



TORCHLIT ADVENTURES



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Thanks to Jaym Gates for suggesting the title.

Dedication:

To Greg Stafford. You are missed, and your legacy shines brightly,
lighting my way in no small part. We are all knights together.



Ogden UT, 84404

CONTENTS

FORWARD

Foreword	4
Introduction	5

CHAPTER 01

The Primary Rule	6
Dice	7
Skill Tests	7
Saving Throws	8
Attribute Scores	8
Experience Bonus	11
Lifeblood	12
Profession	12
Starting Currency	12
Character Retirement	12

CHAPTER 02

The Fighter	15
Fighter Class Abilities	15
The Thief	18
Thief Class Abilities	18
The Sage	21
Sage Class Abilities	21

CHAPTER 03

Equipment	24
Equipment Weight	24
Adventuring Gear	25
Equipment Packages	27
Mounts	27
Armor	31
Degrading Armor	31
Degrading Weapons	32
Hiring Assistants	32

Magic Items	33
Magic Weapons	33

CHAPTER 04

Core Rules	36
Skill Tests	36
Time	37
Movement	38
How Initiative Works	38
The Attack Roll	39
Critical Fumbles	39
Special Attacks	39
Feints & Disarms	40
Healing	40
Invisible Opponents	41
Melee Attack	41
Ranged Attack	41
Morale	41
Loyalty	42
Environment	42
Saving Throws	43

CHAPTER 05

Spells & Magic	44
Spell List	45
Spell Descriptions	45

CHAPTER 06

Camping	50
Camp Defenses	50
Camp Task	51

CHAPTER 07

Journeys	54
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The Narrator	54
Provisions	55
Terrain	55
The Hex Crawl	56
Guide	56
Lookout	57
Quartermaster	57
Guard	57

CHAPTER 08

Light	58
Tossing a Torch	59
Bright Light	59
Dim Light	59
Flickering Light	59
Darkness	59

CHAPTER 09

Legacy	60
Experience	60

CHAPTER 10

Mass	62
Battles	62
Starting a Mass Battle	62
Player Actions	63
Command Checks	63
Retreat	63

CHAPTER 11

Enemies & Threats	64
Qualities	65
Hirelings	68

FORWARD



FOREWORD

I like tinkering. I like fantasy roleplaying games. I like adventure gaming. I like long travelling journeys. And I like taking risks.

This game is all of that.

I took the rules chassis of the most famous roleplaying game in the world and dashed it against the ground. I broke a piece of art, destroyed a legacy, and then attempted to recreate it by forging it back together with seams of gold.

Those familiar with the Japanese art form of kintsugi will understand why I find this game beautiful.

As I said in a previous game I wrote: "The world probably doesn't need another fantasy roleplaying game. But I do."

I hope you like my work of art. I stood on the shoulders of giants while I built it, and without them, I wouldn't have been able to find the seams of gold.

Alan Bahr, 2019



INTRODUCTION

The **Torchlit Adventures** ruleset is a tabletop adventure game. It's written and designed to emulate the feel and tone of old roleplaying games from the early days of the hobby and industry, while still acknowledging modern design and movement forward.

There are a few core concepts around Adventure Games, and we'll talk about them more later, but here's a brief overview:

- ▶ The Narrator modifies the rules as she sees fit.
- ▶ Surmountable, but risky, perilous challenges are fun.
- ▶ Actions have consequences, up to and including death.
- ▶ The rules won't and shouldn't cover everything, so trust the Narrator's rulings.
- ▶ Settings are weird, strange, and require travel and unexpected events
- ▶ It's short, to the point, and easy to teach and understand

It was written for a few reasons. The first was to provide a unified framework for Gallant Knight Game's line of classically inspired tabletop gaming products. After several releases, it was clear that we were going to keep releasing product, and ensuring this product was all compatible became a priority.

Secondly, to evoke a particular type of adventure gaming that we wanted to play (the primary reason), and we felt was lacking in scope when we selected books from our libraries.

Third, and the final major reasons, was to provide a launching point where Gallant Knight Games could add a new, but familiar ruleset to the gaming world, compatibility license and all. We wanted to give something back to the community for them to use.



CHAPTER 01 BASICS



When you play TORCHLIT ADVENTURES, each player creates a character and determine attributes, class, and other details. Attributes serve as guidelines for roleplaying and understanding your character, allowing you to interpret their actions through the lens of game mechanics and statistics.

Our base method uses dice to generate your attributes and provide the mechanical foundation that you'll require to understand how the rules and characters work and interact.



THE PRIMARY RULE

The most important concept in TORCHLIT ADVENTURES is that the Narrator is the final arbiter of all rules and has the right to modify everything. It's a core element of this game, and heavily encouraged. There are gaps in these rules (holes left intentionally), because much of the adventuring gaming fun is being able to make up or create new rules as needed.

There are a lot of suggested ways Narrators can resolve holes in these rules, such as even/odd on dice, to massive charts and complex homebrewed solutions. Throughout this book, we'll call out sidebars where we used some of our house (variant) rules while we created this game.

This is your game now. Play it your way.

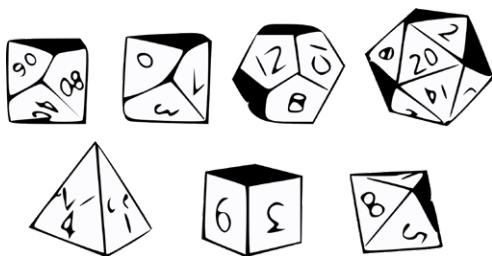
DICE

TORCHLIT ADVENTURES uses several different types of dice, and uses abbreviations based on their number of sides. For example, a four-sided die is noted as 'd4.' If this text requires a player to roll a d4 that means to roll three (3) four-sided dice and add the results together.

Other die types (six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner. Occasionally players and Narrators may need to roll a d100 (sometimes called a d%). In these instances, select two d10s and designate one die as the 'ten' place and another as the 'singles' place. Then, roll both dice to represent a single number between 1 and 100. Some sets of dice come with a d10 that showcases the 10s faces (10, 20, 30, etc.); this makes it easier to distinguish between the 'tens' and 'singles' when rolling.

So, if a player rolled a 4 on their 'tens' die and a 2 on their 'singles' die, their d100 roll was 42. If a 0 comes up on both the 'tens' and 'singles' dice, read that as 100.

When playing this game, each player should have access to a full set of dice, which includes all the die types mentioned above, though you can share sets. Random tables, weapons, health, charts, and rolls at times require you to roll dice.



ADVANTAGE AND DISADVANTAGE

Some abilities or rules in the game will refer to rolling with *Advantage* or rolling with *Disadvantage*.

Simply put, it's this:

- To roll with Advantage, roll two d20s and keep the highest.
- To roll with Disadvantage, roll two d20s and keep the lowest.

You should not (and in case it comes up, cannot) have Advantage or Disadvantage on rolls that are not d20 rolls.

Advantage and Disadvantage always cancel, and never stack. Even if you get Advantage from multiple sources, it still only counts as one instance of Advantage. As an example, if you had Advantage from two sources, and Disadvantage from one, you'd simply cancel both out and roll a single d20 and keep it.

SKILL TESTS

A standard skill test is performed by rolling a d6. If the d6 comes up equal to or higher than the number assigned to that skill test, then it was successful. To keep things concise, most skill tests are written as "make a Difficulty X skill test," where X is the number the roll needs to meet or exceed.

Narrators often associate a skill test with one of that character's Attribute Scores. If a skill test is associated with an Attribute Score (as specified by

either the Narrator or noted in the rules), the die roll for that skill test gets a numerical bonus (see the modifier rules below). Always add the bonus to the result of the die and compare that total to the skill test's Difficulty.

Instead of exhaustive lists of skills, the Narrator calls upon the players to make skill tests. All skill tests have a Difficulty associated with them, which represents exactly that: how difficult an action is to perform.

Some skill tests use a die type other than a d6. This is dependent on class abilities (which *upgrade* skill tests) and are in the rules detailed below.

When you upgrade skill tests, you increase the die size, and when you *downgrade* skill tests, you decrease the die size. The graphic below illustrates this:

D4 > D6 > D8 > D10 > D12

More information on skill tests are on page 36. Note, that you may never upgrade past a d12.



SAVING THROWS

From time to time, an ability, trap, or some other kind of hazard requires you to make a Saving Throw. A successful saving throw means that the Character avoids a threat or lessens its effect.

Each character class has a saving throw target number which gets lower and lower as the Character gains levels. To make a Saving Throw, roll a d20. If the result is equal to or greater than the Character's saving throw target number, the Saving Throw is successful.

Monsters can also make Saving Throws (as indicated by their write-ups.) More details about Saving Throws are on page 43.

CHARACTER SHEETS

A character sheet is a piece of paper designed to organize and contain any and all necessary player character information, for the benefit of both the Narrator and Player. In TORCHLIT ADVENTURES, the character sheet could be something as simple as a 3x5" index card—with equipment and spells written on the back. We've also included a larger and more detailed sheet in the back of the book (and free on our website).

Feel free to create and share your own designs!

ATTRIBUTE SCORES

The basic attributes are numbers which represent the Might, Learning, Insight, Fortitude, Agility, and Charisma of a character. These are innate

**You'll notice that it behooves you
to keep your lowest dice for Dice #5.
That's intentional. Do that.**

abilities that your character has at their very core, elements that are results of intensive training, innate abilities, and more.

First, think of what sort of character you want to play. Identify which skills are important to your concept and note those attributes.

Pick your most important attribute and put a 12 in it. Then, pick your next two most important attributes and put a 11 in them. Put a 10 in the remaining three. Then, roll five six-sided dice, and lay them out from left to right in any order you want. These dice are numbered 1 through 5 from left to right.

Then, pick your most important attribute. Add the number on Dice #1 to it (generating a number between 12 and 17).

Now, pick another attribute. Subtract Dice #1 from it. Then add Dice #2 to that same attribute. Pick a third attribute. Subtract Dice #2 from it. Then add Dice #3 to it. Pick a fourth attribute. Subtract Dice #3 from it, and then add Dice #4 to it. Pick a fifth attribute, then subtract Dice #4 from it and add Dice #5. With your last remaining attribute, subtract Dice #6.

**We use this form of character creation
to generate stable, interesting, but varied
characters. It keeps everyone on the same page
and power level, while allowing everyone to
feel different and unique.**

Functionally, you'll do this:

Attribute 1 (12) + D#1

Attribute 2 (11) – D#1 + D#2

Attribute 3 (11) – D#2 + D#3

Attribute 4 (10) – D#3 + D#4

Attribute 5 (10) – D#4 + D#5

Attribute 6 (10) – D#5

This will give you one particularly good statistic, one weak statistic and four that range between average and good.

However, some Narrators allow more flexibility or dislike the time the above method takes. There are other ways to generate attributes. One example is to let the players roll 3d6 a total of six times and arrange the rolls however they want.

If you wanted to be grittier, you might roll 3d6, in order, forcing players to accept some terrible results.

There are all sorts of variations, such as a pool of rolled attributes for the players to share, having them bid on which one they'd like.

The classic way to create attribute scores is to roll 4d6 for each attribute in the previously mentioned order, removing the lowest numbered dice in each roll (leaving you with the 3 best of the 4d6).

After making those rolls, it is often obvious which type of character best fits the abilities; though, the player always has the option to play any class desired. Once the player decides on a class, they may shift points from other attributes,

but only into the Prime Attribute of that character class (Prime Attributes are on page 36.)

However, shifting points around may not lower ability scores below 9.

UNIVERSAL ATTRIBUTE MODIFIER

Each notably high or low attribute generates a modifier, represented as either a bonus or penalty, allowing characters to gain benefits for their exceptional or dismal attributes. We call these bonuses or penalties *modifiers*. Characters can never have attributes higher than 20.

UNIVERSAL ATTRIBUTE MODIFIER TABLE

Attribute Roll	Description	Bonus
3-6	Below Average	-1
7-14	Average	None
15-17	Above Average	+1
18-19	Exceptional	+2
20	Astounding	+3

MIGHT

Might represents the Character's physical power, ferocity, and momentum. It is the Prime Attribute for Fighters, so when a Fighter character has Might of 15+, the Character gets a 5% bonus to XP. A high score in Might gives you the modifier to Melee Attack rolls and Melee Damage rolls, as well as skill tests related to raw Might (lifting, climbing, jumping, and more.)

LEARNING

Learning represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Learning score gives a character an additional language for every two points above 10. Learning is the Prime Attribute for Sages, who will get a 5% bonus to XP if the character's Learning is 15+. A high Learning gives you the modifier to skill tests related to knowledge, such as recalling academic information, repairing broken equipment, and similar tasks.

INSIGHT

Insight determines a character's wisdom, cunning, perception, and good judgment. Any character with an Insight score of 15+ gets a 5% bonus to XP. A high Insight gives you modifiers to skill tests related to perception, understanding and connecting information to form patterns and processes.

FORTITUDE

Fortitude refers to the health, stamina, physique, and endurance of a character. The higher a character's Fortitude, the more Lifeblood they'll start with. A high score in Fortitude gives you the modifier to skill tests related to stamina, resilience and more (such as holding your breath, running long distances, and similar.)

