Failure (−6):** Your attempts backfire spectacularly, leading to public ridicule. Your Standing decreases by -2, and you might attract the ire or mockery of notable figures.

Additional Opportunities:

1. **Gaining Allies:** If you succeed exceptionally well, you might attract the attention of a powerful ally or gain a benefactor.
2. **Hidden Agendas:** Not all who approach do so with genuine intentions. Some might seek to exploit your newfound status for their gain.

Special Notes: While money can buy a temporary boost in reputation, genuine deeds and consistent character are crucial for long-term standing. This endeavour can be undertaken multiple times, but its effects don't stack. If taken again, it replaces the previous result.

Deep Dive into Lore

For: Academics

Description: Venture into the vast expanse of knowledge, seeking to unravel mysteries, uncover hidden truths, or simply to further one's understanding of a particular topic, event, or individual. This endeavor requires access to repositories of information and an analytical mind to piece together the fragments of the past.

Mechanics:

1. Preparation:

- Identify the subject of your research.
- Secure access to a pertinent source of knowledge. This could be a grand library, private collections, ancient scrolls, guild records, temple archives, or even interviewing elders or witnesses.
- The richer and more exclusive the source, the better the chances of uncovering rare information.

2. The Research Process:

- If you possess the specific Lore skill relevant to the subject, attempt an Average (+20) Lore Test.
- Lacking the exact Lore but being literate allows you an attempt at a Difficult (–10) Intelligence Test to piece together information from various sources.
- Using Assistants: If you have companions or hirelings, they can assist, providing a +10 for every helper up to a max of +30.

3. Outcome:

- **Success:** Your efforts bear fruit. You discover one significant piece of insightful or concealed information about the topic.
- **Each Additional SL:** Gathers another piece of valuable information, which can be a related fact, a relevant anecdote, or a clue pointing towards more in-depth knowledge.
- **Astounding Success (+6):** You stumble upon a hidden gem: a forgotten manuscript, a lost scroll, or a concealed record that holds rare and invaluable knowledge.
- **Failure:** The information eludes you, but you can choose to continue the research in another endeavor, with a cumulative +10 for every subsequent attempt.
- **Impressive or Astounding Failure (–6):** Misinterpretations lead you astray. You acquire false knowledge that you believe to be true. The GM might decide to roll this outcome secretly, keeping you in the dark about the misinformation.

4. Additional Factors:

- **Time:** Deep research can be time-consuming. The GM might decide that certain topics require multiple endeavors to fully understand.
- **Risks:** Delving into forbidden or controversial topics might attract unwanted attention from scholars, cults, or authorities.
- **Cost:** Accessing private collections, securing rare manuscripts, or bribing gatekeepers might incur additional costs.

Special Note: Knowledge is power, but it's also a responsibility. Misusing or revealing certain pieces of information could have far-reaching consequences, both for the character and the world around them.

Underground Connections

For: Rogues

Description:

This endeavor explores the underworld, allowing characters to establish and expand their influence in the criminal world. Ideal for characters with a knack for subterfuge and unsavory dealings.

Mechanics:

Networking in Shadows: Build connections with criminal elements using Gossip or Charm.

Illicit Jobs: Undertake or orchestrate criminal activities, ranging from smuggling to espionage.

Risk and Reward: Successful jobs yield monetary gains and underworld influence, but failure can attract law enforcement or rival gangs.

Influence Expansion: Expand your criminal network, unlocking new resources and allies in the underworld.

Moral Dilemmas: Engaging in criminal endeavors may conflict with personal morals and affect relationships with law-abiding characters.

Profiling the Mark

For: Rogues

Description: Dive deep into the realm of subterfuge and covert observation. This endeavor enables one to keenly study a potential target, be it an individual, establishment, or organization, thereby gaining invaluable insights to aid in future clandestine operations.

Mechanics:

1. Selection & Planning:

- Determine your target, which could range from a wealthy noble you wish to con, a merchant's routine for a heist, or even a guarded manor's patrol timings.
- Decide on the mode of observation. Will it be a direct undercover infiltration, or would you prefer to observe from a distance?

2. Observational Phase:

- Undertake a Challenging (+0) Perception Test. Depending on the complexity, security, or awareness of the target, the GM might adjust the test's difficulty.
- Utilize other skills to enhance the observation. For instance, a Stealth Test to remain hidden, or Charm to converse and extract information without raising suspicion.

3. Outcome:

- **Success:** Your meticulous observation pays off. You can reroll a Test concerning your mark once during the next adventure. This boon should be noted down.

- **Each Additional SL:** Provides deeper insights or another reroll opportunity. This could be understanding a security flaw, recognizing a routine, or even identifying a potential ally within the target's circle.
 - **Failure:** You garner no significant insights, and there's a chance your observation did not go unnoticed.
 - **Impressive or Astounding Failure (–6):** Not only did you gain incorrect information, but your snooping activities have also been detected, potentially alerting the mark and jeopardizing future endeavors.
4. **Extended Study:**
- Repeated endeavors on the same mark allow for an accumulative +10 on subsequent Perception Tests, as you become more familiar with the target.
 - However, repeated observation increases the risk of being detected.
5. **Utilizing Information:**
- Information acquired from studying the mark can be used to aid various illicit activities, from thefts, cons, blackmail, to full-blown heists.
 - Sharing this information with allies can provide group benefits in coordinated activities.

Special Note: Treading the path of deceit requires a delicate balance. While knowledge provides power, overconfidence or complacency can lead to catastrophic failures. Always be wary of the consequences of your actions and be prepared for contingencies.

Even more new!

