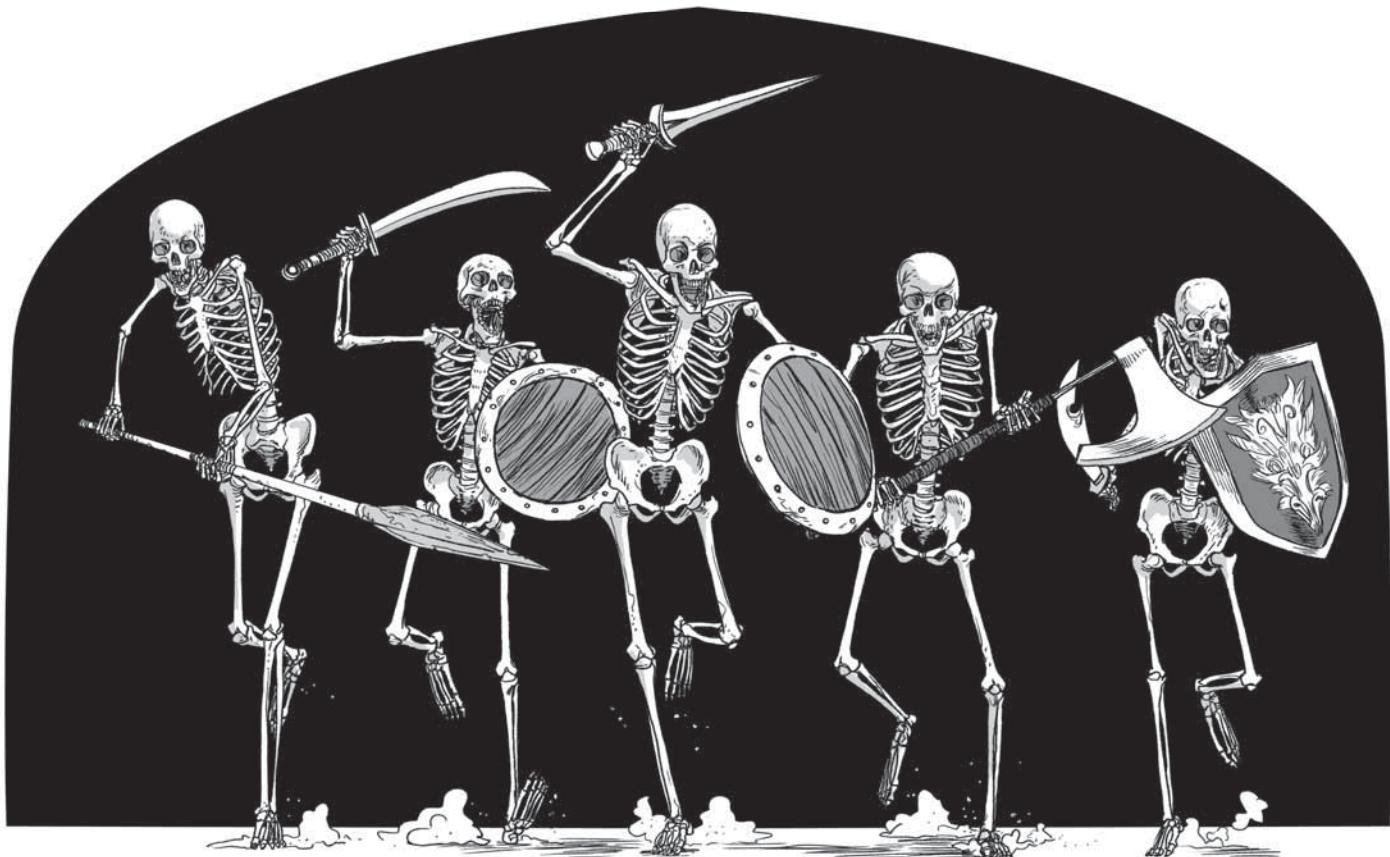


TORCHBEARER



Basic Rule Book for Levels 1-5



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Thank You (Luke)

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Dedication

This book is dedicated to Svein Olavsrud. You were too young when you left us. I think you would have been proud.

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ROLEPLAYING GAME



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The Light of Civilization Flickers



This is a grim land. Summers are short. Winters are long.

The towns are overcrowded. Food is expensive. Guilds control trade. Nobility control the taxes. Priests pray for our damned souls.

Out there, beyond those walls, are beasts, bogies, monsters. They inhabit the forests, live under the fields, dwell in the ruins of our burned-out fortresses. They kidnap the lone wanderer, harry our caravans, and when they are bold, they attack our towns.

This land is wild, untamable, and in it we struggle to survive. We who thought we could conquer it, subjugate it—we are guests here, our days numbered.

Our forebears succeeded in wedging a toehold—a small point of light in a vast, weird darkness. Their hubris led them to believe they had won, that victory was inevitable. But they were wrong. The forests fought back. The mountains rebelled. The seas heaved in protest. Things issued forth from crevices and caves; the foam and fire spat forth a writhing, crawling answer to our fathers' "conquest." We fought them. We banished them. We flung spell and prayer at them. But they came like a creeping tide, forcing us steadily back.

So now most of us crowd into our walled towns and make do with what's been given to us. Some hardy folk brave the long nights and, far behind our defenses, work the soil at dawn. A few of us—those with nothing left—take up torch and sword and stride forth into the dark wilds.

For underneath the roots are the ruins of those who came before us. Layers of foolhardy civilizations crumbling atop one another like corpses. Each thought they could conquer this land. Each failed.

But in failure, they left us hope. They left us gold, artifacts, secrets, knowledge. Those brave or foolish enough to bring back these treasures are richly rewarded. Those successful enough can even rise above their station.

Thus, we can become heroes.

...if we survive.

What Is This Game About?

Torchbearer is a riff on the early model of fantasy roleplaying games. In it, you take on the role of a fortune-seeking adventurer. To earn that fortune, you must explore forlorn ruins, brave terrible monsters and retrieve forgotten treasures. However, this game is not about being a hero. It is not about fighting for what you believe. This game is about exploration and survival.

You may become a hero. You might have to fight for your ideals. But to do either of those things, you must prove yourself in the wilds.

Because there are no jobs, no inheritance, no other opportunities for deadbeat adventurers like you. This life is your only hope to survive this world.

Welcome to Your New Life

To play the game, one player takes the job of playing the antagonists, supporting characters, setting and scenery. This player is called the Game Master or GM. The other players take on the role of individual characters. They are the adventurers.

The GM's job is to transform the players' adventurer characters into heroes. How? By challenging the players with obstacles set in their path. It is only by overcoming difficult challenges and passing through the fire of conflict that the players' characters can become heroes.

It's a very tough job—the characters are the lowest, most desperate of sorts. Turning them into heroes is no mean feat.

What Kind of Game Is This?

Torchbearer is a roleplaying game. And it's part of the brand of games Burning Wheel HQ has been producing for over ten years. It's about making difficult choices, and it involves exploring the world and your character through the game rules and systems.

This is a hard game. It's not a simple game. There are many moving parts and it's not possible to experience the whole

game in one or even two sessions. If you prefer lighter games, there are many other excellent choices available for you designed by our friends. If you're ready to sink your teeth into a good game that will reward you for mastering the system over 10 or 20 sessions, this is the game for you.

In the spectrum of BWHQ books, Torchbearer is advanced Mouse Guard. While it's not as complex as Burning Wheel or Burning Empires, it's certainly more involved than Mouse Guard or even FreeMarket.

What Do You Need to Play?

Torchbearer requires a few things to play properly: the rule book, character sheets, other reference sheets, pencils and dice. You'll also need some tokens, coins or stones for the conflict rules. About 20-30 will do.

And while not required, we highly recommend that each player (including the GM) have a player's deck. The cards speed up game play. The player's deck contains weapon, action, condition and light cards. It can be ordered on our website.

Structure of the Book

This book is broken down into five main sections: An Adventurer's Essential Guide to Life on the Road; The Dungeoneer's Survival Guide; Safe Havens and Other Poor Assumptions; the Skein of Destiny; and Calamity, Calumny and Catastrophe: Rules for the Game Master.

The Adventurer's Essential Guide to Life on the Road

The Adventurer's Essential Guide section describes the characters of Torchbearer—how to make them and how to play them. It contains nine chapters: the Anatomy of an Adventurer, You All Meet at an Inn, I Am Wise, Traits, Abilities, Skills, Inventory, Gear and Magic & Miracles.

The Dungeoneer's Survival Guide

The Dungeoneer's Survival Guide section contains the core rules of the game—how, when and why you roll dice. Within its bounds you will find five chapters: Setting Out, Time & Light, Overcoming Obstacles, Conflicts and Conditions & Recovery.

Safe Havens and Other Poor Assumptions

There are three places and times to rest: in camp, in town and over the winter. This section devotes a chapter to each instance: Camp, Town and Winter.

Skein of Destiny

All of our fates are woven into the Skein of Destiny. This section describes how we advance ourselves in four chapters: Advancement, It's What You Fight For, Rewards and Levels.

Calamity, Calumny and Catastrophe: Rules for the Game Master

The final section is the largest of the five. Its 11 chapters delineate the guidelines for running the game, designing adventures and determining obstacles. These chapters are a heavy weight for one to bear, but such is the burden of the Game Master in Torchbearer. We know them by these names: Prepare Thyself, Tricks of the Trade, Adventure Design, Wandering Monsters, Ability & Skill Factors, Loot, Denizens, Under the House of the Three Squires, Sample Characters, Other Weapons and Torchbearer Procedures.

Reading This Book

If you're a savvy one, you'll read through the first four sections and familiarize yourself with your new life. It'll increase your odds of survival.

If you're saddled with running this game for your less ambitious mates, you have the onerous task of reading through the whole beast. But focus on the Dungeoneer's Survival Guide, Safe Havens and Rules for the Game Master. Don't focus too much on the Essential Guide or the Skein of Destiny. And in particular, be familiar with Overcoming Obstacles, Conflicts and Ability & Skill Factors. Those are the chapters you'll refer to most in play.

Roleplaying

This is a roleplaying game. Roleplaying games are peculiar and unique. They require a lot of imagination and investment from the players, but this creative input is also what makes roleplaying games great. We get to wrap our imaginations around a variety of interesting situations and explore them.

Each player takes on a role in this game—the players have their characters, the GM has his antagonists and supporting characters. In play, you decide what your character is doing and who he is talking to. It's sort of like acting out a part in a play or movie, except there's no script. Between scenes, we roll dice and make a few notes rather than sitting in our trailers or waiting offstage.

Performance

When you play your character, decide on a voice and an attitude for him or her. Create a unique mannerism that embodies your character. Use the voice and mannerism to describe your character's actions in the game.

First and Third Person

There are two ways to describe your character's actions in the game: first person and third person.

First person means you describe your character's actions using I, my, me or mine: "I head up to the inn to meet Dralic."

Third person means you describe your character's actions using he or she, him, her, his or hers: "He heads up to the inn to meet Dralic. Beren orders a drink and tells Dralic what happened."

Either form of performance or description is acceptable in play.

Rolls and Tests

In addition to acting out how your character behaves, you roll dice to determine the outcome of your character's actions. You roll dice when your character is tested—when you must overcome an obstacle.

In the description of the rules, you'll see the term "test" used. It simply means a roll of the dice.

Control

Most of the time, you're in control of what your character does and doesn't do. You get to describe what your character's good at, what his or her quirks are and what he or she is not so good at.

Every so often, you're going to lose control of your character for a moment. When you attempt to do something and fail your test, the GM gets to take over and describe something that went wrong. The GM can tell everyone about something your character did that was misguided or even bad. Or the GM can describe an unforeseen effect that your actions caused. He gets to stick it to you for a moment. It's painful, but new problems add to the fun of the game.

Success and failure for rolls are described in detail in the Overcoming Obstacles chapter.

Unplanned Stories

When we start a session of play for Torchbearer, no one knows exactly how it's going to end, neither the players nor the GM. We know we'll be using our characters and that the GM will present us with an adventure. That's the beginning. From there, the story will twist and turn based on the outcomes of the rolls in the game. Once the adventure has been completed (or failed), we stop and look back at the session. Only then can we see the story we've created.

Be Polite, Be Generous

As you're playing your character, be polite and respectful to everyone else at the table. If your character is angry, you

should not use that as an excuse to be angry or mean to the other players. Make sure that everyone gets a chance to speak; make sure that everyone gets a chance to be in the spotlight.

When someone has the dice and is about to roll, the rest of the table must be quiet and attentive. It's that player's turn to add to the story. Before rolling, he or she gets to describe what that character is doing. Everyone stops, listens and supports the player.

Passing the Spotlight

It's the GM's job to pass the spotlight around and make sure every player gets an opportunity to contribute. But players should strive to be generous with one another, too.

If you don't have anything to contribute to a particular scene, that's okay. Offer some words of encouragement and ask other players what they're doing.

Table Chatter

When you play this game, you do not spend the entire session "in character." You have moments of characterization interspersed with listening to the other players, dice rolls, rule references and table chatter.

Table chatter is our term for giving the other players advice about the game. Advice doesn't come from your character, it comes from you!

Table chatter is important to this game. You should give each other advice and talk about the best strategies. However, be polite and respectful. Do not boss another player around. If another player doesn't want your advice, let him or her choose his or her own course. Never interrupt another player's performance with your table chatter. Always listen first, then discuss. Make suggestions, but don't lobby. There's a difference between contributing by tossing out an idea and arguing for a certain path.

Description Forward!

As a player, you player describe your actions in response to the GM's descriptions. Tell the GM what your character does, touches, manipulates, etc. Ask questions about the environment. But don't tell the GM what skill or ability you use! Your description of your character's actions should fit entirely within the context of what happens in the game world.

If you're clever, you'll frame those descriptions around your character's strengths. Any other player who wishes to help should describe how their character supports the first character's action.

Explain how you use your gear and surroundings to overcome the environment. Think creatively! Use the skills and abilities on your sheet as inspiration, but always talk in terms of action not using a skill.

"I SCOUT AHEAD," NOT "I WANT TO USE THE SCOUT SKILL..."

Structure of Play

This game is meant to be mastered in about a dozen sessions of two to four hours each—enough sessions to level and maybe make something of yourself. That's our recommendation, but you can play fewer or more sessions if you want. In your very first session, you'll create your characters and then play for a bit.

During a session, the players use their characters to tackle an adventure presented by the GM. A session of play consists of the prologue, one or more adventure phases, one or more camp phases and possibly a town phase.

- ⦿ During the prologue, one player recounts the events of the previous session and then the whole group takes care of a bit of pre-game bookkeeping.
- ⦿ In the adventure phase, you tackle a series of problems presented by the GM by testing your character's abilities. The results of these tests determine where the game goes next.
- ⦿ In the camp phase, you rest and prepare for your next foray.
- ⦿ In town, you reequip, rest and spend your loot!

Explore

As the GM describes the environment to you, explore it by asking questions:

- ⦿ Can I hear anything unusual?
- ⦿ Are there any distinctive markings?
- ⦿ Has the dust been disturbed?
- ⦿ Is one area more worn or trod upon than the rest?
- ⦿ What does it smell like?
- ⦿ What can I see when I look in this direction?

The GM's answers will sketch out the scope of the problems you must face.

The Character Sheet

You're required to keep a written record of your character. Character sheets are provided as downloads at TorchbearerRPG.com for this purpose. Characters evolve and grow as play progresses. Use a pencil to mark the sheet so you can make changes.

As you read the book, have a character sheet handy. It provides a quick reference for how most of the rules of the game interact. You can download the character sheet

from TorchbearerRPG.com or refer to the example in the Anatomy of an Adventurer chapter.

Dice and Terms

Torchbearer uses common six-sided dice for all rolls. In order to decide the outcome of uncertain events in the game, we roll handfuls of dice—usually three to six. The number of dice rolled depends on how skilled your character is in a particular area, how much help you have and a few other considerations.

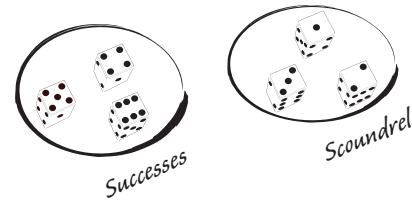
In each roll, every die counts as its own result. It's either a "yes" or a "no." A yes is called a success. The more successes, the better. Any die that comes up as a "no" result is a hindrance to your cause and doesn't count toward success. We call those dice scoundrels. They're bad for business!

Successes

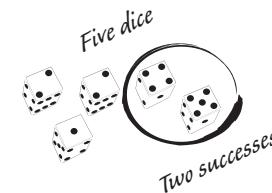
A 4, 5 or 6 result on a die is a success. After the dice are rolled, count up all your successes.

Scoundrels

A 1, 2 or 3 result is a scoundrel.



ROLLING A HANDFUL OF FIVE DICE, MY LUCK GIVES ME A 1, 2, 2, 4, 5 RESULT. TWO OF THE DICE CAME UP 4 OR HIGHER, THUS I ROLLED TWO SUCCESSES, THE REST ARE SCOUNDRELS.



When you roll dice, you need successes in order to pass the tests set before you in the game.

Obstacle

Obstacles are integral to the game. The difficulty of a test is often described as the obstacle. Obstacles are descriptive—a steep climb, a rusty lock, an angry dog—but they're also described as a number, usually from 1 to 10. The number attached to the obstacle tells you how many successes you need to roll to pass the test.

IF THE RUSTY LOCK IS AN OBSTACLE 4, I HAVE TO ROLL FOUR SUCCESSES ON MY CRIMINAL SKILL TO PASS THE TEST AND OPEN THE LOCK.

Twist or Condition

If you fail a test, you do not succeed. Instead, the GM introduces a twist or gives you a condition in exchange for getting what you want.

+1D, +2D

+1D, +2D, etc., means you add the indicated number of dice to your ability or skill before you roll the dice. If you see a notation for just “2D” that means two dice.

-1D, -2D

-1D, -2D, etc., means you subtract the indicated number of dice from your ability or skill before you roll the dice.

+s

The “+s” notation indicates that a number of bonus successes are applied to successful or tied rolls—*never to failed rolls*.

“+1s” MEANS THAT IF YOU’VE PASSED OR TIED THE TEST, ADD ANOTHER SUCCESS TO YOUR TOTAL.

-s

If you see a notation for a “-s,” subtract the indicated number of successes after you roll, pass or fail.

-2s INDICATES THAT AFTER YOU ROLL, SUBTRACT TWO SUCCESSES AND THEN DETERMINE IF YOU PASSED OR FAILED THE TEST.

Reroll 6

Some rules in the game allow you to reroll a die that comes up a 6. When using these rules, leave the die that rolled a 6 on the table so it can be counted. Pick up a new die and roll it for your bonus roll.

If you have a penalty that subtracts successes on a roll, finish rerolling all of your dice before counting your successes.

2d6, 3d6

If you see a listing for 2d6 or 3d6, the lowercase *d* indicates you roll that many dice and add them together.

Margin of Success

As you read on, you’ll see the term “margin of success.” For example:

REDUCE YOUR OPPONENT’S DISPOSITION BY YOUR MARGIN OF SUCCESS.

Margin of success is a game term that means “count each extra success over what you needed and use that number.”

IF YOU NEEDED THREE SUCCESSES BUT ROLLED FIVE, YOU HAVE A MARGIN OF SUCCESS OF TWO.

Margin of Failure

Margin of failure is the opposite of margin of success. It means that you count the number of successes by which you missed and use that number.

IF YOU NEEDED THREE SUCCESSES AND YOU ROLLED NONE, YOU HAVE A MARGIN OF FAILURE OF THREE.

Other Terms

There are a handful of other terms used in the game—rewards, the names of your abilities and how we determine obstacles, for example—but we’ll present those in the appropriate chapters.

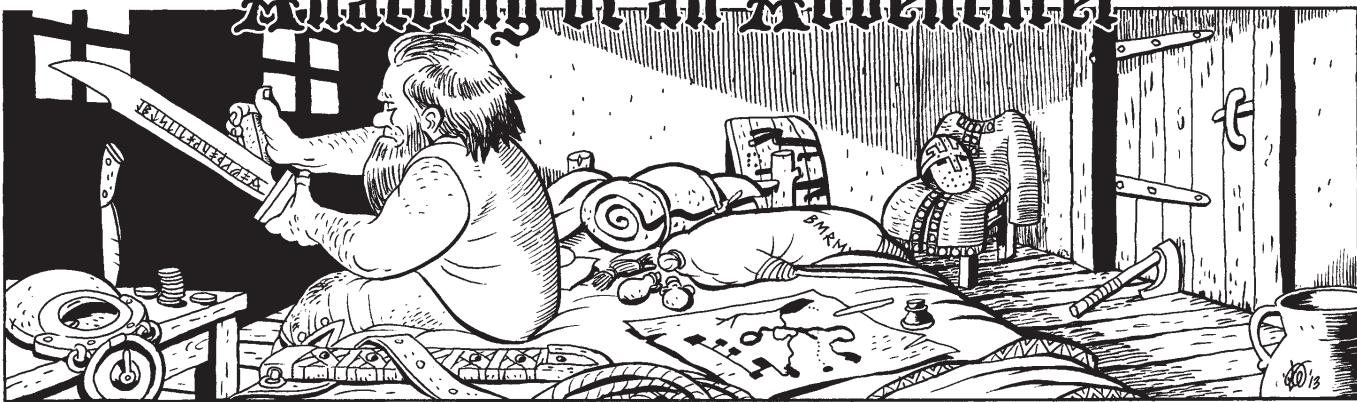
Some terms may be introduced before being fully explained in order to make a rule complete. Don’t worry. Keep reading. All will be explained.





An Adventurer's Essential Guide to Life on the Road

Anatomy of an Adventurer



The Life

Adventurer is a dirty word. You're a scoundrel, a villain, a wastrel, a vagabond, a criminal, a sword-for-hire, a cutthroat.

Respectable people belong to guilds, the church or are born into nobility. Or barring all that, they're salt of the earth and till the land for the rest of us.

Your problem is that you're none of that. You're a third child or worse. You can't get into a guild—too many apprentices already. You're sure as hell not nobility—even if you were, your older brothers and sisters have soaked up the inheritance. The temples will take you, but they have so many acolytes, they hand you kit and a holy sign and send you right out the door again: Get out there and preach the word and find something nice for the Immortals.

And if you ever entertained romantic notions of homesteading, think again. You'd end up little more than a slave to a wealthy noble.

So there's naught for you but to make your own way. There's a certain freedom to it, but it's a hard life. Cash flows out of your hands as easily as the blood from your wounds.

But at least it's your life.

And if you're lucky, smart and stubborn, you might come out on top. There's a lot of lost loot out there for the finding. And salvage law is mercifully generous. You find it, it's yours to spend, sell or keep.

The Adventurer

An adventurer is made up of many facets. Let's take a look at them. You can refer to Karolina's character sheet for examples as you read along.

Name

You have to have a name. Your folks probably named you Dwezil or Egberta, but you should take a new, strong-sounding name to start your new career. Something like Beren of Carcaroth, Dralic the Tall or Fimble the Nimble. Maybe not Fimble.

Stock

Are you a dwarf, elf, halfling or human? Each stock has its own traditions, benefits and drawbacks.

Class

Your class determines your starting skill set and level benefits. There are six classes: warrior, magician, ranger, burglar, adventurer or cleric.

Age

How old are you? Humans have the shortest lifespans and often start the life young. Dwarves, elves and halflings are all long-lived folks. Even if they start young for their culture, they're usually quite old.

Home

What's your hometown? Each settlement teaches you a practical thing or two, but it usually leaves a mark.

Raiment

How do you dress? In the life, we each wear something distinctive so as to add to our reputations. Otherwise, you're just another filthy scarred face in the crowd.

Parents

Everyone's got parents, or had them. Your folks are from your hometown. They'll put you up when you're in town.

Mentor

Some of us are lucky enough to have a mentor to show us the ropes in the life. Your mentor is a 5th level character who will train you when he or she can.

If your character advances to level 5 or higher, you surpass your mentor and must find a new one. The GM is responsible for statting them up, including spells known.

Friend

Some of us even have a friend we can rely on in times of need. A friend will help out when he or she can.

Enemy

Most of us have made an enemy or two. Enemies will haunt you, but they're usually good for a laugh or two.

The thing is, they inevitably appear when you are close to your goal, either right behind you or one step ahead. In fact, enemies are always one level higher than you.

Level

Your level indicates how much you've invested in the life. As you invest, you gain perks and benefits.

Alignment

This land is caught in an eternal struggle between the forces of order and chaos. Some of us pick sides and fight for Law or Chaos. Some of us stay out of it and remain unaffiliated.

Belief

You have to have an abiding philosophy to get you through the hard times—something that drives you, maybe even gives you hope.

If you fight for what you believe, you get rewarded.

Goal

You can't survive out there if you don't make clear, simple goals for yourself. Explore those ruins, find that lost treasure. Help your friends, keep them safe. Rescue the prince, extort him for all he's worth.

Accomplish your Goal and you're rewarded.

Instinct

Our instincts keep us alive. They're quirks or habits that we've adopted to help us get by.

If your Instinct is triggered, you get a free throw of the dice. If your Instinct helps your group, then you get rewarded.

Allies and Additional Enemies

Keep notes on who you meet when you're in town (or even out in the wild). You never know when you might need them again.

Traits

Traits are qualities burned into us by our upbringing, our culture and our experiences, like Quick-Witted, Extravagant or Fiery.

Name: KAROLINA

Stock: HUMAN

Class: WARRIOR

Age: 19

Home: REMOTE VILLAGE (SKOGENBY)

Raiment: A FINE BEARSKIN CLOAK

Alignment: LAW

Belief: I AM THE BULWARK THAT STANDS BETWEEN MY FRIENDS AND HARM.

Playing a Belief earns a fate point

Goal: I'LL DETERMINE WHAT HAPPENED TO THE INNKEEPER AND HIS GUESTS.

Accomplishing a Goal earns a persona point

Instinct: ALWAYS GO HUNTING WHEN WE SET CAMP.

Using an Instinct to aid yourself or the group earns a fate point

Allies and Additional Enemies

FATIGUE AND RECOVERY FACTORS

Each item counts as a factor to recover from exhaustion.

<input type="checkbox"/> Shield used	<input type="checkbox"/> Carrying a full large sack
<input type="checkbox"/> Chain armor worn	<input type="checkbox"/> Casting spells
<input type="checkbox"/> Plate armor worn	<input type="checkbox"/> Certain spell effects

Traits

Trait name	Trait level	Beneficial uses	Checks
HEART OF BATTLE	1 $\Delta + 1D$ per session 2 $\Delta + 1D$ per roll 3 $\Delta + 1s$ on suc/suc roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	○○○○○
DEFENDER	1 $\Delta + 1D$ per session 2 $\Delta + 1D$ per roll 3 $\Delta + 1s$ on suc/suc roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	○○○○○
	1 $\Delta + 1D$ per session 2 $\Delta + 1D$ per roll 3 $\Delta + 1s$ on suc/suc roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	○○○○○
	1 $\Delta + 1D$ per session 2 $\Delta + 1D$ per roll 3 $\Delta + 1s$ on suc/suc roll	<input type="checkbox"/> Used this session — May be used on each roll. — Each appropriate test.	○○○○○

TORCH BEARER

Fate
Current Total / Total Spent

Spend one point to reroll all 6s as new dice or use a wise.

Persona
Current Total / Total Spent

Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.

Conditions
Fresh X
+1D to all tests until other condition.

Hungry and Thirsty X
-1 to disposition to any conflict.

Angry (Ob 2 Will)
Can't use wises or beneficial traits.

Afraid (Ob 3 Will)
Can't help or use Beginner's Luck

Exhausted (Ob 3 Health)
Factor in all tests except Resources, Circles and recovery.

Injured (Ob 4 Health)
-1D to skills, Nature, Will and Health (but not recovery).

Sick (Ob 3 Will)
-1D to skills, Nature, Will and Health (but not recovery): can't practice, learn, advance.

Earning Checks

There are no free checks!

1: -1D to your ind. or versus test
2: +2D to opponent's versus test
3: Break versus test tie in opponent's favor

Spending Checks

1: One testing camp phase
2: Earn advancement by helping

Abilities

Raw Abilities	Rating	Advancement	Town Abilities	Rating	Advancement
Will	4	4	Resources	0	0
Health	4	4	Circles	4	4
Nature	4/4	4/4	Might	3	3

Nature Descriptors: BOASTING, DEMANDING, RUNNING

Wises

A wise can be used once per test. A character can have up to four wises.

FIELD DRESSING-WISE	Pass	Fail	Fate	Pers	Pass	Fail	Fate	Pers

• I Am Wise: +1D to any test related to your wise that is made by your friend, ally or creature. You can grant this aid in place of help (and thus insulate yourself from conditions, but not twists).

• Deeper Understanding: Spend a fate point and reroll any single failed die on a test related to your wise.

• Of Course!: Spend a persona point and reroll all failed dice on a test related to your wise.

• Using Wises: Use a wise in four different ways (I Am Wise passed test, I Am Wise failed test, spend fate, spend persona) and you can change the wise, or mark a Beginner's Luck or skill advancement test.

Skills

Skill	Rating	Advancement	BL.	Skill	Rating	Advancement	BL.
Alchemist	P: ○○○○○	W		Orator	P: ○○○○○	W	
Arcanist	P: ○○○○○	W		Pathfinder	3	P: ○○○○○	H
Armorer	P: ○○○○○	H		Persuader	2	P: ○○○○○	W
Cartographer	P: ○○○○○	W		Rider	2	P: ○○○○○	H
Commander	2	P: ○○○○○	W	Ritualist	P: ○○○○○	W	
Cook	P: ○○○○○	W		Scavenger	P: ○○○○○	H	
Criminal	P: ○○○○○	H		Scholar	P: ○○○○○	W	
Dungeoneer	P: ○○○○○	H		Scout	P: ○○○○○	H	
Fighter	4	P: ○○○○○	H	Survivalist	P: ○○○○○	H	
Haggler	P: ○○○○○	W		Theologian	P: ○○○○○	W	
Healer	P: ○○○○○	W		CARPENTER	2	P: ○○○○○	H
Hunter	4	P: ○○○○○	H				
Lore Master	P: ○○○○○	W					
Manipulator	P: ○○○○○	W					
Mentor	2	P: ○○○○○	W				

P = Pass; successful tests
F = Fail; failed tests.

Advancement requires: Passed tests equal to the skill rank and failed tests equal to one less than the rank. Learning a new skill requires: tests equal to untested Nature rank.

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Traits can help, but they can also hinder. They have three levels and are used to augment ability and skill rolls.

Fatigue and Recovery Factors Checklist

The fatigue checklist helps us keep track of just how tired we are. The life will grind you down if you're not careful.

Rewards

Fight for your Belief, accomplish your Goal, help out with your Instinct and you'll earn rewards.

There are two kinds of rewards: fate and persona points. You earn them by doing different things and spend them for different effects.

Conditions

What condition are you in? Are you fresh from town, full of vigor? Or are you injured and sick, ready to crawl back to your hole?

There are eight conditions: fresh, hungry and thirsty, angry, afraid, exhausted, injured, sick and dead. Each condition—except fresh—imposes a deleterious effect on you, another nail in your coffin.

Abilities

You have two sets of abilities, raw and town. Raw abilities are what you use to get by when you're out in the wild dark. Town abilities are, unsurprisingly, what you need to get by in town.

Raw Abilities

Your core consists of Will, Health, Nature and Might.

Will is your mental strength. It's rated from 1 to 6. You use it to recover from being angry and afraid, to resist mental assault and as a base for social skills like Persuader and Manipulator.

Health is your physical strength. It's rated from 1 to 6. You use it to perform mundane tasks like running and holding the door shut against the goblins while your friends escape. It's also the basis for many skills like Fighter and Sailor.

Nature is your center. It's the inescapable fact of who you are. It consists of a rating from 0 to 7 and three descriptors. The descriptors indicate what you can do with your Nature. Anything that can be applied to one of those descriptors can be tackled with Nature.

Inventory

Head	
Worn	HELMET
Deck	
Worn	MOTHER'S CAMEO NECKLACE (ID)
Hands	
Worn	
Worn	
Carried	SPEAR
Carried	

Torso	
Worn	LEATHER
Worn	BACKPACK
Worn	(BACKPACK)
Belt	
Pouch	TINDERBOX
Weapon	
Skin	WINE
Contents	Full
Feet	
Worn	SHOES

Armor Rules

Helmet: After use, helmet is damaged or lost.
 Chain-type Armor: roll a D6: 1-3 Armor damaged and doesn't provide further benefit. On a 4+ the armor is still useable.
 Plate Armor: roll a D6: On a 1-2, the armor is damaged or destroyed. On a 3+, the armor is still useable. Against maces or warhammers, plate is still serviceable on a roll of 4+, and damaged on a 1-3.

Backpack/Satchel	
Large Sack	

Backpack: Torso/Worn 2, Factor for Dungeoneer and Fighter.
 Satchel: Torso/Worn 1
 Large Sack: Requires two hands to carry full or one space when empty

Small Sack	
------------	--

Small Sack:

Camp

Camp Procedure

- ① Find appropriate place to rest
- ② Use Survivalist skill to set up camp (optional in adventure phase)
- ③ Roll on Camp Events table
- ④ Apply Camp Events result. If disaster, return to adventure phase
- ⑤ Strategize: discuss conditions, checks, light sources and food

① To make a test in camp, spend a check: test to recover, reequip, create scrolls, gather supplies, but not adventure

② Each player spends a check. You cannot spend two in a row

③ Checks may be shared (or tossed!)