AGILITY

Agility is a combination of coordination, finesse, dexterity, and quickness. A high Agility score gives a character the modifier on attack rolls when attacking with a bow or other ranged



weapon, as well as damage from ranged weapon attacks, and a low score (8 or less) gives a penalty of -1 to such rolls. It is the prime attribute of Thieves, granting them a 5% increase to XP if their Agility is 15+. A high score Agility gives you modifier to skill tests related to nimbleness, agility, and finesse tasks, such as stealth, acrobatics, and graceful movement.

CHARISMA

Charisma refers to a Character's leadership ability. Any Character with a Charisma of 15+ receives a 5% bonus to XP. A high score in Charisma gives you the modifier to skill tests related to personality, leadership, persuasion, deception, and empathy. It also impacts how many hirelings you can take with you, and their loyalty.

CHARISMA BONUS TABLE

Charisma	Hirelings (Max Number)	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18+	7	+2

EXPERIENCE BONUS

Each character gets a bonus percentage to their experience points (XP) that will increase the amount of experience points gained during an adventure.

All characters add together the following:

- ▶ 5% if the Character's Prime Attribute is 15+.
- ▶ 5% if Insight is 15+.
- ▶ 5% if Charisma is 15+.

The maximum attainable bonus is 15%. All awards of XP to the Character during play increase by the amount of the bonus (by 0%, 5%, 10%, or 15%).

LIFEBLOOD

Lifeblood (LB) represents the amount of damage a Character can sustain before dying. Lifeblood is determined by taking the Character's Fortitude score and adding their level to that score. For example, a first level character with 13 Fortitude would have 14 LB. The same character at second level would have a 15.

PROFESSION

A class determines the general idea of a character, but a Profession gives much more information and color to it. A Fighter can be a Bodyguard, part of the City Watch, a Mercenary, or any other thing the player can imagine. In the same manner, a Thief can be an Assassin, a Pirate, or a Spy. A Sage could be an Astronomer, an Apothecary, or a Shaman. There isn't really a complete defined list of Professions and the players should be creative when selecting one. In game terms, a character benefits from an upgrade to all skill tests related to their Profession. (See page 37 for details on upgrades to skill tests.)

STARTING CURRENCY

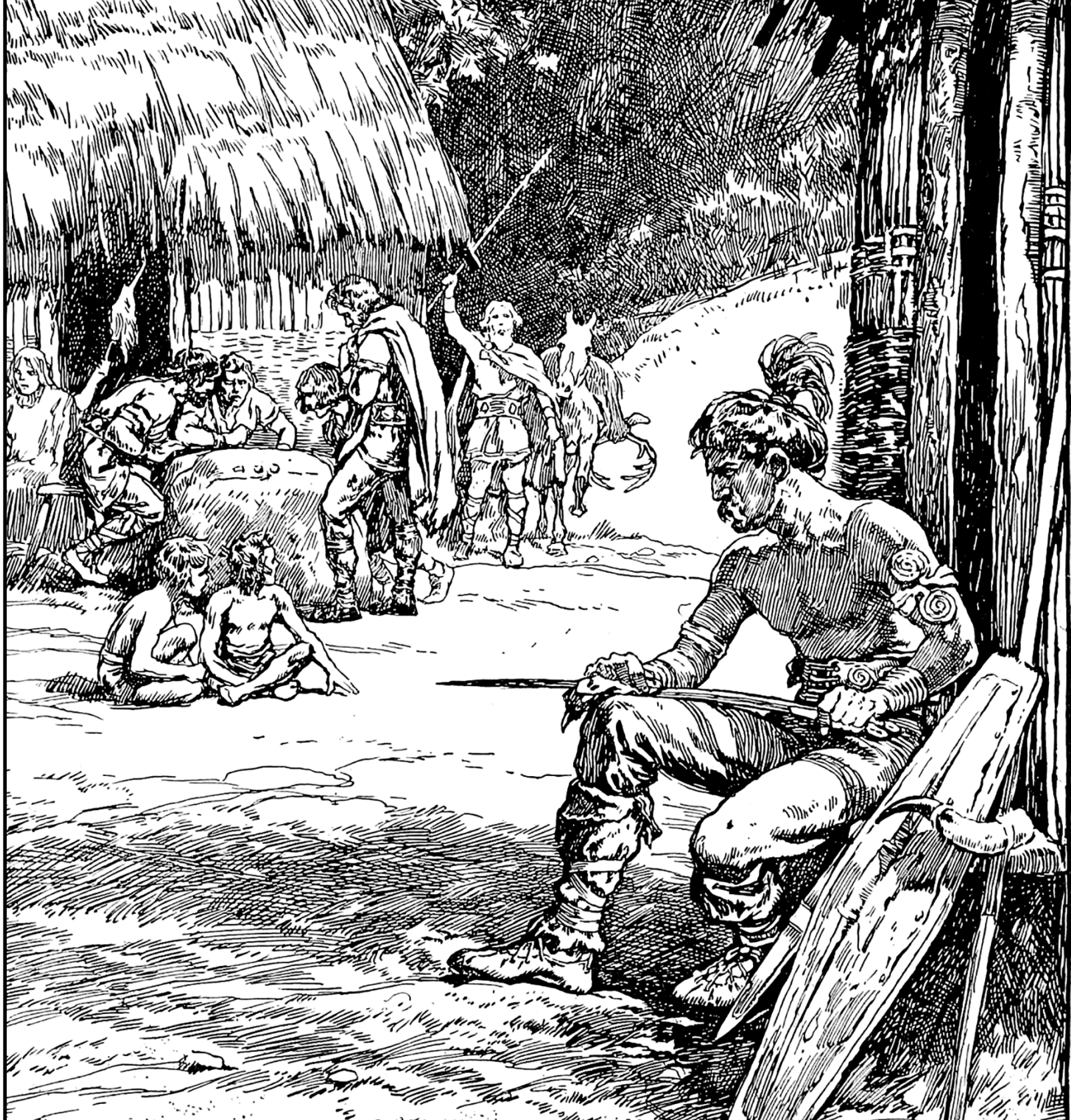
Each Character starts with some gold pieces they've acquired through their life. They start with gold pieces equal to 60 times their Prime Attribute modifier (minimum 60gp.)

Each gold piece is worth 10 silver pieces (sp), and each silver piece is worth 10 copper pennies (cp) (so one gold piece is worth 100 copper pennies).

CHARACTER RETIREMENT

If a Character reaches the highest level listed on the table for that character class, what happens? Does advancement stop? Does the Character have to retire? Each group has its own play style and a preference for a given range of character levels for their games. If the Narrator wants to extend the tables to allow higher-level characters, then go for it!





CHAPTER 02 CLASSES



The player will now select which of their character classes they wish to play. There are three classes in the basic TORCHLIT ADVENTURES game:

- ▶ Fighter
- ▶ Thief
- ▶ Sage

Every class provides some background on characters in that class, as well as the class's Damage, Experience Point increases, Lifeblood, Hit Bonus, Saving Throw and any special abilities or features that class has.

Damage is determined by class, not weapon. No matter what weapon you hold, your training is what informs your ability to fight. Weapons do provide modifiers to damage, but the core damage is always based on that class.



THE FIGHTER

Fighters are formally trained warriors who serve as soldiers, mercenaries, and military commanders. Capable of wielding a myriad of weapons and making use of specialized combat techniques, Fighters draw the awe of their allies and ire of their foes. As their battlefield prowess improves, so too do their reputations grow. In most cases, Fighters draw a cadre of martial allies—footmen, archers, and skirmishers—who rally to the Fighter’s banner. Particularly renowned Fighters establish their own holdings and vassals, maintaining a martial company to protect their newly claimed land.

FIGHTER CLASS ABILITIES

DAMAGE

When wielding a weapon in melee or ranged combat, Fighters do a base damage of 1d10.

WEAPON AND ARMOR RESTRICTIONS

Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

COMBAT MACHINE

Fighters get a number attacks each round as indicated by the table above.

Level	Exp. Points	Lifeblood	Hit Bonus	Saving Throw	Attacks per Round
1	0	Fort + 1	+0	14	1
2	2,000	Fort + 2	+1	13	1
3	4,000	Fort + 3	+2	12	1
4	8,000	Fort + 4	+2	11	2
5	16,000	Fort + 5	+3	10	2
6	32,000	Fort + 6	+4	9	2
7	64,000	Fort + 7	+4	8	3
8	128,000	Fort + 8	+5	7	3
9	256,000	Fort + 9	+6	6	3
10	512,000	Fort + 10	+6	5	4



MARKSMAN

At character creation, a Fighter may choose to focus on being a marksman. If they do, they gain Advantage on all Ranged Attacks. However, by focusing on ranged combat, they have neglected their abilities in melee combat and suffers Disadvantage when wielding any melee weapon. If a Fighter chooses this ability, they may not choose Sword & Board or Landsknecht.

SWORD & BOARD

At character creation, a Fighter may choose to focus on sword & shield fighting. If they do, they double the reduction bonus provided by a shield. However, by focusing on this, they have neglected their abilities in Ranged Attacks and suffer Disadvantage when wielding any ranged weapons or two-handed weapons (this does not include thrown weapons.) If a fighter chooses this ability, they may not choose Marksman or Landsknecht.

LANDSKNECHT

At character creation, a Fighter may choose to focus on being a *landsknecht*, a fighter who focuses on two-handed weapons. If they do so, attack rolls made with two-handed weapons gain Armor Piercing 1 (stacking and increasing any other Armor Piercing benefits.) However, by focusing on this, they have neglected other training. They suffer Disadvantage with any Ranged Attacks. If a fighter chooses this ability, they may not choose Sword & Board or Marksman.

RALLY THE COMPANY

At third level, any hirelings or henchmen in the Fighter's employ have Advantage on all Loyalty checks. In addition, if the Fighter spends one full combat round inspiring these henchmen and hirelings, they receive Advantage bonus on all attack rolls, as well as Advantage on all Saving Throws made to resist mind-influencing affects (such as fear).

WEAPON SPECIALIZATION

At character creation a fighter may elect to specialize one weapon type such as long bow, long sword, or battle axe—but not broad groups like swords, bows, or axes. When wielding their specialized weapon, they receive a +1 bonus to their Hit Bonus and damage.

SAVING THROW

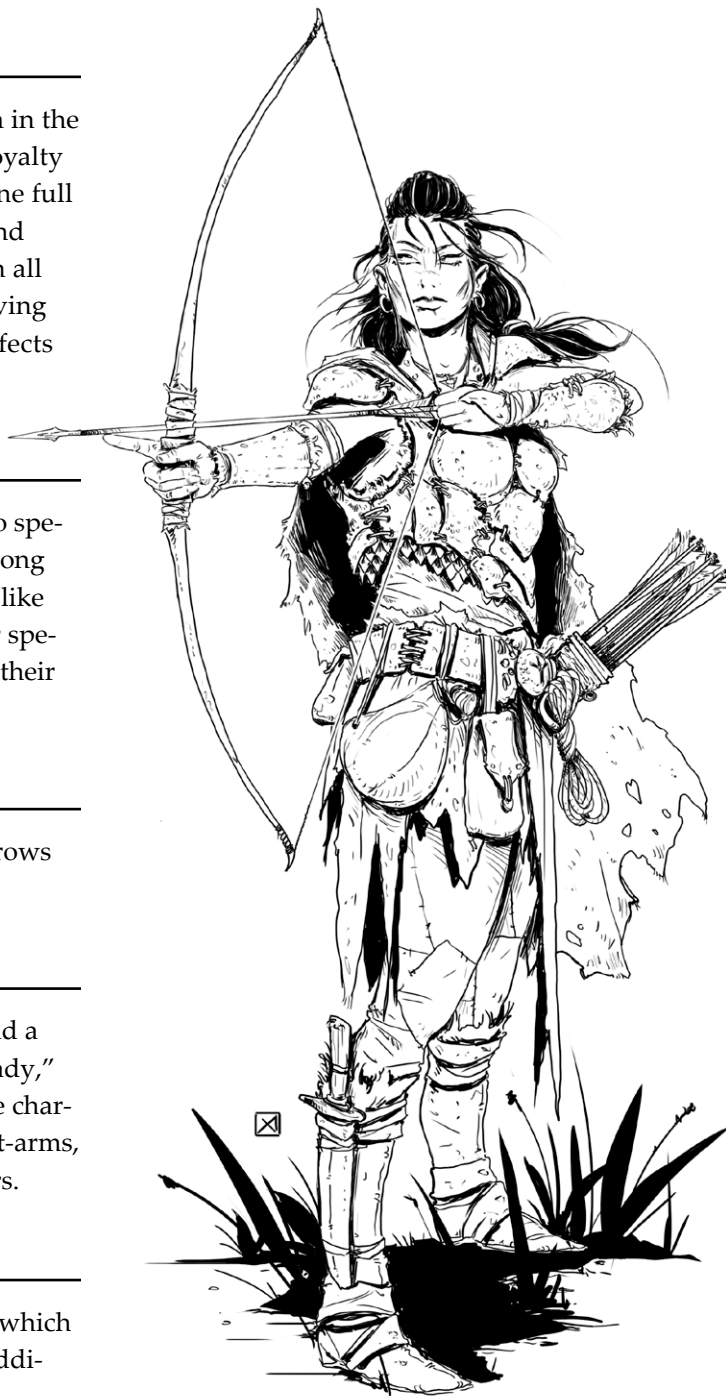
Fighters receive Advantage on Saving Throws vs. death and poison

ESTABLISH STRONGHOLD

At 9th level, a Fighter who chooses to build a castle has reached the rank of "Lord" or "Lady," bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

EXPERIENCE BONUS FOR MIGHT

Might is the Prime Attribute for Fighters, which means that a Might score of 15+ grants an additional 5% experience.