Heritage Exploration

Description:

The Old World is steeped in history, and every individual has a lineage that can be traced back through countless generations. The Heritage Exploration Endeavour allows characters to delve into their ancestral past, uncovering lost tales, forgotten heirlooms, or ancient feuds that might still have implications today.

Mechanics:

1. Discovering Your Lineage:

- **Skill Test:** Make a Challenging (+0) Research or Gossip Test.
- **Outcome:**
 - Success: You uncover significant details about your ancestors, learning about their achievements, failures, and potential ancestral lands or heirlooms.
 - Failure: The trail goes cold, or the information uncovered is too vague to be of value.

2. Interpreting Ancestral Lore and Resolving Historical Conflicts:

- **Skill Test:** Difficult (-10) Lore (Local) or Intuition Test.
- **Outcome:**
 - **Success:** You comprehend the ancient stories, traditions, and conflicts of your lineage, successfully navigating the complexities of your heritage.
 - **Failure:** The depth of your ancestry proves overwhelming, and some historical intricacies remain unresolved.

Benefits and Risks:

1. **Unearthed Relics:** Successful exploration might yield ancestral weapons, amulets, or other heirlooms that grant unique abilities or bonuses.
2. **Ancient Knowledge:** Delving into one's heritage can reveal lost arts or knowledge that can be harnessed in current times.
3. **Ancestral Allies or Enemies:** Discovering one's lineage can awaken old allies or draw the ire of ancient enemies.

Meditative Reflection

Description:

In the Old World, where chaos and danger lurk at every corner, the Meditative Reflection Endeavour allows characters to withdraw from external turmoil, seeking solace and clarity in serene environments. Through deep meditation or fervent prayer, characters aim to reconnect with their inner selves or seek guidance from the gods.

Mechanics:

1. Inner Introspection:

- **Skill Test:** Engage in a Very Hard (-30) Cool Test for introspection or an Average (+20) Pray Test for divine communion. The difficulty can be adjusted based on the quality of the environment (e.g., a quiet shrine might offer a more favorable setting for reflection).
- **Outcome:**
 - **Success:** Achieve a profound state of introspection or establish a potent connection with the divine, leading to the removal of one chosen Psychology or gaining a spiritual boon.
 - **Failure:** Distractions, unresolved inner conflicts, or lack of divine response might hinder the process. However, during your next adventure, you can reverse one failed Cool Test made to resist the effects of a Psychology.

Benefits:

1. **Mental Fortitude:** Overcoming psychological traumas or gaining clarity strengthens mental resilience.
2. **Spiritual Boon:** Successful meditation or prayer can grant a +10 to a specific skill or test in the next adventure.

3. **Divine Insight:** Characters who achieve communion might receive guidance or visions related to their next adventure.
4. **Emotional Balance:** Achieving a state of balance grants resistance against fear or intimidation in upcoming challenges.

Risks:

1. **Lost in Thought:** Failure might lead to dissatisfaction or feelings of detachment, making characters more susceptible to emotional challenges.
2. **Divine Silence:** For those seeking divine guidance, a lack of response can lead to feelings of abandonment or doubt.

Guild Politics

Description:

Navigating the intricate web of guild and noble house politics can open doors to power and privilege in the Old World. This Endeavour allows characters to engage in political maneuvers within their guild or noble house, seeking to enhance their standing, make allies, or obtain political favors.

Mechanics:

1. **Navigating Guild or House Intrigues:**
 - **Skill Test:** Make a Challenging (+0) Leadership Test to rally support and lead political maneuvers, or an Intuition Test to understand hidden agendas and navigate the political landscape.
 - **Outcome:**
 - **Success:** You make headway in your political maneuvers, earning respect, allies, or gaining leverage within the guild or house.
 - **Failure:** Missteps or miscalculations lead to losing favor or becoming entangled in a political quagmire. You might face increased scrutiny or opposition in future political endeavors.

Benefits:

1. **Elevated Status:** Rising in the political ranks can grant you a higher status within the guild or house, providing access to exclusive events or circles.
2. **Political Favors:** As you gain influence, members of the guild or house might owe you favors which can be called in at strategic times.
3. **Resource Access:** An elevated position might grant access to the guild's or house's resources, such as information, funds, or specialized equipment.
4. **Allies:** Successful political maneuvers can result in forging alliances with influential figures within the guild or house.

Risks:

1. **Rivals:** Climbing the political ladder can create enemies or rivals who might work against you in the future.
2. **Debts:** While you might earn favors, you might also owe some, which can be called in at inopportune times.
3. **Overexposure:** The higher you rise, the more attention (both wanted and unwanted) you draw, making you a target for political machinations.

Regional Exploration

Description:

The Old World is a vast expanse of mysteries, hidden treasures, and untapped resources. In this Endeavour, characters venture out to explore the local region, seeking knowledge, uncharted locations, or valuable assets.

Mechanics:

1. **Charting the Unknown:**
 - **Skill Test:** Make an Average (+20) Navigation or Outdoor Survival Test to effectively map out and navigate through the unexplored terrains.
 - **Outcome:**
 - **Success:** You successfully chart a portion of the region, uncovering hidden paths, water sources, or potential areas of interest.
 - **Failure:** You become temporarily lost or encounter challenges that hinder your progress. It might take longer to explore, or you could miss out on key findings.
2. **Discovering Points of Interest:**
 - **Skill Test:** Make a Challenging (+0) Perception or Intuition Test to spot and understand unusual or valuable landmarks, flora, fauna, or other anomalies.
 - **Outcome:**
 - **Success:** You identify points of interest that might be of cultural, historical, or economic value. These could be ancient ruins, rare herbs, or natural resources.
 - **Failure:** Overlooking vital details could lead to missing out on valuable discoveries or misinterpreting the significance of what you find.