④ After checks are expended, start new adventure phase at turn count 1

Town

Lifestyle

Rumors and Leads

Market: Buy (0), Sell (0)
Guid Hall: Use Facilities (1), Hire Apprentice (1), Find Work (1)
Stables: Recover (1), Hide out! (0)
Flophouse: Recover (1), +1-2 additional recovery
Inn: Recover (2), +1-2 additional recovery
Hotel: Recover (3), +1-2 additional recovery

Town Procedure

- ① Determine accommodations
- ② Make recovery tests according to accommodations.
- ③ Visit town locations: market, guild hall, tavern, temple, etc. Take turns.
- ④ Find work: hire yourself out, dig for leads, follow up rumors.
- ⑤ Leave town: tally up lifestyle and test Resources against that obstacle.

Level Requirements and Benefits

Level	Fate	Persons	Level Title and Benefit
1	0	0	WARRIOR: WEAR ALL ARMOR, WIELD ALL WEAPONS
2	3	3	
3	7	6	
4	13	9	
5	19	12	
6	26	15	
7	32	18	
8	41	21	
9	51	25	
10	62	30	

Levelling Up

Gain the new ability indicated by your class and level when you return to town after an adventure and have spent the required amount of rewards.

After first level, warhorses, dwarves and halflings choose between two options for each level. Select one option for the character per level.

After 1st level, elves choose between an ability or a spell each time they level up. Choose at current level.

Clerics and magicians gain new spells for each level they attain.

Traveling Spell Book

Your traveling spell book can hold up to five spell levels (five First Circle spells, or one Fifth Circle spell, or one Second Circle spell and one Third Circle spell, etc.)

Spell Name: <input type="text"/>	Mem: <input type="text"/>	Spell Name: <input type="text"/>	Mem: <input type="text"/>	Spell Name: <input type="text"/>	Mem: <input type="text"/>	Spell Name: <input type="text"/>	Mem: <input type="text"/>
Spell Rules: <input type="text"/>							

Memorizing Prayers

Roll Theologian during camp or when leaving town. Obstacle is 8 - Will (do not adjust Will due to the injured or sick conditions). This test does not require a check or increase the difficulty of maintaining your lifestyle.

If successful choose the prayers you wish to memorize. If failed, the GM can give your character a condition and allow you to choose your prayers or choose the prayers you are granted.

Nature is volatile, though. It limits how quickly you learn and should it ever fall to 0 or remain too long at 7, you lose your taste for the life and quit.

Town Abilities

You have two town abilities: Circles and Resources.

Circles represent your connections, your contacts and your ability to find people. You find people to work for you, to answer questions or help out. The ability is rated from 1-10.

Some say that Resources is what this game is all about. Without Resources, you live in an alley and eat rats. With Resources you buy gear, hire help and live like a king. This ability is rated from 0-10 and loot can be piled on top of that for a temporary lift. But watch out for tax.

Might

Might describes where you stand in the natural (or unnatural) order of things. People of your ilk—warriors, wizards, etc.—are rated at 3. It can be improved through magic, levels and powerful artifacts. If you ever leave the life, your Might is reduced to 2. The scale goes from 1 to 8, so there's plenty of bigger, badder critters out there. This ability is never rolled.

Wises

All of us possess an area of expertise, something we know more about than anyone else. We call these collections of facts and pedantry “wises.” So if we stumble onto a goblin, we say, “I’m goblin-wise; I’ll talk to him.”

You use wises most often to correct someone else’s faulty assumptions or lack of information. Other times you use them to dredge up obscure facts to help yourself.

They’re not rated like abilities, skills and traits, but like traits they’re used to augment ability and skill rolls.

Languages

Halflings and humans share a common tongue. Elves and dwarves can of course speak their own respective tongues as well as the common tongue. Otherwise, wises determine what languages you speak.

Skills

Your skills are your stock-in-trade. Whether you’re any good at what you do is dependent on your skill rating.

Skills are rated from 1 to 6 and are broad areas of training. A fighter knows how to use most weapons. An arcanist can cast most spells. A manipulator is good at intimidating and lying.

Beginner’s Luck

You can learn any skill during your adventures. When you learn the skill you use a rule called Beginner’s Luck.

The skill list has a column listed as BL. Each skill has a W or H next to it. This indicates that if you don’t have the skill, you roll your Will or Health as per the Beginner’s Luck rule in the Abilities chapter.

Advancement

Push yourself hard enough and you can improve your abilities and skills. To advance a skill or ability by one, you need to pass a number of tests equal to the current rating and fail a number of tests equal to one less than the current rating. As soon as you do that, your ability increases by one.

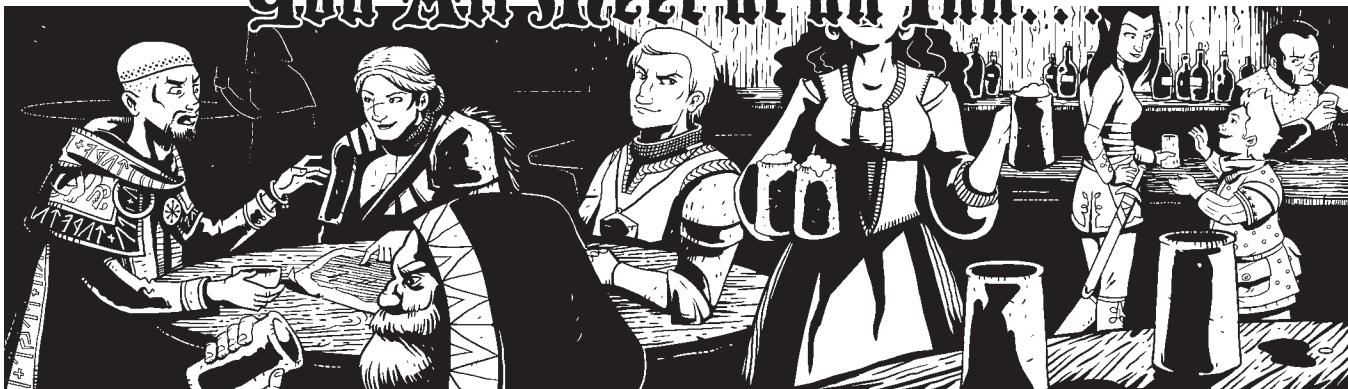
Earning and Spending Checks

As mentioned in the Traits description, your traits can help or hinder. If your traits hinder you, even a little, you earn something called a check.

A check is a powerful resource. You spend them in the camp phase to recover and attempt to accomplish your own goals. Even better, they can be spent to gain experience when helping. Refer to the Traits chapter for more on using traits to earn checks.



You All Meet at an Inn...



You've come to this inn because you have no other options. You've got to make your own fortune in this damned world. And if that means delving into ruins and slaying a dragon or two, so be it.

So you're at this inn, looking for prospects, looking for a few companions to back you up, looking for a way out of this damned town.

Creating an Adventurer

To create an adventurer, you'll take the following steps: choose stock and class, choose home, choose your social graces, choose your specialty, choose what you are wise about, answer Nature questions, answer Circles questions, note Resources, choose weapon, choose armor, roll for spells and choose gear.

When making characters as a group, the GM leads you through the choices and reads aloud from the rules for the Stock and Class, Home, Social Graces, Nature, Circles, Weapons and Armor. For the Speciality, Wises and Gear selections, the GM turns the lists over to you so you can quickly make your selections. For magician and elf spells, the players roll and the GM consults the results.

Once these steps are completed, choose a name for your character and write a Belief and Instinct. When the GM has described your current predicament, write your Goal.

Choose Your Class and Stock

Choose whether you will play an adventurer, burglar, cleric, magician, ranger or warrior. Your stock is dependent on your class and can't be separated. Or choose if you'll play a dwarf, elf, halfling or human. If you're a dwarf, elf or halfling, your class is predetermined. If you're human, you can choose cleric, magician or warrior.

Choose from the list starting in the next column. Note your raw abilities, skills and traits in the appropriate place on your character sheet.

When making your character, if a skill isn't listed on the sheet, write it in the blank space provided.

Traits start at level 1 unless otherwise instructed.

Dwarf Adventurer

Class	Adventurer
Raw Abilities	Will 3, Health 5
Skills	Fighter 4, Dungeoneer 3, Armorer 2, Laborer 2, Orator 2, Scout 2
Trait	Born of Earth and Stone
Weapons	Any except two-handed sword, bow and lance
Armor	Any

Elf Ranger

Class	Ranger
Raw Abilities	Will 4, Health 4
Skills	Fighter 3, Arcanist 3, Lore Master 3, Scholar 2, Scout 2, Survivalist 2
Trait	First Born
Weapons	Bow, sword and dagger
Armor	Leather and chainmail

Halfling Burglar

Class	Burglar
Raw Abilities	Will 5, Health 3
Skills	Cook 3, Criminal 3, Fighter 3, Hunter 2, Scout 2, Scavenger 2
Trait	Hidden Depths
Weapons	Any weapon except the crossbow, two-handed sword, halberd, polearm and lance
Armor	Leather, chainmail, helmet and shield

Human Cleric

Class	Cleric
Raw Abilities	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.
Skills	Ritualist 4, Theologian 3, Fighter 2, Healer 2, Scholar 2
Trait	Touched by the Gods
Weapons	Mace, flail, sling and other blunt weapons
Armor	Any

Human Magician

Class	Magician
Raw Abilities	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.
Skills	Arcanist 4, Lore Master 3, Alchemist 2, Cartographer 2, Scholar 2
Trait	Wizard's Sight
Weapon	Dagger
Armor	None

Human Warrior

Class	Warrior
Raw Abilities	Distribute 8 points between Will and Health; neither stat may have a rating lower than 2 or higher than 6.
Skills	Fighter 4, Hunter 3, Commander 2, Mentor 2, Rider 2
Trait	Heart of Battle
Weapons	Any
Armor	Any

Special Human Skill

All human characters choose one of the following skills and give it a rating of 3: Criminal, Haggler, Pathfinder or Survivalist

Where Is Your Home?

Choose the place that your character calls home. If your GM has created a map, you may choose from those settlements. If this is the first game of Torchbearer, you'll only have the standard options from which to choose.

Each home has its own culture as represented by the skills and traits it provides. Choose one skill for your character from the settlement's list and give it a rating of 2 (if you already have the chosen skill, increase that rating by one up to a maximum of 4). Additionally, choose one trait for your character from your home's list and give it a rating of 1.

Elfland (elves only)

Skills: Healer, Mentor, Pathfinder

Traits: Calm, Quiet

Dwarven Halls

Skills: Armorer, Laborer, Stonemason

Traits: Cunning, Fiery

Religious Bastion

Skills: Cartographer, Scholar, Theologian

Traits: Defender, Scarred

Bustling Metropolis

Skills: Haggler, Sailor, Steward

Traits: Extravagant, Jaded

Wizard's Tower

Skills: Alchemist, Lore Master, Scholar

Traits: Skeptical, Thoughtful

Remote Village

Skills: Carpenter, Peasant, Weaver

Traits: Early Riser, Rough Hands

Busy Crossroads

Skills: Cook, Haggler, Rider

Traits: Foolhardy, Quick-Witted

What Are Your Social Graces?

How do you convince people that you're right or to do what you need? Choose one skill: Haggler, Manipulator, Orator or Persuader. If you don't have it, give a rating of 2. If you have it, increase it by one up to a maximum of 4.

What's Your Specialty?

Each player chooses a unique specialty—no two players in your group can have the same specialty. Give the skill a rating of 2 (if you already have the chosen skill, increase the current rating by one to a maximum of 4):

- | | |
|----------------|---------------|
| Ⓐ Cartographer | Ⓐ Manipulator |
| Ⓐ Cook | Ⓐ Pathfinder |
| Ⓐ Criminal | Ⓐ Persuader |
| Ⓐ Dungeoneer | Ⓐ Orator |
| Ⓐ Haggler | Ⓐ Scavenger |
| Ⓐ Healer | Ⓐ Scout |
| Ⓐ Hunter | Ⓐ Survivalist |

Underline your specialty skill on your character sheet.

How Are You Wise?

Wises are a category of special abilities that represent your fields of expertise. They are not rolled, instead they augment other abilities and skills.

Elves: Choose one of the following: Elven Lore-wise or Elven Craft-wise; take a second wise of your choice following the guidelines in this section. Either take one of our examples or invent one of your own.

Dwarves: Choose one of the following: Dwarven Chronicles-wise or Shrewd Appraisal-wise; take a second wise of your choice following the guidelines in this section. Either take one of our examples or invent one of your own.

Halflings: Choose one of the following: Home-wise or Needs a Little Salt-wise; take a second wise of your choice following the guidelines in this section. Either take one of our examples or invent one of your own.

Humans: Choose one wise. Either take one of our examples or invent one of your own.



Specific Town Wises

You can take a wise about a particular town or city—Elfland-wise, Busy Crossroads-wise, etc. If you wish to take a wise for a settlement on your map, you may. Note the settlement and add “-wise” to it. You’re done.

Specific Location Wises

You can be wise about terrain features and adventure locations—Ironwold-wise, Temple of Black Skulls-wise, etc. If you wish to take a terrain feature or adventure location from your map as a wise, you may. Note the terrain feature or adventure location and add “-wise” to it.

Specific Monster Wises

You can take a wise about a particular sort of monster—Dragon-wise, Zombie-wise, etc. If you wish to take a wise for an unlisted monster, you may. Note the monster on your character sheet and add “-wise” to it.

Specific Group Wise

You may take specific wises for types or groups of people—Barbarian-wise, Bjorning-wise, Gott-wise, etc. You may develop your own wise to represent the group. For example: Armorer-wise, Apiarist-wise, Bandit-wise, etc.

Specific Thing Wise

Wises can also be about things—Book-wise, Ice Storm-wise, Trap-wise, Ugly Truth-wise, War-wise, etc. If you wish to take a wise for an unlisted thing, you may. Note the thing on your character sheet and add “-wise” to it.

Inappropriate Wises

Wises that are too general and inappropriate are disallowed.

ANGER-WISE, WOUND-WISE, SICK-WISE, HUNGER-WISE, ADVENTURE-WISE, ALIGNMENT-WISE (LAW/CHAOS-WISE), UNDEAD-WISE, TOWN-WISE, CAMP-WISE, FIGHT-WISE, ROLEPLAYING GAME-WISE, GM-WISE, PLOT-WISE, ETC.

Nature

Nature is a special ability. Unlike all other abilities, there are three descriptors attached to each character’s Nature. These descriptors determine how your Nature is used in play.

Nature Descriptors by Stock

- Ⓐ If you’re an elf, write Nature: Elf on your character sheet. Your descriptors are Singing, Remembering and Hiding.
- Ⓐ If you’re a dwarf, write Nature: Dwarf on your character sheet. Your descriptors are Delving, Crafting and Avenging a Grudge.
- Ⓐ If you’re a halfling, write Nature: Halfling on your character sheet. Your descriptors are Sneaking, Riddling and Merrymaking.

- Ⓐ If you’re a human, write Nature: Human on your character sheet. Your descriptors are Boasting, Demanding and Running.

Base Nature

All characters have a base Nature of 3. Answer the following three questions appropriate to your stock to determine your final starting Nature score, and possibly some traits.

Traits From Nature

Some Nature questions give you the option to change the trait you gained from your home to another trait. If you exchange a trait for a new one, its starting level is 1. If you already have the chosen trait, increase its starting level by one.

FOR EXAMPLE. MY ELF WAS BORN IN THE DWARVEN HALLS AND I CHOSE FIERY AS MY HOME TRAIT. I ANSWER THE THIRD ELVEN NATURE QUESTION IN THE NEGATIVE AND THUS MAY SELECT FIERY, CURIOUS OR RESTLESS. IF I SELECT CURIOUS OR RESTLESS, I REPLACE FIERY WITH THAT TRAIT AT LEVEL 1. IF I SELECT FIERY AGAIN, FIERY STARTS AT LEVEL 2.

Elf Nature Questions

Do you walk among the ancient trees on moonless nights and listen to their songs? Or has your heart hardened in the long ages since the Dawn?

- Ⓐ If you listen to the ancient songs, increase your Nature by one.
- Ⓐ If your heart has hardened, you may replace or increase your home trait with Bitter or Jaded.

When evil stalks the world, do you confront it or do you retreat to the hidden places of the elves and allow time to defeat your enemies?

- Ⓐ If you retreat and hide, increase your Nature by one and decrease your starting Fighter skill by one.
- Ⓐ If you confront evil, your Nature and Fighter remain unchanged.

Do you yearn to follow the cries of the gulls to the sea and journey west beyond all knowledge or are you prepared to live a life of struggle and grief?

- Ⓐ If you yearn to journey west, increase your Nature by one.
- Ⓐ If you do not yearn for the west, you may replace or increase your home trait with Fiery, Curious or Restless.

Dwarf Nature Questions

If your kin are slain and their halls plundered, would you spend your life plotting and exacting revenge, or would you tally your losses and move on to greater challenges?

- Ⓐ If you would take revenge at any cost, increase Nature by one.
- Ⓐ If you would forgive these grudges, you may replace or increase your home trait with Honorable or Jaded.

Would you plunge ever deeper into the bones of the earth looking for treasures untold, or do you fear what you would uncover should you dig too deep?

- Ⓐ If you would dig ever deeper, increase Nature by one and decrease Fighter skill by one.
 - Ⓑ If you fear what lies beneath, do not increase Nature or decrease your skill.
- Do you yearn to spend your days crafting wondrous objects from silver and gold or does the life of adventure call?
- Ⓐ If you were born to craft wondrous objects, increase your Nature by one.
 - Ⓑ If the life of adventure calls, you may replace or increase your home trait with Fearless or Foolhardy.

Halfling Nature Questions

Do you eat second breakfast every day, even if supplies are running short? Or do you tighten your belt and go a little hungry now so your supplies will last?

- Ⓐ If you always eat second breakfast, increase your Nature by one.
- Ⓑ If you do not eat second breakfast, you may replace or increase your home trait with Skinny or Stoic.

When confronted, do you stand your ground and fight or do you run and hide?

- Ⓐ If you run and hide, increase your Nature by one and decrease your starting Fighter skill by one.
- Ⓑ If you stand and fight, your Nature and Fighter remain unchanged.

Would you rather be safe at home in your warm bed than on this dreadful adventure?

- Ⓐ If you would rather be in your bed, increase your Nature by one.
- Ⓑ If you rather like adventures, you may replace or increase your home trait with Adventurous or Calm.

Human Nature Questions

Do you sit by the hearth at night drinking and boasting of your great deeds, or do you spend those chill nights quietly preparing for the dark times to come?

- Ⓐ If you boast of your exploits, real or imagined, increase Nature by one.
- Ⓑ If you quietly prepare, you may increase or replace your home trait with Thoughtful or Loner.

When the elves and dwarves voice their concerns, do you demand to be heard as an equal or do you bow your head and listen to the wisdom of your elders?

- Ⓐ If you demand your rights, increase Nature by one, but reduce Lore Master or Scholar by one if you have those skills, or Will if you do not.

- Ⓐ If you listen to the wisdom of the elder ones, no ratings change.

Would you flee from the hordes of goblins, beasts and monsters that prey on civilization or will you plunge into their midst, questing for treasure?

- Ⓐ If you would flee and hide inside the walls of tall citadels, increase your Nature by one.
- Ⓑ If you do not fear those who prey on civilization, you may replace or increase your home traits with Brave, Foolhardy or Defender.

Circles and Relationships

Circles can be used to find help and information when you are in town. Relationships can be introduced whenever appropriate.

Answer the following questions to generate relationships and a Circles rating. You cannot take a friend, parents, mentor and an enemy. You can only choose to have three of the four at best.

Circles starts at 1, add to that rating based on your answers to the questions.

Do you have friends who enjoy your occasional visits or are you a loner, tough and cool?

If you have a friend, +1 Circles. Write your friend's name on your character sheet. Choose a profession from your home town's skill list for your friend. If you are a loner, tough and cool, your Circles starts at 1, and you have an enemy. How did your enemy destroy your life and set you on this path? Write down the name of your nemesis or mortal enemy on your sheet and skip the rest of the Circles and Relationships questions and take the Loner trait at level 1 or increase it by one if you already have it. Also, go get snacks for the rest of the group while they finish answering the questions.

Do you have parents you can stomach talking to or are you an orphan?

If you have parents, +1 Circles. Note your family name or parents' names on your character sheet. Choose a trade for your parents from your home town's skill list. If you're an orphan, you have a keepsake from your parents that is worn around your neck or on one hand. Describe its sentimental value. It is worth 1D of treasure. Put it in your inventory.

Did you have a mentor or did you make your own way in this rough life?

If you have a mentor, +1 Circles. Note your mentor's name on your character sheet. Your mentor's trade is the same as the specialty you chose for your character. Note this next to his name like so: Froz the Cook. If you made your own way



in life, you start with a pouch of cash worth 2D of treasure (it takes one space in your inventory).

Have you made an enemy in your life or have your dubious deeds managed to escape notice?

If you have made an enemy, +1 Circles. Note your enemy's name on your character sheet. Choose a class and stock for your enemy (or let the GM decide).

FOR EXAMPLE: BARGLE THE MAGICIAN

The benefit for not having an enemy is not having an enemy.

Starting Resources

Though you may have been wealthy, well-accoutred or wholesome once, now you have fallen on hard times. Your pockets are empty, much like your stomach. All you own you carry on your back. All characters start with a Resources 0.

Choose Adventuring Gear

The following is a list of common adventuring equipment. When starting a character, you may choose to take as much gear as your character can carry.

Choose whether you will carry a satchel or backpack. Fill it, fill your belt pouch and fill your skin with wine or water.

Determine what you're wearing on your torso, hands and feet.

Your inventory slots are listed on the back of your character sheet. Items can be carried, worn or packed into the appropriate slots. They take a number of slots as listed below:

Starting Equipment Choices	
Item	Inventory Slot
Rations, preserved	pack 1
Rope	torso/worn 1 or pack 2
Sack, large	hands/carried 2 or pack 1 (empty)
Sack, small (2)	hands/carried 1 or pack 1 (empty)
Satchel	torso/worn 1
Shoes	feet/worn
Spell or prayer supplies	hand/worn, neck/worn or pack 1 per spell
Stakes (3) and mallet	pack 1
Thieves' tools	pack 1
Tinderbox	pack 1
Torches (4)	hand/carried 1 or pack 1
Traveling spell book	pack 2
Water	skin/bottle/jug 1
Waterskin/wineskin	belt/default
Wine	skin/bottle/jug 1
Wolfsbane	pack 1

See the Gear chapter for details on these items.

Traveling Spell Book and Holy Symbol

Elves and magicians must take a traveling spell book as part of their starting gear. Clerics will want to take a holy symbol.

Choose Your Weapon

- Ⓐ If your class is cleric, then you start with a flail, mace, sling or warhammer. You may not use weapons with edges or weapons that cut or puncture. Clerics have the option to choose a shield as an additional second weapon.
- Ⓑ If your class is magician, you start with a dagger as a weapon. You may only use daggers.
- Ⓒ An elf may use a sword, bow or dagger, but you start with only a dagger.
- Ⓓ If your class is warrior, you can use any weapon. You may start with one weapon of your choice. Warriors have the option to choose a shield as an additional second weapon.
- Ⓔ Halflings can use any weapon except the crossbow, two-handed sword, halberd, polearm and lance. You start with one weapon of your choice.
- Ⓕ Dwarves may use any weapon except the bow, two-handed sword and lance. You start with one weapon of your choice. Dwarves have the option to choose a shield as an additional second weapon.

One-handed weapons are carried in the belt/weapon slot on your inventory.

Starting Equipment Choices	
Item	Inventory Slot
Backpack	torso/worn 2
Bottle	pack 2
Candles (4)	hand/carried 1 or pack 1
Cloak	torso/worn 1, hand/carried 1 or pack 2
Finery	torso/worn 3 or pack 4
Flask of oil (2)	hand/carried 1 or pack 1
Garlic	hand/carried 1 or neck/worn 1
Grappling hook	hand/carried 1 or pack 2
Hammer	hand/carried 1 or pack 1
Holy symbol	neck/worn 1
Holy water flask (2)	hand/carried 1 or pack 1
Iron spikes (6)	pack 1
Jug	pack 3
Lantern	hand/carried 1 or pack 2
Mirror	hand/carried 1 or pack 1
Pole, 10'	hand/carried 2
Pouch, belt	worn/default slot
Quiver	torso/carried 1 or belt/weapon
Rations, fresh	pack 1

Two-handed weapons must be wielded in two hands, but may be carried in one. In this case, whatever is in the other hand is dropped once the weapon is wielded.

Bows are carried in their quiver, either on the belt or the torso.

Starting Weapon Choices

Battle axe	hand/carried 2	Polearm	hand/carried 2
Bow	hand/carried 2	Shield	hand/carried 1
Crossbow	hand/carried 2	Sling	hand/carried 1
Dagger	hand/carried 1	Spear	hand/carried 1
Flail	hand/carried 1	Sword	hand/carried 1
Halberd	hand/carried 2	Two-handed Sword	hand/carried 2
Hand axe	hand/carried 1	Warhammer	hand/carried 2
Mace	hand/carried 1		

Starting Armor

Warrior, dwarf, halfling and cleric characters begin the game with leather armor. You can add a helmet if you did not choose a shield as your additional weapon. Elves and magicians do not start with armor.

Armor Inventory Slots

Helmet	head/worn 1
Leather armor	torso/worn 1

Starting Spell and Prayer Choices

Magicians and Elves

Magicians start with three known spells: Wisdom of the Sages plus two additional random spells. Record all three spells in your traveling spell book. Elves start with one random spell.

Roll 2d6 and consult the table below. If a magician rolls the same number on the second roll, you may choose your last spell.

2d6	Magician and Elf Starting Spells
2	Thread of Friendship
3	Celestial Music
4	Arcane Semblance
5	Dance of the Fireflies
6	Supernal Vision
7	Eldritch Darts
8	Wizard's Aegis
9	Mystic Porter
10	Word of Binding
11	Lightness of Being
12	Destiny of Heroes

Spells are described in the Magic & Miracles chapter.

Clerics

Clerics start with the prayer *Fury of the Lords of Life and Death*. Clerics do not learn additional prayers until they reach 2nd level.

Choose Alignment

The world of Torchbearer exists in a perpetual war—sometimes hot and sometimes cold—between the primordial forces of Law and Chaos. Whether they recognize it or not, heroes tend to become proxies in this war. The greatest champions declare their allegiance and fight for the advancement of their cause. Decide whether your character is aligned with the forces of Law or Chaos, or remains unaffiliated.

- Ⓐ Law represents the forces of progress, order and civilization.
- Ⓑ Chaos represents the forces of freedom, entropy and savagery.
- Ⓒ Unaffiliated is for those who think having shelter, food and family is more important than ideals and ideologies.

Beliefs, Instincts and Goals

You create three aspects of your character's personality and describe each as a phrase or sentence—a Belief, a Goal and an Instinct. Invoking them and involving them in your actions and decisions earns you rewards that allow you to enhance die rolls and level up.

When creating a character, write your Belief and Instinct. You'll write your Goal once the GM has laid out the adventure.

Belief

You have a philosophy, code or belief that guides you, something that drives you (perhaps in desperation) to seek wealth or adventure. Invent one for your character and write it on your character sheet in the indicated area. If you invoke that Belief in play—if it guides your actions and gets your character into trouble—then you earn a reward at the end of the session.

If your Belief creates a crisis of conscience during play and you betray your own Belief (through dramatic play), you earn another type of reward.

DRALIC'S BELIEF: "I AM THE LEADER OF THIS GROUP OF ADVENTURERS." DRALIC ATTEMPTS TO PLAY LEADER IN THE CAVERNS UNDERNEATH THE MINOTAUR'S KINGDOM. "THIS WAY," HE SAYS. "WE MUST GO FARTHER DOWN." HE UNWITTINGLY LEADS THE GROUP INTO A TERRIBLE FIGHT WITH A MANTICORE AND THUS EARNS A FATE POINT REWARD.

BEREN'S BELIEF: "THERE'S NAUGHT FOR ME BUT BLOOD AND TREASURE, SPENT AND EARNED." BEREN FINDS THE YOUNG PRINCE HE'S BEEN CONTRACTED TO RETRIEVE. WITH THE PRINCE ARE THREE SERVANTS. BEREN NEGOTIATES WITH THE CAPTIVE PRINCE FOR EXTRA PAY FOR THE SERVANTS BEFORE RELEASING HIM. HE EARNS A FATE POINT FOR THIS MERCENARY BEHAVIOR.

FIMBLE'S BELIEF: "IT COULD ALWAYS BE WORSE, SO KEEP YOUR HEAD DOWN AND YOUR SPIRITS UP." FIMBLE IS EVER CHEERFUL,

EVEN IN THE MOST DIRE OF SITUATIONS, HE ALWAYS HAS A SMILE AND A SONG READY FOR HIS FRIENDS (AND ENEMIES!). HE DANCES FOR DRALIC TO MAKE HIM FORGET HIS FEARS AND EARNS A FATE POINT REWARD.

Instinct

Instincts are conditional statements of action. “Always do this” or “Never do that” or “If that happens, do this.”

Instincts allow you to take an action when they’re triggered.

DRALIC’S INSTINCT IS “ALWAYS KEEP THE LIGHT LIT.” IF DRALIC IS PLUNGED INTO DARKNESS, HE GETS A FREE TEST TO TRY TO MAKE SOME LIGHT.

BEREN’S INSTINCT IS “NEVER TRUST DRALIC’S DECISIONS UNDERGROUND.” IF DRALIC TAKES A WRONG TURN AND STUMBLES INTO AN AMBUSH, BEREN HAS A CHANCE TO SPOT THE TROUBLE.

Goal

Goals are, well, goals. They are statements of action that set your character’s agenda: I will... I must... I won’t....

They are immediate, something you could feasibly accomplish this session. They’re not long-term dreams. “I will be king one day,” is a bad goal (unless “one day” is “today”). And don’t write dumb goals like “I will light a torch.” There’s no reward for accomplishing dumb goals.

KAROLINA’S GOAL IS: “I WILL DISCOVER WHAT HAPPENED TO THE INNKEEPER AND HIS GUESTS.”

SOME SELF-IMPORTANT HERO MIGHT DECLARE “I WON’T LET THE CITY FALL TO THE DRAGON.”

Writing Goals

Don’t write your goal yet, wait until the GM sets up your adventure.

Level

Your character starts at level 1. Note your level title and benefit for your class on the back of your character sheet.

Dwarf Adventurer

Your level 1 title is Adventurer. Your level benefit is the ability to wear any armor and wield any weapon except a two-handed sword, bow and lance.

Elf Ranger

Your level 1 title is Ranger. Your level benefit is the ability to use Arcanist to cast one first circle spell in the adventure phase, wear leather or chainmail armor and wield a dagger, bow and sword. Cheating elves!

Halfling Burglar

Your level 1 title is Burglar. Your level benefit is the ability to wear leather and chainmail armor, a helmet, use a shield, and use any weapon except the crossbow, two-handed sword, halberd, polearm and lance.

Human Cleric

Your level 1 title is Disciple. Your level benefit is the ability to wear any armor and use a shield, mace, flail, warhammer and sling. You can also invoke the Fury of the Lords of Life and Death.

Human Magician

Your level 1 title is Apprentice. Your level benefit is the ability to use a dagger as a weapon and use Arcanist to cast one first circle spell per adventure phase.

Human Warrior

Your level 1 title is Warrior. Your level benefit is to use any weapon and wear any armor.

Starting Rewards

Your character does not begin the game with any fate or persona points. If you want them, you have to earn them.

Name

Give your character an appropriate name.

Raiment

What distinctive item of clothing does your character wear?

Age

Choose an age for your character from the appropriate stock.

- Dwarf: 30-51
- Elf: 60-101
- Halfling: 26-31
- Human: 14-21

Starting Out

If this is your first outing together, assume that you all know each other casually. You’ve joined together with the purpose of making a better life—by finding loot.

If you’re joining an extant group, you’re the new hire. You join up specifically for their next endeavor, eager to get to it.

Fresh

Check off the fresh condition! It’s the last time you’ll feel this good for a long while.





A wise represents special, esoteric knowledge about a particular, narrow subject.

SKIRMISH-WISE CAN BE INVOKED WHEN THE GROUP IS CONTESTING GROUND, BUT IT'S NOT USEFUL WHEN ALONE.

Wises are different from abilities, skills and traits. They have no rating. Either you're wise about something or you're not.

- ⦿ A wise is never tested on its own. It's always used to supplement a test you or another player is undertaking.
- ⦿ A character can have up to four wises.
- ⦿ A wise can be used once per test for one of three effects: I Am Wise, Deeper Understanding and Of Course!
- ⦿ You may use multiple wises per test, but only for different effects. You may not use the same effect more than once per roll.

Wises may be invoked only when their subject is in play. They may not be used to invent information or bullshit the GM. They don't apply to every session, but when they do make sense, they are very useful.

Wise Effects

I Am Wise

Grant +1D to any test related to your wise that is made by your friend or ally. You can grant this aid in place of help (and thus insulate yourself from conditions, but not twists). You cannot help and use I Am Wise on the same test.

To use I Am Wise, advise your friend: Look over his shoulder, point out his mistakes or illuminate facts of the matter previously unknown to him.

Deeper Understanding

Spend a fate point and reroll any single failed die on your test related to your wise. When using Deeper Understanding, you simply state, "Ah hah!" and gesture that you understand everything now. You may use Deeper Understanding in conjunction with other reward expenditures.

You may not reroll a die that's already been rerolled. If you roll a 6, spend a fate, reroll and fail, you may not use Deeper Understanding to reroll that failure.