THE THIEF

While there are many who wield sword and shield while exploring the dangerous places of the world or defending the weak, the Thief hopes to recover lost riches using guile and stealth. Though trained in arms, they are not combatants by trade. Instead they strike from the shadows and their keen eyes see dangers that their companions do not. Thieves are rarely noble but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them especially useful to dungeoneers and explorers and there are some among their ilk who hold to a code of honor among thieves.

THIEF CLASS ABILITIES

DAMAGE

When wielding a weapon in melee or ranged combat, Thieves do a base damage of 1d8.

WEAPON/ARMOR RESTRICTIONS

Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor, which impedes their other abilities. They may only wear leather armor and do not use shields.

BACKSTAB

Thieves prefer to catch their foes unaware and strike from positions of opportunity. Any time a Thief attacks an opponent who is unaware of their

Level	Exp. Points	Lifeblood	Hit Bonus	Saving Throw
1	0	Fort + 1	+0	14
2	1,250	Fort + 2	+0	13
3	2,500	Fort + 3	+0	12
4	5,000	Fort + 4	+1	11
5	10,000	Fort + 5	+1	10
6	20,000	Fort + 6	+2	9
7	40,000	Fort + 7	+2	8
8	80,000	Fort + 8	+3	7
9	160,000	Fort + 9	+4	6
10	320,000	Fort + 10	+5	5

presence, the thief gains Advantage on their attack. If the attack is successful, the thief may roll damage twice to calculate damage from the backstab.

SAVING THROW

Thieves receive Advantage to any Saving Throw made to reduce or avoid the effects of any trap, magical or mundane, and to resist the effects of poison.

THIEVERY

Thieves are stealthy and light-footed. The Thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving—or even climbing walls free-handed—these talents are reflected in the ability of Thievery. The Narrator has the final say as to whether an action falls under the purview of Thievery or not.

When a Thief wants to attempt a task covered by Thievery, they roll a skill test. The Narrator secretly sets the difficulty, so the Thief is unaware of success or failure until the results manifest. An easy task (climbing a wall with gear, or existing handholds) starts as a Difficulty 2+ skill test. Unlocking something is never easier than 4+.

When a Thief fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

At 5th level the Thief rolls a d8 when making Thievery skill tests.



ESTABLISH GUILD (9TH)

A Thief of 9th or higher level may choose to establish a secret hideout, often in an urban location. They attract the attention and service of other, lower-level Thieves who hope to learn from a master. They hold the title of Guild Master, and those who arrive are members of their Thieves Guild. In return for a cut of their earnings, the Thief provides these apprentices with protection from local law enforcement as much as they are able. If the Thief cannot protect these apprentices, they are likely to turn on them in hopes of finding a more capable Guild Master.

DISGUISE

Thieves may disguise themselves through dress and manners. A successful disguise allows the Thief to conceal their likeness, pass as a member of another class, or assume the guise of someone of the opposite sex.

A Thief must make a skill test with a difficulty of 4+. This player must roll once for each in-game day the Thief wishes to remain disguised.

Victims of the disguise with a Learning score of 13-18 increase the Difficulty by +1. An Insight score of 13-18 also increases the Difficulty by +1.

If the Thief wants to emulate a species or gender different from their own, the difficulty increases by +1.

For example, a male Thief trying to pass himself off as a high-born Lady to an astute captain of the guard (both Learning and Insight 13+) will have a chance of success on a Difficulty 7+ skill test.

At 5th level the Thief roll a d8 when making Disguise skill tests.

POISON USE

A Thief is always knowledgeable regarding the uses of poison. If they have access to poison, they can apply it to their weapons without any fear of accidentally poisoning themselves.

EXPERIENCE BONUS FOR AGILITY

Agility is the Prime Attribute for Thieves, which means that an Agility score of 15+ grants them an additional 5% to all experience points awarded.



THE SAGE

In a world where the sword is often mightier than the pen, the Sage proves a sharp mind is more important than a sharp blade. They are masters of academic lore, whether history, religion, mythology, politics, or even magic. Though more at home in a library than on a battlefield, Sages nevertheless often find themselves drawn down the path of adventure where their keen insights and deep lore often means the difference between life and death for their more martial companions.

SAGE CLASS ABILITIES

DAMAGE

When wielding a weapon in melee or ranged combat, Sages do a base damage of 1d6.

WEAPON AND ARMOR RESTRICTIONS

Sages tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Sages may only wield daggers or staves and may not use armor.

Level	Exp. Points	Lifeblood	Hit Bonus	Saving Throw	Spells		
					1	2	3
1	0	Fort + 1	+0	15	-	-	-
2	2,500	Fort +2	+0	14	-	-	-
3	5,000	Fort + 3	+0	13	-	-	-
4	10,000	Fort + 4	+1	12	1	-	-
5	20,000	Fort + 5	+1	11	2	-	-
6	40,000	Fort + 6	+1	10	2	1	-
7	80,000	Fort + 7	+2	9	3	1	-
8	160,000	Fort + 8	+2	8	3	2	-
9	320,000	Fort + 9	+2	7	3	2	1
10	640,000	Fort + 10	+3	6	3	2	2



HEALING HANDS

When a Sage reaches 3rd level, they have learned much about medicine. A Sage can heal a number of Lifeblood each day, equal to their level + their Insight modifier in any amount or increment. If a Sage has Healing Hands, they may not have Martial Historian.

MARTIAL HISTORIAN

When a Sage reaches 3rd level they can select any single weapon and gain proficiency in that weapon. If you take this ability, you cannot have the Healing Hands ability.

SPELL CASTING

Over time, Sages accumulate a book of spells—which does not automatically include all the spells on the standard lists. A Sage can cast any spell in their spellbook.

Sages cast spells by making a special skill test called a casting roll. Casting rolls are Learning skill tests with a Difficulty of 4+Spell Level. For example, a level 1 spell would have a Difficulty of 5+.

A successful casting roll causes the spell to successfully go off and triggers its effects. A failed casting roll causes the Sage to suffer 1d6 damage for each level of the spell.

If the Sage finds spell scrolls during an adventure, he can copy them into his spell book. Sages begin play with a spell book, though it is blank, and they must discover magical incantations and spells either while adventuring or through expensive and lengthy research.

At 5th level, the casting roll die upgrades one step (from d6 to d8), and at 10th level, it upgrades again (from d8 to d10).

SCHOLAR

All Sages study the mysteries, secrets and lore of the world, but scholars are masters of hidden knowledge. They may make a Learning skill test to understand dead or old languages, recall obscure pieces of knowledge, or identify magical items. Sages are often well versed in matters of history and lore, including extensive linguistic knowledge. The Scholar ability helps the Character translate texts, decipher writing, or reveal the meaning of old texts and runes they often find in dungeons and abandoned ruins. When the Sage attempts to use this ability, the player rolls a Difficulty 5+ skill test. Whether they glean the general meaning of the text or decipher it whole cloth is up to the Narrator. If the Sage fails in their attempt to use this ability, they must wait until they gain one level of experience before attempting to decipher that specific document or writing again.

SENSE THE UNSEEN

Sages can automatically detect the presence of undead, both corporeal and incorporeal within 60', even if they are invisible or otherwise concealed.

TRAVELER'S TRINKET

A Sage often picks up various useful pieces of equipment in their travels that are forgotten until the right situation. When the Sage or their allies need a piece of small, mundane, non-magical gear that no one has on hand (such as flint and steel, a

small empty sack, a knife or other small hand tool) the Sage may spend five rounds looking through their gear to see if they have such an item. If the Sage makes a successful Difficulty 4+ skill test, they can produce the item.

SAVING THROW

Sages receive Advantage on saving throws vs. spells—including those cast from wands and staves.

EXPERIENCE BONUS FOR LEARNING

Learning is the Prime Attribute for Sages, which means that a Learning score of 15+ grants them an additional 5% to all experience points awarded.



CHAPTER 03 EQUIPMENT

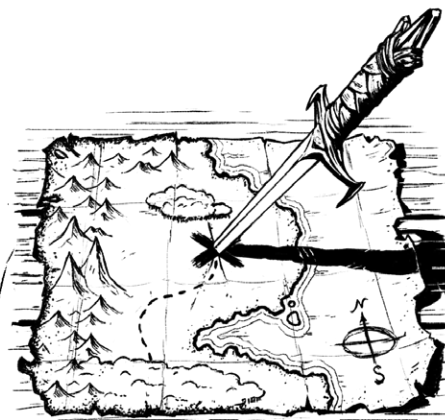
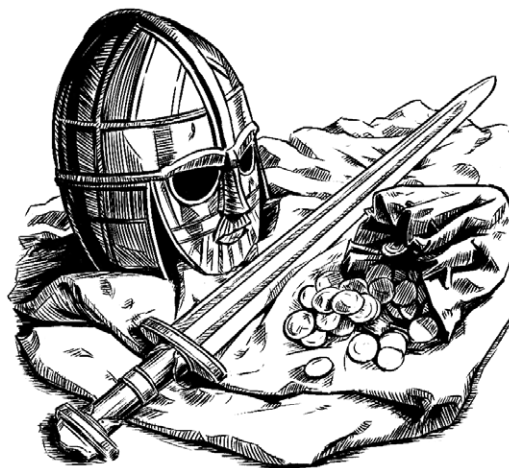


Each Character starts with some gold pieces they've acquired through their life. They start with gold pieces equal to 60 times their Prime Attribute modifier (minimum 60gp).

Each gold piece is worth 10 silver pieces, and each silver piece is worth 10 copper pennies (so one gold piece is worth 100 copper pennies).

EQUIPMENT WEIGHT

A normal level of miscellaneous equipment is assumed to weigh 10 pounds. For any treasure added to this, each coin and gem is assumed to weigh 0.1 pound.



ADVENTURING GEAR

Name	Cost	Weight
Backpack	10 sp	3 lb.
Ball bearings (100)	10 sp	2 lb.
Barrel	15 sp	40 lb.
Basket	1 sp	1 lb.
Bedroll	8 sp	5 lb.
Bell	10 sp	—
Blanket	5 sp	3 lb.
Block and tackle	20 sp	5 lb.
Book (100 pages)	150 sp	3 lb.
Bottle, glass	10 sp	—
Bucket	5 cp	2 lb.
Caltrops (10)	10 sp	2 lb.
Candle	1 cp	—
Case, crossbow bolt	10 sp	1 lb.
Case, map or scroll	10 sp	1/2 lb.
Chain (10 feet)	50 sp	10 lb.
Chalk (1 stick)	1 cp	—
Chest	50 sp	25 lb.
Climber's kit	250 sp	10 lb.
Clothes, common	5 sp	5 lb.
Clothes, costume	50 sp	5 lb.
Clothes, fine	150 sp	5 lb.
Clothes, traveler's	20 sp	6 lb.
Component pouch	10 sp	1 lb.
Crowbar	20 sp	5 lb.
Fishing tackle	10 sp	4 lb.
Flask	2 cp	1 lb.
Grappling hook	25 sp	5 lb.
Hammer	10 sp	3 lb.
Healer's kit	50 sp	3 lb.

Name	Cost	Weight
Holy symbol	50 sp	1 lb.
Holy water, flask	25 sp	1 lb.
Hourglass	250 sp	1 lb.
Incense, divine (1 block)	25 sp	—
Ink, vial	100 sp	—
Ink pen	1 sp	—
Jug	2 cp	4 lb.
Ladder (10 feet)	2 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	100 sp	2 lb.
Lantern, hooded	50 sp	2 lb.
Lock	100 sp	1 lb.
Magnifying glass	1,000 sp	—
Manacles	20 sp	6 lb.
Mess kit	2 sp	1 lb.
Mirror, steel	50 sp	1/2 lb.
Oil, flask	1 sp	1 lb.
Parchment (1 sheet)	1 sp	—
Pick, miner's	30 sp	10 lb.
Piton	5 cp	1/2 lb.
Pole (10-foot)	5 cp	7 lb.
Pot, iron	20 sp	10 lb.
Pouch	2 sp	1 lb.
Quiver	10 sp	1 lb.
Ram, portable	40 sp	35 lb.
Rations (1 day)	5 sp	2 lb.
Rope, hempen (50 feet)	10 sp	10 lb.
Rope, silk (50 feet)	100 sp	3 lb.
Sack	1 sp	2 lb.
Scale, merchant's	50 sp	3 lb.
Sealing wax	5 sp	—
Shovel	25 sp	5 lb.

Name	Cost	Weight
Signal whistle	1 sp	—
Signet ring	50 sp	—
Soap	2 cp	—
Spell book (100 pages)	300 sp	3 lb.
Spikes, iron (10)	10 sp	5 lb.
Spyglass	1,000 gp	3 lb.
Tent	20 sp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Vial, empty	10 sp	—
Waterskin	2 sp	1 lb.
Whetstone	1 cp	1 lb.

This section describes equipment that either has special rules or whose function isn't obvious.

Ball Bearings: A character may throw a two-pound bag of 100 ball bearings across a hard, flat surface of about ten square feet as an action during combat. Any approximately human-sized creatures crossing that area must make a Difficulty 4+ Agility-based skill test or fall prone.