Benefits:

1. **Knowledge Gained:** Uncovering the secrets of the region can provide valuable knowledge that might be of interest to scholars, merchants, or adventurers.
2. **Economic Opportunities:** Discovering untapped resources like minerals, herbs, or water sources can lead to potential economic ventures.
3. **Strategic Advantage:** Charting unknown terrains can offer strategic advantages in future adventures, providing shortcuts or safe havens.

Risks:

1. **Hidden Dangers:** The unexplored regions might house predators, bandits, or other dangers that could pose threats.

2. **Resource Drain:** Extensive exploration might consume more resources than anticipated, leading to shortages of food, water, or other supplies.
3. **Competing Interests:** Other explorers or local inhabitants might contest the findings or claim them for themselves.

Big Game Hunting

Description:

In the vast wilderness of the Old World, there are creatures of immense size and power, and hunting such beasts is both a test of skill and a rite of passage for some. This Endeavour allows characters to embark on a hunting expedition, seeking to prove their mettle against the mightiest creatures of the land.

Mechanics:

1. Tracking the Beast:

- **Skill Test:** Make a Challenging (+0) Track or Outdoor Survival Test to find and follow the trails of the targeted creature.
- **Outcome:**
 - **Success:** You successfully pick up the trail of the beast, getting closer to your quarry.
 - **Failure:** The tracks elude you, leading you on a wild goose chase or causing you to lose precious time.

2. The Confrontation:

- **Skill Test:** Make a Difficult (-10) Melee or Ranged Test, depending on your method of engagement, to successfully subdue or kill the beast without getting harmed.
- **Outcome:**
 - **Success:** You manage to outmaneuver and overpower the creature, securing your prize.
 - **Failure:** The beast proves to be a formidable opponent, potentially causing injuries or forcing you to retreat.

Benefits:

1. **Trophy Acquired:** Successfully hunting a big game can provide a valuable trophy, be it horns, hide, or other parts of the creature, which can be sold or displayed as a mark of pride.
2. **Reputation Boost:** A successful big game hunt can significantly boost a character's reputation among fellow hunters, locals, or potential patrons.
3. **Resource Gathering:** Apart from trophies, the hunted game can provide resources like meat, bones, and other materials.

Risks:

1. **Injury:** Big game creatures are dangerous adversaries and can cause severe injuries to unprepared or unlucky hunters.
2. **Resource Depletion:** A prolonged hunt can lead to the consumption of significant resources, including ammunition, food, and other supplies.

3. **Disturbing the Ecosystem:** Overhunting or targeting specific species might have unforeseen ecological consequences or draw the ire of local communities or druidic circles.

Repair Armour

Description:

Armour, the primary defence against threats, can degrade over time or after battles. Repairing it is vital, whether done personally with the right skills or by employing an artisan.

Mechanics:

1. **Self-Repair:**
 - **Prerequisites:** Relevant Trade Skill (Smith for metal armours, Tanner for leather, etc.), necessary tools, and for plate armour, a workshop.
 - **Skill Test:** Extended Challenging (+0) Trade (Smith, Tanner, etc.) Test, done hourly.
 - **Outcome:**
 - **Success:** Restore 1 AP. Required SLs vary: Leather (5 SL), Brigandine (7 SL), Chainmail (10 SL), Plate (15 SL).
 - **Failure:** Armour remains damaged; retry.
2. **Endeavour Repair:**
 - **Prerequisites:** Suitable tools, for plate armour, a forge or workshop.
 - **Skill Test:** Average (+20) Trade (Smith) Test.
 - **Outcome:** For each SL, restore 1 AP.
3. **Commissioning an NPC:**
 - **Cost:** 10% of base price per AP lost. If fully broken, 30% of base price.
 - **Outcome:** Armour is professionally restored. Top of Form

Write a Chronicle

Description: In a world teeming with mysteries, adventures, and tales of valor, the endeavor to document these events becomes crucial. "Write a Chronicle" allows characters to pen down their adventures, historical occurrences, or introspective musings. This not only serves as a personal record but, if done skillfully, can turn into a valuable manuscript attracting scholars, bards, and historians.

Mechanics:

Preparation:

1. Select the content focus: Adventures, Histories, Personal Journals, Magical Theories, etc.
2. Acquire necessary materials: Quality ink, parchment or paper, a conducive writing environment.

Writing Process:

1. Dedicate a specific time to write. Depending on the depth and detail, this can span multiple days or even weeks.
2. Attempt an Extended Challenging (+0) Language (Written) Test or an Art (Writing) Test, depending on the character's skills. The GM may modify the test based on the character's experiences, available references, or guidance from knowledgeable individuals.
3. For deeper insights, especially for magical or historical chronicles, a Lore Test relevant to the topic might be necessary.

Outcome:

1. **Success:** The chronicle is well-written and insightful, potentially attracting the attention of scholars, bards, or historians. It might even fetch a good price if sold.
2. **Failure:** The chronicle lacks depth or coherence. It serves as a personal record but might not be of value to others.
3. **Critical Success:** The manuscript is a masterpiece, not only documenting events but providing deep insights, making it a sought-after piece in academic or bardic circles.
4. **Critical Failure:** The chronicle is misleading or riddled with errors, potentially causing confusion or spreading false information if referenced.

Benefits:

1. **Personal Record:** Helps the character recall past events, decisions, or encounters.
2. **Monetary Gain:** A well-written chronicle can be sold to scholars, libraries, or collectors.
3. **Reputation Boost:** Being the author of a renowned manuscript can boost the character's reputation in intellectual or artistic circles.