Of Course!

Spend a persona point and reroll all failed dice on your test related to your wise. When using Of Course! declare, "Of course!" and indicate that you were wrong but now you have it all correct. You may use Of Course! in conjunction with other reward expenditures. Use this option before spending fate to reroll 6s.

Using Wises

Each time you use your wise, mark how it was used on your character sheet. You get a perk if you use I Am Wise to help pass a test, I Am Wise in a failed test, Deeper Understanding and Of Course!. Once you've done all four, you can change the wise, or take either a Beginner's Luck or a skill advancement test related to the wise. If you choose not to change the wise, the wise remains. You don't lose it in exchange for the test.

Once you've used a wise all four ways, choose your perk, reset your marks and try it again.

Language-Wise

If you have a specific monster-wise like orc-wise or kobold-wise, you know enough about these creatures to communicate with them. You can engage with them in arguments, riddles, speeches and other negotiations.

If you are not able to communicate with a creature, you may not have those sorts of discussions. Actions and conflicts of that type are locked off until you develop a method of communication (like the Wisdom of the Sages spell, for example).

Halflings and humans share a common tongue. Elves and dwarves can of course speak their own respective tongues as well as the common tongue.

New Wises

Your character will receive new wises during winter. See the Winter chapter for more details.



Traits



Every character has quirks or ticks imposed by parents, upbringing and life experiences. We call those bits of history and old scars traits.

Trait Levels

There are three levels for each trait:

- Level 1 traits grant +1D to one roll per session.
- Level 2 traits grant +1D to two rolls per session.
- Level 3 traits grant +1s to a tied or successful test associated with the trait.

Trait Refresh

Level 1 and Level 2 traits have limited uses per session. They refresh after the prologue has been delivered at the start of a new session.

Using Traits to Benefit Yourself

When you want to use a trait to benefit a roll, describe your action and incorporate the trait into your narration. If the group feels it's appropriate, take your trait benefit for that test.

Be creative with your traits. They are open to interpretation so you can be inventive and surprise the other players with interesting descriptions of your character.

Reaching

There's a phenomenon with traits that we call reaching. It's a situation when a trait clearly doesn't fit, but a player is working really hard to convince the group that it'll work. This is not creative; it's just short of begging and it's certainly always bull.

If you feel a player is reaching, tell them so. Give them a moment to readjust. If they don't have anything better to add, then move on. The trait doesn't apply.

Using Traits Against Yourself

If you can incorporate a trait into your description of your character's actions so that it hinders you, you apply a penalty to your roll.

You can take a -1D penalty to your roll, you can give your opponent +2D in a versus test or you can break a tie in your opponent's favor.

Why Use Traits Against Yourself?

This rule is key to playing this game. It's about roleplaying. It's about making bad decisions because that's what your character would do. These characters are imperfect at best—and that makes them appealing. All of the great heroes have flaws: pride, hubris, fury and even incompetence. Using traits against yourself allows you to demonstrate your character's quirks and foibles. It makes them vulnerable and, counterintuitively, it makes them more likeable.

Torchbearer isn't about passing every test and winning every contest. It's about how you change and grow throughout the struggle. This rule exemplifies that aim.

Camp, Town and PvP

You cannot use traits against yourself in camp, town or player vs. player situations. Essentially, you only use them against yourself in the adventure phase.

Once Per Test

You can use one trait per test, for or against. One trait and only one trait.

IF YOU USE A TRAIT TO GAIN +1D TO A TEST, AND THE TEST IS TIED, YOU CANNOT THEN USE A TRAIT TO BREAK THE TIE IN YOUR OPPONENT'S FAVOR.

Checks Against Traits

If you use a trait against yourself, you earn a resource called a check. Checks are spent to make rolls during the camp phase and to earn experience from helping in any phase. If you don't have any checks in the camp phase, your character can only help others make rolls. Otherwise, you flop down on your bed roll and pass into a restless, fruitless sleep.

Earning Checks

- Taking a -1D penalty to your roll earns you one check.
- Granting +2D to your opponent's roll earns you two checks.
- Breaking a tie in your opponent's favor earns two checks.

Mark your checks next to your traits to keep track of them as you earn them.

Donating Checks

If you have extra checks, you may pass them to your fellows at any time in camp or town.

Spending Checks

There are three instances when you spend checks: in camp, as you enter town and when you're helping each other.

Camp Checks

Checks may be spent in the camp phase to make tests to recover, reequip and rest. You may also spend a check to initiate a conflict with a fellow adventurer.

Town Checks

Checks can be used at the beginning of the town phase for recovering from conditions—before you roll for the town events. In town, you only spend checks to gain experience from helping. You do not spend checks to test in town.

Help Checks

You can spend a check when you help another character. Mark off the check as you hand them the helping die. Doing so allows you to log a test for advancement for that roll. If your friend passes the test, you take a pass result. If your friend fails, you take a failed result.

Trait List

The following section describes each trait. The entries offer suggestions on how to use the trait, both to benefit you and get you into trouble.

Adventurous

Most folks are content to live a quiet life at home, but some fools actually crave the excitement of a rollicking adventure. They live to travel to strange places and experience new things. It can be hard to grind an adventurous spirit down—they're always ready to see what's over the next hill—but sometimes they jump into a situation without looking.

Bitter

Some turn bitter in their travels and grow to feel all their efforts are for nothing. This may protect them from the many and varied disappointments of life as an adventurer, but it also burdens them. They have trouble taking the optimistic course.

Bold

The bold rush to action without a thought for their own safety. Daring stratagems and reckless abandon are hallmarks of the bold. Forethought and caution are not for these souls.

Born of Earth and Stone

Dwarves were shaped by their maker from the bones of the earth, and they share many qualities with earth and stone. Dwarves are steadfast and sturdy in all things, with a special feel for metal and stone, but they can also be stubborn and unyielding.

Brave

The brave never hesitate to step into the unknown. They are susceptible to wild tales of far-off places and dangerous adventures. The brave almost universally detest being called cowards. It's the surest way to earn their ire.

Calm

Calm souls are difficult to anger and easily shrug off any emotion that does manage to burden their heart. However, they risk becoming too sedate and perhaps missing a threat.

Cunning

The cunning are adept at deceit and plotting traps. They are often either arrogant or, if caught at their games, known as dishonest.

Curious

Curious sorts are always eager to learn and on the lookout for the new or mysterious. But there are many tales of those whose curiosity led them and their friends to an abrupt and violent end.

Defender

Monsters and villains are a fact of life in the wide world. Many are the townsfolk who have been called upon to defend their homes without training, support or even proper equipment. The people know the value and cost of defending one's home. Of course, when forced to choose, these defenders often put their home above other concerns.

Early Riser

Early risers are up first in the morning. Awake before the sun, they're clear-headed and sharp while everyone is bleary-eyed and sleepy. Of course, they must be early to bed to be so early to rise.

Extravagant

Some folks have expensive tastes and spend profligately. They're experts at grand gestures but sometimes find it difficult to show restraint when required.

Extrovert

Extroverts love meeting people or introducing themselves to strangers. However, they often lead public or semipublic lives and are easy to track down, even when they don't want to be.



Fearless

Fearless fighters hold their ground in the face of unimaginable danger. However, they often put valor before discretion even in delicate matters.

Fiery

Fiery souls know how to stir up a crowd, but they are quick to anger.

First Born

Elves were the first to awake to the world and wandered beneath the stars long before the coming of dwarves or men. The trees and the stars recognize them as kin, and they are often possessed of special insight that comes of their memories of the dawn of the world. But their long lives can often make them seem remote and detached to the younger peoples.

Foolhardy

There are some folks who are always going where they shouldn't and doing what they mustn't—sticking their heads in holes or reading strange, eldritch texts. Remarkably, some manage to skirt the consequences of their actions. But that may be because few people write stories about dead foolhardy adventurers.

Generous

Generous souls always seem to have something to give to others, even if it means going without themselves.

Heart of Battle

Warriors are creatures of action, able to throw their bodies into harm's way with skill and valor to pursue their goals. But often warriors too readily resort to violence when another way might serve them better.

Hidden Depths

On the surface, halflings may appear to be a naive and unassuming people, but they have hidden depths of will and character. They bear up remarkably well against pain, fatigue and despair that would cause other peoples to break. Sometimes the bigger peoples treat them as fragile and delicate because they don't know any better.

Honorable

Some are known throughout the land for their upstanding character and peerless integrity. But those who stand tallest are ripe for the greatest fall. Honor does not ensure survival.

Jaded

The adventuring life hardens some and makes them callous. This protects them from the folly of youthful ideals and heroism, but it also makes them dismissive of new ideas.

Loner

Loners have trouble working well with others. They're at their best when no one knows what they're up to. Sometimes, of course, they get in over their heads and could really use a helping hand.

Lost

Hard to believe, but there are those among us who have no sense of direction. They're useless at orienteering, but conversely their wandering treks make them difficult to track down.

Quick-Witted

A quick-witted adventurer acts on instinct, without need for thought or consideration. While this attribute is clearly useful, it can lead to difficulties when patience and planning are required.

Quiet

Some people are quiet in everything they do—the way they speak, the way they work, and the way they walk. Some sink so far into quietude that they have difficulty coming out of their shells.

Rough Hands

A hard life of toil toughens the hands. Such hands mark them as working folk, which can cause some to look down on them.

Scarred

Survivors of terrible wars are often scarred by their experiences. They're tough and not easily flustered by injury or fear, but they are also maimed or psychologically scarred by their experiences.

Sharp-Eyed

A sharp-eyed adventurer is always welcome in a party. He makes a good scout or hunter. But sometimes, after staring at the brush for days on end, the sharp-eyed adventurer can get a little jumpy.

Skeptical

Skeptical souls are always watching for lies and deceit, a good quality. But it can go too far when the skeptic thinks even the truthful are liars.

Skinny

It's always good to keep a slim build to fit through tight squeezes, but it's important for adventurers to stay healthy, too.

Steady Hands

Criminals, smiths and other craftsmen who create fine or delicate work are often known for their steady hands. These sorts can become fearful of damaging these wondrous instruments.

Stoic

A stoic soul never complains about the hardships of life on the road. He accepts them and soldiers on. However, this same quality can make him emotionally remote and difficult to reach in matters of empathy, love and compassion.

Tall

Some folks are unusually straight and tall. It's a notable attribute that can be trouble when snaking one's way through narrow tunnels in a dungeon.

Thoughtful

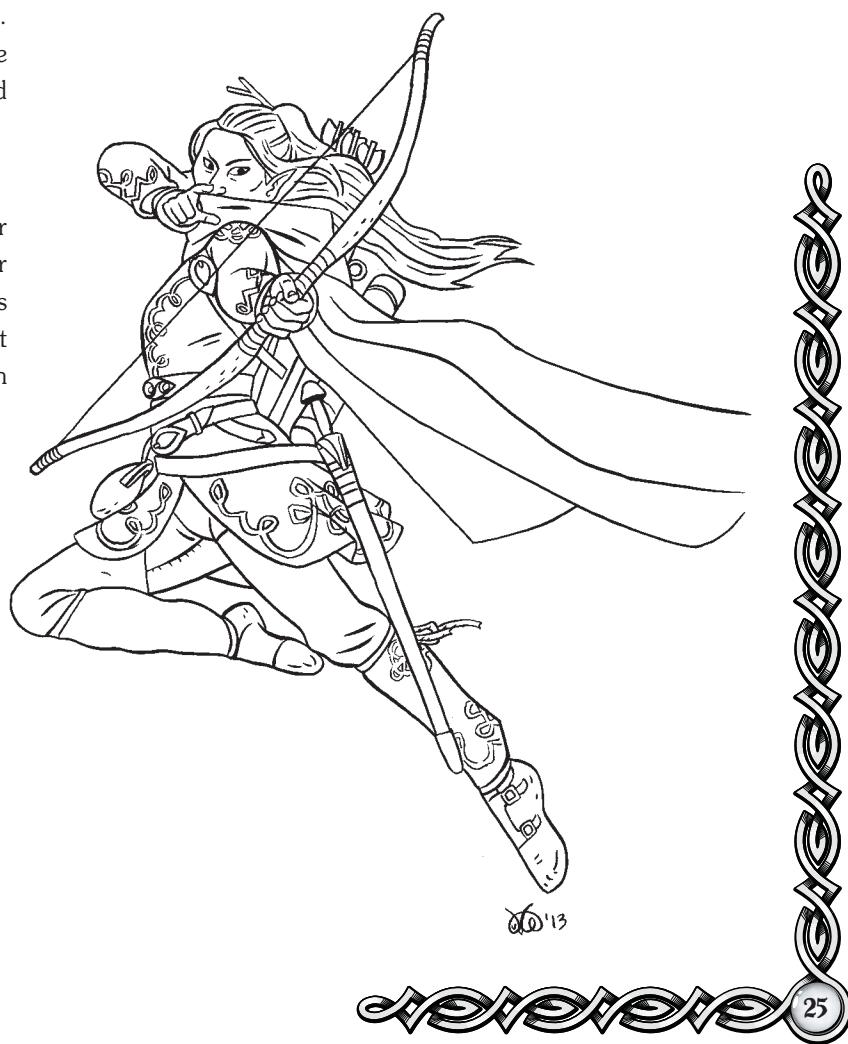
A thoughtful adventurer will ponder all options and all possible courses of action before making a decision. This is very useful when there's time to plan or ponder, but useless in times of haste.

Touched by the Gods

The Immortals speak to clerics. Moreover, when a cleric speaks to the Immortals, the Immortals are often willing to listen. The gods guide and protect their chosen. But the clerics must be ever vigilant to ensure that the words they speak are truly those of the Immortals and not the secret desires of their own hearts.

Wizard's Sight

The magician sees more than other mortals. Whether it's the telltale signs of a spirit or demon or the flicker of a lie in a man's aura, the magician can see the flows of magic and the misty borders of the Otherworld. But the magician must also take care, for that which is seen with the Wizard's Sight cannot be unseen.



Abilities



This chapter describes your raw abilities—Will, Health and Nature—and town abilities—Circles and Resources. It also contains the rules for unskilled tests which rely on your raw abilities.

Use the Ability & Skill Factors chapter to determine specific difficulties for Health, Will, Nature, Resources and Circles.

Beginner's Luck

If you don't have an appropriate skill for a test, you may roll your Will or Health—as per the Beginner's Luck ability listed with the skill—at a penalty.

Beginners Roll Half

Total up the dice for the ability, wises, help, supplies and gear, divide that by half and round up. Then add traits, persona points, tapped Nature, the fresh condition and any other special or magic bonus dice.

Easy stuff won't be too much of a problem, but more complex tasks will be harder.

If an ability is at zero due to injury or sickness, you cannot test it using Beginner's Luck at this time. You must use your Nature until you've recovered.

The First Step in Learning

Using Beginner's Luck is the first step in learning a new skill. See the Learning New Skills heading in the Skills chapter.

Will

Will is an ability that represents how mentally resilient and adaptable your adventurer is. This ability is rated from 1 to 6.

Test Will when you're trying to resist being convinced of something or to overcome the mental trials of life on the road, like anger and illness.

TEST WILL TO RECOVER FROM ANGER (OB 2) AND SICKNESS (OB 3).

Beginner's Luck Using Will

Will is often used in Beginner's Luck tests. Test Will when trying to learn the following skills: Alchemist, Arcanist,

Cartographer, Commander, Cook, Haggler, Healer, Lore Master, Manipulator, Mentor, Orator, Persuader, Ritualist, Scholar, Scout, Steward, Theologian and Weaver.

Health

Health represents your adventurer's physical strength and fortitude. The ability is rated from 1 to 6.

Health is used for running a long distance, holding open a portcullis while your friends escape, swimming a fast-moving river, balancing on a tightrope and so on—any physical test that doesn't fall under Nature or a skill. Note that climbing, swimming and navigating underground, often in the dark, is a specialized skill and not covered by raw Health. See the Dungeoneer skill for those factors.

Health is also frequently tested when trying to resist the physical trials of life on the road—fatigue and injury. It is also used to break ties for tests requiring physical exertion.

TEST HEALTH TO RECOVER FROM EXHAUSTED (OB 3) AND INJURED (OB 4). YOU MAY ALSO USE HEALTH IN VERSUS TESTS INVOLVING RAW PHYSICAL STRENGTH, ENDURANCE, SPEED OR AGILITY.

Beginner's Luck Using Health

Health is often used in Beginner's Luck tests. Test Health when trying to learn the following skills: Armorer, Carpenter, Criminal, Dungeoneer, Fighter, Hunter, Laborer, Pathfinder, Peasant, Rider, Sailor, Scavenger, Stonemason and Survivalist.

Nature

Nature represents your stock's natural qualities and tendencies.

The Nature ability is unique among all the other abilities. While it has a rating like other abilities and skills, it includes three descriptors.

- ⦿ Nature (Dwarf) has the descriptors: Delving, Crafting and Avenging Grudges.

- ⦿ Nature (Elf) has the descriptors: Singing, Remembering and Hiding.
- ⦿ Nature (Halfling) has the descriptors: Sneaking, Riddling and Merrymaking.
- ⦿ Nature (Human) has the descriptors: Boasting, Demanding and Running.

These aspects describe the situations in which you can use your Nature without penalty. If you use your Nature in situations outside of the descriptors for your stock, you risk losing a bit of it.

The higher your Nature rank, the more dwarf-like, elf-like, halfling-like or human-like you are. The lower your rank, the more strange and unlike your people you are.

You never want your character's Nature to rise too high or fall too low. It's important to strike a balance. If Nature drops too low, your character is strongly affected and becomes unlike other people of this stock. Perhaps he's too thoughtful or too fixated on his ideals. Whatever's happened, he has become a distinct outsider.

Acting Within Your Nature

When action in the game involves one of your descriptors, and you do not have the skill in question, you can roll your Nature instead of a skill. It's very useful!

If one of your skills has been reduced to zero due to injury or sickness, but your Nature has not, then you may test Nature in place of a taxed skill.

If you have a skill rated 1 or higher that's similar to your Nature descriptor, you must roll using the skill. If you'd like to benefit from having both skill and Nature applicable to a roll, use the Tapping Nature rules. It's a very powerful combination.

Helping with Nature

You may use your Nature to help another character if that character is making a test associated with your Nature descriptors.

Acting Against Your Nature

You can use your Nature as a reservoir of strength to help overcome difficult hurdles.

If your character is in a situation that is outside his Nature and he doesn't have the proper skill, you make the test using your current Nature rating.

This is not Beginner's Luck. You roll your full current Nature rating, not half. However, if you're testing to overcome an obstacle that's outside of your Nature, your ability rating could be taxed.

Taxing Nature

If you use Nature in a situation outside of your Nature descriptors and fail the roll, the current rating is reduced by the margin of failure (to a minimum rating of 0). We call this tax.

When your Nature is taxed, note your current Nature rating in a slash next to your original Nature rating on your character sheet. Any further tests involving your Nature use the reduced number. Nature can be restored back to its original rating. See the next heading, Recovering Nature.

Nature Taxed to 0

If your current Nature rating drops to 0 due to tax, one of your traits is immediately changed to a trait like Outcast, Odd, Faded or something else appropriate. The group should make something up on the spot.

After earning the trait, reduce your maximum Nature rating by one and erase any tax. If this reduces your maximum Nature to 0 see "Nature Depleted to 0" below.

IF YOU HAD A NATURE OF 5 REDUCED TO 0 BY TAX, YOU'D TAKE YOUR TRAIT AND REDUCE YOUR MAXIMUM NATURE RATING FROM 5 TO 4 AND REMOVE YOUR TAX. NOW YOU CAN ROLL FOUR DICE FOR THE ABILITY UNTIL IT ADVANCES OR IS TAXED AGAIN.

Recovering Nature

Nature can be recovered in four ways: through a successful lifestyle test when leaving town, during winter, by delivering a prologue or returning from an absence.

- ⦿ At the end of the winter phase, each character's Nature is restored to its current maximum.
- ⦿ If you deliver a prologue, you may recover one point of taxed Nature.
- ⦿ If you were away from the game, upon your return you may opt to recover one point of taxed Nature.
- ⦿ When leaving town and making a lifestyle test, if you pass the test and have no conditions (like angry or sick), you can recover one point of taxed Nature (but you do not start fresh).

Depleting Nature

Instead of waiting to recover taxed Nature, you can choose to reduce your Nature's current maximum rating by one and restore all tax.

CHRIS'S CLERIC'S NATURE IS CURRENTLY AT 2/5. HE OPTS TO TAKE THE HIT AND REDUCES HIS MAX TO 4. HIS CURRENT NATURE IS RESTORED TO THE NEW MAXIMUM: 4/4.

You can deplete your Nature in this manner at any point, even if it's right before a test.

Nature Depleted to 0

If your maximum Nature rating drops to 0—for example, if you have a 1 maximum and you’re taxed—you’re in trouble! Your character goes a little crazy and starts to see the world differently and doesn’t want to be an adventurer anymore. At the end of this adventure, your character retires.

Tapping Your Nature

You may tap your character’s Nature to perform a heroic act. By spending a persona point, you may add your current Nature rating to your ability or skill test (except Resources or Circles). Persona points are described in the Rewards and the It’s What You Fight For chapters.

- ⦿ If the test is within your character’s Nature and successful, then there is no tax.
- ⦿ If the test is outside your character’s Nature and successful, Nature is taxed by one.

YOU’RE PLAYING FIMBLE, A HALFLING. YOU ARE FIGHTING AN OGRE. IT’S IN YOUR NATURE TO SNEAK PAST IT OR DISTRACT IT WITH A SONG. IT IS OUTSIDE YOUR NATURE TO CONFRONT THE OGRE WITH AN INTIMIDATING SHOUT TO DRIVE IT AWAY.

- ⦿ If the test is failed, whether it was within or outside Nature, Nature is taxed by the margin of failure.

Double-Tapping Nature

If you’re acting within your Nature, you may test your Nature (as long as you don’t have the skill) and use a persona point to add your Nature rating on top of that roll.

Essentially, you’re doubling your Nature. However, if you fail this test, your Nature is taxed as per the rule in Tapping Your Nature.

**Nature 7**

You can advance your Nature to 7 using the standard pass and fail rules for advancement (discussed in the Advancement chapter in the *Skein of Destiny* section). If Nature advances to 7 and remains at that rating at the end of your current session, the character has become too rooted in the life of his people to adventure and retires. Dwarves return to their mountain fastnesses, elves journey west. Humans and halflings tend to seek out a place of contentment and quiet.

Resources

The Resources ability represents what material assets your character can muster in town, through resourcefulness or wealth. Your rating in Resources allows you to get stuff for your character.

Resources ratings range from 0 to 10.

Hometown Advantage

You get a +1D advantage when you’re using your Resources in your hometown.

Testing Resources

Test Resources to find or purchase stuff. Your character can acquire food, lodging, a weapon or extra equipment.

Resources is used in independent tests, not versus tests.

See the price lists in the Gear and Town chapters for obstacles.

Taxing Resources

If the GM wishes, when you fail a Resources test, instead of the standard conditions, he may reduce your character’s Resources by the margin of failure. Like Nature, this reduction of dice is called tax (though it is not recovered the way taxed Nature is).

After tax, Resources may be advanced as normal.

Treasure and Cash

You can augment your adventurer’s Resources with cash and treasure. These items are listed with a die value—often referred to simply as cash dice—like 1D, 2D or 3D. This value indicates how many dice you can add to a Resources test. If the value represents cash or another divisible currency, the dice can be split among multiple rolls. If the value represents a single object, like a piece of jewelry or art, the value cannot be divided.

Treasure and cash dice can be spent even when Resources is 0. Once used to augment a Resources test, any treasure or cash dice added are expended and the loot is removed from your inventory.

Protection from Tax

Spending cash, loot or treasure on a roll insulates you from tax due to that roll. Each die worth of treasure spent will absorb one point of tax.

0 Resources

If Resources is depleted to zero, the character may not make Resources tests unless he uses cash or treasure dice. You may not use persona points to augment the 0 ability unless you spend cash or treasure.

Circles

The Circles ability represents how well-connected and sociable a character is. When in town, you may test your Circles to find other characters who might help you: guides, apprentices, porters and guards; mentors or other adventurers who will trade information.

Circles can be rated from 1 to 10.

Circles Alignment

Your alignment dictates the alignment of whom you can find with your Circles: Law attracts Law, Chaos attracts Chaos and the unaffiliated keep together. If you fail your Circles test, you might encounter someone outside your sphere.

Reputation

As characters gain levels, they also gain reputations from their deeds. At level 3, you gain a reputation that adds +1D to your Circles in your hometown.

Testing Circles

If you need to find someone in town, use the appropriate town rules and then determine the factors for your Circles test.

Circles Success

If you succeed at your Circles roll, you find the character you were looking for. You get to name him or her. Write the name on your character sheet in the Allies section. From now on, when you look for this character in this town, add +1D to your roll.

Circles Twist—The Enmity Clause

When a Circles test is failed, the GM can use twists and conditions as per the normal rules, or he can use a special twist result called the Enmity Clause.

When you fail a Circles test, instead of finding who you were looking for, you find an enemy—a character who feels insulted, mocked, intimidated, cheated or scorned by you. It can be the character you were looking for, another character you didn't expect or even a known enemy. The GM decides.

Add the character to the Enemy section on your character sheet if they're not already there.

Enemies to Friends, Friends to Enemies

The attitude of an enemy can change. If, through play, you manage to convince an enemy that you are on the same side, that's great. You can move him to the Friend section of your sheet.

And, similarly, if you wrong one of your friends, the GM may have you move her from the Friend section to the Enemy section. If you feel betrayed by one of your friends, you may move her from the Friend list to the Enemy list yourself.



Skills



As the saying goes, a skilled adventurer is a lucky adventurer. This chapter describes the basics for your skills. To determine the difficulty for a skill test, consult Overcoming Obstacles in the Dungeoneer's Survival Guide or the Ability & Skill Factors chapter in the Rules for the Game Master section.

Learning a New Skill

Your character can learn new skills in the course of the game. In fact, you can attempt any skill your character doesn't have using the Beginner's Luck rule in the Abilities section.

Once you use Beginner's Luck, note the skill you attempted to use on your skill list. Don't put a rating next to it, put an X instead. Check off one of the Pass bubbles—it doesn't matter if you passed or failed that particular test. You need to keep a record of how many times you tried to use that skill, so fill in an additional bubble each time you try to use it.

MY CHARACTER, BEREN, DOESN'T HAVE THE RIDER SKILL. DURING THE ADVENTURE, WE FIND A HERD OF WILD HORSES. I WANT BEREN TO TAME ONE OF THE HORSES. I TEST BEREN'S HEALTH, BUT ROLL HALF THE DICE DUE TO THE BEGINNER'S LUCK RULE. I MARK AN X IN PLACE OF THE RATING AND LOG A TEST. PASS OR FAIL DOESN'T MATTER WHEN LEARNING NEW SKILLS, JUST THE NUMBER OF TESTS.

Once you have attempted to use that skill a number of times equal to your current untaxed Nature rating, you learn the skill at a rating of 2. Erase the X and all the check marks toward learning it. Write 2 as the rating. You can now test the skill and advance it as normal.

IN OTHER WORDS, IF MY NATURE IS 5, I NEED TO TRY THE SKILL FIVE TIMES USING BEGINNER'S LUCK. AFTER THAT, I START RIDER AT RATING 2.

If you're using Beginner's Luck, do not mark the test to advance Will or Health.

Suggested Help

Each skill is listed with one or two other skills that are closely related. Use those skills when offering and accepting help for a test. The GM may add one other skill to that list that is

related to the situation. And of course you can always help with the same skill.

Other skills may not help. And players may not make suggestions of possible alternates.

Supplies

Supplies are expendable items that provide a +1D bonus to a specific skill for one roll. Most skills are listed with suggested supplies.

Skills

The skills list details the individual skills used in Torchbearer. Each entry consists of a description, a suggestion for useful supplies and a handful of other skills that are commonly used to help that skill.

The descriptions of these skills are left purposefully broad. Use skills to overcome obstacles within their purpose and related situations.

Alchemist

The Alchemist skill is used primarily by magicians and wise (or foolish) sages to create potions, tinctures, acids or eldritch preparations.

For supplies, alchemists can use records from scholars, herbs and roots collected by scavengers or blood, bone or tissue collected by hunters or herders.

Suggested Help for Alchemist: Laborer, Lore Master
Beginner's Luck for Alchemist: Will

Arcanist

An arcanist draws upon will and knowledge to command the elements and shape raw aether. It is the exclusive domain of magicians and mystical creatures. Use Arcanist to cast spells.

Arcanists can use supplies from many professions. See individual spells for details.

Suggested Help for Arcanist: Lore Master
Beginner's Luck for Arcanist: Will

Armorer

Armors craft armor and weapons for adventurers, knights and soldiers.

Armors use supplies from smiths, tanners, weavers and laborers.

Suggested Help for Armorer: Alchemist, Laborer, Smith
Beginner's Luck for Armorer: Health

Carpenter

A carpenter makes useful items out of wood, like chairs, doors, cabinets, ladders, joints, pulleys, levers and boats.

Supplies of lumber from laborers and tools from a smith are always welcome.

Suggested Help for Carpenter: Alchemist, Laborer
Beginner's Luck for Carpenter: Health

Cartographer

A cartographer creates and interprets maps. This skill is essential to adventurers, explorers and caravan masters.

During the game, you need not (and should not) draw a map; instead, list the locations and features you have visited. If you can pass a Cartographer skill test then you are considered to have drawn an accurate map of those locations. So long as you possess it, have light to read by and you're "on the map," you can describe a location on it and travel there without taking time or a test.

Supplies of paper from millers and ink from alchemists are always welcome.

Suggested Help for Cartographer: Scholar, Pathfinder
Beginner's Luck for Cartographer: Will

Commander

A commander understands how to organize, supply and command a force of soldiers in battle. This skill is primarily known by captains of mercenary companies and conquerors.

Suggested Help for Commander: Steward
Beginner's Luck for Commander: Will

Cook

A cook prepares meals and preserves food, so every adventuring party needs a cook. Your cook can make that hunger go away when you're out in the wild, far from home or a cozy pub. They can make bread from a handful of grain or stew from a brace of coney and wild taters.

Cooks can use supplies from hunters, peasants and scavengers.

Suggested Help for Cook: Alchemist, Laborer
Beginner's Luck for Cook: Will

Criminal

Criminals know about enterprises that aren't, strictly speaking, legal. Whether it's smuggling, counterfeiting, picking pockets or picking locks, criminals can get it done. Criminals are also adept at perceiving other criminals at work.

Criminals can use supplies from carpenters (false panels for smuggling) and smiths (lockpicks).

Suggested Help for Criminal: Scout, Scholar
Beginner's Luck for Criminal: Health

Dungeoneer

Dungeoneers are experts at exploring caves, dungeons and the ruins of lost civilizations. They are adept at disarming traps as well as traversing difficult and dangerous underground environments.

Dungeoneers can use supplies from carpenters (pulleys and levers), smiths (climbing gear) and weavers (rope).

Suggested Help for Dungeoneer: Criminal, Laborer, Scout, Survivalist

Beginner's Luck for Dungeoneer: Health

Fighter

Fighters are trained to use their bodies and weapons to slay men, beasts and monsters. This is the skill of knights, soldiers, bandits, raiders, monster hunters, warrior monks and adventurers.

Suggested Help for Fighter: Fighter
Beginner's Luck for Fighter: Health

Haggler

Hagglers bargain over prices of goods and services exclusively in town. Using the Haggler skill allows a roll on a special Town Events table.

A haggler can use scales created by jewelers, accounts prepared by a steward or forgeries created by a criminal.

Suggested Help for Haggler: Persuader, Manipulator
Beginner's Luck for Haggler: Will

Healer

The healer keeps adventurers whole and healthy.

A healer can use supplies from alchemists, peasants and scavengers in the form of herbs and medicine.

A healer can also create poultices and potions to aid in recovering from the angry, afraid, exhausted, injured and sick conditions. Poultices grant +1D to recovery tests for the appropriate condition and count as supplies for Will and Health tests for recovery.

Suggested Help for Healer: Alchemist, Laborer
Beginner's Luck for Healer: Will



Hunter

Noblemen, their huntsmen and poachers use this skill to lure, stalk, trap and slay beasts for food in forested preserves and in the wild.

Hunters can use bows, spears, hunting swords, javelins, dogs, horses or birds of prey as tools.

Suggested Help for Hunter: Laborer, Survivalist

Beginner's Luck for Hunter: Health

Laborer

Laborers are the bulk of the workforce in villages, towns and cities. They gather wood for the carpenters, stone for the masons and metal for the smiths. They dig ditches, carry stuff and generally just do what they are told (until they get rum brave and riot).

When you hit the big score in a dungeon and have lots of treasure to haul out, laborers are what you need. Anyone can carry a small sack in each hand or a large sack with both hands, but it takes skill to carry more.

Laborer may be used to help the following trade or craft skill tests: Alchemist, Armorer, Carpenter, Cook, Healer, Hunter, Peasant, Sailor, Stonemason and Weaver.

Suggested Help for Laborer: Laborer

Beginner's Luck for Laborer: Health

Lore Master

Lore masters are the keepers of arcane knowledge and the deep mysteries. A lore master may plumb the secrets of the natural world to understand the workings of magician spells, recall forgotten lore and read auras (using the Supernal Vision spell).

Suggested Help for Lore Master: Scholar

Beginner's Luck for Lore Master: Will

Manipulator

A manipulator uses lies, half-truths, ugly truth, soothing platitudes, seduction and intimidation to get what he wants.