Book: Assumes a blank book with 100 pages. Books containing information cost more.

Candle: Provides light out to 5 feet.

Case, Crossbow Bolt: Holds up to 20 crossbow bolts.

Chain: Has 10 Lifeblood. Can be burst with a Difficulty 7+ Might skill test.

Climber's Kit: Includes pitons, special boots and gloves, and a harness. +1 on skill tests related to climbing.

Component Pouch: Used to contain materials for spells and rituals.

Crowbar: You gain +1 on skill tests when using a crowbar to pry something open, and it doubles as a club.

Holy Symbol: A hand-held symbol of a divine being or spiritual philosophy used by the religiously-inclined to channel the power of their gods.

Holy Water: Deals 2d6 damage to demons and undead and ignores their immunities. At the Narrator's discretion it can also undo fiendish magic (perhaps requiring an Insight or Charisma skill test) or allow another saving throw if someone is under demonic influence (perhaps with a bonus).

Incense, Divine: Necessary for certain divine rituals, and sometimes burnt while offering sacrifices.

Lamp: Illuminates a 15-foot radius.

Lantern: Illuminates a 20-foot radius, or a 30-foot cone.

Manacles: The price assumes you're going to use them on a human-sized (or smaller) creature. Characters can escape from them with a Difficulty 6+ skill test.

Oil: Normally used as fuel for lamps. If you splash it on a creature and they suffer fire damage before they have a chance to clean it off, gain +1 to the Burning condition that has been applied to them. It can also be splashed on the ground: it covers a 5-foot area, and if lit on fire burns for 1d4 rounds and deals 1d6 fire damage to any creature that enters the area.

Portable Ram: Allows two creatures to try bashing in a door and grants an additional +2 to skill tests to do so.

Quiver: Holds up to 20 arrows.

Tent: Provides enough room for two humans.

Torch: Illuminates a 20-foot radius. If you use it as a melee weapon, it has the Burning property.

Waterskin: Weighs 5 pounds when full.

EQUIPMENT PACKAGES

To keep things quick and easy, you can start with and choose equipment packs at the start of the game:

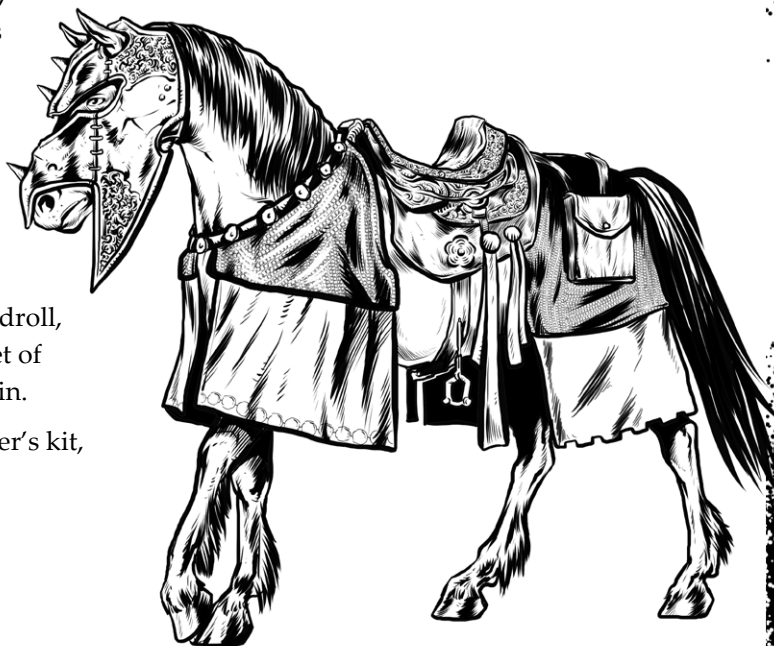
- **Burglar's Pack (15 sp):** Backpack, bag of ball bearings (100), 10 feet of thread, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days of rations, 50 feet of rope, tinderbox, and waterskin.
- **Dungeoneer's Pack (19 sp):** Backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 50 feet of rope, 10 days of rations, and waterskin.
- **Explorer's Pack (15 sp):** Backpack, bedroll, mess kit, tinderbox, 10 torches, 50 feet of rope, 10 days of rations, and waterskin.
- **Healer's Pack (57 sp):** Backpack, healer's kit, tinderbox, and a vial of antitoxin.

MOUNTS

The main benefit of having a mount is their increased Speed and ability to carry stuff. When you're riding on a mount, you use its Movement instead of yours. Mounts act at the same time as their rider, and they can move and attack like a normal character: if a mount only moves up to its Movement both it and its rider can attack, but even if the mount moves up to twice its Movement its rider can still attack (or take some other action).

Mount	Cost (sp)	Speed	Load
Donkey or mule	50	40 ft.	125 lb.
Horse	500	60 ft.	250 lb.
Warhorse	3,000	60 ft.	500 lb.

Load: The maximum amount the mount can carry.



TACK & HARNESS

Mount	Cost (sp)	Weight
Bit and bridle	10	1 lb.
Feed (per day)	1	10 lb.
Saddle, pack	30	15 lb.
Saddle, riding	75	25 lb.
Saddlebags	30	8 lb.
Stabling (per day)	5	—

PROPERTIES

Here are some common weapon properties and what they mean.

Armor Piercing n: The weapon increases the critical range of the attack by n amount. For example, Armor Piercing 2 would take a successful Critical Hit on a weapon from a Natural 20 to a Natural 18-20.

Brutal n: A brutal weapon allows you to roll an additional damage die per n and keep the highest. For example, a Fighter using a Great Axe would roll 2d10 and select the highest to keep.

Burning: A target hit with a Burning weapon must make a Saving Throw immediately. If they fail, they take 1d6 damage at the start of their next turn and must repeat the process as though they'd again been hit by the burning weapon.

Defensive n: The weapon provides an armor bonus to the character using it by an increase to Defense of n amount. For example, Defensive 1 would give +1 Defense. Multiple Defensive Weapons do not stack.

The Simple/Melee designation means nothing mechanically, but it helps when showing folks how weapons can be more complex to use and picking the right weapon for a character.

Light: You can use either your Might or Agility to attack with the weapon. If you use Might to attack, add your Might to damage. Same goes for Agility.

Protective n: The item provides a reduction bonus to the Character using it by an increase of n. Multiple protective items do not stack.

Reach: You can attack enemies up to 10 feet away.

Reload n: You must Reload this weapon after n attacks with it. A reload takes a turn. All weapons in this game have Reload 1.

Sanctified: This weapon ignores reduction against Undead, Demons, or other similar unholy beings.

Thrown: This weapon may also be used to make Ranged Attacks and applies the Might modifier to damage (instead of Agility).

Two-Handed: You must use both hands to properly wield the weapon

Unwieldy: This weapon imposes Disadvantage when it is used.

Versatile: Even though the Character may wield the weapon with one hand, if you use two hands it upgrades the damage die one step. (For example, a d8 damage die would become a d10, and a d10 would become a d12.)

SIMPLE MELEE WEAPONS

Name	Cost (sp)	Weight	Properties
Club	—	2 lb.	—
Dagger	5 sp	1 lb.	Light, Thrown
Great club	—	10 lb.	Two-handed
Hand axe	25 sp	2 lb.	Thrown
Javelin	5 sp	2 lb.	Thrown
Light hammer	15 sp	2 lb.	—
Mace	35 sp	4 lb.	—
Quarterstaff	—	4 lb.	Versatile
Sickle	10 sp	2 lb.	Light
Shortsword	30 sp	2 lb.	Light
Spear	15 sp	3 lb.	Versatile, Thrown

SIMPLE RANGED WEAPONS

Name	Cost (sp)	Weight	Properties
Crossbow, light	100 sp	5 lb.	Armor Piercing 2
Crossbow, light repeating	200 sp	5 lb.	Armor Piercing 1, Reload
Dart	1 sp	1/4 lb.	—
Short bow	100 sp	2 lb.	Armor Piercing 1, Two-Handed
Sling	—	1d4	—

MARTIAL MELEE WEAPONS

Name	Cost (sp)	Weight	Properties
Arming sword	40 sp	3 lb.	Versatile
Battle axe	25 sp	4 lb.	Brutal 1, Versatile
Flail	100 sp	6 lb.	Two-handed
Glaive	50 sp	6 lb.	Reach, Two-handed
Halberd	50 sp	6 lb.	Reach, Two-handed
Lance	40 sp	8 lb.	Defensive 1

Longsword	150 sp	5 lb.	Two-handed, Brutal 1
Maul	100 sp	10 lb.	Two-handed
Morning star	40 sp	4 lb.	Armor Piercing 1
Pike	50 sp	15 lb.	Two-handed, Reach
Rapier	100 sp	2 lb.	Light, Defensive 1
Scimitar	50 sp	3 lb.	Light
Trident	75 sp	4 lb.	Versatile, Defensive 1, Thrown
War pick	30 sp	5 lb.	Armor Piercing 1
Warhammer	40 sp	4 lb.	Versatile

MARTIAL RANGED WEAPONS

Name	Cost (sp)	Weight	Properties
Crossbow, heavy	125 sp	10 lb.	Armor Piercing 3, Reload
Crossbow, heavy repeating	250 sp	10 lb.	Armor Piercing 2, Two-Handed
Longbow	150 sp	10 lb.	Armor Piercing 1, Two-Handed

RANGED WEAPON TABLES

Ranges for thrown and missile weapons. Short Range grants Advantage on all Attack Rolls. Long Range imposes Disadvantage on all Attack Rolls.

Weapon	Short Range	Medium Range	Long Range
Dagger	10 ft.	11-20 ft.	21-30 ft.
Dart	20 ft.	21-40 ft.	41-60 ft.
Hand axe	10 ft.	11-20 ft.	21-30 ft.
Heavy crossbow	100 ft.	101-200 ft.	201-300 ft.
Light crossbow	75 ft.	76-150 ft.	151-250 ft.
Longbow	200 ft.	201-400 ft.	401-600 ft.
Shortbow	100 ft.	101-200 ft.	201-300 ft.
Sling	40 ft.	41-80 ft.	81-160 ft.

ARMOR

Armor	Reduction	Weight (lb.) *	Cost
Medium Armor	4	50	30
Light Armor	2	25	15
Heavy Armor	6	75	50
Small Shield	+1	5	10
Large Shield	+2	10	20

* At the Narrator's discretion, magical armor weighs either half of its normal weight or nothing at all

DEFENSE

Every person has a Defense of 10. They then add their Learning, Agility and Insight Modifiers to generate a final Defense. The higher your Defense, the harder it is for your enemies to hit you.

Armor and shields provide Reduction, which prevents incoming damage. Every time you take damage, you reduce the final damage taken by your total reduction. Armor degrades after combats if it's used to reduce damage, but shields do not (see below.)

Shields have an additional rule. A character can choose to respond to an attack and sacrifice a shield they are wielding to double the shield's reduction bonus against one attack. This permanently destroys the shield after resolving the attack.

DEGRADING ARMOR

After each combat, armor degrades. If armor reduces damage in a conflict, that armor provides one less reduction until repaired. This is cumulative. For example, after two combats in a dungeon where a suit of armor reduces damage, light armor would provide no reduction, medium armor would provide 2, and heavy armor would provide 4. Shields do not degrade, instead they are destroyed when sacrificed to protect against attacks.

Armor has two methods of repair. First, armor can be repaired in towns or during downtime. Each point of reduction restored requires a knowledgeable metalworker (blacksmith, armorer) or leatherworker (tanner, etc.). The adventurer must spend 10 gold pieces per point of reduction restored, and it takes one day per point of reduction restored before the armor is ready.

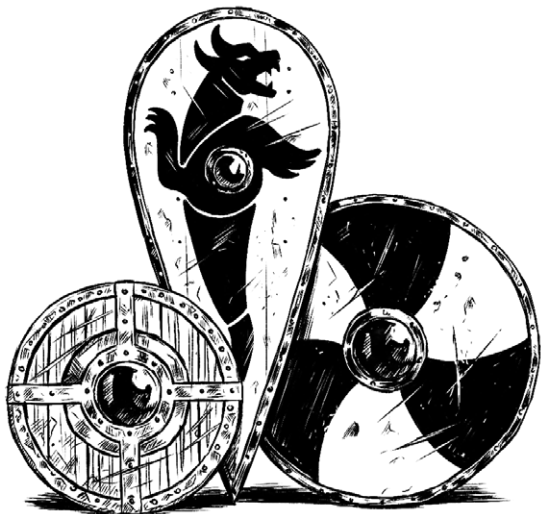
Alternatively, the camp action can help restore armor. It takes 1 Repair Camp Action per point of reduction restored. You can read more on camping and camp actions on page 50.

DEGRADING WEAPONS

Weapons also degrade after combats. If a weapon successfully hits a foe during a combat, after the combat is resolved, roll the weapon's damage dice (the printed damage die above.) If you roll a 1 or 2, the weapon downgrades its damage dice going forward until repaired. If you would downgrade a d4, the weapon is ruined.

Weapons has two methods of repair. First, weapons can be repaired in towns or during downtime. Each damage die upgrade restored requires a knowledgeable metalworker (blacksmith, armorer) or leatherworker (tanner, etc.). The adventurer must spend 10 gold pieces per numeral on the damage die restored (so 80gp to restore a weapon from d6 to a d8, etc.), and it takes one day per point of numeral on the restored damage die before the weapon is ready.