Risks:

1. **Misinformation:** If not carefully penned, the chronicle might spread false or misleading information.
2. **Target for Thieves:** A valuable manuscript might attract the attention of thieves or rival scholars.
3. **Controversy:** Chronicles, especially those touching on political or controversial topics, might put the author in a contentious position.

Organize a Festival

Description:

The Old World can be a grim and challenging place, but festivals serve as a beacon of hope, joy, and unity. By organizing a festival, a character can uplift the spirits of a community, strengthen communal bonds, and potentially profit from the event. Whether it's

a harvest festival, a religious celebration, or a local tradition, the endeavor demands meticulous planning, resource management, and charisma to ensure its success.

Mechanics:

Choosing the Theme:

Every festival revolves around a theme or purpose. It could be a religious celebration, a local tradition, a harvest festivity, or even a remembrance of a historic event. This sets the tone and determines the activities and attractions.

Resource Gathering:

Skill Test: Engage in a **Haggle (Fel)** test to procure necessary resources like food, drinks, and decorations at reasonable prices. Success ensures quality materials without overspending, while failure might lead to subpar resources or increased costs.

Entertainment & Activities:

A festival is only as good as its attractions.

Skill Tests:

- **Entertain (Fel)** for planning music, dance, and other performances. Success ensures top-notch entertainers are hired.
- **Lore (Local) (Int)** to incorporate local traditions, ensuring the festivity resonates with the community.
- **Trade (Brewer)** if you plan to serve exclusive brews or drinks.

Promotion & Outreach:

Skill Test: **Gossip (Fel)** to spread the word about the festival and ensure a good turnout. A successful test could mean a packed crowd, while failure might lead to a tepid response.

Safety & Logistics:

Skill Test: **Leadership (Fel)** to manage the crowd and ensure safety. This includes hiring guards, setting up first-aid stations, and ensuring a smooth flow of events.

Outcome:

The festival's success hinges on the cumulative results of all tests.

Success: The festival becomes the talk of the town, boosting community morale, forging stronger ties, and potentially yielding a profit from ticket sales, concessions, and donations.

Failure: A poorly organized festival could lead to discontent, financial losses, or even minor chaos if events go awry.

Benefits:

- **Reputation Boost:** Successfully organizing a festival can significantly enhance a character's standing in the community.
- **Profit:** If managed well, the festival can be a source of income through ticket sales, concessions, and other avenues.
- **Networking:** It's an opportunity to forge alliances, gather information, or simply make friends.

Risks:

- **Financial Loss:** Mismanagement or unforeseen expenditures can lead to financial setbacks.
- **Reputation Damage:** A poorly organized festival can harm the character's reputation.
- **Unforeseen Challenges:** From unexpected rains to local disruptions, various challenges could arise, demanding quick thinking and adaptability.

Craft a Masterpiece

Description:

The realm of artistry is a world where passion meets skill, creating pieces that evoke emotions, tell stories, or capture moments in time. By dedicating oneself to the creation of a masterpiece, a character can leave a lasting mark on the art world, possibly garnering fame and significant financial rewards. This endeavor requires talent, dedication, and a vision to create something unparalleled.

Mechanics:

Choosing the Medium:

The first step is determining the form of art. The chosen medium dictates the approach and the required materials.

- Painting (using **Art (Painting) (Dex)**)
- Sculpture (using **Art (Sculpture) (Dex)**)
- Writing (using **Art (Writing) (Dex)**)
- Calligraphy (using **Art (Calligraphy) (Dex)**)
- Mosaics (using **Art (Mosaics) (Dex)**)
- Tattoo (using **Art (Tattoo) (Dex)**)

Gathering Materials:

Skill Test: **Evaluate (Int)** to procure the best quality materials suitable for the chosen medium. A successful test ensures the acquisition of top-tier resources, while a failure might lead to substandard or costly materials.

Creation Process:

This is the heart of the endeavor.

Skill Tests:

- **Art (Chosen Medium) (Dex):** This test determines the quality of the piece. Success can mean creating a work that resonates with viewers, while failure might indicate that the piece lacks the intended impact.
- **Lore (Art) (Int):** To incorporate known techniques, styles, or to ensure historical and cultural accuracy, especially for pieces with a specific theme or message.

Exhibition & Sale:

Once the masterpiece is crafted, showcasing it becomes paramount.

Skill Test: **Charm (Fel)** to promote and exhibit the work, attracting potential buyers or

patrons. A successful test can lead to a profitable sale or increased fame, while failure might mean the piece goes unnoticed.

Outcome:

The culmination of the endeavor is influenced by the combined results of all tests.

Success: The masterpiece is well-received, enhancing the artist's reputation, and possibly fetching a handsome price or commissions for future works.

Failure: The work might not resonate with the audience, leading to missed opportunities or even a dent in the artist's confidence and reputation.

Benefits:

- **Fame & Recognition:** A successful masterpiece can make the artist a household name in art circles.
- **Financial Gains:** Masterpieces, if sold, can fetch significant sums, especially if auctioned.
- **Legacy:** The creation might be remembered for generations, establishing the artist's legacy.

Risks:

- **Monetary Loss:** The investment in materials and promotion might not pay off if the masterpiece isn't well-received.
- **Criticism:** The art world can be brutally honest, and negative feedback can affect the artist's future endeavors and mental well-being.
- **Imitation:** Success might lead to imitators or forgeries, potentially diluting the original's value.

Befriend Local Wildlife

Description:

The vast wilderness of the Old World teems with creatures, each with unique behaviors and habitats. By venturing into their territories and spending time understanding them, adventurers can form bonds with these animals. Whether it's gaining the trust of a wild stallion, understanding the migratory patterns of birds, or decoding the signals of forest creatures, this endeavour offers a chance to connect deeply with nature.