Suggested Help for Manipulator: Persuader

Beginner's Luck for Manipulator: Will

Mentor

A mentor knows how to transmit skills to another character. Using this skill, you can give your student a test for advancement in a skill or teach a spell in camp or town. In order to teach, the mentor must have the skill being taught at a higher rating than the student.

If your Mentor test is successful, you may give your student a passed or failed test for advancement. It's your choice. Or grant your student a test toward a skill being learned.

A successful Mentor test can also be used to teach another character a spell if that character is capable of learning it.

Suggested Help for Mentor: The skill being taught may be used by a third character to help. The student doesn't help.

Beginner's Luck for Mentor: Will

Orator

An orator uses poetry, performances and speeches to sway crowds. This skill isn't for convincing your friend, it is for influencing a crowd.

Orators can benefit from speeches written by scholars and theologians, or harps built by carpenters.

Suggested Help for Orator: Manipulator

Beginner's Luck for Orator: Will

Pathfinder

A pathfinder blazes trails through wilderness from town to town, and finds trails to lesser-known features like streams, springs, cave mouths, ruins or fields of herbs.

Pathfinders can use maps from cartographers as supplies.

Suggested Help for Pathfinder: Scout, Hunter

Beginner's Luck for Pathfinder: Health

Peasant

Peasants are the backbone of civilized society. They dig ditches, mend fences and raise livestock.

Suggested Help for Peasant: Laborer, Survivalist

Beginner's Luck for Peasant: Health

Persuader

Persuaders explain to their friends why it's in their best interest to act on their behalf.

This skill is not for speech-making, lying or manipulating. Use it in small friendly(ish) conversations.

Suggested Help for Persuader: Manipulator

Beginner's Luck for Persuader: Will

Rider

Knights, horse archers and goblin wolf-riders use this skill to ride and care for horses and more exotic riding beasts.

A properly trained and controlled mount grants the benefits of its Nature, size and weapons to its rider. Being mounted increases your size on the Order of Might to that of your beast. During your action, you can use your mount's weapons instead of your own.

When mounted, the Rider skill is used for Maneuver in a fight conflict or Attack in a chase or flee conflict.

A rider whose mount is trained for war may use the lance weapon with the Fighter skill.

Riders use bits and spurs from smiths, saddles and bridles from tanners or saddle blankets from weavers as tools and supplies.

Suggested Help for Rider: Peasant
Beginner's Luck for Rider: Health

Ritualist

Ritualists use prayers and chants to draw upon the power of the Immortal Lords and other primal forces to impose their will upon the world. It is the exclusive domain of clerics and creatures that know the secrets of beseeching the Immortal Lords. Use Ritualist to invoke cleric prayers.

Ritualists can use supplies from many professions. See individual prayers for details.

Suggested Help for Ritualist: Ritualist
Beginner's Luck for Ritualist: Will

Sailor

A sailor can use his knowledge to navigate a vessel along coasts and waterways.

Suggested Help for Sailor: Laborer, Pathfinder, Survivalist
Beginner's Luck for Sailor: Health

Scavenger

A scavenger can find useful materials and forage for sustenance anywhere in the wild.

Suggested Help for Scavenger: Scavenger, Scout
Beginner's Luck for Scavenger: Health

Scholar

A scholar specializes in writing accounts of events for historical records. They are also adept at plumbing the depths of archives or libraries for information. This skill is highly prized by magicians to maintain their spell books and scrolls.

Scholars can be supplied with paper from millers and ink from alchemists.

Suggested Help for Scholar: Lore Master, Steward
Beginner's Luck for Scholar: Will

Scout

A scout is adept at spotting and tracking monsters on the prowl, sneaking behind enemy lines, trailing targets and finding hidden things. When out on patrol, scouts also excel at moving undetected.

Scout is not used to find trails or navigate dungeon features. For those obstacles, use Pathfinder and Dungeoneer respectively.

Suggested Help for Scout: Pathfinder, Hunter
Beginner's Luck for Scout: Will

Steward

A steward manages estates, businesses, towns, cities, baronies and kingdoms. This skill is used by judges, stewards, guildmasters, merchants, spymasters, abbots, bishops, and powerful lords and ladies to oversee an organization or its rules and laws. Use this skill to write laws, account for taxes, rents and tithes, allocate funds for projects, file reports and distribute resources.

Stewards can use supplies in the form of records and documents from scholars.

Suggested Help for Steward: Scholar, Orator, Theologian
Beginner's Luck for Steward: Will

Stonemason

Stonemasons cut stone and use it to make walls, bridges, arches and buildings.

Stonemasons are always in need of good tools from smiths and scaffolds from carpenters to make their work easier.

Suggested Help for Stonemason: Laborer
Beginner's Luck for Stonemason: Health

Survivalist

Competent survivalists know how to make shelters, find water, build fires and jury-rig tools. A survivalist can also read the weather and judge when it will be safe to travel and when to wait it out.

Suggested Help for Survivalist: Hunter, Laborer
Beginner's Luck for Survivalist: Health

Theologian

Theologians are masters of doctrine and the secrets of the Immortal Lords. They know the cosmology of the heavens and the hells, the ranks of the angels and demons, and even their hidden names.

Theologians may use records and holy books from scholars.

Suggested Help for Theologian: Scholar
Beginner's Luck for Theologian: Will

Weaver

A weaver can manufacture fabric and create cloaks, aprons, blankets, rope, cordage, sheets and tapestries.

The products of a weaver can be used as supplies to recover from conditions gained from being cold and wet, and many other tests.

Weavers can take fur from hunters, fibers from farmers or wool from herders. Dyes come from stonemasons, scavengers or alchemists.

Suggested Help for Weaver: Laborer, Weaver
Beginner's Luck for Weaver: Will



Necessary Tools for Skills

We assume that your character has the bare minimum supplies and tools needed to use his skills, but use your common sense. An armorer might be able to bang out some dents in your breastplate while in the field, but she'll need a forge to create a new set of armor. Similarly, a scholar can write scrolls and translate rune markings, but she'll need to search out a library if she wants to do serious research and so on.

Inadequate Tools

Having the right tools for your job is important to surviving your forays into the wild. If your GM deems the tools inadequate for a task, increase the difficulty of the test by one step.

Under most circumstances, as long as you have your backpack or satchel, you are considered to have your basic tools. If your backpack or satchel is lost or damaged due to a twist, these tools are lost.

Unskilled Tools

The inverse of this rule is also true. If you lack a skill, you do not possess the tools for it. If you're unskilled in Armorer, you don't have what you need in your pack. If you have a companion with the skill, then you can borrow their tools for the task. If you don't have tools for a skill test, increase the difficulty of the test by one. Dwarves are the exception to this rule. They always seem to pack necessary crafting tools.



Inventory



We leave town with full packs and full bellies, thinking that we've got all the tools we need to get the job done and enough rations to get us through. But then the plan takes longer than expected, food runs out, gear wears out and breaks...and we always wish we packed that one extra item.

Location, Item, Space

In Torchbearer, your character can carry a limited number of items.

There are six inventory locations: head, neck, hands, torso, belt and feet. Each location can hold a limited amount of equipment: head and neck each have one slot; hands can hold two worn items and two carried items; the torso has three slots; your belt has three dedicated slots for your weapon, your pouch and your waterskin; and of course you can wear something on your feet.

A backpack or satchel worn on the torso increases the number of items you can carry. You can also carry small and large sacks in hand to further expand your inventory slots.

Each piece of gear or loot is listed with an inventory requirement: how many slots it requires and where it can be packed or worn. You'll find a diagram on the back of the character sheet that demonstrates exactly what a character can wear and carry.

When carrying an item, write it in the appropriate space on your inventory list. Some items, like a spell book, require more than one space to carry. If so, write the item into multiple spaces.

A BOTTLE IS LISTED AS "PACK 2" IN THE INVENTORY LIST. IT REQUIRES TWO SPACES TO CARRY: EITHER TWO HANDS, BOTH SLOTS

OF A SMALL SACK, OR TWO SPACES IN A SATCHEL OR BACKPACK.

Some items are small enough that multiples fit into a single space. For example, four torches may be bundled into one space. As these items get used and depleted, their space requirement does not. An item always requires at least one space in inventory.

Skill Gear

The inventory system is for carrying expendable supplies, extra items, treasure, weapons and armor. We assume that you're carrying another 40 pounds of junk in addition to your adventuring gear.

Space is so limited because the inventory system does not list every single item your character is carrying. Omitted are all of the tools and special bits required to make use of your skills: pots for cooking, a shovel for digging, paper for writing. Since you're assumed to have these items so you can use your skills, don't worry about listing them in the inventory system; only list the extra, important stuff.

Backpacks and Satchels

Your character may carry a backpack or a satchel. A backpack takes up two "worn" slots on your torso and holds six items. A satchel takes up one worn slot on your torso and

Inventory

Head	
Worn	HELMET
<hr/>	
Neck	MOTHER'S CAMEO NECKLACE (1D)
<hr/>	
Hands	
Worn	
Worn	
Carried	SPEAR
Carried	

Torso	
Worn	LEATHER
Worn	BACKPACK
Worn	(BACKPACK)
<hr/>	
Belt	
Pouch	TINDERBOX
Weapon	
Skin	Contents
	Full
	WINE
<hr/>	
Feet	
Worn	SHOES

Backpack/Satchel	
Backpack: Torso/Worn 2. Factor for Dungeoneer and Fighter.	
Satchel: Torso/Worn 1	
CLOAK	Back/Satchel
(CLOAK)	Back/Satchel
BOTTLE/WINE	hel
(BOTTLE/WINE)	
TORCHES (4)	ly
RATIONS, PRES (3)	
Small Sack	

Large Sack	
Requires two hands to carry full or one space when empty	
Small Sack	

holds three items. Wearing a backpack counts as a factor in Fighter and Dungeoneer tests.

Belt Pouch and Skin

Your character starts with a belt pouch and a wine or water skin. The pouch can hold any item listed as “pack 1.” The skin can hold water or wine. You must keep track of its contents and whether it is full or empty. A full skin is very important.

Weapons

Each character’s belt has a slot for a one-handed weapon or similar item.

This is slung on your belt in a scabbard, quiver, by a hook or thong or even just jammed in your belt. If you’re not carrying a weapon on your belt, you can stick another appropriate item in this slot such as a hatchet or a bunch of wolfsbane.

A one-handed weapon is carried on the belt until it’s needed for combat. In order to use a weapon for combat, you must have a free hand. If you don’t have a free hand, you drop what you’re holding in order to take up a weapon unless you state otherwise.

Two-handed weapons can be carried in a single hand, but may not be slung. They require two hands to use in combat. If your hands are full when you engage in combat, you drop what you’re holding in order to wield your weapon.

Cloaks, Gloves, Boots, Jewelry

Clothing items may be worn in the slots provided. A cloak takes up a worn slot on the torso. Jewelry like necklaces, torcs and brooches are worn about the neck. A ring takes up one worn slot on the hands. Gloves take up both hand worn slots.

Pack Items

Items listed as “pack” in the inventory list are usually carried in your backpack. They can also be carried in your satchel, pouch, sacks or hands. They may not be worn or slung over the torso unless otherwise specified.

Sacks within Sacks (within Sacks)

If packing full sacks in other sacks, the bundle requires inventory space for all items. So a full small sack would take up 3 spaces in a large sack—two for the contents and one for the sack. If you packed a second bundle like that into the same sack, it’d only cost two more inventory slots since small sacks only take half a slot each (but you always round up for item slots).

Carrying More

You can carry more than your inventory slots allow. To do so, use the factors described in the Laborer skill. If you pass your test, you haul what needs hauling. If you fail, the GM may apply a twist or condition.

Tools

You have the bare minimum tools needed for your skills in your pack—scrolls, ink, shovels, hammers, pots, pans, etc. That’s why space is so limited!

However, this doesn’t mean you can build a ship or pull an anvil out of your sock. To fully utilize the skill (for high obstacle tests) you need to be in town or a similar location.

If a character lacks adequate tools for a job, treat this as a factor in the test.

Supplies

Spells, prayers and nearly any skills can benefit from supplies. Each supply takes up one slot of inventory, grants +1D to one roll and is expended after use.

Wear and Tear

Your backpack or satchel, waterskin, pouch and belt are available to start, but don’t take them for granted. Even though they’re printed on your sheet, you can still lose them as part of a twist from a failed test.

LOSING YOUR WATERSKIN IS BAD. I SPEAK FROM EXPERIENCE.



Gear



Gear. Without it, you're lost; yet there's never enough when you need it. This chapter provides rules for gear including cost, inventory and special modifiers.

In general, all gear is available in all towns, but the GM can limit specific items. For example, plate armor and crossbows can be limited to bigger, richer settlements.

Master Gear List

Item	Cost	Inventory Slots
Armor		
Chainmail armor	Ob 3	torso/worn 1
Helmet	Ob 2	head/worn 1
Leather armor	Ob 2	torso/worn 1
Plate armor	Ob 4	torso/worn 2
Clothing		
Cloak	Ob 2	torso/worn 1, hand/carried 1 or pack 2
Finery	Ob 4	torso/worn 3 or pack 4
Shoes	Ob 1	feet/worn 1
Containers		
Backpack	Ob 1	torso/worn 2
Bottle	Ob 1	pack 2
Jug	Ob 1	pack 3
Pouch, belt	Ob 1	worn/default slot
Quiver	Ob 2	torso/worn 1 or belt/weapon
Sack, large	Ob 1	hands/carried 2 or pack 1
Sack, small (2)	Ob 1	hands/carried 1 or pack 1
Satchel	Ob 1	torso/worn 1
Waterskin/wineskin	Ob 1	belt/default slot
Equipment		
Flask of oil (2)	Ob 2	hand/carried 1 or pack 1
Garlic	Ob 1	hand/carried 1, neck/worn 1 or pack 1
Grappling hook	Ob 3	hand/carried 1 or pack 2
Hammer	Ob 2	hand/carried 1 or pack 1
Iron spikes (6)	Ob 1	pack 1
Mirror	Ob 4	hand/carried 1 or pack 1
Pole, 10'	Ob 1	hand/carried 2
Rope	Ob 2	torso/worn 1 or pack 2
Stakes and mallet (3)	Ob 2	pack 1
Thieves' tools	Ob 4	pack 1
Tinderbox	Ob 1	pack 1
Wolfsbane	Ob 2	pack 1
Food		
Rations, fresh (2)	Ob 1	pack 1
Rations, preserved (3)	Ob 2	pack 1
Water	free	skin/bottle/jug 1
Wine	Ob 1	skin/bottle/jug 1

Master Gear List

Item	Cost	Inventory Slots
Light Source		
Candles (4)	Ob 1	hand/carried 1 or pack 1
Lantern	Ob 4	hand/carried 1 or pack 2
Torches (4)	Ob 1	hand/carried 1 or pack 1
Magical and Religious Equipment		
Scroll (see description)	Ob 3	pack 1
Spell supplies	Ob 1+	hand/worn, neck/worn or pack 1 per spell
Traveling spell book	Ob 4	pack 2
Holy symbol	Ob 3	neck/worn 1
Holy water flasks (2)	Ob 3	hand/carried 1 or pack 1
Prayer supplies	Ob 1+	hand/worn, neck/worn or pack 1 per spell
Weapons		
Battle axe	Ob 3	hand/carried 2
Bow	Ob 3	in quiver or hand/carried 2
Crossbow	Ob 4	hand/carried 2 and belt/weapon
Dagger	Ob 1	belt/weapon or hand/carried 1
Flail	Ob 2	hand/carried 2
Halberd	Ob 3	hand/carried 2
Hand axe	Ob 1	belt/weapon or hand/carried 1
Mace	Ob 2	belt/weapon or hand/carried 1
Polearm	Ob 3	hand/carried 2
Shield	Ob 1	hand/carried 1 or torso/worn 1
Sling	Ob 1	hand/carried 1, belt/weapon or pouch
Spear	Ob 1	hand/carried 1
Sword	Ob 3	belt/weapon or hand/carried 1
Two-handed sword	Ob 3	hand/carried 2
Warhammer	Ob 3	hand/carried 2

The cost for each item is the Resources obstacle to purchase it in the marketplace in town.

Gear Descriptions

Armor

Armor obeys the following general rules:

- Ⓐ Armor reduces an attacker's successful or tied Attack or Feint action by -1s.
- Ⓐ Armor benefits kill, drive off and capture conflicts only.
- Ⓐ Wearing chain or plate or carrying a shield in a fight increases the obstacle for recovery from the exhausted condition.



Chainmail Armor

Like all armor, chainmail subtracts -1s from opponent's successful or tied Attack or Feint in a fight. After use, roll d6: on a 1-3 the armor is damaged and doesn't provide further benefit. On a 4-6 the armor is still usable. Maces and warhammers negate chainmail's effect, but if you're hit with one you must still check for damage. Damaged armor may be repaired.

Helmet

Like all armor, helmets subtract -1s to opponent's successful or tied Attack or Feint in a fight. This effect may be combined with another armor effect on the same action. A helmet may be used once, after which it is damaged or destroyed, though you can repair helmets with the Armorer skill. Maces and warhammers bypass a helmet's effect.

Leather armor

Leather isn't as reliable as chain and plate, but it's more durable. If you are targeted by a successful or tied Attack or Feint in a fight, roll a d6. On a 4+, you reduce the Attack or Feint by -1s. If failed, your opponent attacks unhindered. You can only make this roll once per fight, but the armor is not destroyed by absorbing hits. Spears, bolts and arrows bypass leather armor's protection.



Plate armor

Like all armor, plate subtracts -1s from opponent's successful or tied Attack or Feint in a fight. After use, roll a d6: On a 1-2, the armor is damaged or destroyed. On a 3+, the armor is still usable. Against maces or warhammers, plate is damaged on a 1-4. Damaged armor may be repaired.

Clothing

Your character wears an outfit of your choosing. The most prominent aspects of your outfit are described by your raiment. Basic clothing and raiment don't take up any inventory slots. Maintaining your basic clothing and raiment is considered part of your lifestyle cost.

Cloak

Cloaks provide +1D to Survivalist or Health tests related to staying warm or keeping dry.

Finery

Finery is required for dealing with nobility.

Shoes

Without shoes, the GM can call for a character to make all sorts of unwelcome Health tests to stave off nasty results—unless you're a halfling, of course.

Containers

Containers are used to hold other items, like food and water.

Backpack

Backpacks have six slots. Wearing a backpack counts as a factor in Fighter and Dungeoneer tests.

Bottle

A bottle is a container for two draughts of water or wine.

Jug

A jug holds three draughts of water or wine.

Pouch, belt

All characters start with a pouch by default; it holds one item.

Quiver

A quiver holds arrows or bolts, or two items. Quivers can also hold your bow, but not your crossbow.

Sack, large

Large sacks have six inventory slots, but require two hands to carry. If packed empty, it takes up one slot.

Sack, small

Small sacks have two slots. Small sacks come in pairs and two sacks can be packed into one slot.

Don't be confused by the inventory sheet. You don't get free small sacks hanging from your butt. You must pack them

empty in your pack and then carry them home full. If you don't pack them, you don't have them.

Satchel

A satchel holds three items and is worn over the shoulder.

Waterskin/wineskin

All characters start with a waterskin by default; it holds one draught of water or wine.

Equipment

Flask of Oil

Lanterns use flasks of oil as fuel. Cost and inventory represents two flasks of oil. A flask of oil will fuel a lantern for three turns. See the Lantern entry.

Garlic

Garlic grants +1D to tests involving driving off vampires or acts as supplies for cooking.

Grappling hook

A grappling hook (when used with rope) gives +1D to Dungeoneer tests involving climbing.

Hammer

A hammer is used to drive iron spikes into hard surfaces, among other uses.

Iron spikes

Iron spikes grant +1D to tests involving wedging doors open or closed, climbing, anchoring ropes or prying things loose. Cost and inventory is for six spikes. When used, roll D6 for the number of spikes required for the task. If you recover spikes, roll d6-1 for the number reclaimed. The amount expended is the maximum number you can reclaim.

Mirror

A mirror gives +1s to successful Maneuver actions in a conflict against a monster with a gaze weapon.

Pole, 10'

Using a pole gives +1D to Scout tests to detect appropriate trap triggers.

Rope

Rope comes in 50-foot coils. It is incredibly useful and can be used in situations involving climbing, linking your group together, tying down unruly captives and even starting fires.

Stakes and mallet

This curious set of implements is sold in shops otherwise known for selling religious curios. Made from linden heartwood, they are said to possess the power to slay the undead.

If you manage to capture or surprise a vampire at rest, you may use the stakes and mallet in a Theologian test to attempt

to slay the foul creature. Listed cost and inventory is for three stakes and the mallet.

Thieves' tools

Thieves' tools provide +1D to Criminal tests to pick locks.

Tinderbox

A tinderbox allows you to light a fire without making a test under normal conditions. It also grants +1D to Survivalist to start a fire in bad conditions.

Wolfsbane

A sprig of wolfsbane gives +1D to tests involving driving off lycanthropes. Must be inflicted on the offending creature somehow. It does not provide passive protection.

Food

Rations, fresh

Fresh rations are good eatin'. They're bulky, but they can be preserved to last longer and take up less space. Cost and inventory is for enough food for two meals. A portion of fresh rations can also easily be stretched by a cook to provide meals for your whole crew.

Rations, preserved

Pickled, salted, brined, dried or smoked, preserved rations don't taste great but they're better than nothing. Cost and inventory is for enough food for three meals.

Water

One draught of water alleviates the hungry and thirsty condition. Requires container like a skin or bottle.

Wine

When consumed, one draught of wine eliminates the hungry and thirsty condition or grants +1D to recover from angry or afraid. Requires a container like a skin or bottle.

Light Sources

Candle

A candle provides light for one character for four turns. Cost and inventory is for four candles.

Lantern

A lantern provides light for three characters for three turns. Lanterns require oil for fuel. The oil must be acquired or purchased separately. See the Flask of Oil entry.

Torches

A torch provides light for two characters for two turns. Cost and inventory is for four torches. In a pinch, a torch can also be used as a weapon.



Magical and Religious Equipment

Scroll

A scroll contains one spell. A first circle spell or prayer scroll costs Ob 3. Increase the price by one per spell or prayer circle above 1st. Scrolls can only be acquired at the Wizard's Tower or Religious Bastion (for spells and prayers respectively) or as part of loot.

Starting characters cannot choose scrolls as part of their equipment.

Blank scrolls are considered part of your Scholar skill equipment and don't have to be purchased separately.

Spell supplies

Spells can be augmented with supplies. The proper supplies add +1D to cast that particular spell. They are expended when used and must be bought per spell. Base price for first circle spell, +1 Ob per circle.

Prayer supplies

Prayers can be augmented with supplies. The proper supplies add +1D to evoke that particular prayer, they are expended when used and must be bought per prayer. Base price for first circle prayer, +1 Ob per circle.

Traveling spell book

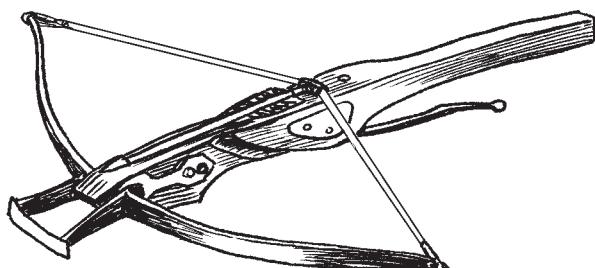
A traveling spell book allows a magician or ranger to memorize spells; they contain five slots for spells (spells require a number of slots in a traveling spell book equal to their circle).

Holy symbol

A cleric must have a holy symbol in order to pronounce prayers. Without one, their prattling has no effect.

Holy water

Holy water can be used as a weapon against undead: It grants +1s to Attack and Feint and is expended after use. Cost and inventory is for two carefully packed vials of holy water.



Weapons

Weapons are described in terms of how they affect your actions in kill, drive off and capture conflicts. Each is listed with the bonus or penalty for Attack, Defend, Feint and Maneuver conflict actions. Conflict actions are defined in the Conflict chapter.

Outside of a conflict, a weapon counts as a tool for Fighter tests and grants +1D to a test.

Other notes or special abilities are listed with each weapon.

For other weapons, see the Other Weapons table.

Battle axe

The battle axe is a deadly two-handed weapon that grants +1s to Attack but suffers -1D to Defend.

Bow

Bows grant +2D to Maneuver and count Attack against Attack as a versus test, not independent. Bonuses count against all weapons except bows and crossbows. Also, bows bypass leather armor.

Bows come with quivers and arrows. In inventory, the bow is kept in the quiver. Ammunition is not tracked, it merely takes up an inventory slot and can be lost through a twist.

Crossbow

Crossbows grant +1s to Attack, +1D to Maneuver and an additional +1D to Attack against Defend. Crossbows bypass leather armor.

In inventory, crossbows are hands/carried 2, and the belt weapon slot is also taken up by the quiver of ammunition. Ammunition is not tracked, it merely takes up an inventory slot and can be lost through a twist.

Dagger

A successful Maneuver with a dagger counts as disarm against a spear, polearm, halberd, sling, bow or crossbow. You get in close and force them to use another tactic.

Flail

Flails grant +1D to Feint, but -1D to Defend. In addition, flails negate the benefit of shields.

Halberd

Halberds are heavy polearms, good for carving up your enemies or keeping them at bay. That said, they're a bit clumsy. They provide +1D to Attack and Maneuver, but suffer a -1D penalty to Feint actions.

Hand axe

A hand axe may be used as a melee weapon. It provides no bonus and suffers no penalty.

Weapon	A	D	F	M	Special	Inventory
KILL, CAPTURE OR DRIVE OFF						
Battle axe	+1s	-1D	-	-	—	carried 2
Bow	—	—	—	+2D	Versus Attack against all except bow and crossbows. Bypasses leather armor.	carried 2 or quiver
Crossbow	+1s*	—	—	+1D	*+1D bonus to Attack against Defend. Bypasses leather armor.	carried 2 and belt/weapon
Dagger	—	—	—	—	Successful Maneuver counts as disarm against spear-type and missile weapons.	carried 1 or belt/weapon
Flail	—	-1D	+1D	—	Bypasses shield benefits.	carried 1
Halberd	+1D	—	-1D	+1D	—	carried 2
Hand axe	—	—	—	—	May be thrown once per fight to change Attack to versus.	carried 1
Mace	—	—	—	—	Bypasses chainmail. Increases chance of damage to plate.	carried 1 or belt/weapon
Polearm	—	+1D	+1D	—	—	carried 2
Shield	—	+2D	—	—	—	carried 1 or torso/worn 1
Sling	—	—	—	+2D	Bonus does not count against bows or crossbows.	carried 1 and pouch
Spear	—	—†	—	+1D	Bypasses leather armor. †+1D to Defend in narrow corridors.	carried 1
Sword	—	—	—	—	+1D to any action. Bonus sticks to that action for the remainder of the conflict.	carried 1 or belt/weapon
Two-handed sword	-1D, +1s	—	—	-1D, +1s	—	carried 2
Warhammer	+1D	-1D	—	—	Bypasses chainmail. Increases chance of damage to plate.	carried 2

However, a hand axe may be thrown on any action once per fight. Throwing a hand axe turns an independent test to a versus test against any weapon but a bow, crossbow or sling. After you throw your hand axe, you count as disarmed until you wield another weapon between rounds.

Mace

Maces crush chainmail armor and bypass its protection. Maces also increase likelihood that plate armor is damaged.

Polearm

Polearms are the weapon of choice for peasants everywhere. They grant +1D to Feint and +1D to Defend.

Shield

Shields grant +2D to Defend. In order to use a shield you must equip it as you would any other weapon between rounds in a fight.

Sling

With room to swing, the sling allows you to propel rocks with velocity and accuracy. The sling adds +2D to Maneuver except when used versus a bow or crossbow. A sling is kept in the pouch along with small rocks as ammunition. Ammunition is not tracked, it merely takes up an inventory slot and can be lost through a twist.

Spear

In open quarters, a spear grants +1D to Maneuver. In narrow corridors or tight confines, the weapon gives +1D to Maneuver and +1D to Defend. Spears bypass leather armor.

In open quarters a spear can be thrown. Throwing a spear turns an independent Attack into a versus Attack against any weapon but a bow, crossbow or sling. After you throw your

spear, you count as disarmed until you wield another weapon between rounds.

Sword

Swords give +1D to one action type (Attack, Defend, Feint or Maneuver). The bonus sticks to that action type for the remainder of the conflict.

Two-Handed Sword

This massive weapon is used more like a polearm than a sword. It has a strange stat line (-1D, +1s Attack, and -1D, +1s Maneuver) to represent that it requires a skilled user to maximize the awkward weapon's potential.

Warhammer

A warhammer grants +1D to Attack, but -1D to Defend. It also bypasses the protection of chainmail armor and increases the likelihood that plate armor is damaged.



Magic & Miracles



Magic

Magic in the world of Torchbearer consists of drawing forth mystical substance from the aetherial plane and shaping it with the caster's will. The spells themselves are slippery, almost living things that must be wrestled into submission and caged within the prison of the caster's mind.

When casting, the arcanist uses a series of words and gestures to release the spell in question. Once cast, the spell bursts forth and may not be used again until the magician or elf has time to study the formula again and trap the spell once more in his mind.

To Cast

To cast a spell, the magician or ranger must have the spell memorized, have the ability to speak and be able to gesture with a single hand.

Mental Inventory

Arcanists use a mental inventory system just for spells. At first level, the spell inventory consists of a single slot used to hold a first circle spell. When arcanists cast a spell, it is removed from the inventory until they have the opportunity to replenish their mental inventory during the camp or town phase (see Memorizing Spells below).

Magicians expand their spell slots with each level they gain. Rangers have a choice of leveling benefits: They expand their mental inventory when they choose a spell as a leveling benefit; or if they choose the elven level benefit, they do not gain the spell or the extra mental inventory.

FOR EXAMPLE, A MAGICIAN MUST REACH THIRD LEVEL, TO LEARN SHROUD OF SHADOWS, A SECOND CIRCLE SPELL.

A FOURTH-LEVEL RANGER WHO TAKES FEARLESS AS THE LEVEL BENEFIT CANNOT LEARN SHROUD OF SHADOWS, BECAUSE SHE CANNOT LEARN SECOND CIRCLE SPELLS.

Levels and acquiring spell circles are discussed in the Levels chapter of the Skein of Destiny section of this book.

Libraries and Spell Books

All arcanists keep a library of tomes with the details of their observations and magical experimentation, as well as the spells they know and have developed. These libraries are massive and impossible to carry on adventures without an army of porters or pack animals. Moreover, these libraries are dangerous if they fall into the wrong hands: An enemy or rival with access to your library gains +2s to any arcanist versus tests against you. Because of this, arcanists keep their libraries hidden, either in their hometowns or a home base if they've established one. Mentors typically safeguard the libraries of young arcanists until their apprentices are ready to establish their own bases.

Known Spells

Your personal library contains all of the spells you know. Magicians and rangers are assumed to add new spells they have learned to their libraries whenever they visit them; no test is required. Knowing a spell means that an arcanist may memorize it, cast it and scribe it as a scroll. Knowing a spell does not mean that the arcanist always has the spell memorized; it means he understands it well enough to memorize it from his spell books.

To learn a spell and add it to your repertoire, you must be able to cast spells of that circle. If that criteria is met, you can learn any number of spells within a circle.

Learning New Spells

Arcanists may learn new spells from mentors, scrolls and the traveling spell books or libraries of other arcanists.

Mentors will teach you one new spell and inscribe it in your traveling spell book each time you gain a level (up to level 5). You must spend a week in town with your mentor in order to benefit from this, but no test is required.

A friend or hired instructor may also teach you a new spell using the Mentor skill. Refer to the Mentor skill for the obstacle.

To learn a spell from a scroll, traveling spell book or library, use the Lore Master obstacles from the spell list. Scrolls are consumed if you use them to learn a spell. If you use a traveling spell book or library, the spell in question vanishes from its pages.

Traveling Spell Books

To make their magical knowledge more portable, arcanists create traveling spell books that act as containers for spells, allowing them to memorize spells when they rest. Each traveling spell book has five slots for spells. Characters may carry more than one traveling spell book if they wish, so long as they have free space in their inventory. Magicians and rangers may only memorize known spells that are in traveling spell books in their inventory.

Spell Size

Each spell requires a number of slots in a traveling spell book equal to its circle. A second circle spell like Lord of Dreams requires two slots in your traveling spell book.

Traveling Spell Books and Known Spells

When you have access to your library, you may create new traveling spell books if you have purchased empty traveling spell books (see the Master Item List) or swap out the spells in your existing traveling spell books. Each spell in the spell list includes an obstacle for scribing that spell into a traveling spell book. When scribing multiple spells at once, the base obstacle is equal to the highest obstacle spell, +1 Ob for each additional spell. You may also use scrolls of known spells to swap out spells in your traveling spell book. The scroll is consumed if it is successfully transcribed.

Starting Traveling Spell Books

Your ranger or magician begins the game with a traveling spell book that contains the spells you know.

Reading from your traveling spell book

You may cast a spell directly from your spell book without having it memorized, which consumes it as if it were a scroll. You may recopy that spell into your traveling spell book once you are rejoined with your master spell library.

Scrolls

Scrolls are single-use containers for spells. They take up one slot in inventory, whether in your packs or in hand. Upon use, a scroll is consumed by aetherial flames. Each scroll holds a single spell that the magician or ranger may cast without having memorized the spell or even knowing it. However, the spell caster must be capable of casting a spell of that circle.

AN ARCANIST MUST BE CAPABLE OF CASTING SECOND CIRCLE SPELLS IN ORDER TO USE A SCROLL OF SHROUD OF SHADOWS.