Alternatively, the camp action can help restore weapons. It takes 1 Repair Camp Action per point of die step restored. You can read more on camping and camp actions on page 50.



HIRING ASSISTANTS

Many characters, particularly when first starting an adventuring career, need hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at local establishments to find available hirelings. The table below assumes that a typical adventure lasts roughly one week. Prices are in gold pieces.

Hiring Assistants

Hireling Type	Cost
Alchemist	250
Animal Trainer	125
Armorer	25
Assassin	500
Blacksmith	5
Captain, Ship	75
Engineer	200
Horseman	3
Non-combatant (servant, torch bearer)	2
Sage	500
Sailor	3
Soldier	5
Spy	125

These rates are for humans only. Non-human or particularly exotic hirelings may cost more at the Narrator's discretion.

MAGIC ITEMS

Magic items aren't crafted, they grow through adventures, exploits, and more. Any item a character wields has the potential to become a magic item.

Magic items should be rare, powerful, and personalized. No +1 swords exist in this world, instead, Hallowbane, an arming sword with Burning 2, Bane (Undead), and Glowing exists and once belonged to a famous hero!

We have some tables to help you generate a history for your magic items below.

MAGIC WEAPONS

Whenever a character achieves an exploit (natural 20) while using a weapon, they may immediately invest 100 XP into the weapon (thereby reducing their accumulated XP by the same amount.) They may not invest this XP if it would cause them to lose a level.

Every 1000 XP invested into a weapon allows it to select a quality from the list below. If an item has an 'n' in the title, you may select it multiple times (up to a limit of n being applied 3 times to a weapon.)

Accurate: The weapon grants Advantage on all attack rolls.

Armor Piercing n: The weapon increases the critical range of the attack by n amount. For example, Armor Piercing 2 would take a successful Critical Hit on a weapon from a Natural 20 to a Natural 18-20.

Bane x: When you gain this quality, select a foe (such as giants, goblins, orcs, or dragons.) This weapon automatically upgrades its damage die one step against those foes. If this would take you past a d12, instead it gains Brutal 1 against those foes.

Brutal n: A brutal weapon allows you to roll an additional damage die per n and keep the highest. For example, a Fighter using a Great Axe would roll 2d10 and select the highest to keep.

Burning n: A target hit with a Burning weapon must make a Saving throw immediately. If they fail, they take nd6 damage at the start of their next turn and must repeat the process as though they'd been hit by the burning weapon anew. The item also glows like a torch.

Defensive n: The weapon provides an armor bonus to the character using it by an increase to Defense of n amount. For example, Defensive 1 would give +1 Defense. Multiple Defensive items do not stack.

Frozen n: A target hit with a Frozen weapon must make a Saving Throw immediately. If they fail, they take nd6 damage at the start of their next turn and must repeat the process as though they'd been hit by the frozen weapon anew.

Glowing: The item glows like a torch and will illuminate or extinguish itself with a thought from the wielder. The light from this item is not subject to dimming and will always remain Bright Light while it is on.

Inspiring: When you have an *exploit* with this weapon, you and all allies who can see you recover 1d4 Lifeblood.

Poison n: When struck by a Poison weapon, a target must make n Saving Throws. Each failed save deals the target 1d8 damage, while each passed save deals the target 1d4 damage.

Protective n: The item provides a reduction bonus to the character using it by an increase of n. Multiple protective items do not stack.

MAGIC ITEM HISTORY

To use this table, roll 3d6 twice and combine the results to generate a history for your item. These are meant to be prompts to inspire unique and interesting magic items in your world. Feel free to adjust, change, or expand the tables.



3d6 Roll	Wielded By	Qualities
3	A famous assassin	Accurate, Poison 1
4	A fallen paladin	Brutal 3, Bane (Angels)
5	An elementalist of renown	Burning 2, Frozen 2
6	A family legacy of adventurers	Glowing, Protective 2, Defensive 2
7	A champion archer	Armor Piercing 2
8	A royal parent	Accurate, Glowing 1
9	A charlatan	Poison 2
10	A brutal ruler	Brutal 1, Burning 1, Frozen 1
11	A quiet hero	Bane (Demons), Glowing
12	A forceful rabble-rouser	Inspiring
13	A knight of honor	Protective 3
14	A barbarian chieftain	Inspiring, Brutal 1, Armor Piercing 1
15	A bloodthirsty murderer	Poison 2, Brutal 1
16	A dragonslayer	Bane (Dragons), Armor Piercing 2
17	Someone who wasn't what legend says	Roll once more on this column, ignoring 17 and 18s.
18	Roll twice more on this column and combine them	Roll twice more on this column and combine them.



MAGIC ARMOR

Magic armor is harder to acquire, when compared to magic weapons. Whenever a character survives a Critical Hit, they may immediately invest 100 XP into the armor (thereby reducing their accumulated XP by the same amount.) They may not invest this XP if it would cause them to lose a level.

Every 1000 XP invested into an armor allows it to select a quality from the list below. If an item has an 'n' in the title, you may select it multiple times.

Defensive n: The weapon provides an armor bonus to the character using it by an increase to Defense of n amount. For example, Defensive 1 would give +1 Defense. Multiple Defensive items do not stack.

Elemental x: When you gain this quality select

an element (fire, cold, etc.). When you suffer damage from that element while wearing your armor, your reduction counts double.

Evasive n: n times per combat, you may make a Saving Throw after you are struck by a non-magical attack. If this Saving Throw is successful, negate the attack.

Hardened n: Critical Hits against you are downgraded to normal hits n times per combat.

Protective n: The item provides a reduction bonus to the character using it by an increase of n. Multiple protective items do not stack.

Resilient n: n times per day, you gain Advantage on a Saving Throw of your choice.

OTHER MAGIC ITEMS

Items like scrolls and staves exist but have unique effects created by the Narrator, as needed.

CHAPTER 04 CORE RULES



Characters receive Experience Points (XP) for killing enemies and defeating evil! Enemies have set Experience Point values in their descriptions.

The Narrator has final say on how XP is awarded but should do their best to remember the ultimate goal of fun, focusing on the narrative impact of the Character's actions.

Each Character class has a Prime Attribute listed in its description, and the character creation process details how to determine the Character's total XP bonus. There are two separate ways of doing it, but each one results in a percent bonus. If a Character's bonus is 10%, for example, and the Narrator awards 1000 XP to each Character, that particular Character would get 1100 XP (10% of 1000 is 100, so the Character gets a bonus of 100 XP).

SKILL TESTS

Many times, the Narrator just states if the action you want your character to perform is successful. Not every action requires a roll of dice. When success is not a simple enough matter, the Narrator may require you to make a skill test.

Skill tests are just the roll of a d6. Normally, if you roll 4 or higher (often referred to as 4+), you succeed, though the Narrator might modify this based on the situation, even above 6+ for truly epic difficulties.

Add the appropriate attribute bonus based on the action your attempting. Other modifiers might apply (like gear or your character class abilities.)

In many cases, some skill tests use a die type other than a d6. This is dependent on class abilities (which **upgrade** skill tests) and are specified in the rules detailed below.

When you upgrade skill tests, you increase the dice size, and when you downgrade skill tests, you decrease the die size. The graphic below will indicate that for you:

D4 > D6 > D8 > D10 > D12

SKILL TEST DIFFICULTIES

How Hard?	Difficulty
Easy, with small chance of failure	2+
Some effort required	3+
Average	4+
Difficult	6+
Very Difficult	7+
Exceptionally Difficult	8+

SKILL CONTESTS

If you need to know who does something better, both individuals involved in the test generate a skill test total. However, whoever generates the higher total succeeds. In the case of a tie, the Narrator decides how to resolve it.

COOPERATION

Players can cooperate on skill tests. When a player aids another player's character, add the attribute bonus of each player who assists with

the skill test. You can never add more than +3 this way.

GRIM EFFORT

A character who fails a skill test or d20 roll can evoke *Grim Effort* if they wish. They may lose any number of Lifeblood to add an equivalent amount to the result of their roll (reduction does not apply to this loss). This allows them to succeed at the expense of suffering harm.

TIME

The Narrator must make general rulings on the passage of time during a campaign (e.g. "A few hours later...") and should be governed by common sense. There are, however, two important time measurements that merit brief definitions: the turn and the combat round. A turn (lasting ten minutes) tracks and measures actions, movement, and resources when our intrepid adventurers are in dangerous places. The shorter combat round (lasting one minute) is used amid battle to allow for a faster blow-by-blow account of the action.



MOVEMENT

Base movement rate for all Characters is calculated on the table below in feet per turn, allowing for two moves per turn.

MOVEMENT RATE

Weight Carried (lb.)	Movement Rate
0-75	12
76-100	9
101-150	6
151-300	3

MOVEMENT RATE ADJUSTMENTS

Movement Type	Adjustment
Careful	Half of Rate
Normal	Average Rate
Running	2x Average Rate

When the party encounters enemies, the order of events in the combat round is as follows:

The Narrator determines if one side or the other is entitled to a free attack or move as a result of surprise or simply an upgrade to the Initiative roll; this is either a judgement or a die roll of some kind, depending on the circumstances. Normally, anyone is surprised if they roll a 1 or a 2 on the Initiative roll.

- ▶ Determine initiative. One roll is made for each side, not for each individual in combat.
- ▶ Party with initiative acts first (missile fire, casting spells, movement, melee attacks, etc.) and results take effect.
- ▶ Party that lost initiative acts; results take effect.

The round is complete; keep turn order for the next round if the battle has not been resolved.

HOW INITIATIVE WORKS

When combat (or a scene that requires an order of operations) is about to begin, each side must roll for Initiative. Initiative is rolled as a group, allowing allies to work together from turn to turn to aid themselves or tactically approach a combat.

For most Initiative rolls, a d6 is rolled, with the highest result taking the first turn, with any ties being rerolled.

However, some situations can cause a modifier to this roll, which allows one side to upgrade their Initiative die. The Narrator has final say on when this applies.

House Rule: Our Narrator frequently upgraded Initiative die in ambushes, or defensive situations where one side clearly had an advantage. Momentum still mattered, but it was significantly less impactful.



THE ATTACK ROLL

The most important rule to understand about combat is the Attack roll.

To attack with a weapon, the Player rolls a d20 and adds any bonuses to the result. These attack bonuses most frequently come from classes. Any time a Character who wields a weapon not associated with their class's weapon restrictions suffers Disadvantage on their to-hit roll.

COMBAT

To attack with a weapon, the Player rolls a d20 and adds any bonuses to the result. These attack bonuses now include the Character's Base Attack Bonus, as shown on their Character Table, and may include a Might bonus (for attacks with handheld weapons), an Agility bonus (for attacks with missile weapons), and any other modifiers the Narrator might determine.

If the result is equal to, or greater than, the opponent's Defense, the attack hits, and damage is rolled.

Additionally, sometimes skill tests are also applicable in combat. More situations are below:

DAMAGE AND DEATH

When a Character (or creature) takes a hit, apply the reduction from armor, then deduct the amount of damage taken from their Lifeblood. When Lifeblood reaches 0, the Character dies.

CRITICAL HITS

When your attack roll shows a 20 (called a natural 20), you have achieved a Critical Hit. Your damage dice for the attack are maxed out and then doubled. A Critical Hit often drops a foe.

Exploits

When you successfully make a Critical Hit, you can often do an *exploit*. There's not a list of exploits, but they are narrative and mechanical advantages you can give yourself.

For example, you could intimidate a foe, shatter a mystical rod, break a wand, or other similar tricks or maneuvers. The Narrator has the final call on what applies.

CRITICAL FUMBLES

When your attack roll shows a 1 (called a natural 1), you have fumbled, and your weapon is dropped and has a 1-2 chance of breaking (on a d6.).

SPECIAL ATTACKS

There are two types of unorthodox melee stances combatants can take, *Reckless Attacks* and *Cautious Attacks*.

RECKLESS ATTACKS

When a character wishes to Reckless Attack for the turn, all their Melee Attacks gain Advantage for the turn. Additionally, they automatically go before any enemies in initiative order (this doesn't cause their allies to go before enemies). However, all incoming attacks also gain Advantage.

CAUTIOUS ATTACKS

When a character wishes to Cautious Attack for the turn, all their Melee Attacks gain Disadvantage for the turn. Additionally, they automatically go after any enemies in initiative order (this doesn't cause their allies to go after enemies). However, all incoming attacks also gain Disadvantage.

FEINTS & DISARMS

Two frequent combat situations are Feints and Disarms.

To disarm an opponent and make them drop an item (without destroying it in the attack, though the fall might break it), the adventurer attempting to disarm the enemy must make a Difficulty 4+ skill test. This skill test adds the adventurer's Hit Bonus to the result. The Difficulty of this Skill test increases by the target's Hit Bonus. For example, a target holding a sword with a To Hit Bonus of +2 would be a Difficulty 6 skill test. When a target has multiple To Hit bonuses, use the highest. If the adventurer is successful, the target drops the item.

To feint an opponent, the adventurer must make a Difficulty 4+ Agility skill test. The Difficulty of this Skill test increases by the target's Hit Bonus. For example, a target with a To Hit Bonus of +2 would be a Difficulty 6 skill test. When a target has multiple To Hit bonuses, use the highest. If the adventurer is successful, the next attack against the target has Advantage.