Mechanics:

Preparation:

1. **Research:** Before venturing out, spend a day or two gathering information about the desired wildlife in the region. This could involve speaking to locals, studying old texts, or observing from a distance.
 - Skill Test: Lore (Beasts) (Int)
 - Outcome: Success provides a +10 bonus to subsequent tests in this endeavour.

2. **Locate the Animal's Habitat:** Navigate through the wilderness to locate the habitat of the desired animal.
 - Skill Test: Outdoor Survival (Int) or Track (I)
 - Outcome: Success ensures you find the right environment. Failure might lead to delays or potential hazards.

Interaction: 3. Observation: Spend time silently observing the animals, understanding their routines, behaviors, and patterns.

- Skill Test: Animal Care (Int)
 - Outcome: Success provides a deeper insight into the animal's behavior, granting a +10 bonus to the next step. Failure may lead to missing crucial cues.
4. **Approach and Bond:** Slowly approach the animal, using non-threatening gestures and actions to gain its trust.
 - Skill Test: Animal Training (Int)
 - Outcome:
 - **Success:** The animal becomes friendly, allowing for closer interaction. It might follow you, provide valuable guidance in the wilderness, or even become a temporary companion for an adventure.
 - **Failure:** The animal remains wary or even hostile. It might flee or, if threatened, become aggressive.

Benefits:

- **Unique Companion:** If the bond is strong, the animal might accompany the adventurer for a duration, offering assistance in various tasks or even protection against threats.
- **Insights about the Region:** Understanding animal behaviors can offer clues about the environment, potential dangers, hidden paths, or nearby resources.
- **Boosted Reputation:** Successfully befriending a wild creature can enhance one's reputation among local communities, showcasing skills of patience, understanding, and harmony with nature.

Risks:

- **Potential Threat:** Wild animals can be unpredictable. A wrong move or misunderstanding can lead to aggressive behaviors, putting the adventurer at risk.
- **Lost Time:** The process of understanding and befriending an animal can be time-consuming, potentially delaying other tasks or adventures.
- **Environmental Hazards:** The wilderness poses its own set of challenges, from harsh weather conditions to other wild creatures or even bandits.

Lead a Pilgrimage

Description:

The Old World is dotted with sacred sites and places of worship, drawing believers from all corners to seek blessings, atone for sins, or deepen their faith. As a leader of such a pilgrimage, you are tasked with not only guiding the pilgrims through the physical

challenges of the journey but also providing spiritual guidance. This endeavor tests your leadership, faith, and ability to foster a sense of unity among diverse believers.

Mechanics:

Preparation:

1. **Planning the Route:** Determine the safest and most spiritually significant route to the sacred site.
 - Skill Test: Lore (Local) (Int) or Navigation (I)
 - Outcome: Success ensures a smooth journey with fewer obstacles. Failure might lead to longer travel times or unforeseen challenges.
2. **Gathering Pilgrims:** Rally believers who wish to partake in the pilgrimage, ensuring a diverse and devoted group.
 - Skill Test: Charm (Fel)
 - Outcome: Success results in a larger group of motivated pilgrims, potentially bringing more resources for the journey.

Journey: 3. Daily Prayers and Rituals: Conduct daily prayers and rituals to boost the morale and faith of the pilgrims.

- Skill Test: Pray (Fel)
 - Outcome: Success strengthens the group's faith and unity. Failure may lead to doubts or disagreements among the pilgrims.
4. **Leadership Challenges:** Handle disputes, make decisions about the route, and manage resources.
 - Skill Test: Leadership (Fel)
 - Outcome:
 - **Success:** The group remains united, motivated, and on track.
 - **Failure:** Disputes might escalate, leading to potential splits in the group or depletion of resources.
 5. **Ensuring Safety:** Protect the pilgrims from external threats like bandits, wild animals, or natural hazards.
 - Skill Test: Outdoor Survival (Int) or Melee (Basic) (WS) for confrontations.
 - Outcome: Success ensures the group's safety. Failure might lead to injuries, losses, or delays.

Arrival and Rituals: 6. Conducting Sacred Rituals: Once at the sacred site, lead the group in special rituals, prayers, or ceremonies.

- Skill Test: Pray (Fel)
- Outcome:
 - **Success:** The rituals are conducted seamlessly, providing spiritual fulfillment to the pilgrims.
 - **Failure:** The ceremonies might not have the desired effect, leading to disappointment among the believers.

Benefits:

- **Spiritual Elevation:** Successfully leading a pilgrimage can deepen your own faith and connection to the divine.
- **Reputation Boost:** Being a successful pilgrimage leader can elevate your status among believers and religious institutions.
- **Gifts and Offerings:** Grateful pilgrims might offer gifts or donations as a token of their appreciation.

Risks:

- **Dissension:** Conflicts or disagreements among the pilgrims can threaten the success of the pilgrimage.
- **External Threats:** The journey can be fraught with dangers, from bandits to treacherous terrains.
- **Spiritual Crisis:** Failures in spiritual guidance can lead to crises of faith, both for the leader and the pilgrims.

Wild Tavern Bash

Description:

The local taverns have always been hubs of social interaction, tales, and, of course, a good old drink. Why not turn an ordinary evening into a legendary night? Organize a wild bash that will be remembered for ages! From hiring bards for live music to ensuring there's enough ale to drown the town, this endeavor will test your planning skills, charm, and even your tolerance for alcohol.