Scribing Scrolls

Scribing a scroll requires a Scholar test. The spell must be known by the character scribing it. The obstacle to scribe a scroll is listed with each spell in the spell list. Any character with the Scholar skill is assumed to carry the necessary gear to create new scrolls.

Creating new scrolls can be done in camp for the cost of a check or in town as personal business (and an increase in your lifestyle cost).

Casting Spells

There are three different ways to cast spells. Some spells have a fixed obstacle listed in their description. To cast the spell, test Arcanist to meet that number. Some spells have factors like skills. When casting, you choose what factors you're using and total up the obstacle for your Arcanist skill as described in the Ability & Skill Factors chapter (this is the only time a player factors the obstacle for a test).

Some spells are cast in a versus test—the Arcanist skill is rolled against the ability or skill of your opponent as indicated in the description.

Each individual spell describes how you cast it.

Spell Supplies

Each spell in the spell list describes the components used to aid in casting. Supplies are not required to cast a spell, but they do aid the arcanist if available. Having the proper supplies for a spell grants +1D to cast it. Supplies can be purchased, gathered or created using an appropriate skill. They take up one inventory slot each and are expended when used.

Memorizing Spells

Refilling your spell inventory requires uninterrupted time to review the formulae in your traveling spell book. Magicians and rangers may memorize spells without a test during the camp or town phase as long as:

- Ⓐ The phase is not interrupted by a disaster
- Ⓑ You have the spells you wish to memorize listed in your traveling spell book (or library if you're home)

Arcanists may memorize new spells before entering town and when they leave town. This does not require a check or increase the difficulty of maintaining your lifestyle.

Spells and Time

Spells take very little time to cast. In fact, an Arcanist test to cast a spell does not take a turn and the GM does not advance the turn tracker.



Spells in Conflicts

There are a handful of spells that are rather useful if you become embroiled in a conflict.

- ⦿ Some spells, like Eldritch Darts, give magicians and rangers the ability to use Arcanist in place of other skills for particular types of actions in conflicts. These spells are cast during the conflict on the caster's action.
- ⦿ Spells that substitute as a skill, like Eldritch Darts, count as the action itself. No separate spell-casting roll is made. Instead, use Arcanist as the Attack, Defend, Feint or Maneuver skill. It also allows a magician to use Arcanist to help an appropriate action.
- ⦿ Spells that act as a weapon, like Veil of the Chameleon, must be cast when selecting weapons before the first action of a new round is announced.
- ⦿ Spells that may affect or even prevent a conflict, like Destiny of Heroes or Lord of Dreams, should be cast before rolling disposition.
- ⦿ Spells cannot be disarmed by the Maneuver action.
- ⦿ Spell effects cannot be reduced by mundane armor.

First Circle Magician and Elf Spells

Arcane Semblance

This spell makes the subject's flesh as malleable as clay, such that it may be shaped and formed according to the caster's whim. Magicians with this spell can appear as whomever they choose.

- ⦿ Supplies for Arcane Semblance: a bit of clay, shaped into the desired form.
- ⦿ Lore Master Ob to learn: 2
- ⦿ Scholar Ob to scribe as a scroll: 1
- ⦿ Scholar Ob to scribe into traveling spell book: 2

Arcane Semblance Factors

Appearance: Similar weight and appearance, dissimilar weight and appearance, different stock

Breadth (self is free): Two people, party of adventurers

Duration: One turn, two turns, phase

Arcane Semblance Effect

This spell creates a disguise that allows the subjects to move freely through places they should not otherwise be. Of course, suspicious guards may still question their reasons for passing through.

The new form must be humanoid and cannot make the subject taller or shorter by more than two feet. Weight, clothing and carried items may be altered. If the caster wishes to only change his own appearance, do not use the Breadth factors.

Celestial Music

With a series of minute finger gestures, the caster channels the Music of the Spheres, creating any sound the caster imagines, from any direction. Whether the rumble of thunder or haunting orchestral music, Celestial Music entrances the unwary mind, forcing those affected to seek the source of the bewitching sound.

- ⦿ Supplies for Celestial Music: a crystal goblet rubbed with a wet finger or a tuning fork.
- ⦿ Lore Master Ob to learn: 2
- ⦿ Scholar Ob to scribe as a scroll: 1
- ⦿ Scholar Ob to scribe into traveling spell book: 2

Celestial Music Factors

Type: Environmental noises and drums, animal vocalizations and wind instruments, human voices and string instruments

Duration (one turn free): Two turns, three turns, four turns

Celestial Music Effect

Meeting the obstacle allows the caster to generate a maximum noise equivalent to that produced by four human-sized beings. Each success over the obstacle allows the caster to double the volume of noise. Creatures that hear the unearthly sounds are drawn to investigate. To resist the lure requires a Will test (or Nature for monsters) with an obstacle equal to the spell's. This spell affects individuals. If targeting a large group, split the group in half or thirds and test to resist for a representative creature in each group.

Creatures entranced by the sounds will seek out their source and listen until the spell ends or an unaffected creature speaks to them in a voice louder than a whisper.

NYMENOS WISHES TO SNEAK PAST A GROUP OF GOBLINS AND CASTS CELESTIAL MUSIC TO CAUSE THE SOUND OF UNEARTHLY SINGING DOWN ANOTHER HALLWAY. HE THINKS HE ONLY NEEDS TO DISTRACT THE GOBLINS FOR THE SPAN OF A SINGLE TURN, SO HIS OBSTACLE TO CAST THE SPELL IS 3 (HUMAN VOICES AND STRING INSTRUMENTS). HE SUCCEEDS, AND THE GOBLINS MUST EACH PASS AN OB 3 NATURE TEST OR SEEK OUT THE HAUNTING SOUND.

Daemonic Stupefaction

The caster summons bewitching spirits to confuse the targets so they find it nearly impossible to understand language or speak clearly.

- ⦿ Supplies for Daemonic Stupefaction: the true name of a sage who commands the language the caster wishes to obscure, written on parchment.
- ⦿ Lore Master Ob to learn: 3
- ⦿ Scholar Ob to scribe as scroll: 2
- ⦿ Scholar Ob to scribe into traveling spell book: 2

Daemonic Stupefaction Factors

Language Group: Arcane or holy language, dead language, archaic language, contemporary language

Breadth: One group, two groups, crowd

Daemonic Stupefaction Effect

For one turn, the targets subtract one plus the margin of success of the spell from the number of dice they roll for any test that requires understanding of language—including casting spells or praying.

Dance of the Fireflies

With whispered words of power, the magician calls forth dancing flames from the aetherial plane.

- ⊕ Supplies for Dance of the Fireflies: a bit of brimstone blown from the fingertips.
- ⊕ Lore Master Ob to learn: 2
- ⊕ Scholar Ob to scribe as a scroll: 2
- ⊕ Scholar Ob to scribe into traveling spell book: 2

Dance of the Fireflies Factors

Number of Lights: One light, two lights, three lights, four lights

Duration (two turns free): three turns, four turns, phase

Dance of the Fireflies Effect

The caster summons a number of lights that dance and whirl about his head. They each provide light equivalent to a candle and are unaffected by weather; they can even give light when submerged. With a thought, the caster may send the lights down corridors or around corners, giving the appearance of a party of adventurers carrying torches. The magician may choose to end the spell before the duration expires if he chooses.

Destiny of Heroes

Channeling raw power into the Skein of Destiny and strumming the taut strings like a harp, the magician infuses allies with heroic power.

- ⊕ Supplies for Destiny of Heroes: the bone of a saint.
- ⊕ Lore Master Ob to learn: 3
- ⊕ Scholar Ob to scribe as a scroll: 2
- ⊕ Scholar Ob to scribe into traveling spell book: 3

Destiny of Heroes Factors

Type of conflict (start counting at 2): Drive off, kill, capture, battle

Destiny of Heroes Effect

Increase your team's rank on the Order of Might by one for one conflict.

You must cast this spell before the conflict starts. It cannot be cast mid-conflict. The effect lasts for the duration of the conflict.

Eldritch Darts

The magician rips missiles of raw, burning aether through the Shroud of Worlds and hurls them at those who have offended him.

- ⊕ Supplies for Eldritch Darts: shears or a skinning knife that have never been used.
- ⊕ Lore Master Ob to Learn: 2
- ⊕ Scholar Ob to scribe as scroll: 2
- ⊕ Scholar Ob to scribe into traveling spell book: 2

Eldritch Darts Casting

No test to cast is necessary.

Eldritch Darts Effect

When Eldritch Darts is cast, replace the Attack action skill with Arcanist for the duration of a kill or drive off conflict.

Eldritch Darts has the following special characteristics:

Unerring: Against any weapon except bow, crossbow or sling, your Attack counts as versus an opponent's Attack and is independent against Maneuver.

Powered by Rage: +1D to Attack if the caster has the angry condition.

Lightness of Being

Speaking this single, sibilant syllable, the caster infuses his material being with the lightness of his spirit. Through concentration, he can rise slowly from the ground or descend gently from a great height.

- ⊕ Supplies for Lightness of Being: a seed pod from a maple or ash tree.
- ⊕ Lore Master Ob to learn: 2
- ⊕ Scholar Ob to scribe as scroll: 1
- ⊕ Scholar Ob to scribe into traveling spell book: 2

Lightness of Being Factors

Breadth: Caster, other person, small group

Lightness of Being Effect

Success allows the targets to bypass a test involving climbing or descending from a great height.

Mystic Porter

With a series of intricate, arcane gestures, the caster shapes a faintly luminescent disc of aether to carry his burdens.

- ⊕ Supplies for Mystic Porter: a trug woven from strips of beech bark.
- ⊕ Lore Master Ob to Learn: 1
- ⊕ Scholar Ob to scribe as a scroll: 2
- ⊕ Scholar Ob to scribe into traveling spell book: 1

Mystic Porter Factors

Breadth: 8 inventory slots, 10 slots, 12 slots

Duration: Four turns, five turns, six turns, a phase

Mystic Porter Effect

This spell creates a shield-sized disc that floats at the height of the caster's waist and can carry up to eight inventory slots worth of items. It follows the caster at range of roughly six feet.

Supernal Vision

Entering a trance, you shift your vision to the Otherworld, to see the magical auras of enchanted items, creatures or places within your presence. While in this state, your eyes are covered with a milky whiteness.

- ⦿ Supplies for Supernal Vision: a blindfold of pure white silk, wrapped across the eyes.
- ⦿ Lore Master Ob to learn: 2
- ⦿ Scholar Ob to scribe as a scroll: 1
- ⦿ Scholar Ob to scribe into traveling spell book: 2

Supernal Vision Factors

Duration (start counting at 2): One turn, two turns, a phase

Supernal Vision Effect

While in this state, the caster may use the Lore Master skill to study magical auras and determine their purpose (see the Ability & Skill Factors chapter). Additionally, while under the effect of this spell, the caster gains +1D to Arcanist tests but suffers -1D to all tests that require physical action. The caster may voluntarily end this spell if desired.

Note: While under the effect of this spell, the caster is able to see non-materialized spirits in the Otherworld.

However, those spirits might also see the caster's eyes and choose to investigate...

Thread of Friendship

With fingers like hooks, the magician reaches into the Skein of Destiny and plucks one thread, turning an enemy into a friend.

- ⦿ Supplies for Thread of Friendship: a drop of pure honey smeared on the caster's lips or strands of thread with the victim's name whispered over them and woven into a ring worn by the caster.
- ⦿ Lore Master Ob to learn: 3
- ⦿ Scholar Ob to scribe as a scroll: 2
- ⦿ Scholar Ob to scribe into traveling spell book: 2

Casting Thread of Friendship

This spell causes a versus test between the target's Will (or Nature for monsters) and the caster's Arcanist skill. The caster suffers a -1s penalty for each rank by which the target's Might exceeds that of the caster.

A MAGICIAN (MIGHT 3) CASTING THE SPELL ON AN OGRE (MIGHT 5) WOULD SUFFER -2s TO HIS ARCANIST ROLL. A STIFF PENALTY!

Thread of Friendship Effect

An arcanist may cast this spell at range, he just needs to be close enough to see his victim's expression. Success turns the victim into a friend for the duration of the spell, with all the benefits that entails. Record the margin of success when the spell is cast. At the beginning of each phase after the spell was cast, the victim rolls its Will (or Nature for monsters), +1D for each rank by which its Might exceeds that of the caster. The obstacle is equal to the margin of success of Thread of Friendship. Success frees the victim from the spell. If the obstacle is 0, the spell ends at the end of the phase in which it was cast.

This spell does not affect undead or creatures with a might of 6 higher.

Wisdom of the Sages

Intoning their true names, the magician summons long-dead sages from beyond the Shroud of Worlds to whisper the translation of spoken or written words in his ear.

- ⦿ Supplies for Wisdom of the Sages: a scribe inscribed with the true name of a sage that commands the language the caster must decipher.
- ⦿ Lore Master Ob to learn: 2
- ⦿ Scholar Ob to scribe as scroll: 2
- ⦿ Scholar Ob to scribe into traveling spell book: 2

Wisdom of the Sages Factors

Language Group: Similar to known language, far removed from known language, archaic language or dead language, arcane language

Wisdom of the Sages Effect

For one turn, the caster may read, speak or comprehend a foreign or alien tongue.

Wizard's Aegis

The caster summons a luminescent shield of aether bearing his wizard's sigil, interposing it between himself (or his companions) and harm.

- ⦿ Supplies for Wizard's Aegis: a chrysoprase ring or pendant.
- ⦿ Lore Master Ob to Learn: 2
- ⦿ Scholar Ob to scribe as scroll: 1
- ⦿ Scholar Ob to scribe into traveling spell book: 2

Casting Wizard's Aegis

No test to cast is necessary.

Wizard's Aegis Effect

When using Wizard's Aegis, the Arcanist skill replaces the Defend action skill in a kill, capture or drive off conflict.

Wizard's Aegis has the following characteristic: *Indestructible*: +1s to Defend.

Word of Binding

With a sharp word, invisible webs of aether, stronger than iron, bind portals and chests shut.

- ⊕ Supplies for Word of Binding: A whole chain link.
- ⊕ Lore Master Ob to learn: 2
- ⊕ Scholar Ob to scribe as a scroll: 1
- ⊕ Scholar Ob to scribe into traveling spell book: 2

Word of Binding Factors

Bonds: Manacles, chains, ropes

Portals: Portcullis, iron gate, chest or door

Duration: Phase, adventure, permanent

Word of Binding Effect

Bonds, a door, a chest or a gate held by the Word of Binding cannot be opened by mundane means. Once bound, only the expiration of the spell, the destruction of the object, the Rhyme of Opening or Sign of Abrogation spells can undo the Word of Binding. A creature held with ropes secured by the Word of Binding could cut the rope to free itself, but the knot will not come undone until the spell expires.

**Second Circle Magician and Elf Spells****Devilish Laughter**

Speaking an incantation between teeth locked in a toothy smile, the caster causes his victim to be seized with horrible, uncontrollable laughter.

- ⊕ Supplies for Devilish Laughter: the tongue of a hyena or woodpecker.
- ⊕ Lore Master Ob to learn: 4
- ⊕ Scholar Ob to scribe as a scroll: 3
- ⊕ Scholar Ob to scribe into traveling spell book: 3

Casting Devilish Laughter

This spell causes a versus test against the target's Will (or Nature for monsters) to incapacitate. When casting this spell in a trick, riddle, chase or drive off conflict, Arcanist replaces the Feint action skill.

Devilish Laughter Effect

Outside of a conflict, the target can take no actions other than to laugh for one turn, though it may oppose attempts to harm it. Within a trick, riddle, chase, or drive off conflict, the spell replaces Feint action ability or skill.

Eye of Omens

With words of power, the caster attains sight beyond sight that reveals the past, the future, a creature's essence and even the truth behind a creature's words.

- ⊕ Supplies for Eye of Omens: The preserved eye of a raven.
- ⊕ Lore Master Ob to learn: 3
- ⊕ Scholar Ob to scribe as scroll: 2
- ⊕ Scholar Ob to scribe into traveling spell book: 3

Eye of Omens Factors:

State: Dead or from another plane, possessed, recent event, event in the distant past, the future

Discover Trait/Descriptor: Level 3 trait, Nature descriptor, level 2 trait, level 1 trait

Read Thoughts: Sensing intent (to deceive, for example), seeing an Instinct, seeing a Belief

Eye of Omens Effect

Peering beyond the Shroud of Worlds to the other side, magicians discern truths that others might wish would remain hidden. Other places. The future...the past. Old friends long gone. The effect lasts for the duration of one turn.

Greybeard's Bane

With a twist of the wrist the caster creates a small snarl in the Skein of Destiny, causing the memory of a moment to be lost.



- ⊕ Supplies for Graybeard's Bane: Pollen of the papaver blossom blown into the air.
- ⊕ Lore Master Ob to learn: 4
- ⊕ Scholar Ob to scribe as scroll: 3
- ⊕ Scholar Ob to scribe into traveling spell book: 4

Casting Greybeard's Bane

Make a versus test against the target's Will (or Nature for monsters). You may target up to four beings. One target tests and the others help.

Greybeard's Bane Effect

The target(s) permanently forget the past few moments (about the duration of a short conversation).

Also, this spell may be used to force a magician or cleric to forget one memorized, but uncast, spell or prayer. The spell or prayer may be memorized again normally.

Lord of Dreams

Piercing the Shroud of Worlds with a crooked finger, the caster draws forth a faintly luminescent vapor of aether that causes any who breathe it to fall into a deep, unnatural slumber replete with strange and unsettling dreams.

- ⊕ Supplies for Lord of Dreams: The shift or nightcap of one who suffers from night terrors.
- ⊕ Lore Master Ob to learn: 4
- ⊕ Scholar Ob to scribe as a scroll: 4
- ⊕ Scholar Ob to scribe into traveling spell book: 3

Casting Lord of Dreams

This spell causes a versus test between the target's Will (or Nature for monsters) and the caster's Arcanist skill. Subtract -1s from the magician's roll for each rank by which the target's Might exceeds that of the caster. If cast upon multiple targets, the target with the highest ability tests and the others help resist.

Lord of Dreams Effect

Dreamers in this state frequently moan or cry out in terror but will not wake for anything short of a vicious slap. When awakened, victims must pass an Ob 3 Will (or Nature) test or earn the afraid condition. This spell can affect a maximum of four creatures of Might 1 or 2, three creatures of Might 3, two creatures of Might 4 or one creature of Might 5. If cast upon a group that includes members of differing Might, use the limitation imposed by the highest Might. This spell does not work on beings with the undead descriptor or who are Might 6 or greater. If a conflict is imminent, arcanists must cast Lord of Dreams before the targeted team(s) roll for disposition.

Phantasmal Vision

Weaving raw aether to his whim, the caster shapes an utterly convincing vision from his thoughts.

- ⊕ Supplies for Phantasmal Vision: Alcoholic spirits sprayed from the mouth in the area subject to the illusion.
- ⊕ Lore Master Ob to learn: 3
- ⊕ Scholar Ob to scribe as a scroll: 2
- ⊕ Scholar Ob to scribe into traveling spell book: 3

Casting Phantasmal Vision

This spell forces a versus test between Will (or Nature for monsters) of the target(s) and the caster's Arcanist skill. The magician suffers -1s to the roll if creating the vision from imagination rather than from something previously seen. If cast upon multiple targets, the targets help each other resist.

Phantasmal Vision Effect

The caster creates an illusion (no bigger than 20' x 20' x 20') that is utterly convincing to the viewer. If the caster succeeds in the versus test, the target(s) are fooled by the illusion. The spell lasts one turn.

Rhyme of Opening

With a whispered word, knots are loosed, bonds burst and gates swing open.

- ⊕ Supplies for Rhyme of Opening: A broken chain link.
- ⊕ Lore Master Ob to learn: 3
- ⊕ Scholar Ob to scribe as a scroll: 2
- ⊕ Scholar Ob to scribe into traveling spell book: 2

Rhyme of Opening Factors

Bindings: Ropes, chains, steel bands

Portals: Stuck door, locked chest or door, portcullis or iron gate

Note: Add 1 factor if magic was used to create the bond or lock.

Rhyme of Opening Effect

Doors, locks and knots fall open and portcullises and the lids of chests rise at the magician's command.

Shroud of Shadows

With a subtle gesture, the caster calls forth darkness to smother the light.

- ⊕ Supplies for Shroud of Shadows: A grave shroud wrapped about the shoulders.
- ⊕ Lore Master Ob to learn: 3
- ⊕ Scholar Ob to scribe as scroll: 3
- ⊕ Scholar Ob to scribe into traveling spell book: 3

Obstacle to Cast Shroud of Shadows: 3

Shroud of Shadows Effect

This spell creates an area of inky darkness that cancels the equivalent light of a torch and even affects creatures that can otherwise see in darkness. (A lantern targeted by this spell would produce enough light for the person carrying it to use, but no one else could benefit from it). The spell lasts for an adventure. It may be cast on an area, in which case it is immobile, or it may be cast on an object, in which case it moves with that object.

If the spell is cast upon an unwilling person or monster (rather than a carried object), cast the spell as versus test between Arcanist and the target's Will (or Nature for monsters). If successful, the target is blind for the remainder of the adventure. Consider the blind victim in darkness at all times.

Veil of the Chameleon

The caster knits a veil of concealment from aetherial threads and vanishes from sight.

- ⦿ Supplies for Veil of the Chameleon: A set of pure silver knitting needles.
- ⦿ Lore Master Ob to learn: 4
- ⦿ Scholar Ob to scribe as a scroll: 3
- ⦿ Scholar Ob to scribe into traveling spell book: 3

Casting Veil of the Chameleon

This spell may be used in a versus test when defending against detection by the Scout skill. In a chase conflict, a magician may use the Arcanist skill to Defend or Maneuver for the duration. In a fight, this spell counts as a weapon that may be used in conjunction with another weapon. It grants +1s to a successful Feint and +1D to Maneuver.

Veil of the Chameleon Effect

This spell makes the caster invisible for one turn.

Water Lung

With a touch, the caster grants the ability to breathe underwater.

- ⦿ Supplies for Water Lung: A hollow reed.
- ⦿ Lore Master Ob to Learn: 2
- ⦿ Scholar Ob to scribe as a scroll: 2
- ⦿ Scholar Ob to scribe into traveling spell book: 3

Water Lung Factors

Breadth: Single person, two people, three people, four people, five people

Duration: One turn, two turns, four turns, one phase

Water Lung Effect

Recipients touched by the caster may breathe underwater for the spell's duration. This eliminates the chance of drowning and thus makes navigating underwater obstacles more of a matter of darkness and currents than certain death.

Divine Power

Divine power in the world of Torchbearer consists of using a series of gestures and prayers to channel the primal power of the Immortal Lords who govern the workings of all things. The Lords concede these powers to their champions, clerics who further their cause in the world of mortals.

The Immortal Lords

The people rarely refer to gods, except perhaps in relation to the Old Ones, the most ancient of immortals, who no longer attend to Creation. Instead, they make obeisance to the Lords, mortals who attained immortality through the greatness of their deeds and the worship of others—kings, queens, heroes and villains.

The Young Lords, those who have ascended in recent memory, often retain their individuality and personality. For instance, one hero might be worshipped as Sigrun the Defender, the Lady of Battles who inspires soldiers who fight for Law, standing between civilization and the ravening hordes of Chaos. But in the fullness of time, memory of the deeds and even names of these Young Lords fade. They shed their individuality and personality to become one with the primal forces they champion. Within a few generations, though worship of Sigrun may fade, she will become one with the Lords of Battle.

Performing Prayers

Prayers are performed with the Ritualist skill. In order to invoke divine might, the cleric must be able to speak and must have a holy symbol presented and visible.

Prayer Inventory

Similar to arcanists, ritualists use a specialized mental inventory system just for prayers. At first level, the Lords grant clerics access to a special prayer: Fury of the Lords of Life and Death. Beginning at second level, the cleric gains a single slot of prayer inventory used to hold a first circle prayer. When clerics perform a prayer, it is removed from the inventory until they have the opportunity to meditate upon the Lords and replenish their prayer inventory during the camp phase (see Memorizing Prayers below).

Clerics expand their prayer slots with each level they gain.

Known Prayers

Clerics do not need to learn a prayer (like magicians must learn a spell) before requesting its power from the Lords. Instead, they have access to the entire list of prayers of any circle appropriate to their level. They can memorize any prayer from that circle, provided they have sufficient slots.

Memorizing Prayers

Replenishing your prayer inventory requires uninterrupted time to meditate upon the Lords and their mysteries. Clerics may memorize prayers during the camp or town phase as long as the phase is not interrupted by a disaster. To memorize prayers, test Theologian. The obstacle is equal to 8 - Will (do not adjust Will due to the injured or sick conditions for the purpose of this test). Memorizing prayers does not require a check or increase the difficulty of maintaining your lifestyle. The same prayer may be added multiple times to your inventory.

If you are in a temple or shrine of your alignment, take +2D to your Theologian skill. No Theologian test is necessary in your home town: Choose prayers appropriate to your level and slots at your discretion.

If the test is successful you may choose the prayers you wish to memorize. If you fail the test, the GM has two options:

- ⦿ The GM gives your character a condition and allows you to choose your prayers.
- ⦿ The GM chooses the prayers you are granted.

Prayers and Alignment

The Immortal Lords—and the prayers they grant—are aligned with Law or Chaos, or else hold themselves aloof and remain unaffiliated. If a majority of the cleric's memorized prayers differ from the cleric's alignment, the GM should apply a cumulative +1 factor to the Theologian test to memorize prayers. Increase the penalty by one each time the majority of prayers memorized are not of the cleric's alignment.

The penalty then counts for all attempts to memorize prayers, whether of your alignment or not. It remains until the cleric performs an atonement ritual (Ritualist test with an obstacle equal to the current penalty) or until the cleric's alignment is changed.

Prayer Scrolls

Scrolls are single-use containers for prayers. Upon use, a scroll is consumed by the power of the Lords. Each scroll holds a single prayer that the ritualist may perform without having memorized the prayer. However, the cleric must be capable of performing a prayer of that circle.

A RITUALIST MUST BE CAPABLE OF PERFORMING SECOND CIRCLE PRAYERS IN ORDER TO USE A SCROLL OF EVOCATION OF THE LORDS OF BATTLE.

Scribing Scrolls

A cleric may create a scroll of any prayer they have currently memorized. Scribing a scroll requires a Scholar test. The obstacle to scribe a scroll of a prayer is listed with each

prayer in the prayer list. Any character with the Scholar skill is assumed to carry the necessary gear to create new scrolls.

Scribing a scroll can be done in camp at the cost of a check or in town at the cost of increasing your lifestyle by one.

Prayer Supplies

Each prayer describes components that may be used to aid in performing it. Supplies are not required to perform a prayer, but they do aid the ritualist if available. Having the proper supplies for a prayer grants +1D to perform it. Supplies can be purchased, gathered or created using an appropriate skill. Supplies are expended after each use.

Prayers and Time

Prayers take very little time to perform. In fact, a Ritualist test to perform a prayer does not take a turn and the GM does not advance the turn tracker.

Invoking Prayers

There are three different ways to invoke a prayer. Some prayers have a fixed obstacle listed in their description. To invoke its power, test Ritualist to meet that number. Some prayers have factors like skills. When praying, choose what factors you're using and total up the obstacle for your Ritualist skill as described in the Ability & Skill Factors chapter. This is the only time a player factors an obstacle (not counting spells which use the same process).

Some prayers are invoked in versus tests— roll the Ritualist skill against the ability or skill of your opponent indicated in the description. Each prayer describes how you invoke it.

Prayers in Conflicts

While cleric prayers are not as conflict-oriented as magicians and rangers, some prayers can mean the difference between life and death for allies and companions.

- ⦿ Some prayers, like Hand of the Lords of Entropy, give clerics the ability to use Ritualist in place of other skills for particular types of actions in conflicts. These prayers may be used at any time during the conflict on the caster's action.
- ⦿ Prayers that may affect or even prevent a conflict, like Chains of Fate or Evocation of the Lords of Battle, should be performed before rolling disposition.
- ⦿ Prayers that act as a weapon in a fight, must be cast when selecting weapons before the first action of a new round is announced.
- ⦿ Hands of the Lords of Entropy replaces Ritualist for an Attack action skill. The Attack action counts as invoking the prayer. No separate roll is made.
- ⦿ Prayers cannot be disarmed by the Maneuver action.
- ⦿ Prayer effects cannot be reduced by mundane armor.

Fury of the Lords of Life and Death

Channeling the white-hot fury of the Lords of Life and Death at the perversion of their order, the cleric tears aside the Veil and forces the undead to comprehend the mockery that is their existence.

This prayer is special and is not forgotten when evoked.

- ⦿ Alignment: *All*. No one likes the undead.
- ⦿ Supplies for Fury of the Lords of Life and Death:
Vestments and surplice. They can be purchased as finery in the equipment list.

Fury of the Lords of Life and Death Obstacle

Ritualist Ob to cast: The Might of the Undead creature, +1 Ob per additional target (use the highest Might in the group to determine the base Ob). Fury must be evoked before a conflict, not during.

WHILE RAIDING A CRYPT, ULRIK STUMBLES UPON TWO TOMB GUARDIANS (MIGHT 2) AND A GHOUL (MIGHT 3). ULRIK CALLS UPON THE FURY OF THE LORDS OF LIFE AND DEATH TO SEND THEM FLEEING. HIS RITUALIST OBSTACLE IS 5 (THE GHOUL'S MIGHT OF 3, +1 FOR EACH TOMB GUARDIAN).

Fury of the Lords of Life and Death Effect

Meeting the obstacle allows the prayer to affect one undead monster (the one with the lowest Might). The prayer affects a number of additional undead monsters equal to the margin of success. Monsters are affected in order from the lowest Might to the greatest. If two different monsters are equal in Might, the one with the lowest Nature is affected first. Undead monsters affected by the prayer must do everything in their power to flee the cleric's wrath. Fleeing monsters that are attacked are released from the prayer and may engage the cleric and his companions. If a cleric's level is greater than the Might of an undead creature affected by the spell, the creature is destroyed—consumed in a pillar of flame that leaves only a pile of salt.

However, if a cleric attempts to use this prayer on an undead creature and fails to affect it, the cleric cannot invoke the Fury against that particular creature again until he gains a level.

ULRIK IS A LEVEL 3 CLERIC. BY TAPPING HIS NATURE AND SPENDING A FATE POINT, HE MANAGES 7 SUCCESSES ON THE RITUALIST ROLL AGAINST THE GHOUL AND TWO TOMB GUARDIANS. THAT ALLOWS HIM TO AFFECT ALL THREE MONSTERS. THE TOMB GUARDIANS HAVE A MIGHT LESS THAN ULRIK'S LEVEL, SO THEY TURN TO PILES OF SALT IN THE FACE OF HIS FERVOR. THE GHOUL'S MIGHT IS EQUAL TO ULRIK'S LEVEL, SO IT IS NOT DESTROYED OUTRIGHT BUT IS FORCED TO FLEE. IF ULRIK HAD MANAGED ONLY 5 SUCCESSES, ONE OF THE TOMB GUARDIANS WOULD HAVE BEEN DESTROYED, BUT THE OTHER TOMB GUARDIAN AND THE GHOUL WOULD HAVE REMAINED TO FACE HIM.

First Circle Cleric Prayers

Balm of the Lords of Serenity

Chanting in low, soothing tones, the cleric lays hands upon an ally, snuffing the fires of rage.

- ⦿ Supplies for Balm of the Lords of Serenity: a silver knife for lancing boils.
- ⦿ Alignment: Unaffiliated
- ⦿ Scholar Ob to scribe as a scroll: 2

Balm of the Lords of Serenity Obstacle: 2

Balm of the Lords of Serenity Effect

Alleviate one character's angry condition.

Benediction of the Lords of Creation

Chanting the litany of the Lords of Creation, the cleric lays his hands upon an ally. Radiant warmth suffuses the one so touched, soothing aches both physical and spiritual, leaving the target feeling fresh and new.

- ⦿ Supplies for the Benediction of the Lords of Creation: a drop of perfume, redolent of fresh flowers, dabbed upon the recipient's forehead.
- ⦿ Alignment: Law
- ⦿ Scholar Ob to scribe as a scroll: 2

Benediction of the Lords of Creation Obstacle: 3

Benediction Effect

Alleviate the exhausted condition of one recipient.

Benison of the Lords of Valor

Chanting the war songs of the Lords of Valor, the cleric upholds the courage of his allies.

- ⦿ Supplies for the Benison of the Lords of Valor: a banner to fight and die for.
- ⦿ Alignment: Law
- ⦿ Scholar Ob to scribe as a scroll: 3

Benison of the Lords of Valor Obstacle: 3

Benison of the Lords of Valor Effect

When successfully cast, this spell alleviates the afraid condition of an ally whose courage is faltering.

Blessing of the Lords of Light and Darkness

This prayer is a palindrome that invokes the Two-Faced Lord, sometimes known as the Veiled One. Proclaimed loudly and defiantly with hand upraised to the sky, the cleric beholds a vision of the Burning Lord and a terrible globe of white, heatless fire erupts from the cleric's palm. If the prayer is spoken in a soft, sibilant whisper with hand outstretched palm downward, the cleric senses the electric presence of the Shrouded Lord, and a chilling void of flat darkness spreads from the cleric's palm.