HEALING

In addition to the various other means of restoring LB, a Character will recover Lifeblood each day of uninterrupted rest. They recover 1 Lifeblood, + an extra amount equal to their Fortitude modifier. Four weeks of rest restores all a Character's LB—regardless of how many the Character lost.

BINDING WOUNDS

Narrators can allow a Character to bind 1d4 LB worth of wounds following a battle. This can only be done once per battle. If a Character has to bind their own wounds, they only bind 1d3.

Note that the Character can only recover LB lost during this battle. Recovered LB cannot cause raise a Character's Lifeblood to higher than their normal score, causing them to have more Lifeblood than normal.



INVISIBLE OPPONENTS

An invisible opponent can only be attacked if its general location is known, and the attack suffers Disadvantage. Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 28 LB) frequently can detect invisible opponents; the Narrator should determine the chance of this based on the creature and the situation.

MELEE ATTACK

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered in melee.

RANGED ATTACK

Ranged attacks are attacks with missile weapons such as bows, slings, or thrown axes. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack, unless the Narrator determines otherwise.

MORALE

While some enemies are fearless and will always fight to the death, many more will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee.

The Narrator decides when monsters abandon battle and retreat, based upon the situation and the monster's Learning. Some monsters do not

fear death or defeat and so will fight on until fully defeated. Others flee at the very sight of violence.

Narrators should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

NEGOTIATION AND DIPLOMACY

Some combats can be averted with a few well-chosen words (even lies). If the party is outmatched, or the monsters don't seem likely to be carrying much in the way of loot, the party might elect to brazen their way through to avoid combat or at least delay it until more favorable conditions arise.

MANIPULATION

When a Character attempts to lie to someone, the target of the lie must make a Saving Throw. If they fail, they believe the lie. The Narrator should require some roleplaying around the lie so there's some context for what's occurring.

House Rule: At the Narrator's discretion, sometimes an Insight bonus is applicable to the Saving Throw to resist manipulation. The same could be said for Fortitude or Might on Intimidation Saving Throws.

INTIMIDATION

When a Character attempts to Intimidate a foe, it takes their action. Their target must make a Saving Throw. If they fail, they suffer Disadvantage on their next attack roll, unless they lose sight of the individual who Intimidated them.

LOYALTY

The Narrator may wish to make loyalty checks for NPCs put into dangerous situations or ones offered bribes to change sides during a conflict. When making a loyalty check, roll 3d6 and consult the Loyalty table for the result. Remember that a Player's Charisma score can modify these checks.

LOYALTY TABLE

Roll (3d6)	Loyalty
3	Traitor
4-5	-2 on next loyalty check
6-8	-1 on next loyalty check
9-12	Average
13-15	+1 on next loyalty check
16-17	+2 on next loyalty check
18	Loyalist

Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to explore. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 damage for every 20 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.



SUFFOCATING

A creature can hold its breath for a number of actions equal to 1 + its Fortitude modifier

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Fortitude modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or stabilize until it can breathe again.

For example, a creature with a Fortitude of 14 can hold its breath for 3 rounds. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

UNDERWATER COMBAT

When adventurers pursue a tyrannical kraken back to its undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater, the following rules apply.

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has Disadvantage on the attack roll unless the weapon is a dagger, javelin, short sword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).



Anyone wearing armor that provides more than 1 point of reduction is at Disadvantage on all rolls underwater.

SAVING THROWS

From time to time, an ability, trap, or some other kind of hazard requires you to make a Saving Throw. A successful saving throw means that the Character avoids a threat or lessens its effect.

Each character class has a saving throw target number which gets lower and lower as the Character gains levels. To make a Saving Throw, roll a d20. If the result is equal to or greater than the Character's Saving Throw target number, the Saving Throw is successful.

Saving Throws should be made against magic spells, poison, intimidation, manipulation, or any other events or situations the Narrator chooses.

Monsters can also make Saving Throws (as indicated by their profile).

CHAPTER 05 SPELLS & MAGIC



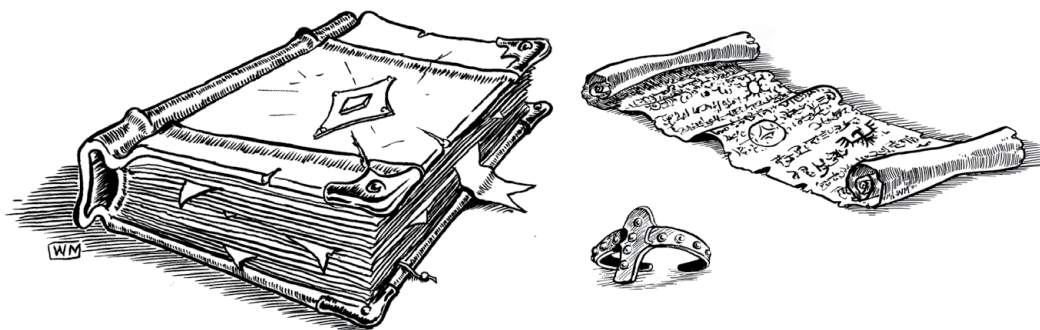
Sages can cast spells, no other class can. Spells have three phases.

First, they are learned and stored in a Sage's spell book (as in the Sage class Spellcasting ability write-up).

Second, they are prepared, which is the process of saying the magic words and making the magic gestures and making the casting roll.

Third, on a successful casting roll, the spell is cast, which means it takes effect and the magic happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever their side has the initiative. In the alternative combat sequence, it takes a whole round to prepare a spell, but spells are cast at the beginning of the next round, and the caster can then take other actions during the round, including preparing a spell for the next round.

If the casting roll fails, the Sage suffers 1d6 damage for each level of the spell.



SPELL LIST

1ST LEVEL

- ▶ Blinding Flash
- ▶ Circle of Protection
- ▶ Cure (Cause) Light Wounds
- ▶ Danger Sense
- ▶ Decipher Script
- ▶ Detect Magic
- ▶ Ignite
- ▶ Light/Dark
- ▶ Obscuring Fog
- ▶ Purify Food and Drink
- ▶ Sleep
- ▶ Weather Ward

2ND LEVEL

- ▶ Bless (Curse)
- ▶ Defender's Ward
- ▶ Knock
- ▶ Luck
- ▶ Sense Deception

3RD LEVEL

- ▶ Neutralize Poison
- ▶ Perfect Translation
- ▶ Remove Curse
- ▶ Speak with Animals
- ▶ Snakes to Sticks

SPELL DESCRIPTIONS

Contained herein are all the Sage spells.

FIRST-LEVEL SPELLS

BLINDING FLASH

Level: 1

Range: 60 ft.

Duration: Ten rounds

This spell targets a single being up to 60 feet away who is exposed to a bright flash which bursts forth from the caster's hand. Unless the target makes a successful saving throw, they are blinded for the duration of the spell.

CIRCLE OF PROTECTION

Level: 1

Range: 20 square ft.

Duration: 1 hour per caster level

This spell requires one hour of preparation before casting. The Sage must inscribe on the ground or floor, a circle of magical runes and reagents. The cost for these materials is 25 gold pieces.

When this spell is cast, the prepared circle becomes empowered with magical protections, granting all those within its 20'x20' area +2 Defense, +2 Reduction and Advantage on all Saving Throws.

CURE (CAUSE) LIGHT WOUNDS**Spell Level:** 1**Range:** Touch**Duration:** Instantaneous

- ▶ As a Cure Light Wounds spell, the caster cures 1d6+1 LB.
- ▶ As a Cause Light Wounds spell, the caster causes 1d6+1 damage.

DANGER SENSE**Level:** 1**Range:** Caster only**Duration:** 6 hours

While this spell is active, the Sage can upgrade any skill test related to perception and may upgrade the Initiative Test for their party. They also receive Advantage on any saving throws made to resist damage from or avoid traps for the spell's duration.

DECIPHER SCRIPT**Level:** 1**Range:** Caster's Line of Sight**Duration:** 1 hour per caster level

This spell allows the Sage to read directions, instructions, texts, and other similar notations written in unfamiliar or even unknown languages. It can also be used to decipher treasure maps.

DETECT MAGIC**Level:** 1**Range:** 120 ft.**Duration:** 1 hour

The Sage can sense the presence of magical beings, the presence of active magical effects, magical items, and ambient magic at a range of up to 120 feet. This typically manifests as an eerie feeling and even reveals secretly placed charms on individuals and items.

IGNITE**Level:** 1**Range:** 60 ft.**Duration:** Instant

The Sage can cause one flammable object within 60 feet (such as oil, dry kindling, or straw) to immediately catch fire.



LIGHT (DARK)

Spell Level: 1

Range: 120 ft.

Duration: 1 hour + 10 minutes per caster level

- ▶ As a Light spell, the caster targets a person or object up to 120 feet away which then produces a light about as bright as a torch with a radius of 20 feet.
- ▶ As a Dark spell, the caster instead causes night-time darkness to fall upon the area up to 120 feet away with a radius of 20 feet.

OBSCURING FOG

Level: 1

Range: 20 cubic feet

Duration: 1 hour per level

The caster summons forth a cloud of thick, heavy fog rises from the ground and fills an area no larger than 20 cubic feet, centered around the caster. This fog is exceedingly difficult to see through and attacking with a missile weapon while in the fog or attacking a target hidden in the fog with a missile weapon causes Disadvantage on all attack rolls. The cloud cannot be seeing through and may also conceal those within it at the Narrator's discretion.

PURIFY FOOD AND DRINK

Spell Level: 1

Range: Close/Touch

Duration: Instantaneous

The caster causes enough food and water for up

to a dozen people to manifest—pure, removing spoilage and poisons.

SLEEP

Spell Level: 1

Range: 240 ft.

Duration: Narrator's discretion

This spell puts enemies into an enchanted slumber (no Saving Throw is permitted). It can affect a number of creatures based on their Lifeblood.

Affected by Sleep

Victim's LB	Number Affected
Less than 13	2d6+3
13 to 18	2d6
19 to 25	1d6

WEATHER WARD

Level: 1

Range: Caster only

Duration: 24 hours

For the duration of this spell the caster is immune to the mundane annoyances of natural weather. They will not go snow-blind when traveling in a blizzard or get wet during a rain storm, for example. They are still at the mercy of extreme heat, extreme cold, and other major effects of extraordinary weather.

SECOND-LEVEL SPELLS

BLESS (CURSE)

Level: 2**Range:** Target PC or NPC (out-of-combat)**Duration:** 1 Round

The caster must announce which of the two options is being cast. The recipient of this spell cannot be in combat when it is cast.

- ▶ As a Bless spell, the recipient is granted Advantage to all attack rolls and, if the target is not a Player Character, improves overall morale. Their attacks also gain Brutal 1 for the duration of this spell.
- ▶ As a Curse spell, the recipient is cursed with Disadvantage to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale. Their attacks gain Brutal 1 for the duration of the spell, but the worst damage result must be chosen.

DEFENDER'S WARD

Level: 2**Duration:** Ten rounds per caster level

By making a rapid magical gesture of protection, the Sage receives a +3 bonus to their Defense and Advantage to all saving throws for the duration of this spell.



LUCK

Level: 2**Range:** Caster only**Duration:** 1 round per caster level

For the duration of this spell the Sage receives Advantage on all attack rolls when making a missile attack and can be quite stealthy when not engaged in combat or performing other obvious actions (such as casting spells) rendering them almost hard to spot and almost totally silent. Anyone attempting to notice them while the Sage is under the effects of this spell must make a Difficulty 6+ skill test, unless they are performing an obvious action like those described above.

KNOCK

Spell Level: 2**Range:** 60 ft.**Duration:** Instantaneous

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

SENSE DECEPTION

Spell Level: 2**Range:** 60 ft.**Duration:** 1 round per caster level

For the duration of this spell, any individual within 60 feet of the caster that knowingly speaks a falsehood must make a saving throw each time they do so. If the Saving Throw fails, the caster senses the deception.

SAGE LOCK

Spell Level: S2

Range: 60 ft.

Duration: Permanent until dispelled

A door or opening will remain shut and locked spelled. Creatures with magic resistance can shatter the spell without effort. Any Sage three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although that does not permanently destroy the spell).

THIRD-LEVEL SPELLS

NEUTRALIZE POISON

Spell Level: 3

Range: Narrator's discretion

Duration: 10 min.

This spell immediately neutralizes and counteracts poison but does not bring the dead back to life.

PERFECT TRANSLATION

Spell Level: 3

Range: Caster's line of sight

Duration: 1 hour per caster level

For the duration of this spell the Sage can perfectly read any text, mundane or magical, regardless of their familiarity with the document or any concealing or deceiving enchantment upon it. In addition, they are also able to speak and understand any spoken language for the spell's duration.

REMOVE CURSE

Spell Level: 3

Range: Close/Touch

Duration: Instantaneous

This spell removes one curse from a person or object.

SPEAK WITH ANIMALS

Spell Level: S3

Range: 30 ft.

Duration: 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

STICKS TO SNAKES

Spell Level: 3

Range: 120 ft.

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands but turn back into sticks at the end of the spell (or when killed).

See Chapter 11: Monsters for statistics for these snakes.

CHAPTER 06 CAMPING



Heroes and Adventurers will often have to make camp while travelling. Camp can be a boon, as well as a bane, providing safety and recuperation, or risk and danger.