Mechanics:

Preparation:

1. **Secure the Venue:** Convince a local tavern owner to let you host the bash.
 - Skill Test: Haggle (Fel) or Bribery (Fel)
 - Outcome: Success gets you a prime spot in a popular tavern. Failure might mean settling for a less reputable place or paying a hefty price.
2. **Spread the Word:** Use various methods to inform locals about the upcoming bash.
 - Skill Test: Gossip (Fel)
 - Outcome: Success ensures a packed tavern. Failure might lead to a smaller turnout.
3. **Arrange Entertainment:** Hire bards, dancers, or other performers to entertain the crowd.
 - Skill Test: Entertain (Acting, Singing, etc.) (Fel) if you perform yourself, or Haggle (Fel) to hire someone.
 - Outcome: Success guarantees lively entertainment. Failure might leave the attendees creating their own, possibly chaotic, fun.

During the Bash: 4. **Keep Spirits High:** Engage with the attendees, start drinking games, or tell tales to keep the mood lively.

- Skill Test: Charm (Fel) or Perform (Storytelling) (Ag)
- Outcome:
 - **Success:** The party is a hit, and everyone's spirits are high.
 - **Failure:** The mood might dip, leading to boredom or disputes among attendees.
- 5. **Consume Alcohol Responsibly:** It's a wild bash, and you're expected to drink with your guests. But drink too much, and you might not remember your own party.
 - Skill Test: Consume Alcohol (T)
 - Outcome:
 - **Success:** You maintain a balance, enjoying the night without overindulging.
 - **Failure:** You might end up passing out, getting involved in drunken brawls, or worse, becoming the talk of the town for all the wrong reasons.

Aftermath: 6. **Settle the Dues:** Ensure you've covered all expenses and haven't left the tavern in ruins.

- Skill Test: Evaluate (Int) to assess any damages or Haggle (Fel) to settle any debts.
- Outcome:
 - **Success:** You settle all dues amicably.
 - **Failure:** You might end up owing money or, if damages are extensive, facing the ire of the tavern owner.

Benefits:

- **Local Fame:** A successful bash can make you the talk of the town, increasing your reputation.
- **New Connections:** Interacting with various attendees can lead to forging new alliances or friendships.
- **Morale Boost:** A wild party can significantly uplift the spirits of the attendees, leading to a happier community.

Risks:

- **Debts:** If not managed well, the party can lead to significant expenses or debts.
- **Disrepute:** A poorly managed bash or drunken misadventures can harm your reputation.
- **Hangover:** The morning after might not be pleasant, with potential hangovers or the need to apologize for any unintended antics.

Tavern Hopping Adventure

Description:

Feeling adventurous and looking to let off some steam? Embark on a wild night, hopping from one tavern to another, indulging in the local brews, and maybe causing a little mischief

along the way. While the intention is to have fun and maybe get a little rowdy, be prepared to face the consequences of your actions the morning after.

Mechanics:

Tavern Selection:

Pick Your Poison: Choose which taverns to visit based on their reputation, clientele, and the quality of their brews.

- Skill Test: Gossip (Fel) or Intuition (I) to determine the best spots.
- Outcome:
 - **Success:** You find the liveliest places with the best drinks.
 - **Failure:** You might end up in a dull or dangerous tavern.

During the Adventure:

Engage in Drinking Games: Challenge locals or your comrades to drinking games to enhance the merriment.

- Skill Test: Gamble (Int) for games of chance or Consume Alcohol (T) to see who can drink the most without falling over.
- Outcome:
 - **Success:** You impress the locals, win some coin, or simply enjoy the camaraderie.
 - **Failure:** You might lose money or end up embarrassingly drunk too early in the night.

Socialize and Charm: Engage with the tavern-goers, share tales, and maybe even woo someone's heart or make new friends.

- Skill Test: Charm (Fel) or Perform (Storytelling, Singing) (Ag/Fel)
- Outcome:
 - **Success:** You become the life of the party.
 - **Failure:** You might end up in awkward conversations or even make some enemies.

Consume Alcohol... A Lot: It's a wild night, and the intention is to drink... a lot!

- Skill Test: Consume Alcohol (T)
- Outcome:
 - **Success:** You enjoy the night and maintain your composure.
 - **Failure:** You overindulge, leading to drunken antics, passing out, or getting involved in brawls.

Aftermath:

Handle the Consequences: Whether it's a hangover, apologizing for drunken mischief, or escaping a tricky situation, the morning after is where the real challenge lies.

- Skill Test: Cool (WP) to handle the hangover or Intimidate (S) to deal with any angry tavern-goers from the previous night.
- Outcome:

- **Success:** You manage to save face or get out of sticky situations.
- **Failure:** You might face backlash for your actions, pay fines, or have to lay low for a while.

Benefits:

- **Memorable Night:** An unforgettable night that might become a legendary tale among your peers.
- **New Connections:** Meeting various people during the night can lead to new friendships or useful contacts.
- **Potential Loot:** Winning drinking games or bets can lead to some extra coin in your pocket.
- **Discover Hidden Spots:** In your adventurous state, you might stumble upon hidden taverns or secret spots in the town that few know about.
- **Unique Opportunities:** The people you meet might offer unexpected jobs, adventures, or trade opportunities.
- **Learn Local Secrets:** Over drinks, locals might share rumors, tales, or secrets of the town that you wouldn't have learned otherwise.
- **Skill Enhancement:** Successfully pulling off a dare or challenge might boost your confidence and improve a relevant skill.
- **Gifts and Tokens:** Grateful or impressed locals might gift you with unique items or tokens of appreciation.