- ⊕ Supplies for Blessing of the Lords of Light and Darkness: a fine magnifying glass or jasmine gathered in full bloom on the night of the new moon.
- ⊕ Alignment: Unaffiliated
- ⊕ Scholar Ob to scribe as scroll: 2

Blessing of the Lords of Light and Darkness Ob: 3

Blessing of the Lords of Light Effect

The Blessing of Light casts a harsh glare equivalent to a torch. The Blessing of Darkness fills an area equivalent to what a torch would light, and no light escapes it (e.g., a lantern targeted by this spell would produce enough light for the person carrying it to use, but no one else could benefit from it). The cleric may touch a person or object and transfer the darkness to the person or thing touched. Whether it summons light or darkness, the effect of the prayer lasts for a phase. The cleric may choose to end the spell earlier if he chooses.

Breath of the Burning Lord

Exhaling the breath of life upon his allies, the cleric suffuses them with sustaining warmth.

- ⊕ Supplies for Breath of the Burning Lord: a bit of blubber or fine incense.
- ⊕ Alignment: Law
- ⊕ Scholar Ob to scribe as scroll: 2

Breath of the Burning Lord Obstacle: 2

Breath of the Burning Lord Effect

While under the effects of this prayer, the cleric and his allies may ignore factors involving cold and chill. In addition, monsters using cold-based weapons suffer -1D to Attack against characters subject to this prayer. The prayer effect lasts for one turn plus a number of turns equal to the margin of success on the roll to cast. The cleric may choose to end the spell earlier. Finally, by making characters warm and comfortable, this prayer grants +1D to recover from exhausted, injured and sick.

Execration

The cleric makes the sign of Chaos with one hand and in a low, rasping whisper pronounces a malevolent curse upon an enemy.

- ⊕ Supplies for Execration: a sprig of belladonna.
- ⊕ Alignment: Chaos
- ⊕ Scholar Ob to scribe as a scroll: 3

Execration Factors

Duration (begin counting at 3): Turn, phase

Execration Effect

The target of Execration suffers -1D to all rolls for the duration of the prayer.

Grace of the Lords of Plenty

Gather your companions before dining and speak quiet words of thanks for the bounty to be shared.

- ⊕ Supplies for Grace of the Lords of Plenty: a grain stalk.
- ⊕ Alignment: Unaffiliated
- ⊕ Scholar Ob to scribe as scroll: 1

Grace of the Lords of Plenty Factors

Breadth: Feed one more, feed two more, feed three more, feed four more, feed five more

State of Food: preserved, tainted or spoiled

Grace of the Lords of Plenty Effect

This prayer turns a single ration of fresh or preserved food into a full meal and even purifies tainted water. Food blessed by this prayer is tasty, wholesome and nourishing.

Hands of the Lords of Entropy

Keening the dark litany of the Lords of Entropy, the cleric strikes a blow upon an enemy with hand or fist, infecting the recipient with a shard of the Nothingness to Come.

- ⊕ Supplies for Hands of the Lords of Entropy: a bit of cold ash from a burnt out fire rubbed upon the striking palm.
- ⊕ Alignment: Chaos
- ⊕ Scholar Ob to scribe as a scroll: 3

Casting Hands of the Lords of Entropy

When casting this spell, the cleric may use Ritualist to Attack once during a kill or drive off conflict.

Hands of the Lords of Entropy Effect

Targets successfully attacked with this spell gain the exhausted condition. The cleric may not benefit from a weapon when using this prayer. The prayer is the cleric's weapon and thus he doesn't suffer the unarmed penalty.

Malison of the Lords of Terror

Raising the ululating cry of the Lords of Terror, the cleric sends forth waves of black despair, instilling horror in an enemy. The terrible sound is more than even brave hearts can bear.

- ⊕ Supplies for the Malison of the Lords of Terror: a terrifying standard of bones and flesh.
- ⊕ Alignment: Chaos
- ⊕ Scholar Ob to scribe as a scroll: 2

Casting the Malison of the Lords of Terror

This prayer triggers a versus test between the target's Will (or Nature for monsters) and the cleric's Ritualist skill. The cleric suffers a -1s to the roll for each rank by which the target's Might exceeds that of the cleric.

AN OGRE (MIGHT 5) RESISTING MALISON OF THE LORDS OF TERROR CAST BY A HUMAN CLERIC (ORDER OF MIGHT 3) WOULD CAUSE A -2S PENALTY.

Malison of the Lords of Terror Effect

When successfully cast, this spell imposes the afraid condition on an enemy and causes the victim to flee the source of its terror, dropping whatever it's holding. This prayer only affects creatures of flesh and blood.

Sanctuary of the Lord of Shields

The cleric makes a holy sign and invokes the favor of his patron who then extends her protection to her disciple.

- ⦿ Supplies for Sanctuary of the Lord of Shields: A bit of pure mineral oil with which to anoint the head.
- ⦿ Alignment: Unaffiliated
- ⦿ Scholar Ob to scribe as scroll: 3

Sanctuary of the Lord of Shields Factors

Duration (begin counting at 2): Turn, phase

Sanctuary of the Lord of Shields Effects

While the spell is in effect, the cleric may not be touched by enchanted or summoned creatures opposed to the favor of the Lord of Shields. Should the cleric willingly touch, attack or cast a spell upon the creatures, the spell is broken.

Special Effect: While the prayer is maintained, the cleric cannot participate in a kill or capture conflict—and may not Defend in a conflict to drive off the enemy. The cleric cannot be drawn into a kill conflict unless he willingly breaks the prayer.

Vision of the Lords of Chaos and Law

When invoking the titles of the Lords of Chaos and Law, nothing remains hidden from the cleric's penetrating insight.

- ⦿ Supplies for Vision of the Lords of Chaos and Law: a perfectly ground lens.
- ⦿ Alignment: Chaos/Law
- ⦿ Scholar Ob to scribe as scroll: 3

Vision of the Lords of Chaos and Law Factors

State: Dead or from another plane, possessed, recent event that left a physical mark, recent event that left no marks, event in the distant past that left a physical mark, the future

Trait/Descriptor: Level 3 trait, Nature descriptor, level 2 trait, level 1 trait

Thoughts: Sensing intent (to deceive, for example), seeing an Instinct, seeing a Belief

Vision of the Lords of Chaos and Law Effect

When under the effects of this spell, the cleric can see things that are hidden, whether a spirit behind a man's eyes, a person's most deeply held belief or even the past or future of a person or object.

Second Circle Prayers

Chains of Fate

With a sharp invocation, invisible chains stronger than iron bind limbs.

- ⦿ Supplies for Chains of Fate: a whole chain link.
- ⦿ Alignment: Chaos
- ⦿ Scholar Ob to scribe as a scroll: 3

Casting Chains of Fate

This spell causes a versus test between the target's Health (or Nature for monsters) and the caster's Ritualist skill. The cleric suffers a -1s to the roll for each rank by which the target's Might exceeds that of the cleric.

AN OGRE (MIGHT 5) RESISTING CHAINS OF FATE CAST BY A HUMAN CLERIC (ORDER OF MIGHT 3) WOULD CAUSE A -2S PENALTY.

If cast upon multiple targets, the monster with the highest Health should make the test and the other targets should help resist.

Chains of Fate Effect

Bound characters and creatures may not perform any task that requires the use of hands or free movement. The effect lasts for one turn plus margin of success. Once bound, only the expiration of the spell, the Sign of Abrogation or the Rhyme of Opening spell can undo the Chains of Fate. If a conflict is imminent, the cleric must cast Chains of Fate before the targets roll for disposition.

The Cloak of the Lords of Forges

The Lord of Forges throws his cloak over the shoulders of the devout and shields them from the heat of the infernal fire.

- ⦿ Supplies for the Cloak of the Lords of Forges: a pair of heavy hide gloves inscribed with the sigils of the Lords of Forges.
- ⦿ Alignment: Law
- ⦿ Scholar Ob to scribe as a scroll: 2

Cloak of the Lords of Forges Factors

Recipients: Self, one character, two characters, team

Duration: One turn, two turns, phase

Cloak Effect

The recipient of this spell is unharmed by the effects of heat and fire. Magical fire from spells or dragons can still harm the caster, but lose any bonuses from advantage dice or extra successes.



Divination

Through deep meditation, the devotee can listen to the wisdom of the Old Gods.

- ⦿ Supplies for Divination: a lucky penny.
- ⦿ Alignment: Unaffiliated
- ⦿ Scholar Ob to scribe as a scroll: 3

Divination Ritualist Factors

Location: Object in current area, object in adjacent area, object in dungeon

Type of item: seen or held in the past (a weathered straw broom), known by description (the witch's broom), generic object (a broom)

Divination Effect

The GM answers one yes or no question about the location of an object—not a person or a place.

IS THERE A SECRET DOOR NEARBY? (OB 5)

Evocation of the Lords of Battle

Summoning the puissance of the Lords of Battle, the cleric imbues his weapon with divine might. Enemies tremble before him.

- ⦿ Supplies for the Evocation of the Lords of Battle: a shard of steel found on a battlefield.
- ⦿ Alignment: Chaos
- ⦿ Scholar Ob to scribe as a scroll: 4

Evocation of the Lords of Battle Factors

Weapon type (start at 2): As battle axe, as sword, as bow

or Increase Order of Might (start at 2): +1

Duration: One turn, two turns, three turns

Evocation of the Lords of Battle Effect

The cleric chooses one of two effects before a battle: enhance one weapon before a kill or drive off conflict (the weapon takes on the properties of the weapon selected in addition to what it already possesses) or the cleric can increase his Order of Might so as to be able to slay what he could not. The Order of Might increase counts for the whole team.

Favor of the Lords of Valor

With a ringing shout to the Lords of Valor, the cleric channels the spirits of ancient heroes.

- ⦿ Supplies for the Favor of the Lords of Valor: a tale of an ancient hero.
- ⦿ Alignment: Law
- ⦿ Scholar Ob to scribe as a scroll: 4

Favor of the Lords of Valor Factors

Breadth: Self, other person

Advantage (start counting at 2): +1D, +2D, +3D

Favor of the Lords of Valor Effect

The recipient of the prayer receives advantage to the disposition roll of one kill, capture or drive off conflict.

Mudra of the Lords of Fate

Speaking in a reverent tone, the cleric makes the sign of Fate with one hand and recites the Litany of Fate while laying his other hand upon the forehead of the recipient of his prayer.

- ⦿ Supplies for Mudra of the Lords of Fate: a ball of tangled yarn.
- ⦿ Alignment: Unaffiliated
- ⦿ Scholar Ob to scribe as a scroll: 4

Mudra of the Lords of Fate Factors

Breadth: Self, other person, team

Duration: One turn, two turns, phase

Mudra Effect

The recipients of this prayer seems to shine with an inner light, for they have been kissed by Destiny. For the duration of the prayer, the recipient receives +1D to one skill or ability (excluding Resources) of the cleric's choice.

Invocation to the Saint of Sailors

The truly devout may walk upon water as if it were dry land.

- ⦿ Supplies for the Invocation to the Saint of Sailors: the hair of a saint.
- ⦿ Alignment: Law
- ⦿ Scholar Ob to scribe as a scroll: 1

Invocation Factors:

Characters: Self, other character, two others, team

Duration: One turn, two turns, one phase

Invocation Effect

Characters under the effect of this spell may treat water as dry land that may be traversed without difficulty.

Prayer to the Lords of Silence

With a whispered prayer, the cleric begs the Lords of Silence to cloak his friends in obscurity. Nearby creatures cannot hear what Silence wishes them to ignore.

- ⦿ Supplies for Prayer to the Lords of Silence: a bit of eiderdown spread upon the floor.
- ⦿ Alignment: Unaffiliated
- ⦿ Scholar Ob to scribe as a scroll: 2

Prayer to the Lords of Silence Obstacle: 3

Prayer to Lords of Silence Effect

Creatures and guardians in neighboring areas cannot hear the noise and ruckus of this area. They will not investigate loud noises, but other phenomena—light, explosions, blood, etc.—might cause them to investigate. The effect lasts one turn.

Supplication to the Saints of Good Fortune

Rubbing a silver amulet in a sunwise direction, the priest prays for good fortune, listing all of the saints and their spheres of influence one by one.

- Ⓐ Supplies for Supplication to the Saints of Good Fortune: a silver amulet.
- Ⓐ Alignment: Unaffiliated
- Ⓐ Scholar Ob to scribe as a scroll: 3

Supplication Obstacle: 4

Supplication Effect

Grants +3D to Scout for one test for the purpose of detecting traps and ambushes or finding something you lost.

Tongue of the Lord of Beasts

A truly devout soul can communicate with the beasts of the wild; language is no barrier. The Lord of Beasts touches the mind so one can think as a beast does.

- Ⓐ Supplies for the Tongue of the Lord of Beasts: the tongue of the same type of beast with which you wish to communicate.
- Ⓐ Alignment: Unaffiliated
- Ⓐ Scholar Ob to scribe as a scroll: 2

Tongue Factors

Type of Beast: Apes and birds, dogs and cats, hooved beasts, finned beasts, insects

Duration: One turn, two turns, three turns

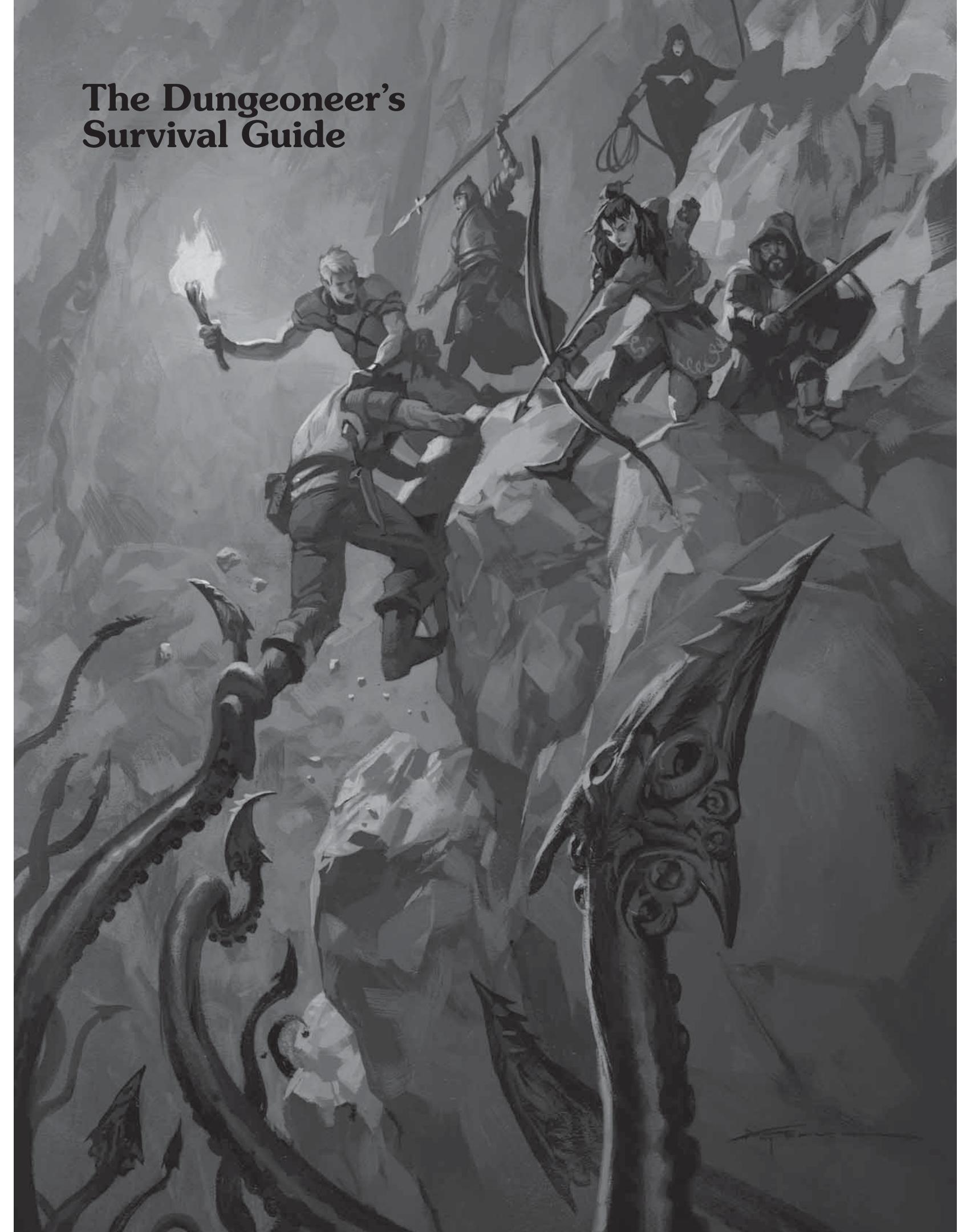
Tongue Effect

While under the effect of this spell, the cleric may communicate with beasts in their own language.





The Dungeoneer's Survival Guide



Setting Out



Once you've gathered your crew, it's time to set out. If this is your first session, jump right into your first adventure. If this is an ongoing game, start with your prologue.

Prologue

At the start of each session after the first, one player recounts the events of the previous session.

If the group is satisfied and well-reminded by your prologue, you can alleviate one of your conditions—hungry and thirsty, angry, afraid or exhausted (but not injured or sick)—or restore a point of tax on your Nature.

If you choose to recover from a condition, do so in the order listed on your character sheet. If there's nothing to recover, alleviate a point of tax. If your Nature is not taxed and you have no conditions, let someone else do the prologue. If no one has conditions or tax, your GM is too nice.

You cannot deliver the prologue two sessions in a row. Share the spotlight.

Choose Your Spells or Prayers

If you're playing a magician, ranger or cleric, and you're safe in camp or town, choose your spells or prayers now. If you're continuing from a previous adventure phase, do not choose spells or prayers until you get to camp or town.

Set Your Goals

Once the adventure is laid out, write a goal for your character. Stop arguing and dragging your feet. It's time to pull together. If you don't, this will go a lot worse than it has to.

If you're continuing from a previous adventure, you can change or modify your goal as you see fit at the start of the session after the prologue has been delivered.

Change Your Beliefs or Instincts

If something transpired last session to make you think differently about your character's philosophy or methods, change your Belief or Instinct to reflect your new perspective.

The Leader

Often one character will drum up a lead: find the map, hear from contacts or even need to remove a pesky curse. This character is considered the leader for this adventure.

Leadership is an informal role. You settle disputes among the characters about direction or method of approach. The role of leader changes with each adventure—so each player should have a chance to lead an expedition.

The Mapper

It is traditional among adventurers to draw maps of their travels, though they're rarely shared. Maps are considered trade secrets and are closely guarded. Occasionally you'll stumble on a lost or forgotten map in your travels. They're quite valuable.

However, at the table, no player must draw a map of the areas the GM describes. In fact, we actively discourage it. It slows down play. That said, one player—usually the player with the highest Cartographer skill—should keep a descriptive log of the areas and locations you visit. This log can later be translated into a map using the Cartographer skill. This map allows you to move about the wilds and dungeons a bit more freely. No tests are required to travel between two successfully mapped areas.

In play, the mapper and leader often act as a team. The leader sets an objective and then the mapper navigates to the location. Or the leader will ask for information about an area and the mapper will provide the details.

Missing a Session

If your group is playing an ongoing game and you miss a session, you get a little boost to help you catch up when you come back.

After the prologue, tell everyone where your character has been. Make up something cool, but keep it short. And make sure it fits with the group's current predicament.

Once you've done that, you may do one of the following in this order: Alleviate hungry and thirsty, angry, afraid or

exhausted; recover a point of tax from Nature; or you may note a test for advancement—pass or fail—for one skill or ability.

WHEN YOU ALL LEFT TOWN, I REMAINED BEHIND TO STUDY. I'LL TAKE A PASSED TEST FOR MY SCHOLAR SKILL.

You can't recover from injured or sick by missing a session.

If you have unspent checks left over from the last session you played, keep them and spend them during the next camp phase.

If you miss the town session, you do not start your next session fresh, but neither do you have to pay your bills!

If your leader misses a session, another member of the group familiar with the group's current predicament should assume the mantle for the session.

Jumping In

If you're jumping into an ongoing game, be sure to come early to create your character. Don't make everyone wait while you make your character. It's quite rude. Once you're ready to go, the GM will drop you into the scenario.

Oh, and you always start at first level, but at least you start fresh!



Time & Light



While you're out adventuring, you burn through torches, consume rations and grow weary. To run out of supplies unexpectedly or to exhaust yourself is to court disaster.

Time

Time is a vital component of this game—it determines how and when those supplies run out. Torchbearer tracks time with four different measures: phases, turns, checks and lifestyle.

Phases

A phase is the biggest measurement of time. There are three phases of play: adventure, camp and town.

- Ⓐ Action happens in the adventure phase. This phase usually lasts 2 to 12 hours of game time. It is broken down into turns.
- Ⓑ The camp phase is used to rest and reequip. It usually represents a night. In order to utilize the camp phase, characters must have at least one check among them.
- Ⓒ Town phase begins when you enter town and ends when you leave. It typically lasts at least a week, if not several weeks. In town, you get a few free tests, but otherwise you have to pay for what you use. See the Town section for the rules about what happens in town. Winter is a special town phase.

All players enter and leave a phase together. You cannot return to town while your mates finish up matters with the dragon. You can't take a nap at the camp while your friends dicker with the Minotaur King.

Turns

In the adventure phase, time moves along in turns. A turn contains a test or a conflict—along with plenty of discussion, exploration and roleplay.

As the turns progress, your characters grow hungry and weary. So be careful, because you need to keep yourself in peak condition if you want to survive.

A turn is not a fixed amount of time. It can be a 10 minute skirmish or a night's watch. Turns are dynamic to help you keep the action moving and so you don't get too bogged down in the details.

Don't Split the Party

If the party is split up, turns still pass at the same rate. Each test made costs a turn, even if the party is in two different areas. Turns aren't just time, they're a resource to be managed carefully.

GM-Imposed Tests and Turns

There's always an exception. If the GM inflicts an environmental-based test and multiple characters are required to test individually (e.g., you all have to pass an Ob 4 Health test because you've all inhaled a dose of sleeping gas), it only takes one turn. It's like a conflict that way.

Spells, Prayers and Instincts

Casting a spell, saying a prayer (including reading a scroll) and using an Instinct does not cost a turn.

The Grind

Every fourth turn during the adventure phase, all characters earn a condition. If your character has no other conditions, you suffer the hungry and thirsty condition. If your character is already hungry and thirsty, then you take the exhausted condition. If you're already exhausted and hungry, take the angry condition. If you're already angry, exhausted and hungry, you become sick. If you're already angry, exhausted, hungry and sick, you suffer an injury. If you're angry, exhausted, hungry, sick and injured, you're made afraid. If those six conditions are checked on the fourth turn, your character dies—you unceremoniously drop dead from exhaustion.

Note that these conditions are imposed in a different order than on the character sheet to better reflect the grind of this kind of life. And to keep you on your toes.

Checks

Events in the camp phase are driven by the players. The camp phase does not use turns and conditions are not assigned as time passes.

Instead, the players spend checks they've accumulated during the adventure phase to make tests to recover, repair, reequip, regroup or research. Tests in camp are slower paced than those in the adventure phase. They're not moment to moment actions, but rather longer activities like cooking a meal, sleeping off your hurts or drawing a map.

When you spend a check, your friends can help you make your test, even if they don't have any checks themselves. Checks are earned by using your traits against yourself, as described in the Traits chapter.

Once all checks are spent or discarded, the adventure phase recommences.

Lifestyle

In town, time slides by a bit more easily. The more conditions you have to recover from and the more errands you run, the longer you spend in town (and the more expensive your bills). This activity represents your character's lifestyle. There's a bit more about this in the Town section.

In general, recovering from hungry and thirsty, angry and afraid takes a few days rest. Recovering from exhausted, injured and sick is a matter of a few weeks. Errands and personal business usually don't take more than a week.

If you're ever in doubt about exactly how much time should pass, affairs in town always take longer than you'd expect.

Light

Adventurers must have light to explore dark places—night-plagued valleys, dank caves and dark dungeons. In the game, light is a resource that extends to a certain number of characters per source and is expended over time.

Light Sources

There are three types of light sources referred to in the game: candles, torches and lanterns. Each provides light for a number of characters and lasts for a number of turns in the adventure phase.

Candles provide light for one character and last for four turns. Torches provide light for two characters and last two turns. Lanterns provide light for three characters and last three turns.



Dim Light

Characters not completely covered by light or darkness are considered to be in dim light. Dim light counts as a factor in all tests (increasing any obstacle by one) except riddling.

Candles create dim light for one additional character. Torches create dim light for two. Lanterns create dim light for three.

Darkness

There can be no light without darkness. When below ground or acting at night, characters must have a light source to be able to function. In darkness, characters cannot read or draw and thus make Cartography or Scholar tests—or map in any way. When in darkness, you may only flee, riddle or argue if engaged in a conflict.

Darkness is a factor in all tests except riddling.

Camp Light

When you make camp, we assume you make a fire (which provides light like a lantern). In general, this should be enough, even if you have more than three in your group. You'd only add light if something happened during camp that required more illumination. If you require more light in camp, make a Survivalist test to collect the provisions.

Otherwise, light sources are not consumed during camp.

Tossing the Torch

Dropping a torch (to free up a hand) provides dim light for two characters, while everyone else is considered in darkness. If a torch is tossed to the ground, the GM may snuff it at his whim—regardless of or in addition to other results.

Setting Down the Lantern

Characters with a lantern in hand may set it down at any time to use their hands. Once it's down, it counts as dim light for three people. If a conflict erupts, the GM may decide the lantern is kicked over in the fray and doused at any time—regardless or in addition to any other results.



Light Sources Effects				
Type	Light	Dim	Lasts	Notes
Candle	1 person	1 person	4 turns	Candles may be snuffed or blown out at the discretion of the GM regardless of or in addition to other results.
Torch	2 people	2 people	2 turns	Torches may be used as weapons. No bonus. May be snuffed if dropped or as a twist.
Lantern	3 people	3 people	3 turns	Requires a flask of oil as fuel. Provides only dim light if set down. Doused as a twist.
Darkness (no light)	You cannot read or draw your map and thus cannot make Cartography or Scholar tests. You may only flee, riddle or argue if engaged in a conflict. And darkness is a factor in all tests except riddling.			
Dim Light	Characters near a light source but not covered by it are in dim light. Dim light counts as a factor in all tests except riddling.			

Fighting with Fire: Light Weapons

You can use a torch as a weapon in a fighting conflict. It provides no bonus, but you don't suffer the penalty for being unarmed. The torch is extinguished at the end of the fight.

You can also use a lantern as a weapon—thrown or melee—for one action. Like a torch, it provides no bonus, but it does temporarily negate the unarmed penalty. After being used as a weapon, the lantern is broken and the light extinguished, whether you pass or fail the test.

Anyone, regardless of class, can use these improvised weapons.

Night in the Wild

Venturing out into the wild at night is a dangerous business. Best to carry a lantern, because forests and night-draped city streets are considered to be in total darkness. Moonlit fields and star-crossed towns are covered in dim light.

Dark Underground

Underground, all areas are considered to be in total darkness unless otherwise specifically noted.



Overcoming Obstacles



ABOVE YOU LOOMS A SLICK ROCK WALL. THERE'S A SMALL DARK OPENING AT THE TOP—YOUR ONLY HOPE OF ESCAPE. YOU CAN HEAR THE GNOLLS' BARKS ECHOING THROUGH THE CAVES AS THEY GET CLOSER. WHAT DO YOU DO?

Obstacles are problems you must overcome on your path to loot and glory. They consist of creatures, features and calamities. They're also plans, inventions and strategies.

During play, your GM describes the environment and enemies around you. As you explore and question that description, you'll bump against specific obstacles you'll need to overcome or bypass in order to continue.

You overcome obstacles with action—you do something to get by. That action can be sword strokes, crafting a necessary item or clever wordplay.

AFTER HEARING THE DESCRIPTION OF HER PREDICAMENT MEGAN SAYS, "I CLAMBER UP THE WALL AS FAST AS I CAN!"

Once you know the problem to be overcome and what you'll do to best it, the GM assigns a test of a specific ability.

THOR CONSULTS THE SKILLS CHAPTER AND REPLIES, "CLIMBING SLICK ROCK WALLS UNDERGROUND...THAT CALLS FOR THE DUNGEONEER SKILL. THE FACTORS LIST SAYS 'TRaversing A VERTICAL PITCH' IS THE FIRST FACTOR AND 'ONE PERSON' IS ANOTHER. SO THAT'S OB 2."

Test to Overcome the Obstacle

You overcome obstacles with tests. A test is a roll of the dice. The rating of the ability or skill indicates the number of dice rolled. You will either succeed or fail at the test.

MEGAN'S CHARACTER GUÐRUN IS A WARRIOR, AND DOESN'T HAVE THE DUNGEONEER SKILL. DESPERATE TO ESCAPE, SHE DESCRIBES GUÐRUN TAKING A RUNNING LEAP UP THE WALL AND USES HER NATURE ABILITY. SHE ROLLS ITS RATING—4—AND NEEDS TWO SUCCESSES TO PASS THE TEST.

THE DICE COME UP 4, 5, 2, 1. TWO SUCCESSES. SHE PASSES!

Never Volunteer

If you've described your character's actions, volunteered for a task or laid out a highly detailed plan that mysteriously doesn't involve risking yourself, you make the test. There's no backing out.

Strategizing

Huddle up and discuss your options. Come up with a good plan before describing actions to the GM.

Independent and Versus Tests

There are two types of tests: independent and versus. An independent test has a fixed obstacle. A versus test has an obstacle generated by rolling against another player or the GM.

Independent Tests

Testing a skill or ability and counting factors, using independent conflict actions or being assigned an obstacle by the GM all count as independent tests.

When making an independent test, you roll a skill or ability plus any help or bonuses. If you roll a number of successes equal to or greater than the obstacle, you've passed the test!

MEGAN'S TEST TO CLIMB THE WALL WAS AN INDEPENDENT TEST. THE DIFFICULTY WAS SET BY THE SKILL FACTORS, NOT AN OPPPOSING ROLL.

Versus Tests

When fighting with, racing against, convincing, pushing or competing with another character in the game, you use versus tests.

Roll your ability or skill rating. You pass your test if you roll more successes than your opponent.

Muster all of your dice and any bonuses you're using before you or your opponent rolls.

DRO TELLS THOR, "I'LL HOLD OFF THE GNOLLS WHILE THE REST ESCAPE."

THOR INQUIRES FOR MORE INFO, "WHAT DO YOU DO EXACTLY?"

DRO SAYS, "I POSITION MYSELF INSIDE THE MOUTH OF THIS CAVE SO I CAN SEE DOWN THE TUNNEL. THEN I LOAD MY CROSSBOW AND TAKE AIM."

THOR NODS, "A GNOLL SCOUT EMERGES FROM THE SHADOWS DOWN THE TUNNEL..."

"I PUT A BOLT IN HIS FACE!"

"RIGHT. FIGHTER SKILL TEST VERSUS ITS AMBUSHING NATURE 5."

DRO ANNOUNCES, "I ROLLED THREE SUCCESSES."



THOR INTONES, "THREE SUCCESSES HERE...IT'S A TIE. WHAT WILL YOU DO, LITTLE DWARF?"

Breaking Ties

If a versus test is tied, there are many ways to break it:

- Ⓐ Use gear that grants +1s to your result
- Ⓑ Use a trait to break a tie in your opponent's favor
- Ⓑ Spend a fate point if you rolled sixes
- Ⓑ Spend a fate point for Deeper Understanding if you have an applicable wise
- Ⓑ Spend a persona point to activate the Of Course! aspect of an applicable wise
- Ⓐ Make a tiebreaker roll

Tiebreaker Rolls

A tiebreaker roll is a second versus test between the two opponents. If you used a skill in the initial tied versus test, use Will or Health to break the tie. If the skill is physical, test Health. If the skill is mental or social, test Will.

If you used Will or Health in the initial tied roll, use Nature in the tiebreaker. If you're forced to go to Nature to break a tie, neither side suffers tax. Otherwise, the normal Nature rules apply. Tiebreaker tests are made alone, you against your adversary. No help allowed.

Monsters always use their Nature in ties.

Whoever wins the tiebreaker roll wins the versus test.

If a second tie comes up, you may use a trait (if you have not already used one), a wise or a fate point to try to break this new tie as appropriate. If you cannot break this tie, then the GM wins the test and may apply a twist or condition as he sees fit.

DRO COULD USE HIS HEALTH 5 TO MAKE A TIEBREAKER TEST AGAINST THE GNOLL. BUT HE ROLLED ONE 6, SO HE FIRST_OPTS TO SPEND A FATE POINT AND REROLL THAT DIE FOR ANOTHER SUCCESS. IT COMES UP A 2. SO HE NOW HAS TO CHOOSE TO GO TO A TIEBREAKER OR TO USE HIS TRAIT AGAINST HIMSELF. HE_OPTS TO BREAK THE TIE IN THOR'S FAVOR. DRO DECLares, "I AM SO CUNNING! I WAIT FOR WAY TOO LONG TRYING TO LURE HIM IN." HE USED HIS CUNNING TRAIT TO GET IN HIS WAY, SO HE GETS TWO CHECKS FOR HIS TROUBLE.

Making Ties

It's possible to use your traits and fate points to create ties. This is a good strategy for earning checks to be spent in camp.

Ties and Advancement

Advancement is described in its own chapter, but it bears mentioning here that if you successfully break a tie using a fate point, you mark a passed test for that ability or skill. If you break a tie in your opponent's favor by using a trait, you

earn a failed test for that ability. If you go to a tiebreaker test, you do not earn a pass or fail for the first roll. You earn a pass or fail for the tiebreaking ability or skill according to the results of the test.