At the end of a day (or journey) the heroes can choose to set a camp. The benefits and goals of Camp are about providing heroes with a chance to repair, recover their health and wits, and reassess their actions and plans.

CAMP DEFENSES

A Camp's safety depends on both guards, look-outs, locale and natural environment. When first selecting a location and setting their camp, the heroes may choose to assign a guard or a scout (each of which requires one camp task; see below.)

After the camp decides whether they are using camp actions to set guards, the Narrator rolls a Saving Throw, with the Saving Throw difficulty equal to the equal to the number of characters in the camp.

Each character who is on guard increases the Saving Throw difficulty of the Narrator's roll by 4. If a character is scouting, the Narrator's roll as Disadvantage.

The danger the camp faces is up to the Narrator but should reflect the ongoing struggles and events of the heroes. It can be weather, monsters, a raid, traitors or more. The table below has some ideas, but the Narrator should feel free to create their own.



D6 Roll	Potential Danger
1	Bandits
2	Severe Weather
3	Wandering Monsters
4	Another Adventuring Party
5	A mysterious ruin
6	Betrayal

CAMP TASK

Each hero can take two camp tasks while Camp is set up.

AID

An Aid Camp action allows a hero to heal 1d4+1 Lifeblood from another character. You cannot use the Aid action on yourself.

COOK

An adventurer can cook. This is a Difficulty 4+ skill test, which allows them to feed 1d3+2 individuals. After a meal, each adventurer who partook gains the benefit of Advantage on one roll of their choice. This benefit expires when the next Camping Phase starts (or a day has passed in full).

GUARD

A hero can guard, patrolling the camp and its surrounding area. This increases the Narrator's camp danger target number by 4 for each Guard Action (see above).

HUNT

A hero might hunt to find food for themselves. This is a Difficulty 5+ skill test. If successful, the hero finds enough food to feed themselves, plus 1d3 other characters.

Note, that if a character runs out of food, the effects are up to the Narrator, but you can safely assume that the Narrator will penalize you (perhaps hunger gives you Disadvantage for the next day, and you start taking damage in the days after that. The Journey rules provide greater detail).



REPAIR

A hero can attempt to repair broken items. This is a Difficulty 5+ skill test.

- ▶ A small item (dagger, belt, etc.) takes one camp task to repair.
- ▶ A medium item (arming sword, cloak, etc.) takes two camp tasks to repair.
- ▶ A large item (longsword, spear, wagon, etc.) takes three camp tasks to repair.

This can restore damaged items, or degraded armor!

REST

A Character may rest. Resting restores 1d3+1 Lifeblood to the character. A character can only rest to affect themselves.

SCOUT

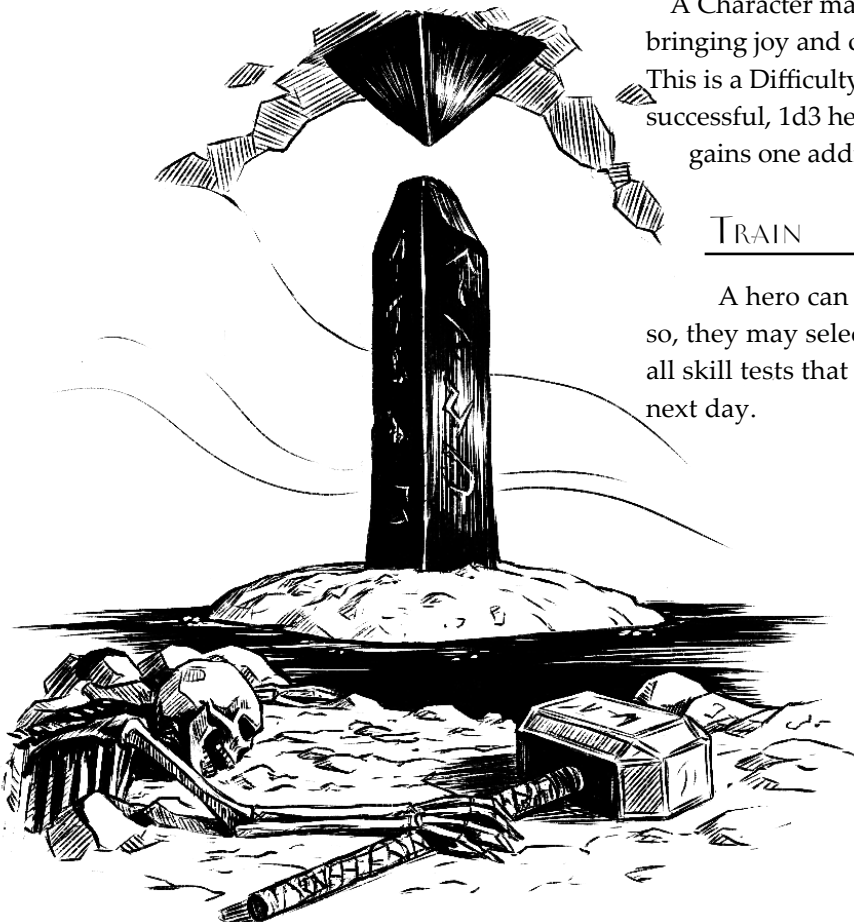
A Character may scout the local area, granting Disadvantage to the Narrator's saving throw to determine camp dangers.

TELL A STORY/SING A SONG

A Character may tell a story or sing a song, bringing joy and comfort to their compatriots. This is a Difficulty 5+ skill test. If the skill test is successful, 1d3 heroes other than the storyteller gains one additional camp action.

TRAIN

A hero can train during camp. If they do so, they may select one Attribute and gain +1 to all skill tests that use that Attribute during the next day.





CHAPTER 07 JOURNEYS



TORCHLIT ADVENTURES is built to be a tool that enables a style of adventure gaming called hex crawling. Hex crawls are large adventures that play out over a map as the heroes and adventurers explore. They can be underground, through creeping forests, over frozen mountain passes, or across wine-dark seas.

The idea of a hex crawl is to abstract long, tedious travel (which would be exceptionally boring if you followed the movement rules in the combat section), into a more accessible play mechanic. Hex crawls are a great tool to evoke a feeling of frontier exploration, the unknown, and the weird.

THE NARRATOR

The hardest bit of a hex crawl is on the Narrator of the game. They must prepare before any adventurers arrive by building out a map of the area that is to be explored, as well as establishing a starting place.

The Narrator should carefully remember the following when building a hex crawl:

- ▶ Each hex has a dominant type of terrain, but that is rarely the only type in that hex.
- ▶ Each hex represents roughly 8 miles.
- ▶ The average healthy adult human can walk 24 miles per day without exceptional fatigue (or 3 hexes.)

Maps are easily available online, through a variety of generators, as well as blank pages you can use to create your own maps by hand!

- A starting location on the map edge is ideal.
- Numbering either each hex (in a letter/number fashion) or only hexes that contain significant items should be done on the Narrator's copy of the map.

PROVISIONS

Each hex that a party traverses requires a 1/3rd of 1 day's provisions (so a full 3 hexes is one day of trail rations). If a party runs low on supplies, scavenging or hunting is required to feed them. Any day where a party member cannot consume one day's worth of rations leaves them fatigued and hungry and suffering Disadvantage on any roll the Narrator feels is applicable. After 3d3 days, they start to lose health (1d8 cumulative per day).

TERRAIN

Terrain can impact travel. The table below indicates how to calculate terrain. The Hex Modifier column calculates how much each dominant terrain type impacts the hex for determine how far a party can move.



Terrain Type	Hex Modifier
Plains/Prairies	x0
Roads	x0.5 (every two "road" hexes count as 1 hex)
Thick Forest/Very Hilly/Marshlands	x1.5
Thick Jungle/Swamps/Desert	x2
Mountains	x3

THE HEX CRAWL IN GUIDE

Hex Crawls can be difficult to enact successfully without a full adventuring party, so each adventurer needs to pitch in to make a hex crawl successful.

Some hex crawls have a set destination, where as some will ramble around the country side with no discernable plan.

Each adventurer must select a role in the party while adventuring. An adventurer may have multiple roles, but only after all adventurers have at least the same number of roles.

The Guide is responsible for finding the way. The Narrator will request a Learning skill test every hex to ensure the party remains on track. This Difficulty begins at 2+ and is modified as indicated below (modifiers stack.)

Situation Modification	Insight Test
Dense Terrain (Forest, etc.)	+1
Light Bad Weather	+1
Medium Bad Weather	+2
Severe Bad Weather	+3
Attacked On this Hex	+1
Magical Interference	+1





LOOKOUT

The Lookout is responsible for ensuring the party is aware of their surroundings. Every hex the party travels, the Lookout must make an Insight skill test (usually difficulty 3+, but the Narrator will escalate this difficulty based on the hex and its contents) to avoid wandering into traps, monster dens, or other dangers.

QUARTERMASTER

The Quartermaster ensures supplies, gear, rations and resources remain safe, plentiful and useful. Once per hex, the Quartermaster can make

a Difficulty 5+ Charisma Test to gather equipment or supplies the group might use. If successful, they can recover some of the following:

- ▶ 2d3 days of rations
- ▶ 1 extra Repair Action (see the Campaign Rules)
- ▶ 1d3 sundry items (that cost 10 silver or less)

GUARD

A Guard ensures that the party remains safe in and works to intercept each threat. An adventurer in guard stance gets a Difficulty 5+ Agility skill test to avoid being surprised while the party is adventuring through hexes.

CHAPTER 08 LIGHT



For heroes and adventurers, it's essential that characters have light, especially in dim caverns and grim caves. There are a few elements to light, but essentially, light diminishes over time, causing problems. Light is a resource that must be maintained, upkeep, and watched carefully.

Anytime a character lights or starts a new source of light, it defaults to Bright Light. A character can keep a Bright Light stoked and bright by making a Difficulty 5+ skill test every hour (this becomes 6+ in dungeons, night-time, or similar situations where resources are a problem).

A character can only attempt to stoke a light once per state (so once per Bright Light, once per Dim Light), but multiple characters may make multiple attempts or work together. Resources such as exceptionally flammable material might provide a bonus to the light.

There are certain actions that cause Light to downgrade:

- ▶ Tossing a light source to the ground (or dropping it) always causes that source to downgrade immediately.
- ▶ Forgetting to feed a fire hourly causes that fire to downgrade immediately.
- ▶ Using a light source as a weapon in combat causes an immediate downgrade.

Based on the size of the light, there's a limit to how many characters can benefit from it. The table below serves as a reference for that.

Light Size	# of Adventurers	Example
Small	1	Single Candle
Medium	3	Lantern, Small Fire, Torch, Light Spell
Large	5	Camping Fire, Bonfire

TOSSING A TORCH

When a Torch is tossed to the ground, it immediately downgrades, and can only benefit two characters instead of three characters.

When a Lantern is set to the ground, it does not downgrade if it's not knocked over or attacked and continues to benefit three characters.

BRIGHT LIGHT

Bright Light is where torches, lanterns, fires, and more start at. When Bright Light is the default, all characters benefiting from the Bright Light source can see out to 120 feet (180 with Disadvantage) and suffers no penalties.

Bright Light downgrades after an hour, or after the first combat it's involved in. Bright Light always downgrades to Dim Light.

Creatures with **Light Blindness** suffer Disadvantage on all rolls while in Bright Light.

DIM LIGHT

Dim Light is light that is starting to wane, and characters not completely covered in light or dark are considered to be in Dim Light.

Dim Light increases the difficulty of all skill tests by +1, and to stoke Dim Light back to Bright Light requires a Difficulty 6+ skill test (7+ In dungeons, night-time, or similar situations.)

After an hour, or a combat that involves Dim Light, Dim Light downgrades to Flickering Light.

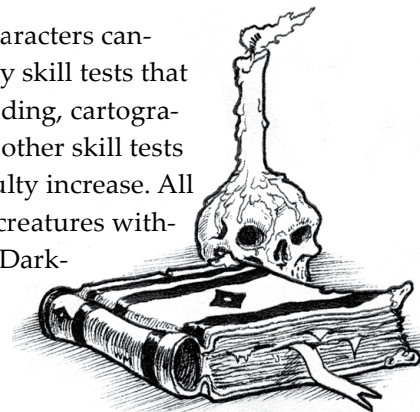
FLICKERING LIGHT

In Flickering Light, the lights are starting to go out. All skill tests gain a +2 Difficulty, and all attacks made by creatures without night vision, Darkvision or similar abilities gain Disadvantage.

To stoke Flickering Light back to Dim Light requires a Difficulty 6+ skill test (7+ In dungeons, night-time, or similar situations.)

DARKNESS

In darkness, characters cannot undertake any skill tests that require sight (reading, cartography, etc.) and all other skill tests suffer a +3 Difficulty increase. All attacks made by creatures without night vision, Darkvision or similar abilities gain Disadvantage.



CHAPTER 09 LEGACY EXPERIENCE



Frequently, adventurers die. After such, hirelings or other NPCs might be promoted to an adventurer! Legacy Experience is a mechanical tool to allow such characters to join the group in a way that befits their experience.

Hirelings and NPCs gain Legacy Experience when they travel with and adventure with the group.

Each adventure that a hireling or NPCs spends a significant amount of time with the party grants them 1 Legacy Experience Point (or LXP.) These LXP aren't based on sessions, but actual quests and adventures, and the Narrator will guide you in handing them out.

When an NPC is promoted to a player character, they may trade in their LXP for increased benefits. The table below lists those benefits. Each benefit for the promoted character may only be gained once.