Risks:

- **Lost Items:** In your drunken state, you might misplace or lose valuable items.
- **Tarnished Reputation:** Your antics from the night before might not sit well with everyone, leading to a damaged reputation in the town.
- **Physical Harm:** Overindulgence, brawls, or other misadventures might lead to injuries or a really bad hangover.
- **Debts Incurred:** You might rack up a significant tab or owe someone a favor by the end of the night.
- **Unwanted Attention:** Your actions could attract the attention of local law enforcement or unsavory characters.
- **Forgotten Promises:** In the heat of the moment, you might make promises or agreements that you'll be expected to honor once sober.
- **Personal Challenges:** The next day, you might find yourself in situations or commitments you don't recall agreeing to.
- **Strained Relationships:** You might offend or alienate friends or allies during your wild escapades.

Plan and Execute a Heist

Synopsis: The allure of untold treasures, guarded secrets, or potent artifacts beckons. Whether driven by desperation, greed, or a noble cause, the adventurers decide to plan and execute a daring heist. They must scout the location, gather intelligence, assemble the right tools and resources, and coordinate their efforts to pull off the job seamlessly. Success could mean immense wealth or power, but failure could lead to dire consequences.

Mechanics:

1. Scouting the Target:

- Venture to the location discreetly to gather preliminary information.
- **Primary Skills:** Stealth (Ag), Perception (I)
- **Outcome:** Knowledge about guards, potential entry points, traps, and the exact location of the target item.

2. Gathering Intel:

- Collect information about the target, its defenses, its daily routines, and any other crucial details that might aid in the heist.
- **Primary Skills:** Gossip (Fel), Bribery (Fel), Intuition (I)
- **Outcome:** Detailed insights about the best time to strike, potential inside allies, and vulnerabilities of the target location.

3. Assembling Resources:

- Acquire necessary tools, disguises, or magical items that will aid in bypassing defenses or facilitating the heist.
- **Primary Skills:** Haggle (Fel), Trade (Grp.) (Dex)
- **Outcome:** Essential tools and items to help during the heist, such as lockpicks, disguise kits, or potions of invisibility.

4. The Heist:

- Execute the plan, navigate obstacles, confront unexpected challenges, and secure the target.
- **Primary Skills:** Stealth (Ag), Sleight of Hand (Dex), Melee (Grp.) (WS) or Ranged (Grp.) (BS) for confrontations, Pick Lock (Dex) for locked areas.
- **Outcome:** Successful acquisition of the target item, or potential complications if detected.

Additional Benefits:

- **Hidden Knowledge:** Discovering secret information or locations while infiltrating the target site.
- **Leverage:** Obtaining incriminating evidence or items that can be used for blackmail or bargaining in the future.
- **Skill Enhancement:** Successfully navigating challenges can lead to honing particular skills, such as Stealth or Sleight of Hand.
- **Unique Equipment:** Stumbling upon rare or one-of-a-kind tools, weapons, or artifacts during the heist.

- **Network Expansion:** The heist might inadvertently introduce the party to a broader underground network or secret society.

Additional Risks:

- **Ties Severed:** Trusted contacts or allies may distance themselves from the adventurers, fearing association with known criminals.
- **Resource Depletion:** The heist could consume more resources than anticipated, especially if complications arise. This includes both material resources and potential favors or alliances used up in the process.
- **Mystical Consequences:** The stolen item could have spiritual or magical protectors, leading to supernatural repercussions.
- **Political Intrigue:** The item may have political significance, drawing the adventurers into a web of political maneuverings and power plays.
- **Personal Dilemmas:** The nature of the stolen item or the aftermath of the heist might present moral or ethical challenges for the party members, potentially leading to internal conflicts.
- **Echoes from the Past:** The location or item might have historical significance, awakening ancient entities or curses once disturbed.

Duties & Responsibilities

Maintain your station endeavor

As individuals advance in their careers, they gain more responsibilities. Ignoring these duties can lead to a drop in career level and status, resulting in reduced earnings. While skills from previous levels are retained, reclaiming a lost career level requires paying experience points.

Elven connections endeavor

Elves, whether High Elves in diplomatic roles or reclusive Wood Elves, maintain a distance from other races in the Empire. Between adventures, all Elves must spend an Endeavour to maintain contact with their kind, fulfilling responsibilities towards their people. High-ranking Elven characters can only undertake one 'free' Endeavour to balance their innate advantages and the time it takes for long-lived Elves to adapt. However, this restriction can

be ignored for gameplay reasons. Elves only lose an Endeavour if the time between adventures exceeds three weeks.

Magic and alchemy

Brew Potion

Description:

Allows a Character to brew potions, given the right ingredients and equipment.

Mechanics:

1. Requirements:

- **Magic:** Laboratory, Ingredients, Channeling Skill.
- **Alchemy:** Laboratory, Ingredients, Trade (Alchemy) Skill.
- **Herbalism:** Mortar and Pestle, Cauldron, Ingredients, Trade (Herbalist) Skill.
- **Apothecary:** Laboratory, Ingredients, Trade (Apothecary) Skill.

A standard Alchemical Laboratory costs 100 GC. Poor Quality Labs cost 50 GC but give a -1 SL to Brewing Tests. Fine Quality Labs cost 200 GC and provide +1 SL to Brewing Tests.

Potions require specific recipes, which can be challenging to obtain and often need to be negotiated with the recipe's owner.

2. Ingredients:

- Can be purchased for the listed price (magical approach) or double the listed price (Trade approaches).
- Ingredients are typically available in larger settlements.
- Alternatively, spend a week searching and harvesting ingredients in natural locales with a Lore (Herbs) Test modified by the Ingredient Difficulty.

3. Brewing Process:

- Alchemists using minerals have a year before ingredients expire, while other brewers have a month.
- Brewing takes the time specified in the potion's Creation Time characteristic, requiring at least three hours daily attention.
- At the end of Creation Time, attempt a Brewing Skill Test influenced by the brewing approach, potion volatility, and creation difficulty.
- A successful test yields 1d10 doses. A critical success doubles the doses. A failure results in no potion. A fumble leads to a brewing disaster, with potential effects ranging from equipment damage to personal injury.