PvP

See the Tricks of the Trade section for rules on player versus player situations. In general, this is a very bad idea.

The Obstacle Number

The number attached to your obstacle indicates how difficult it is to overcome. Obstacles range from 1 to 10; they most often fall within the 2-5 range.

A character competent in a skill has a rank of 4. To demonstrate how difficult obstacles are, here are the probabilities using the obstacles for Survivalist:

- Ⓐ Ob 1 (~90% with four dice)— Chances are good you can pass this test without thinking.

BUILDING MYSELF A SHELTER IS AN OB 1 SURVIVALIST TEST.

- Ⓐ Ob 2 (~66% with four dice)— Needing two successes on four dice means you still have better than even odds.

LOCATING A WATER SOURCE THAT MY WHOLE GROUP CAN USE IS AN OB 2 TEST.

- Ⓐ Ob 3 (~33% with four dice)— This is tough. To pass this test you'll have to be lucky.

MAKING A BOW AND DRILL SO I CAN START A FIRE WITHOUT FLINT AND STEEL IS AN OB 3 TEST.

- Ⓐ Ob 4 (~5% with four dice)— Four successes on four dice is highly unlikely. Try to get help or use your fate, persona, supplies or wises.

USING MY BOW AND DRILL TO START A FIRE BIG ENOUGH TO KEEP MY FRIENDS ALIVE DURING A WIND STORM IS AN OB 4 TEST.

- Ⓐ Ob 5 (0% with four dice)—to tackle an Ob 5 test, you will need to get help, use traits and wises or spend rewards.

JURY-RIGGING A BOAT FOR THE WHOLE GROUP TO ESCAPE A RISING FLOOD IS BEYOND MY SKILL LEVEL. I NEED HELP—OR I COULD PLAY THE HERO AND TAP MY NATURE....

Factoring Obstacles

An obstacle can be rated in three ways: It can be set by the GM or one of the game rules, it can be created by your opponent's roll or it can be built from factors.

The rating of an obstacle depends on elements of the situation that we call factors.

Factors are elements of a situation that make using your skill harder. Each skill is listed with a set of factors. With each skill, you'll find lists of items or possibilities, broken down into categories. The items in each category are listed in order of difficulty.

Counting Factors

When you attempt to use a skill to overcome an obstacle, the GM consults the skill description to determine the obstacle rating. He chooses which categories are applicable to the situation and pick a factor from each appropriate category.

Count where each factor falls in its list from left to right. Generally, the first item in the list is worth 1, the second is worth 2, the third is worth 3, and so on. Sometimes, the category will instruct you to start counting with 2. Only include factors from categories that are applicable to the test.

Add the value of each factor from each applicable category. That's your obstacle for the test! We've included the cooking skill here so you can see how it works.

Cook

Every adventuring party needs a cook. Your cook can make that hunger go away when you're out in the wild, far from home or a cozy pub. They can make bread from a handful of grain or stew from a brace of coney and wild taters. Essentially, a cook can stretch a single portion of rations to feed the whole group.

Cooks can use supplies from hunters, peasants and scavengers.

The Cook skill can be used to prepare meals or preserve food. Test the skill against the appropriately factored obstacle.

Suggested Help for Cook: Alchemist, Laborer

Beginner's Luck for Cook: Will

Cook Factors

Prepare Meal From: fresh rations and fish, preserved rations and game, forage, moldering sacks of grain or other rotten food

Amount of Meals (don't count this factor if preparing only for one): the whole party, a large group

Preservation (turn one portion of fresh rations, game or forage): into one portion of preserved rations, two portions of preserved rations, three portions of preserved rations

JARED WANTS HIS HALFLING FIMBLE TO COOK A MEAL FOR THE WHOLE PARTY. HE'S PREPARING IT USING A PORTION OF FRESH RATIONS FROM HIS PACK. THAT'S TWO FACTORS: THE WHOLE ADVENTURING PARTY AND USING FRESH RATIONS. SO WE SAY THAT'S AN "OB 2" TEST. JARED NEEDS TO ROLL TWO SUCCESSES ON HIS COOKING SKILL TO PASS.

Dim Light and Darkness Factors

Characters in darkness are limited in what actions they can take, and darkness counts as a factor for any actions they do take (aside from riddling), making them more difficult by one step.

Characters near a light source but not covered by it are in dim light. They can perform any activity, but dim light counts as a factor in all tests.

Evil GM Factors

If there are other elements that hinder your chances of success, the GM may add them to your skill factors for the test. These factors include but are not limited to: tight spaces, slippery footing, clinging to a rope or sheer surface, extreme temperatures, improper attire for situations (e.g., fashion at court).

Irrelevant Factors

When you're using the factor list, only use the categories that apply.

THE GM DETERMINED THAT JARED'S HALFLING WOULD USE THE AMOUNT AND PREPARATION CATEGORIES. HE DIDN'T BOTHER WITH THE PRESERVATION CATEGORY OF COOKING FACTORS BECAUSE THEY WEREN'T RELEVANT TO THE TEST.

Once you pick a category, count the factors in that category as described above.

Winging It

You'll probably find uses for each skill that are not included in the sample factors. When that happens, your GM will need to be able to judge obstacles on the fly. Use the existing examples as a guideline. Try to find where this new situation fits on that scale.

Success

When you pass an ability or skill test, you get what you want. You should offer a little bit of description to celebrate the moment.

After that, the GM gets to embellish what happened, in order to move the story forward.

Failure

If a player fails an ability or skill test, one of two things can happen: either a twist is introduced or the character succeeds, but with a condition.

Twist

Twists are new challenges to overcome. They can be immediate obstacles—you're ambushed!—or something that causes trouble further down the line. Twists can also be played so that the character appears to have succeeded at his task, but in truth he's just waded deeper into trouble.

DRALIC SEARCHES THE DARK STAIRS FOR TRAPS. HE FAILS HIS SCOUT TEST. WHEN THE GROUP ARRIVES AT THE BOTTOM OF THE STAIR, THEY'RE AMBUSHED BY A MANTCORE. WELL DONE, DRALIC.



Condition

On the other hand, failing a roll can earn you a condition. In this case you get what you were after, but you also earn a condition: hungry and thirsty, angry, afraid, exhausted, injured, sick or even dead!

THOR DECLARES THAT DRO'S DWARF HARGULD DRIVES OFF THE GNOLL SCOUT WITH HIS CUNNING SHOT, "BUT HARGULD KNOWS THERE ARE MORE OUT THERE AND HE'S RUNNING OUT OF OPTIONS. FOR THE FIRST TIME, HE FEELS FEAR IN HIS HEART. MARK THE AFRAID CONDITION!"

GM Decides

The GM decides if there's a twist or if you succeed with a condition when you fail a roll, and then describes the scene and what happens. How does the character foul up and get tied in knots?

Conflict Tests and Recovery Failure

Failed tests within a conflict do not invoke a twist or condition. Consider a conflict one long test made up of many small parts. The twist or conditions come at the end.

Tests to recover from conditions are also exempt from the failure rules. Failing a recovery test means you're still saddled with that condition. And that's quite enough pain, we don't need to rub salt in your wounds.

Help

When out in the wild, it's important that you lend your companions a helping hand so you all make it out alive.

To help, wait until the acting player has described an action, then describe how your character helps.

The acting player can accept or decline help. If accepted, give the acting player one die from your dice. It's important that your die looks different than the others being rolled so you can see if you helped!

Abilities Help Abilities

If testing Will, Health, Resources or Circles, anyone can help using the same ability. If Nature is being tested, helpers must have a descriptor that relates to the test.

Skills Help Skills

When your friend is testing a skill, you can help with the same skill or one of the suggested help skills listed in the skill entry. Even then, help is situational; it must make sense to the players. The GM is the final arbiter on who and what can and can't help.

Suggested Help

The skill list offers suggested help for each skill. Help for a test of that skill is limited to those options and one other skill as determined by the GM to be appropriate to the situation.

The GM determines the optional help skill. Do not inquire if your skill is helpful. It slows the game down.

Rating 0 Help

If your rating is reduced to zero due to injury or sickness, you cannot use that ability or skill to help.

Helping Beginners

If you're helping a beginner, look first to your skills. If you have the skill that the beginner would be testing, give a die from that. If you don't, you can help the beginner with Nature, Will or Health, as appropriate.

You Reap What You Sow

Everyone who donates a die of help for a test is bound by the results of the roll. If the test is successful, everyone who participated shares in the result. If the test is failed, all the characters share a similar fate. If there's a twist, the whole group suffers.

If a condition is applied as the result of a failed test, then the player who rolled suffers that condition. The helping players suffer a lesser condition of the GM's choosing. If the primary character is made hungry and thirsty, then all helpers are made hungry and thirsty. There's no lesser condition, so the least condition applies!

If you already have the condition being applied, you don't take another condition in its place. You're miserable enough as it is.

Wise Free

If you use a wise for I Am Wise (contributing a die to your friend's roll) you don't earn a condition if the test is failed, but you are still affected by twists.

Instinctual Help

You can help on an Instinct test if you have a similar Instinct or a Nature descriptor that applies to the test. Otherwise, you're not in a position to help.

Recovery Help

You may not help another with a Will or Health test for recovery. You're on your own for those.



Conflicts



Most of the time, we're skulking around ruins and crawling through dank tubes, hunting for treasure. But every so often, we're cornered and forced to fight. Every so often, we have to take to our heels and run. Every so often, we have to make a deal with a dragon.

When you have to risk it all, you're snared in what we call a conflict. A conflict is an important action scene. It's a sequence that involves one or more team members struggling against opposition like monsters, an angry mayor or a raging river.

A conflict takes one turn, even though it is comprised of many rolls. To start a conflict, each side generates a pool of points called disposition. During the conflict, each side uses actions in conjunction with weapons to reduce their opponent's disposition points to zero.

During a round of conflict, each team plays three actions. If you knock your opponent down to zero, you win the conflict. However, the more damage your team took, the more you have to compromise with the loser.

Conflict Procedure

- Ⓐ GM determines that the players' actions have triggered a conflict. GM and players make clear what's at stake.
- Ⓑ GM determines conflict type based on characters' actions.
- Ⓒ Players choose a conflict captain.
- Ⓓ Conflict captain rolls for disposition. Team members help if they have the appropriate skill and if they describe their actions.
- Ⓔ GM generates the opposition's disposition.
- Ⓕ GM divides the total disposition into hit points for each opposing character or creature.
- Ⓖ The conflict captain divides team disposition into individual hit points for the team members.
- Ⓗ The GM chooses three actions and then waits for the players.
- Ⓘ Players choose and announce which weapons their characters will use.

- Ⓐ The conflict captain discusses best options with the team and chooses three actions and which character will carry out each action. The conflict captain determines the order of actions played.
- Ⓑ During the round, the GM and player actions are revealed and resolved one at a time.
- Ⓒ Reduce or increase disposition as per the results. If both teams still have at least 1 point, play another round: choose weapons, choose actions, etc.

Intent

The GM declares a conflict has begun when your actions have engaged with a monster or the environment in an important way.

After you describe your actions, the GM can ask you a few questions to clarify: What are you trying to accomplish? How are you going about it?

Once your description is clear, the GM tells you what type of conflict you're involved in. That's right, the GM picks.

JARED: WE'LL RUN THROUGH THE GUARDIANS AND TRY TO ESCAPE OUT THE DOOR WE CAME IN.

THOR: YOU'RE FLEEING; THE GUARDIANS PURSUE YOU.

If you win, you accomplish what you described at the start of the conflict. If the GM wins, you do not accomplish your goal and the GM gets to decide what happens.

Conflict Types

In Torchbearer conflicts fit into one of the following types:

Banish or Abjure

Use this type of conflict when the players are trying to banish a demonic force or drive spirits out of an area.

Capture

Use this type of conflict when you're trying to capture your opponents or prey.

Convince

Attempts to persuade or cajole trigger the convince conflict. When using this type of conflict, be sure to write down your aim before you roll for disposition. We wouldn't want you to forget.



Convince Crowd

If attempting to sway a crowd, quell a riot or incite a mob, use these conflict rules. When using this type of conflict, write down your aim before you roll for disposition.

Drive Off

Often, you encounter what you cannot kill—or perhaps killing is too risky—so instead you drive off your opponents. Use this conflict type when you’re trying to injure and drive off your opponents or when you simply stand your ground.

Kill

When trying to slay your opponent, you put your own life on the line.

Pursue or Flee

When chasing down or running from someone or something, the action happens in a pursue or flee conflict.

Trick or Riddle

A few cunning adventurers have mastered the art of tricks and riddling in order to win their spoils. Use this conflict when trying to confuse, befuddle or otherwise obfuscate your opponent. Success indicates your opponent falls for your strategem.

Other

If these intents and outcomes don’t suit you, invent your own! You can use the conflict rules for just about anything that requires competition. If you want a cooking challenge, a magical duel or whatever, make a conflict out of it.

When your players want to do a non-standard conflict, assign a set of skills to the conflict actions. Usually, two skills or abilities are used. One skill is assigned to making Attacks and Defends, for example, and another to making Feints and Maneuvers. Anyone who participates in the conflict has to test those skills for the appropriate actions.

Dispositions

Each team’s strength in a conflict is represented by a score called disposition. You attack your opponent to deplete their disposition as the conflict plays out. If you reduce your opponent to zero disposition (and have at least one point yourself) you win!

To generate your team’s disposition, roll the appropriate listed ability and add the successes to the rank of the listed base ability. Teammates may help with the listed ability or skill. This total is your disposition for this conflict.

BEREN AND DRALIC STAND BACK TO BACK, PREPARED TO FIGHT OFF A PACK OF SCURVY GNOLLS. BEREN ROLLS HIS FIGHTER WITH +1D FOR DRALIC’S HELP (FROM HIS OWN FIGHTER SKILL). HE

ROLLS FOUR SUCCESSES AND ADDS THAT TO HIS PRODIGIOUS HEALTH RANK OF 5. HIS DISPOSITION FOR THIS FIGHT IS 9.

Skills and Abilities for Disposition		
Intent	Roll	Add to Rank
Banish or Abjure	Arcanist or Ritualist	Will
Capture	Fighter or Hunter	Will
Convince	Persuader	Will
Convince Crowd	Orator	Will
Drive Off	Fighter	Health
Kill	Fighter	Health
Pursue or Flee	Scout or Rider	Health
Trick or Riddle	Manipulator	Will
Other	You Choose	You Choose

If your Nature applies to a conflict, you may roll it in place of the listed raw ability.

FOR EXAMPLE, HALFLINGS CAN USE NATURE (SNEAKING) AS THE BASE TO FLEE IF THE CONFLICT ISN’T AN ALL-OUT SPRINT. WARRIORS CAN USE NATURE (BOASTING) AS THE BASE TO CONVINCE A CROWD, PROVIDED THEY’RE BOASTING, OF COURSE.

Hungry and Thirsty and Disposition

If any member of your team is hungry and thirsty, subtract one from your team’s disposition. Only apply that penalty once, though. So if two people are hungry, it’s only -1s.

Exhausted and Disposition

If you’re exhausted and you roll for the disposition, you suffer a -1s penalty.

GM Dispositions

If the players are confronting monsters, the GM should consult the monster list and use the disposition listed for this type of conflict. Most of the time, no roll is necessary. If nothing is listed, the GM rolls Nature and adds the number of successes to the Nature rank.

IF THE PLAYERS CHOOSE TO CONVINCE THE MONSTER OF SOMETHING, USE THE CORRESPONDING CONVINCE DISPOSITION FOR THE MONSTER. IF THEY CHOOSE TO KILL, THEN USE THE KILL DISPOSITION. IF THEY CHOOSE SOMETHING THAT ISN’T LISTED, USE THE “ALL ELSE” DISPOSITION.

The Conflict Captain

When acting as a group, the players nominate one of their own as a captain for this conflict. The conflict captain rolls for the group’s disposition. Add +1D for each other character helping. Help must abide by the standard help rules, of course.

The conflict captain is also in charge of choosing and distributing the actions.

On Your Own

If you’re a team of one, you take all the actions.

Teams of Two

In a team of two, one player takes actions one and three and the other takes action two.

Teams of Three

In a team of three, each character takes one action per round.

Teams of Four or More

If you have a team of more than three characters, three of you take action this round. The others can help you this round. They'll get a chance to take an action next round (unless conditions arise as described in Actions for the Fallen). When helping, players must describe their actions in line with the action being played by the conflict captain. If help is redundant or inappropriate, the GM may cancel it.

Turn Taking

No player may act twice in a row in a conflict unless you're on your own. A character who has not acted this round must act in the next round before anyone else who has already taken an action.

Hit Points

Once both sides have generated their dispositions for this conflict, allot each team a number of stones or coins equal to their disposition.

Distributing Points

The conflict captain distributes the stones to every player on the team, whether they're acting in the first round or not. The stones must be distributed as equally as possible, but the conflict captain can determine who gets the odd points, if any.

The GM divides his pool among all of the creatures or opponents on his team and assigns each creature the appropriate number of stones. Extra points can be assigned to leaders among the GM's creatures.

Too Many Kobolds

Each creature must have at least one point assigned to it. If there are not enough points to represent all of the creatures present, the extras do not meaningfully participate. They either get in the way of their friends or wander off. They do not help for the rest of this conflict.

Taking Hits

If you take a hit from an Attack or Feint on your action, discard a number of stones equal to the amount of damage (minus any protections like armor). Excess points are removed from another player (or players) selected by the conflict captain.

Knocked Out

Once you discard all of your stones, you're temporarily out of the fight. Anyone can be knocked out, even the conflict captain.

When you're knocked out of the conflict, describe what has happened to your character. Have you been knocked senseless or maybe stunned into silence? Are you wrestling with a serious problem and thus can't help your companions or do you run off? You decide, but given the fluid nature of these conflicts, it's best not to make your description too permanent. You could find yourself thrown back into the fight in a moment!

Regardless of the circumstance, you cannot take actions or help in this conflict until at least one of your hit points is restored.

Regrouping

In a conflict, you can use the Defend action to regroup. Successful use of this action restores lost disposition points by your margin of success.

When regrouping, the hit points of the acting character are restored first. After your own points are restored, you may allocate extra points to a teammate. Once that teammate is fully restored, you can restore another teammate if you have points remaining from your Defend action.

Distribute the stones as necessary among the characters regrouping.

A teammate who was knocked out of the conflict is dragged back in as soon as one hit point is regained.

You cannot partially restore multiple teammates. You must attempt to regroup in whole members.

Choosing Weapons

Before the start of the round, all players declare what weapon they're using—including spells, prayers and shields. The GM also announces what weapons his critters are using.

Actions

To play out the tense, tactical nature of a conflict, we use a specific structure. Each team chooses three actions from the following list in advance: Attack, Defend, Feint, Maneuver. Each action has a different effect on how you test. And each action interacts with the other actions in a different way. You can choose three different actions, two of one and one of another or even three of the same type.

What's important is that you choose a set of three and then reveal them one at a time. Once each action is revealed, describe what your character is doing (including helping) and then make the appropriate test.



Conflict Ability and Skills Used by Action				
Type of Conflict	Attack	Defend	Feint	Maneuver
Banish or Abjure	Arcanist or Ritualist	Lore Master or Theologian	Arcanist or Ritualist	Lore Master or Theologian
Capture	Fighter	Hunter	Hunter	Fighter
Convince	Persuader	Persuader	Manipulator	Manipulator
Convince Crowd	Orator	Orator	Manipulator	Manipulator
Drive Off	Fighter	Will	Fighter	Will
Kill	Fighter	Health	Fighter	Health
Pursue or Flee	Scout or Rider	Health	Scout or Rider	Health
Trick or Riddle	Manipulator	Lore Master	Manipulator	Lore Master
Other	You Choose	You Choose	As Attack	As Defend

Choosing Actions

Here's how it works: Each conflict captain privately chooses three actions—1, 2, 3 in order—and then decides who will take each action. The captain then assigns each player an action for this round.

Once everyone has picked, the GM says, “Action 1,” and reveals the first action. Then the players’ team reveals their first action. Once the actions are declared, resolve them according to their descriptions and the interaction chart at the end of this section.

Resolve actions 2 and 3 in the same way: The GM announces an action, the players announce theirs. Roleplay, describe how your characters are undertaking the action, then roll the dice.

Actions for the Fallen

Action selection becomes a bit trickier once your team members start getting dragged off by packs of kobolds. The following guidelines should see you through those dark moments when you’re the last one standing:

- ⦿ Actions are not changed when a team member is forced out. They are redistributed to other standing characters who have not yet acted this round.
- ⦿ You may not take two actions in a row unless you’re the last one standing. If this rule forces a situation in which an action can’t be taken without violating this rule, your action is lost and you may not roll against your opponent for that action.
- ⦿ If a group is knocked down to one or two members but manages to bring in a third member before the end of the round, that rejoicing member may take an action given by the conflict captain.
- ⦿ A conflict captain who is knocked out chooses a new captain and hands over any of his remaining actions for this round. The new conflict captain chooses actions for the rest of the conflict.

Attack

The Attack action lets you take a shot at your goal. In a fight, this means whacking away at the enemy or filling them full of arrows. In an argument, this means making a strong, direct point. In a chase, it means sprinting straight for the finish.

Attack Interactions

Attack played against Attack or Feint is an independent test. When played against Defend or Maneuver, it is a versus test. Attack reduces your opponent’s disposition by the margin of success.

Independent Obstacle: 0. Successes from an independent Attack are subtracted from your opponent’s disposition.

Defend

The Defend action protects and strengthens your position. In a fight, this can mean blocking your enemy’s weapon or rescuing a comrade. In an argument, it can represent an excellent rebuttal. In a chase, a Defend action can represent carefully picking a path or covering your tracks.

Defend Interactions

Defend played against Attack or Maneuver is a versus test. When played against another Defend, the actions are independent. When played against a Feint, Defend may not test. Feint beats it.

Defend stops or reduces the effectiveness of Attack and Maneuver actions.

Regroup

In a versus test, add the margin of success of your Defend action to your disposition. For an independent Defend, the margin of success is added to your disposition—usually one point per success. Disposition cannot go higher than the starting total. See the Regrouping heading under Hit Points for the expanded rules for this action.

Independent Obstacle: 3

Feint

A Feint represents a sneak attack. It's dangerous to try, but if it works, it's very effective. In a fight, a Feint is a feint! In an argument, it's a misleading point used to get your opponents to say something foolish that you can use against them. In a chase, it's a sudden change of direction to confuse your opponent.

Feint Interactions

- Ⓐ When played against Defend, Feint is an independent test. You've faked the defender out of position and so you get a free shot at them.
- Ⓑ If played against an Attack, it's you who have been drawn out of position. In this case, you don't test, the Attacker does. Describe how you were attempting the Feint.
- Ⓒ If played against another Feint, make a versus test. The margin of success is subtracted from the loser's disposition.
- Ⓓ If played against a Defend or Maneuver, test Feint at Ob 0. Your successes reduce your opponent's disposition.

Independent Obstacle: 0. Successes from an independent Feint are subtracted from your opponent's disposition.

Maneuver

The Maneuver action is used to gain an advantage over your opponent. In a fight, a Maneuver can be a push or a flanking move. In an argument, it's confusing rhetoric. In a chase, a Maneuver is a trip or a dirty trick.

Maneuver Interactions

Played against Attack or Defend, Maneuver is a versus test. Played against Feint or another Maneuver, the Maneuver action is tested independently. Margin of success is applied to the effects described below.

Independent Obstacle: 0

Maneuver Effects

The Maneuver action has three possible effects: impede, gain position and disarm. Each effect requires a certain margin of success. You can't use the same effect twice on the same action.

Margin of Success 1: Impede: -1D disadvantage to your opponent's next action.

Apply the impede penalty to the character making the test for the next action. If the action interactions means there's no test, this effect is lost.



Margin of Success 2: Gain position: +2D advantage to your next action.

Apply this bonus to the character making the test for the next action. If the action interactions means you don't test, this bonus is lost.

Margin of Success 3: Disarm: Remove one of your opponent's weapons, a piece of gear or disable a trait for the remainder of the conflict. For monsters, you may render one of its weapons useless for the remainder of the fight. If disarmed and you want to draw another weapon, you may switch next time you choose your actions.

Alternately, if you win by a margin of success of 3, you may impede and gain position.

Action Table

	Attack	Defend	Feint	Maneuver
Attack	I	V	I	V
Defend	V	I	—	V
Feint	—	I	V	I
Maneuver	V	V	I	I

Refer to this handy table after your actions have been announced. It will tell you if you need to make an independent test, a versus test or no test at all for your action. When reading, consult the table for your action on the left and your opponent's action along the top row.

I: Independent test. Test both actions separately; both actions can succeed or fail.

V: Versus test. Roll skills or abilities against each other. Highest successes wins.

—: Do not roll for your action. Your opponent rolls but you do not.

Action Abstraction

The four actions—Attack, Defend, Feint and Maneuver—are abstract so you can apply them to nearly any type of conflict. During play, you get to interpret them and make them fit the situation in your game. Their rules stay the same, but how you describe them and what they mean in the game world is different for each conflict. You'll have to negotiate with each other a bit to figure out which descriptions fit and which don't. Once everyone is taking turns describing their actions, you'll get into the rhythm of it.

Skills and Abilities per Action

Each conflict type uses a set of skills and abilities to represent its actions. For example, when trying to kill, you test Fighter for Attack and Feint actions, and Health for Defend and Maneuver.

You must test the ability or skill listed for that action. If you do not have that ability, you can use Nature or Beginner's Luck.

Using Weapons

In conflicts, you'll use a variety of weapons. You choose your weapon at the start of each round. Apply the effects as described here:

- ⊕ Add any bonus dice before you roll.
- ⊕ Add +1s or +2s if the roll is successful or tied, but not if failed.
- ⊕ Check interactions. Some weapons change versus tests to independent and vice versa. Make sure you check your interaction before calculating results.
- ⊕ In martial conflicts, unarmed characters suffer -1D to all actions. In other types of conflicts (like arguments), having a weapon provides a bonus, but being unarmed is not a penalty.

Individual weapon stats are listed in the Gear and Other Weapons chapters of this book.

Helping in Conflicts

Helpers may only help if they have the ability or skill listed for the current action. If they do not, they can use the I Am Wise rule (if appropriate) or sit out this action.

Those that can help give +1D to the player who is rolling for this action.

You cannot help if you've been knocked out of the conflict.

All for One, One for All

When participating in a conflict, describe how you're contributing to the group's goal. You don't necessarily have to describe how you're helping the acting character on each action. Instead, you can describe your individual struggle that's helping the group's effort.

Win, Lose, Tie

These rules state the results for players winning conflicts.

Winning a Conflict

If you reduce your opponent's disposition to zero, you win the conflict.

However, if you lost points from your own disposition, you have to compromise with the loser. See the Compromise heading.

GM Wins

If the GM wins, consult the table below for suggestions. Enterprising GMs should feel free to add to this list. The results are by no means exhaustive.

Suggested Conflict Compromises

Player Intent	GM Wins	GM Loses: Compromises
Banish or Abjure	The demon escapes; you summon more demons or devils	The demon vows revenge; a small gebbeth escapes; the spirit curses you
Capture	The creatures escape; you're driven off	You're injured; weapons broken; armor rent and torn
Convince	You're convinced of your opponent's argument	You agree to a large concession; you agree to a small concession
Convince Crowd	The crowd turns against you; you're run out of town	You agree to some of the crowd's demands
Drive Off	You are driven off or captured	You're injured; they sound the alarm; they summon reinforcements
Kill	See Killing Is My Business	Apply the Killing Is My Business compromises to the GM's monsters
Pursue or Flee	The creature escapes or you are captured	You're injured; you're afraid; you fall into a sinkhole or river; you're savaged by dogs; you're lost
Trick or Riddle	You're deceived or misled; you agree to something you shouldn't have	You tarry too long; you're exhausted from the effort; you're angry; you're afraid

Losing a Conflict

If your disposition is reduced to zero while your opponent has points remaining, you have lost. You do not accomplish your goal as stated.

GM Loses

If the GM loses, consult the table above for suggestions for compromises. You'll want to embellish on those compromises and add details so that they fit with the situation and characters.

Tying a Conflict

If both sides are reduced to zero disposition on the same action, the conflict is a tie. Neither side wins, and both must offer their opponent a painful major compromise. This is a very dangerous outcome!

Compromise

If you lost, but took points off your opponent's disposition, you don't come away empty-handed. You compromise with your opponent.

Compromises are like twists, but in this case they are the result of the whole conflict, not just a failed roll. Players get to introduce compromises as well, not just the GM.

Once the conflict ends, the first thing you do is compromise. The loser makes an offer to the winner, "Fine, you win, but..." The degree of the compromise should be appropriate to how much disposition the winner lost.

IF YOU WERE TRYING TO FLEE AND WIN, YOU FLEE. YOUR OPPONENT DOESN'T CATCH YOU. IF YOU WERE TRYING TO DRIVE OFF AND LOSE, YOU ARE DRIVEN OFF OR CAPTURED.

The whole group must decide if the compromise is appropriate. If everyone complains that the compromise is too much or inappropriate, the loser can change the terms.

If no consensus can be reached, the GM can approve the compromise or ask the loser to modify the terms.

This negotiation takes place as table chatter—a brief conversation between the players—not in character.

There are three grades to compromises—a minor compromise, a compromise and a major compromise.

Minor Compromise: Lost a Little

If the winner lost less than half the disposition, the loser is owed a minor compromise. The loser may ask for a small part of his goal or something related to it. Minor compromises can be used to set up a follow-up conflict or to apply changes to the winner's condition—making the winner angry or exhausted, for example.

Compromise: Lost About Half

If the loser knocks off half of the winner's disposition, there must be a solid compromise in this conflict.

The loser doesn't get his goal, but imagine he got halfway there.

Or the loser could accept defeat, but introduce a new, unforeseen complication that has arisen due to the winner's victory. This is how a player creates a twist.

Alternately, the loser could offer a compromise in which the winner only got halfway to the goal. Good luck convincing the winner to agree!

Major Compromise: Lost All but a Few

If the winner's disposition is reduced to just a few points, he has won a very narrow victory indeed. He must grant a major compromise to the loser. Imagine the loser nearly accomplished his goal, but was only thwarted at the end. What would that look like?

Or what major new twist could be introduced because of this victory? A major compromise should be painful to the winner.

Types of Compromise

Compromises can be used to extract promises, change the way a character feels about you, or throw a wrench in the works. They can be used to hurt your enemy, too. But you can't use a compromise to accomplish your conflict goal. If you didn't win, you don't get your goal.

Conditions in a Compromise

Conditions like hungry and thirsty, angry, afraid, exhausted, injured and sick may be applied as part of a compromise in a conflict. In a conflict, everyone on your team also suffers a condition. This is discussed in more detail under the Applying Conditions as Part of a Compromise heading of the Conditions & Recovery chapter.

Binding Results

Conflict results, victories and compromise are binding results. Your character is convinced, captured, tricked or whatever result came up in play. That result stands until challenged by another conflict or a twist.

Killing Is My Business

If you choose the kill goal, then you put your life at risk as well. These rules are written from the player's perspective. When a compromise is reached, choose one of the options listed with the appropriate compromise level:

- ⦿ If you lose a kill conflict without compromise, you and anyone else on your team is dead. Your enemy is unharmed.

If you lose a kill conflict, but earn a minor compromise, you are killed but

Choose one of the following compromises:

- ⦿ You inflict injury on your attacker
- ⦿ You raise the alarm
- ⦿ The fight drags on and something or someone stumbles in and witnesses your demise
- ⦿ You manage to hide a piece of treasure so that your enemy can't find it

If you lose a kill conflict, but earn a mid-level compromise, you are killed but

Choose one of the following compromises:

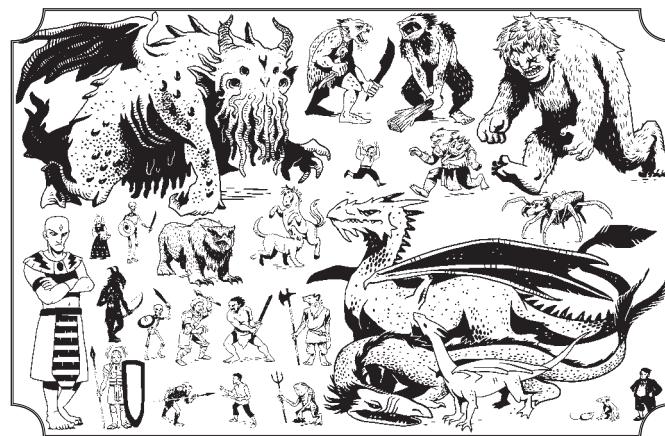
- ⦿ One of your teammates survives (but is injured)
- ⦿ You kill one or more of the opposing team (unless you're fighting a single creature)
- ⦿ You injure and exhaust your opponent

- ⦿ You break something valuable or precious to your opponent
- ⦿ You destroy or scatter all that is valuable to you before your corpses are looted

If you lose a kill conflict, but earn a major compromise

Choose one of the following options appropriate to your situation:

- ⦿ You are left for dead (but survive): take all conditions except dead. Reduce Circles and Resources by one.
- ⦿ You are killed but you kill all but one of your opponents (in the case of multiple attackers).
- ⦿ You are killed but you badly injure your opponent. Reduce his Nature by one and remove a trait.
- ⦿ You are killed but you cause massive collateral damage (start a fire, open a dyke, collapse a roof, etc.).



If you tie a kill conflict, you and your opponents both die gloriously

Take care when you decide to shed blood. A twist of fate and you could spend your own life in service of your aims.