Legacy Experience Points	Benefit
1*	Start with +1d3 permanent Lifeblood.
2	Start at 2 nd level.
6	Start at 3 rd level.
10	Start at 4 th level
LXPx10	Start with gold equal to LXP x 10.

*This benefit may be gained up to 3 times.



CHAPTER
10
MASS
BATTLES



STARTING A MASS BATTLE

Each side in a Mass Battle has an Army Might, an attribute that represents the cohesion, training and positioning of each army.

Each side starts at 10 Army Might and modifies their result as the table below:

Situation	Army Might Modification
Outnumber Opponent's Forces	+2
Terrain Advantage	+2
Fighting on Home Turf	+1
Most of your Force is Mercenaries	-2
A uniquely powerful relic or individual on your side (wizard, magic sword, high king, etc.)	+3
Has suffered significant defeat in the last month.	-2
Enemy is known for leaving none alive/taking no quarter.	+4
No option to retreat	+2
Enemy is ambushing you.	-2
Player Character has their own loyal followers (a Sellsword's Mercenary company, etc.)	+1 per Character with followers.
Extensive Fortifications You're Defending	+2

Once you've calculated the Army Might on both sides, combat is ready to begin.

PLAYER ACTIONS

At the start of each round of Mass Battle, the player characters decide what they're doing. Their actions will be worth 1, 2, or 3 Battle Points. The Narrator and the players work out what the action will be and what the Battle Point reward is worth. These actions might attempt to take down a banner, snipe enemy leaders, cave in a tunnel, or more.

Most actions are worth 1 or 2 points, with exceptional actions being worth 3 points.

The players then have their Characters attempt to enact their actions, fighting enemy troops or obstacles as appropriate. Generally, these play out as normal turns in the game, but the Narrator may reduce it to a single skill test or have them use attack rolls, as desired.

COMMAND CHECKS

After the players have taken their actions and attempted to enact their plans, it's time for Command Checks! Each side rolls a d6. If the players enacted their actions successfully, increase their result by their Battle Points. If they failed, decrease their result by their Battle Points.

The lower result loses Army Might equal to the difference between the two Command Checks.

Out of Battle Army Might?

It's important to remember that players can take actions to affect Army Might before combat even starts. Disrupting supply lines, scattering mounts, and spreading rumors are all great ways to undermine enemies before engaging them in direct battle. The Narrator should adjust enemy Army Might accordingly.

RETREAT

When one force's Army Might reach 0, they are in a state of Retreat. Instead of losing Army Might, they must roll a d6 after each Command Check. They have a 1 in 6 chance of remaining in place (a 1 on a d6). Any other result and their army will break, rushing away fleeing.

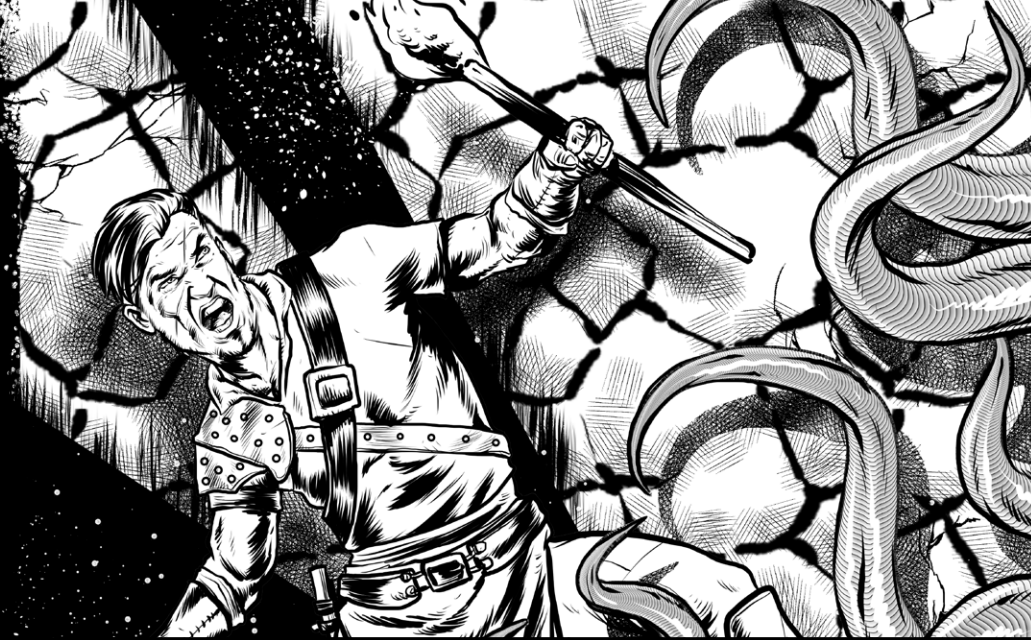
RECOVERING ARMY MIGHT

Anytime a Command check result is a 6 on the dice, the force that rolled the 6 recovers d3 Army Might as their Commander rallies them.



CHAPTER 11

ENEMIES & THREATS



Enemies have the following defining attributes, and the Narrator should populate them as needed.

Name: The name of the creature or threat.

Lifeblood: The threat's lifeblood.

Defense: The creature's defense.

Saving Throw: The creature's Saving Throw.

Environment: Where the threat normally resides.

Attacks: Standard attacks and abilities the enemy has.

Qualities: Qualities are special rules each enemy has. Qualities are below.

XP: The amount of experience points a creature is worth.



QUALITIES

Armored n: This creature has Reduction equal to its Armored number.

Aquatic: This creature can survive underwater.

Craven: This creature attempts to flee when reduced to half health.

Darkvision: This creature does not suffer Disadvantage in Darkness

Fast: This creature tests for Initiative with 1d8 instead of 1d6.

Fly: The monster can fly.

Horde: These creatures gain Advantage on attack rolls when attacking a target engaged with another creature with their same name.

Light Blindness: This creature suffers Disadvantage on all rolls in Bright Light.

Regenerate n: At the start of its turn, this creature recovers n Lifeblood.

Slow: This creature rolls a d4 for initiative.

Tough: Once this creature reaches 0 Lifeblood, it can make a Saving Throw. If successful, it immediately recovers half its Lifeblood. A creature can only do this once per conflict.

Undead: This creature is Undead. Certain magics or items might be more potent against it (such as Holy Water.)

The Narrator should feel free to use qualities to define and modify enemies to make them feel different. This list of qualities is not exhaustive, and more will be forthcoming in future products.

BEAR

Lifeblood: 24

Defense: 12

Saving Throw: 10

Environment: Forests, Tundra

Attacks: Claws, BHB +1, 1d8 damage, Brutal 1.
Bite, 1d6, Armor Piercing 1.

Qualities: Tough

XP: 50

DRAGON

Lifeblood: 50

Defense: 14

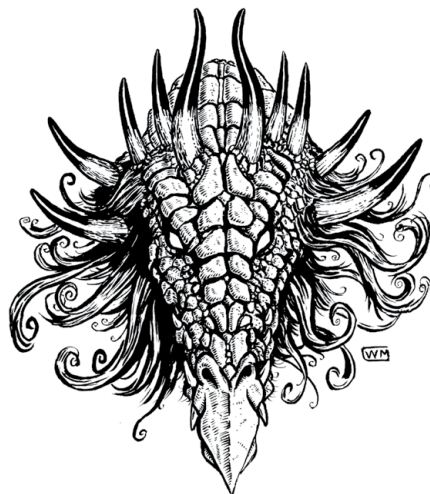
Saving Throw: 6

Environment: Underground, Mountains, Forests, Deserts, Tundra

Attacks: Breath Weapon, BHB +5, 1d10 damage, Brutal 1, (choose based on type of dragon: Burning 1, Frozen 1, Poison 1)

Qualities: Armored 3, Darkvision, Fly, Tough

XP: 1000



GIANT

Lifeblood: 35**Defense:** 12**Saving Throw:** 9**Environment:** Forests**Attacks:** Club, BHB +3, 1d8+4 damage, Brutal 2.
Rock, 1d6, Thrown (60-meter range).**Qualities:** Tough**XP:** 100

GOBLIN

Lifeblood: 16**Defense:** 14**Saving Throw:** 15**Environment:** Underground, Forests**Attacks:** Rusty Blade, BHB +0, 1d6 damage**Qualities:** Craven, Darkvision, Horde, Light
Blindness**XP:** 15

HORSE

Lifeblood: 20**Defense:** 14**Saving Throw:** 14**Environment:** Forests, Plains**Attacks:** Hoof, BHB +1, 1d6 damage**Qualities:** Fast**XP:** 15

KRAKEN

Lifeblood: 50**Defense:** 12**Saving Throw:** 8**Environment:** Aquatic**Attacks:** Tentacles (8 attacks per turn), BHB +2,
2d6+2 damage.**Qualities:** Aquatic, Darkvision, Light Blindness,
Tough**XP:** 1000

LICH

Lifeblood: 40**Defense:** 14**Saving Throw:** 10**Environment:** Underground**Attacks:** Magical Ray, BHB
+4, 2d4 damage, choose
one: Burning 2, Frozen
2, Poison 2, Range 30
meters. Cursed Blade,
BHB +4, 1d8 dam-
age, Brutal 2**Qualities:** Dark-
vision, Light
Blindness,
Tough, Undead**XP:** 500



ORC

Lifeblood: 18

Defense: 13

Saving Throw: 14

Environment: Anywhere

Attacks: Orcish Blade, BHB +2, 2d4 damage, Brutal 1, Poison 1

Qualities: Armored 1, Horde

XP: 20

SNAKE

Lifeblood: 6

Defense: 14

Saving Throw: 15

Environment: Anywhere

Attacks: Bite, 1d8 Poison 2

Qualities: Fast

SKELETON

Lifeblood: 10

Defense: 10

Saving Throw: 16

Environment: Anywhere

Attacks: Broken Weapon, 1d6 damage.

Qualities: Darkvision, Slow, Tough, Undead

XP: 10



TROLL**Lifeblood:** 20**Defense:** 12**Saving Throw:** 14**Environment:** Aquatic, Forest, Underground**Attacks:** Club, BHB +2, 2d4 damage.**Qualities:** Armored 2, Aquatic, Darkvision, Regenerate 3 (negated by damage from Fire)**XP:** 150**WOLF****Lifeblood:** 12**Defense:** 15**Saving Throw:** 12**Attacks:** Bite, BHB+1, 1d6 damage**Qualities:** Darkvision, Horde**XP:** 25**HIRELINGS**

The below hirelings are examples of the sort you can hire to go with you. The hirelings listed in the equipment chapter do not comprise a comprehensive list, as it's not necessary to codify all their abilities. Generally, the Narrator should assume a hireling can spend time to make a Difficulty 4+ skill test related to their job to provide a benefit (such as repairing items, etc.) Additionally, a hireling provides an upgrade their employer on skill dice related to their area of expertise.

ALCHEMIST**Lifeblood:** 11**Defense:** 14**Saving Throw:** 15**Attacks:** Potion, BHB +3, 1d8 damage, Poison 2, Thrown**Qualities:** Grants an upgrade on skill tests related to potions, tinctures, and salves, or can create potions if materials are provided.**ANIMAL TRAINER****Lifeblood:** 11**Defense:** 14**Saving Throw:** 15**Attacks:** Club, BHB +1, 1d6**Qualities:** Grants an upgrade on skill tests related to training and raising animals and can make a Difficulty 4+ skill test to heal an animal 1d4 Lifeblood.

ARMORER

Lifeblood: 14

Defense: 14

Saving Throw: 15

Attacks: Forge hammer, BHB +2, 1d10, Brutal 1

Qualities: Can restore armor with a difficulty 5+ skill test (as per the Repair Camp Action.)

ASSASSIN

Lifeblood: 14

Defense: 16

Saving Throw: 12

Attacks: Jagged Dagger, BHB +4, 1d10, Brutal 2, Poison 2

Qualities: Thievery 2 (as per the Thief ability), Armored 1.

NON-COMBATANT (SERVANT, TORCHBEARER)

Lifeblood: 10

Defense: 10

Saving Throw: 15

Attacks: Unarmed, BHB +0, 1d4 damage.

Qualities: None

SOLDIER

Lifeblood: 18

Defense: 12

Saving Throw: 13

Attacks: Sword, BHB +3, 1d8 damage, Brutal 1

Qualities: Armored 3.

CONVERTING OTHER ENEMIES

Converting other enemies to the **Torchlit Adventures** Ruleset is fairly easy. Weapons translate over well for the most part, and qualities can be intuitive to create and move over.

To generate the Saving Throw, simply take the total number of Hit Dice the enemy has (so the 3 in 3d6 hit dice), subtract that number from 15, and you have the new Saving Throw (this system isn't perfect, and you might need to massage or adjust those numbers.)

To generate Lifeblood, simply take the total number of Hit Dice the enemy has (so the 3 in 3d6 hit dice), multiply that number by three (so 3d6 hit dice becomes 3x3, or 9). Add 10 to that result, and you have the Lifeblood of that enemy.



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- ☐ ☐ LEARNING
- ☐ ☐ INSIGHT
- ☐ ☐ FORTITUDE
- ☐ ☐ AGILITY
- ☐ ☐ CHARISMA

LIFEBLOOD

- ☐ HIT BONUS
- ☐ SAVING THROW
- ☐ MOVEMENT

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