4. Sample Potion - Boar's Musk:

- Onset Time: 2 hours
- Volatility: Minor
- Ingredient Cost: 10 GC
- Ingredient Locale: Temperate Swamp
- Ingredient Difficulty: +10
- Creation Difficulty: +0 SL

- Creation Time: 2 days
- Effects: Penalty of –2 SL on Fellowship and Dexterity Tests and the Distracting Creature Trait for 1d10 hours.

5. **Brewing Disasters:**

- Effects range from merely spoiling the potion to laboratory explosions or fires. Specific outcomes depend on the severity of the brewing mishap.

Gather Ingredients

Description:

This Endeavour enables a Character to collect necessary ingredients for brewing potions from a suitable environment.

Mechanics:

1. **Process:**

- Characters typically need to spend a week in a relevant locale to gather ingredients.
- If a suitable location is nearby, as determined by the GM, a Character can use an Endeavour to collect ingredients.
- If the initial attempt is unsuccessful, a second Endeavour can be utilized for another try.

2. **Ingredient Details:**

- **Ingredient Cost:** The cost of ingredients if purchased in a large city. For those employing Trade (Alchemist), Trade (Apothecary), or Trade (Herbalist) skills, the cost of ingredients doubles.
- **Ingredient Locale:** Specifies the environments and climates where ingredients can be naturally sourced. This helps Characters identify the right locations for gathering.
- **Ingredient Difficulty:** Represents the test difficulty to find enough ingredients for a potion batch in the designated locale.

Note: It's crucial to have access to the right environment to ensure the success of this Endeavour. Additionally, the GM has the discretion to modify the difficulty based on the rarity or availability of the ingredients.

Improve Familiar

Improve Familiar Endeavour

Description:

Familiars, bound by the will of their creator wizard, have limited self-improvement capabilities. To enhance a familiar's abilities, the wizard who created the familiar must invest time and effort.

Mechanics:

1. **Initiation:**

- The wizard must choose the Improve Familiar endeavour.
- A Hard (–20) Research Test is required, which the familiar can assist in.

2. **Success:**

- If the Research Test is successful, the wizard successfully imbues the familiar with the motivation to undertake an Endeavour.
- The familiar still needs to carry out this Endeavour to reap the benefits.

3. **Available Endeavours for Familiar:**

- **Training (WFRP, page 199):** The familiar undergoes training to enhance specific skills.
- **Unusual Learning (WFRP, page 199):** The familiar gains knowledge or abilities outside its usual spectrum. However, it cannot learn the Bless, Invoke, or Pure Soul Talents.
- **Train with Unusual Weapon (Altdorf, page 219):** Only available for Combat Familiars, allowing them to become proficient with unconventional weapons.
- **Test Magic Item (Altdorf, page 219):** Exclusively for Spell Familiars, this Endeavour lets them evaluate and understand magical items.

Note: It's important to remember that while the wizard provides the opportunity for improvement, it's up to the familiar to execute and make the most out of the Endeavour.

Perform Ritual

Description:

Spellcasters may choose to conduct rituals between adventures as a dedicated Endeavour. While performing rituals as endeavors offers some benefits due to the methodical and unhurried approach, there are potential drawbacks, such as the ritual's effects wearing off before the next adventure or the possibility of adversaries becoming aware of the spellcaster's actions.

Mechanics:

1. **Optimal Environment:**

- Conducting a ritual as an Endeavour allows it to be performed in an environment ideal for magical activities.
- Magical sites abound in the known world. With mutual agreement between the GM and the Player, the spellcaster can easily locate a site with Heavy or Extreme magical Saturation.

2. **Benefits:**

- **Methodical Approach:** Given the opportunity to approach the ritual deliberately, the chances of success are enhanced.
- **Reduced Complexity:** The ritual's Complexity Number (CN) is halved (rounded up). This doesn't indicate a reduction in the required magical energy but signifies the advantages of thorough preparation and slow, meticulous execution.

3. **Drawbacks:**

- **Temporal Limitations:** The ritual's effects might dissipate before the onset of the next adventure.
- **Security Risks:** Enemies or adversaries may learn about the spellcaster's ritual and prepare countermeasures against it.

Note: Opting for a ritual as an Endeavour underlines the importance of preparation and the value of taking one's time, but spellcasters should also be wary of potential pitfalls associated with this choice.

More endeavors in other source books

Finding A Gifted Animal

Archives vol 3 pages 79-80:

- ❖ Bonding with Animal Familiars

Altdorf - Crown of the Empire

Pages 219-220:

- ❖ Penance
- ❖ Train with Unusual Weapon
- ❖ Test Magic Item
- ❖ Patronage
- ❖ College Research

Enterprises and Creditors

Archives of Empire Vol 3, starting at page 6.

- ❖ Courier Service
- ❖ Crafting Workshop
- ❖ Criminal Gang
- ❖ Holy Temple
- ❖ Knightly Order
- ❖ Tavern
- ❖ Market Parlour
- ❖ Noble Estate
- ❖ Performance Troupe
- ❖ Publishing House

Endeavors:

- ❖ Repaying Debt
- ❖ Interest Payments

- ❖ Missing Interest Payments
- ❖ Expansion

Battle Endeavors

Archives Vol 2 Pages 84

- ❖ Scout
- ❖ Muster Forces
- ❖ Infiltrate
- ❖ Sabotage
- ❖ Inspiring speech
- ❖ Plan

Jungle / Colony Endeavours

Lustria pages 189+