The Order of Might

There is an order to things. Each creature you encounter is listed on scale called the Order of Might. Their rank relative to yours imposes a variety of effects:

- ⦿ Adventurers are Might 3.
 - ⦿ You may capture creatures equal to or less than your order.
 - ⦿ You may attack and kill creatures up to one order higher than you on the scale.
 - ⦿ You may drive off creatures up to two higher than you on the order.
 - ⦿ You may wage war against creatures up to three points higher than you on the scale—provided you have an army, of course.
 - ⦿ You may flee, convince, trick or riddle with any creature.

The Scale

1. Critters, kobolds
2. People, goblins, frog people
3. Adventurers, orcs, gnolls, horses, dire wolves
4. Bugbears, giant spiders, owlbears
5. Ogres, trolls, young dragons
6. Dragons, hill giants
7. Ancient dragons, storm giants, gods
8. Elder gods

The Greater the Order, the More You Hurt

In addition to determining what you can and can't kill, your Might grants a substantial bonus: +1s per level of order greater than your opponent for all successful or tied actions in kill, capture, and drive off conflicts.

Pass and Fail in Conflicts

Individual tests matter less in conflicts. You're fighting for big stakes here. When you make a roll, you only count if you passed or failed—usually by how much. The twist and conditions of success rules are not in effect for every test.

Spells and Prayers in Conflicts

Spells and prayers do not require an action to cast or invoke. They are cast before rolling for disposition, when weapon declarations are made or in place of certain actions (according to the spell description).

Surrender

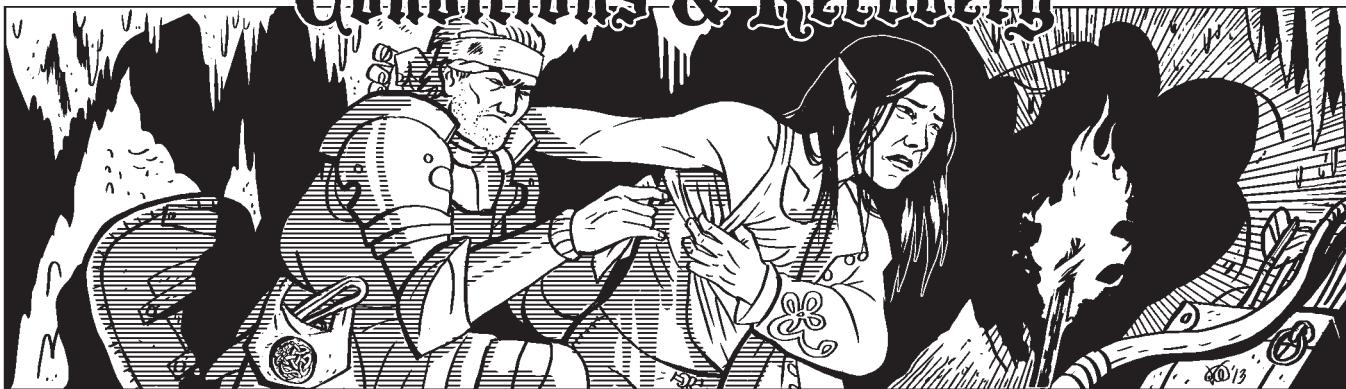
You may surrender during a conflict. This is an optional rule. In order for it to be invoked, you must agree to use it in your game at some time before the current conflict. You can't bring it up for the first time just because you're losing or winning.

Surrender allows you to give up during a conflict. It must be announced before the next actions are announced. The surrendering player hands total victory to his opponent. There is no compromise.

If at all possible, a challenge should be played out to its conclusion. Players who are losing should fight for a compromise.



Conditions & Recovery



Our life is not a pleasant one. There are long marches in bad weather, hard work with no rest and rough treatment from bad characters. All of this can wear us down. You've got to keep your mental and physical health up in order to survive the rigors of the road.

Conditions

To represent the toll of life as an adventurer, there are eight conditions in the game:

Fresh, hungry and thirsty, afraid, angry, exhausted, injured, sick and dead.

Fresh

All adventurers start their first adventure happy, healthy and fed. This is the condition you want your adventurer to be in. When you're fresh, add +1D to all tests. If any other condition is checked, you're no longer considered fresh and the bonus no longer applies—this includes the hungry and thirsty condition received after the fourth turn of the adventure phase, even if you eat rations or drink water or wine immediately. To become fresh once again, you must return to town, alleviate all conditions and pass your lifestyle maintenance test.

Hungry and Thirsty

Being hungry and thirsty can impair your adventurer when it's time for him to step up and face danger. He's distracted by his physical needs.

Hungry and Thirsty Effect

Hungry and thirsty subtracts one from your disposition for any conflict.

Recovering from Hungry and Thirsty

You alleviate the hungry and thirsty condition by eating or drinking. You can eat your rations or drink from your skin and instantly recover from the condition without a test or a turn passing. Or you can test Scavenger, Survivalist or Hunter to acquire food or drink. You use Cook to prepare food and turn it into meals. In fact, hungry and thirsty is the

only condition you can alleviate without a cleric's prayer or magical item during the adventure phase.

Family, friends and mentors will feed your character if he calls on them and they are able to help. Maybe even your enemy, too. When these characters feed the player's character, alleviate the character's hungry and thirsty condition.

Certain accommodations and taverns in town provide food and drink and thus alleviate this condition when you patronize those establishments.

If you have no food or water, and if the test to acquire good food and drink fails, the character remains grumbly and cranky until he acquires food or water.

Angry

Life as an adventurer can be frustrating. Sometimes your only outlet is to rage against yourself, others, the world or the Immortal Lords. But surviving in a dangerous world requires a cool head.

Angry Effect

When you're angry, you're not thinking clearly. You can't use the beneficial effects of traits or wises, but you can still use traits against yourself.

At the GM's option, being angry can count as a factor in any test or conflict requiring precision or social graces (this never includes tests for recovery). In a versus test requiring precision or social graces, being angry gives you a -1s to your roll. Skills affected by the angry condition include: Alchemist, Scholar, Cartographer, Cook, Dungeoneer, Haggler, Healer, Mentor, Lore Master, Manipulator, Commander, Orator, Pathfinder, Persuader, and Survivalist.

Recovering from Anger

Mastering your anger requires an Ob 2 Will test during the camp phase or town phase. If you succeed, your anger fades. The condition is alleviated. Describe what you did to make the anger pass. If you fail, your anger sticks with you, but you may test again to recover in the next camp or town phase.

Afraid

Adventurers are resilient, but sometimes the things they face overwhelm them with terror.

Afraid Effect

While afraid, adventurers can't help or use Beginner's Luck.

Recovering from Afraid

Recovering from afraid requires a few moments of peace in which to pull one's self together, in the form of an Ob 3 Will test during the camp or town phase.

If the test is passed, the character masters his fear and alleviates the condition.

If you fail the test, you continue to jump at your own shadow. You may test again to recover during the next camp or town phase.

Exhausted

Facing the uncounted dangers of life on the road takes its toll. Exhaustion can set in, and an exhausted adventurer jeopardizes himself and his companions.

Exhausted Effect

Being exhausted is a factor in all tests (except Circles or Resources tests and tests for Recovery). The condition effectively increases the difficulty of tests by one. In a versus or obstacle 0 test, you suffer a -1s penalty to your roll—including the disposition roll for a conflict.

Recovering from Exhaustion

Fatigue can be shrugged off with an Ob 3 Health test during the camp phase or the town phase. If you pass the Health test, you shrug off your fatigue and soldier on. If you fail the test, the exhausted condition remains with you through the next phase. You may test again to recover during the next camp phase or town phase.

Staying in fancy accommodations like the hotel in town allows you to automatically recover from exhausted. No need to roll!!

Fatigue

Certain actions are considered more taxing than others: using a shield, wearing heavy armor, casting spells and suffering from certain spell effects. These actions make it more difficult to recover from exhaustion. Each counts as a factor on top of the base obstacle of 3. Your character sheet contains a handy reference for these factors so you can check them off as they come up.

KAROLINA DONS A SUIT OF PLATE ARMOR. DURING THE ADVENTURE, SHE GETS INTO A FIGHT WITH SOME KOBOLDS AND EARNS THE EXHAUSTED CONDITION. WHEN SHE RECOVERS

DURING CAMP, HER OBSTACLE IS 4 INSTEAD OF 3 DUE TO THE EXTRA FACTOR FROM PLATE ARMOR.

Injured

We put our lives on the line every day and we're often injured for our efforts. Injuries are a difficult thing. They don't take us out of action, but they reduce our overall effectiveness.

Injured Effect

Being injured imposes a -1D penalty to Nature, Will, Health and all skill tests. This penalty is not applied to Resources and Circles, nor to Will or Health tests for Recovery.

Additionally, while injured, a character is at serious risk. At his discretion, the GM may apply the dead condition to any injured character as the result of a failed test involving the risk of physical harm. The GM is obligated to inform the player that death is on the line before the player rolls the dice.

Recovery from Injury

You can make an Ob 4 Health test to overcome the pain and discomfort of an injury during the camp phase or town phase. If the test is successful, remove the penalty and alleviate the condition. If you fail the Health test, the character keeps the penalty until he finds the attention of a healer.

Treatment for Injury

To treat an injury, a healer must make an Ob 3 skill test during the camp phase or town phase. If the Healer test is successful, the penalty is removed and the condition alleviated. If the healer fails his test, the injury condition is removed, but Health, Nature or a Health-based skill of the GM's choosing is reduced by -1D. Consult the Beginner's Luck list for Health-based skills. Erase all pass and fail advances for the affected ability or skill. You may later advance the depleted ability using the Advancement rules described in Abilities and Skills.

Sucking It Up

Alternately, at any point after being injured, you can opt to have your character suck it up: cauterize the wound with a hot iron and some wine and get back on your feet. The GM reduces a Health, Nature or a Health-based skill by -1D but the overall penalty is removed and the condition cleared. Erase all pass and fail advances for the affected ability or skill.

Sick

Being out in the cold and wet, exposed to the elements, an adventurer is always at the risk of falling ill. It's important to eat right and keep warm and dry lest you get sick.



Sick Effect

While sick, a character cannot practice, learn from a Mentor, or advance a skill or ability. In addition, being sick imposes -1D to Nature, Will, Health and skill tests. This penalty is not applied to Resources and Circles, nor to Will or Health tests for Recovery.

Additionally, while sick, a character is at risk. At his discretion, the GM may apply the dead condition to any sick character as the result of a failed test involving sickness, disease, poison, madness or grief. The GM is obligated to inform the player that death is on the line before the player rolls the dice.

Recovering from Sickness

To fight off sickness requires an Ob 3 Will test during the camp phase or town phase. If that test is successful, the illness fades and the condition is alleviated. If the Will test is failed, the sickness condition remains until the character seeks the attention of a healer.

Treatment for Sickness

To treat sickness, a character must pass an Ob 4 Healer test during the camp phase or town phase. If successful, the sickness is cured and the condition is alleviated. If the healer fails his test, the condition is removed, but the sickness permanently reduces the patient's Will, Nature or a Will-based skill of the GM's choosing. Consult the Beginner's Luck list for Will-based skills. Erase all pass and fail advances for the affected ability or skill. You may later advance this depleted ability using the Advancement rules.

Sweating Out the Fever

Alternately, at any point after acquiring the sick condition, you can opt to have your character sweat out the fever. But this comes at a cost: The GM reduces a Will, Nature or a Will-based skill by -1D, but the condition is cleared. Erase all pass and fail advances for the affected ability or skill.

Dead

Adventuring is a dangerous business. Sometimes, adventurers pay the ultimate price: death.

While dead, a character cannot test, use wises or help in any way. All skills and abilities are reduced to 0.

Rating 0 Abilities and Skills

If an ability or skill rating is reduced to 0 by being injured or sick, you cannot test that ability while you suffer from the condition. You cannot benefit from or grant help; you cannot spend persona points on that skill or ability.

Multiple Conditions

It is possible to suffer from multiple conditions at once. A character can be hungry, angry and exhausted. You can be

sick and injured, or any combination of the conditions. Apply the effects to the appropriate situations. If the effects double up for a particular situation, apply both penalties.

However, individual conditions are singular. You can't be exhausted twice or angry three times. Once you're angry, you're angry. Once you're exhausted, you're exhausted. You don't have to worry about getting that condition again until after you've recovered from it.

The Grind

Conditions During the Adventure Phase

Every fourth turn during the adventure phase, all characters earn a condition. If your character is not hungry and thirsty, you become hungry and thirsty. If your character is already hungry and thirsty, then you take the exhausted condition. If you're already exhausted and hungry, take the angry condition. If you're already angry, exhausted and hungry, you become sick. If you're already angry, exhausted, hungry and sick, you suffer an injury. If you're angry, exhausted, hungry, sick and injured, you're made afraid. If those six conditions are checked on the fourth turn, your character dies—you unceremoniously drop dead from exhaustion.

Note that these conditions are imposed in a different order than on the character sheet to better reflect the grind of this kind of life. And to keep you on your toes.

Conditions of Failure

The GM can apply a condition to a character who fails a roll. However, doing so indicates that the character achieves his objective for that roll.

BEREN IS SWIMMING A WATER-FILLED CHAMBER. HE FAILS HIS DUNGEONEER SKILL TEST. THE GM_OPTS TO ALLOW BEREN TO TRAVERSE THE CHAMBER, BUT HE IS MADE SICK FROM SWALLOWING WATER AND NEARLY DROWNING.

Here are some suggestions for applying conditions to certain tests.

Conditional Failure Guidelines

- ⊕ Hungry and thirsty may be applied as the result of any failed test. Warrior needs food badly.
- ⊕ For Orator, Manipulator and Persuader tests, apply the angry condition to the character.
- ⊕ For Pathfinder, Hunter, Scout or Health tests involving escape or climbing, apply afraid, exhausted or injured.
- ⊕ For trades like Smith or Laborer, apply angry or exhausted.
- ⊕ For academic skills like Scholar, Alchemist or Cartographer, apply exhausted. All that research and reading is hard work!

- For Fighter or other tests involving physical danger, apply the afraid or injured condition.
- For tests involving physical danger, apply the dead condition if the character already has the injured condition. Elf is about to die...

And Then You Die

When applying the dead condition, the character passes the test and then perishes.

You Reap What You Sow Redux

Everyone who helps a test is bound by the results of the roll. If the test is failed, all the characters share a similar fate.

If you earn a condition as the result of a failed test, the helping players suffer a lesser condition of the GM's choosing.

If the primary character is made hungry and thirsty, then all helpers are made hungry and thirsty. There's no lesser condition, so the least condition applies!

If you already have the condition being applied, you don't take another condition in its place. You're miserable enough as it is.



Conditions in a Conflict

Conditions play a big role in conflicts. They can affect your disposition, obstacles and the dice you roll, they can be part of your goal, and they can be applied in compromises.

Conditions in Disposition

When you make the test to generate your disposition, subtract your condition penalties from the result.

All of the unique conditions of the adventurers on that team hurt the team's disposition. Thus if your team has two characters that are hungry, you only apply the penalty once.

- Being hungry and thirsty subtracts one from your team's disposition in conflicts.
- Being afraid means a character cannot help in conflicts, including the disposition roll, or use Beginner's Luck.
- Being angry in conflicts requiring precision or social graces, like arguments, causes a -1s penalty to all rolls including your disposition roll.
- Being exhausted in conflicts imposes a -1s penalty to all rolls, including disposition.
- Being injured or sick penalizes your roll for disposition.
- Being dead means a character cannot test or help.

Applying Conditions as Part of a Compromise

Conditions may be applied as a compromise or as part of a compromise in a conflict.

After a fight, afraid, angry or exhausted may be applied as a minor compromise. Injury can be given as a compromise. Two of the four—afraid, angry, exhausted or injured—can be applied as a major compromise.

Alternately, afraid, angry or exhausted can be part of a compromise containing other terms. Injured and Sick can be part of a major compromise and be combined with other terms or conditions.

For an argument or speech, exhausted or angry can be applied as a minor compromise. Thirsty and angry can be applied as the conditions of a compromise. Sick and exhausted can be applied as the conditions of a major compromise.

Alternately, exhausted, thirsty, or angry can be part of a compromise containing other terms. Sick can be part of a major compromise and be combined with other appropriate terms.

Recovery

Conditions are burdensome. The Recovery rules describe the obstacles and situations necessary to alleviate conditions. These tests may be made in the camp phase or the town phase.

You may make one Recovery test per condition per phase. You've got one shot at recovering from angry in the camp phase, for example, but you can try again the next time you start a camp phase.

If your Recovery test is successful, erase the check mark next to the condition. You no longer suffer from that penalty, at least until you get hit with it again.

Recovery Order

Conditions are pernicious. You must relieve them in order: hungry and thirsty, angry, afraid, exhausted, injured, and sick. If your character is both angry and exhausted, he must assuage his anger before he can benefit from rest.

Dead supersedes all other conditions. You must recover from being dead before you can recover from anything else.

Recovery on Adventure

You cannot make recovery tests during the adventure phase.

You can eat and drink to recover from being hungry and thirsty, and you can receive the benefits of prayers to alleviate conditions. Healing is done in camp or town.

Recovery in Camp

You can make Recovery tests in camp at the cost of one check per test.

Recovery in Town

You can recover in town using accommodations. Some accommodations provide free tests (or even automatic recovery), otherwise each recovery test increases your lifestyle obstacle by one.

Alleviating Conditions Through Prayers

Certain prayers alleviate certain conditions. Prayers alleviate conditions regardless of Recovery order or other conditions.

Twists, Conditions and Recovery

Recovery tests are not subject to the twists and conditions rules for failure. If you pass the test, the condition is removed. If you fail, you continue to deal with his condition as described above.

Eating and Drinking

Hungry and thirsty is the most common condition. You're saddled with it every four turns when you're out on adventure. To recover from it, you eat or drink.

You can eat or drink whenever your character has a few minutes to rest and collect his thoughts—regardless of whether you're in the adventure, camp or town phase—it doesn't cost a turn or check, or add to your lifestyle cost (provided you have the food and drink, of course).

You cannot eat or drink if you're on the run, under pressure, in the middle of climbing a cliff, etc.

OUR THIRSTY ADVENTURERS FLEE FROM AN OGRE ONLY TO STUMBLE INTO A ROUND ROOM CONTAINING TWO HOVERING GLOWING ORBS.

"CAN WE DRINK HERE?" ASKS JOSS.

"THERE'S NO TIME. THE ORBS REACT TO YOU. YOU NEED TO FLEE OR ACT." SAYS LUKE.

"F! RUN! WE RUN!" JOSS KNOWS THE GROUP IS BEAT UP AND NEEDS A MOMENT TO REST.

MERRILL CONSULTS THEIR MAP AND MANAGES TO NAVIGATE THE GROUP TO AN EMPTY HALLWAY.

LUKE INTONES, "THERE ARE BLOODSTAINS, BITS OF FUR AND GOBBETS OF FLESH HERE, BUT OTHERWISE IT APPEARS EMPTY."

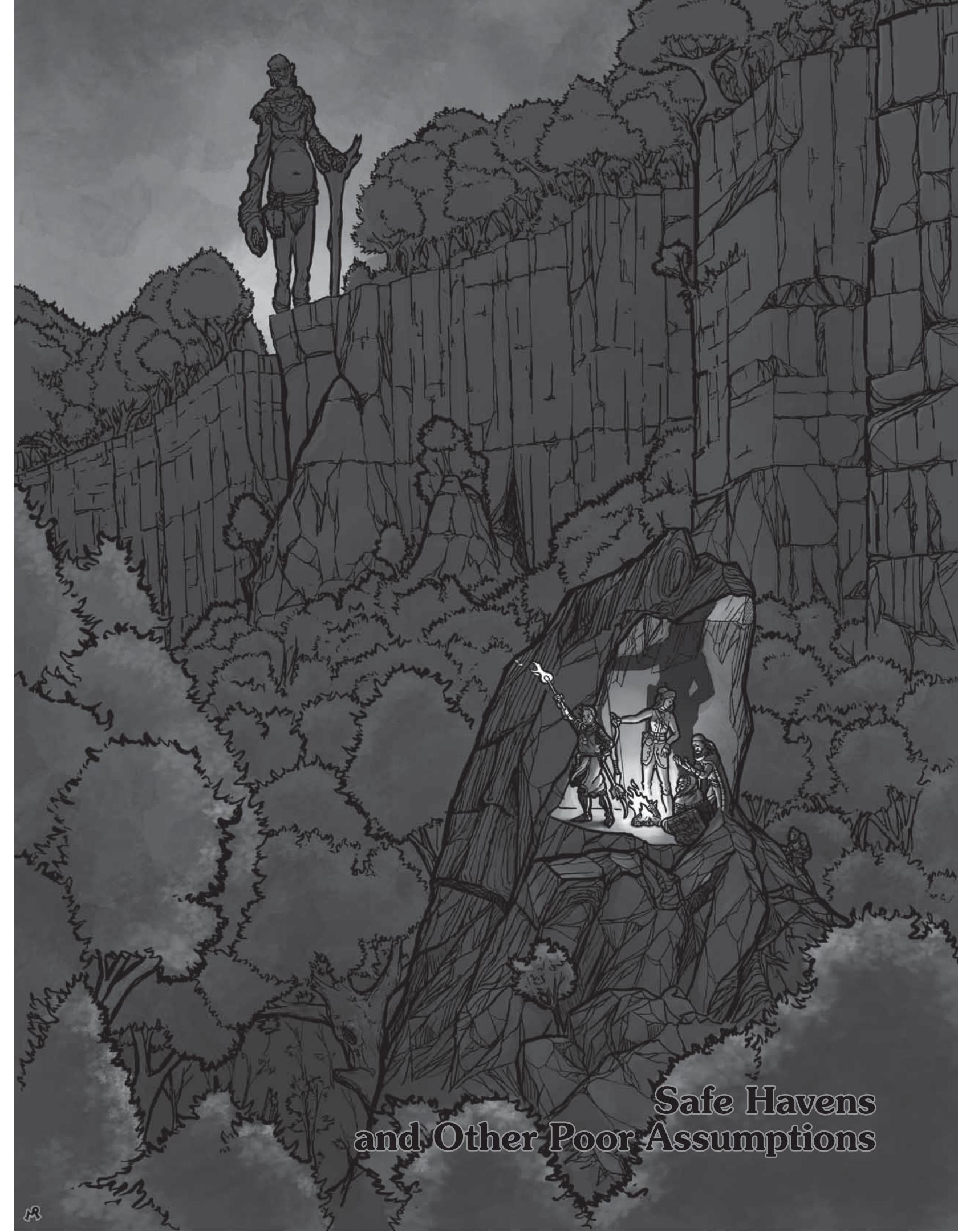
"CAN WE REST HERE AND DRINK AND EAT?"

LUKE CONSULTS HIS NOTES TO MAKE SURE THERE ARE NO IMMEDIATE DANGERS OR OBSTACLES IN THIS AREA. IT SEEMS ALL CLEAR.

"YES, GO AHEAD."

ALL REMOVE A PORTION OF FOOD OR DRINK FROM THEIR INVENTORY AND GET RID OF THEIR HUNGRY AND THIRSTY CONDITIONS.





Safe Havens and Other Poor Assumptions

Camp



While it's never truly safe in the wilderness or a dungeon, camp is a moment of respite for the adventurers.

During camp, the players drive the action. The GM does not present new problems unless the players generate a twist as the result of a failed roll.

Making Camp

You and your mates can camp at any time so long as:

- ⦿ You have at least one check among you.
- ⦿ You are not in a conflict or immediate peril.
- ⦿ You have a place to rest.

Camp Type

There are three types of camp: a typical camp, an unsafe camp and a dangerous camp.

There are two general areas in which you can make camp: the wild and underground.

When you wish to make camp, the location is usually self-evident based on your environment: either you're above ground or you're under it. If you're staying at the mouth of a cave, taking shelter from the elements, that's usually a wilderness camp. But if you're completely enclosed, that's an underground camp.

Typical, Unsafe and Dangerous Camp

The GM decides what type of camp you're in based on a few elements:

- ⦿ The area and its inhabitants
- ⦿ The unpredictability of the weather or other similar activity (like earthquakes or flooding)
- ⦿ Your proximity to monsters, goblins and beasts—known or unknown
- ⦿ The type of scouting and precautions you took setting up your camp, and any amenities which you have found or constructed

This is a pure judgement call by the GM. Most camps will be "typical" for their location. But if the GM feels you're close to a patrol route, that's unsafe. If you're out in the weather,

that's unsafe. If you're camping in crumbling, undead-infested ruins, that's dangerous.

Roll for Camp Events

At the beginning of each camp phase, before spending checks, the GM rolls 2d6 on the appropriate Camp Events table.

Camp Roll Bonuses

You earn a +1 bonus to this roll if you've used the Survivalist skill to find a suitable site or to try to make the camp more hospitable, or if you are an elf with the Wilder benefit. Only one bonus applies.

Safe Camp Results

If you roll a safe camp, there are no further events at camp. Players spend checks as normal. If any other result is rolled, consult the subchart for that camp type.

Disaster Results

Disaster results force you to break camp immediately. You may not rest and all checks are lost.

Inconvenience or Break

Use other results as inspiration and relief for the trials in the camp.

Pop Quiz

The individual camp events leave a lot of room for interpretation. When something odd comes up, roll with it. It's the GM's job to call for tests or single out victims of calamity and sort through the chaos.

Camp Strategy

When you enter camp, take a deep breath and zoom out a bit. Discuss your conditions, your checks and any other circumstances. Make a plan for how to best deal with your situation. Then tell the GM what your character does so you can roll some dice.

Spending Checks

Checks are spent in the camp phase to recover, reequip and rest. Each test costs one check. You may also spend a check to initiate a conflict with a fellow adventurer.

Spend your checks to recover, improve your camp, find food and water, draw a map, make tools, research or read books, debate a course of action, create scrolls, pray or other acts that may be accomplished in and around camp.

- ⦿ You cannot spend checks to explore or fight monsters.
- ⦿ You may not make two tests in a row in camp.
- ⦿ You may share checks with another player.

Unspent Checks

Any unused checks are lost at the end of the camp phase.

Camp Instincts

Using an Instinct in camp does not cost a check.

Camp Traits

You can use your traits to help yourself in camp. You cannot use your traits to hinder yourself and earn checks while in camp.

Spells and Prayers in Camp

Spells and prayers do not require a check to cast in camp.

Rememorizing Spells and Prayers

Magicians and elves automatically rememorize spells at the very end of camp after all checks are spent. Clerics do the same, but must test Theologian to do so. See the Magic & Miracles chapter for details. If camp is aborted due to a disaster, no spells or prayers are rememorized.

Breaking Camp

Players break camp as soon as their checks are expended or discarded. The GM takes over and the adventure phase recommences. If returning to the adventure, the GM should have an encounter or problem prepared.

Camp Resets Turn Count

Time does not pass in turns during camp. The turn count resets in camp, starting at 1 for the next adventure phase.



Camp Events

Typical Wilderness Camp

2	Disaster
3-6	Minor Inconvenience
7-9	Safe Camp
10-11	Minor Break
12	Lucky Break

Typical Underground Camp

2	Disaster
3-7	Minor Inconvenience
8-10	Safe Camp
11	Minor Break
12	Lucky Break

Unsafe Wilderness Camp

2	Disaster
3-7	Minor Inconvenience
8-10	Safe Camp
11	Minor Break
12	Lucky Break

Unsafe Underground Camp

2	Disaster
3-8	Minor Inconvenience
9-11	Safe Camp
12	Minor Break

Dangerous Wilderness Camp

2-3	Disaster
4-8	Minor Inconvenience
9-11	Safe Camp
12	Minor Break

Dangerous Underground Camp

2-4	Disaster
5-8	Minor Inconvenience
9-12	Safe Camp

Underground Camp Events: Natural Cave

Use these events if the camp is in natural underground caves.

Natural Cave Disasters

1-2	Cave-in. Run. One adjacent area obliterated.
3	Torrential rain on the surface causes flood
4-5	Foul air (must escape or risk asphyxiation)
6	Monster/predator attack



Natural Cave Minor Inconvenience	
1	Extreme cold (or heat in hot caves) makes you uncomfortable; increase the obstacle of all tests in camp by one, including recovery.
2	Lose your bearings while you rest (Cartographer roll required to get back on track).
3-4	Water soaks clothing and gear; no recovery from exhausted allowed.
5	The tight space and weight of the rock above starts to get to you (+1 Ob to get rid of afraid).
6	One PC breaks a piece of equipment (roll randomly for PC and equipment).

Natural Cave Minor Break	
1	Stumble upon a cache of torches left by previous explorers. Roll d6 for amount.
2	Edible fungi stretches your food supply (+1D to Cook tests).
3-4	The site you pick is dry and comfortable (+1D to recover from exhausted).
5-6	The site has magnificent speleothems (draperies, curtains, stalactites, stalagmites, cave crystals, etc.) to look at (+1D to recover from angry or afraid).

Natural Cave Lucky Break	
1-2	Find enough edible fungi to sate your hunger.
3	Find the bones of a less fortunate explorer together with a semi-accurate map of the cave complex. Add to your map using the “transmitted from notes” factor for Cartography.
4-5	Stumble upon a cache of treasure. Roll on Loot treasure table.
6	Find a naturally occurring basin of water with healing properties (+1D to recover from sick or injured, enough for 3 doses).

Underground Camp Events: Dungeon

Use these events if the camp is underground but in a constructed environment—whether in ruins or not.

Dungeon Disasters	
1	Roof or floor collapses. All are injured.
2	The inviting place you've picked to camp is actually a death trap. Flee for your lives. Mark as impassable.
3-6	Monsters attack! (an organized patrol, beasts or swarms of carnivorous vermin).

Dungeon Minor Inconvenience	
1	Vermin get into one character's rations and ruin them (roll randomly for character).
2	Surrounded by filth and waste left by vermin and monsters (+1 Ob to recover from sick).
3	Your flasks leak and spill your oil or holy water.
4	A monster is drawn by the commotion of your camp (make one test to drive it away).
5	You manage to disturb a thick layer of dust while setting camp (+1 Ob to recover from exhausted due to coughing).
6	You've worn a hole in your pack and lost some equipment (roll randomly for a character; that character loses the object in the bottom-most slot of the backpack or satchel).

Dungeon Minor Break	
1	The site you pick has a ready source of potable water (a well, broken pipe or a basin formed by seepage).
2	You're able to thoroughly secure the entrances to your camp, making you feel at ease (+1D to recover from exhausted or afraid).
3	Find a clue about something deeper in the dungeon (something scratched into a wall, an old journal, strange acoustics let you hear dungeon denizens conversing, discover a beast's spoor, etc.).
4	You find an old leather pouch with coins of various provenance (1D gold coins, pack 1).
5	A patch of glowing fungi grows here. There are 1d6 stalks. Each stalk counts as a candle if picked.
6	You find a serviceable piece of gear (1-2 gear, 3-4 armor, 5-6 weapon, GM's choice of specific item).

Dungeon Lucky Break	
1	You find a secret entrance into another section of the dungeon.
2	You find a prisoner, bound and gagged in this area.
3	You discover the entrance to a lost sunken temple to the goddess of life. Heal sick or injured automatically.
4	One of the flagstones is loose, beneath it you find treasure! Roll on the Loot Treasure table.
5	Wiping away the dust in this room, you find etchings. Roll on the Loot Knowledge table.
6	A skeleton lies in a heap in the corner, he's clutching something. Roll on the Loot Magical Stuff table.

Wilderness Camp Events

Use these events when out in the wild.

Wilderness Disaster	
1	Evil weather
2	A tree (or rock) falls. It nearly kills you and destroys your campsite. Spend all night digging your gear out.
3	Horrid smell issues forth from ground during the night. It's unbearable. You must move.
4	Swarm of biting insects chases you from camp.
5	Wildfire. Run.
6	Monsters, goblins or beasts attack.

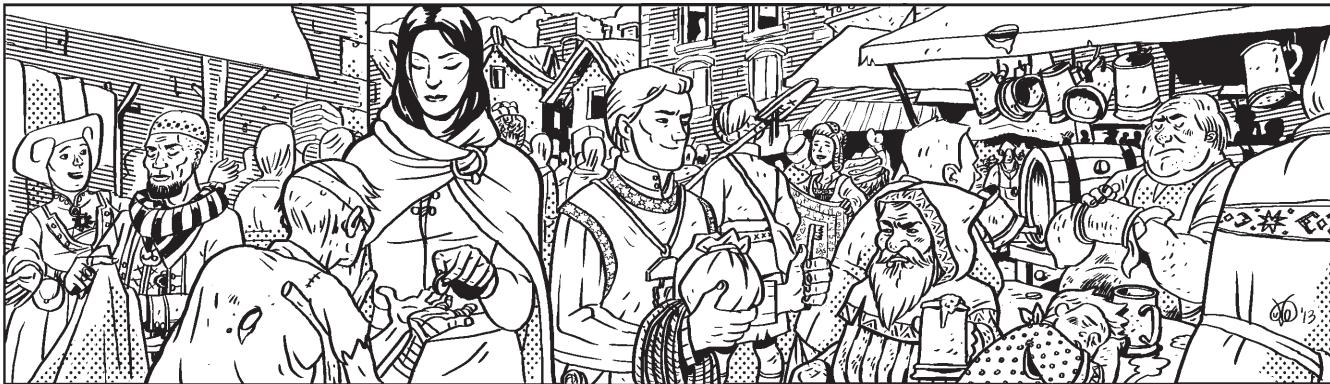
Wilderness Minor Inconvenience	
1	No clean water source to be found.
2	Lose your bearings while you rest (Pathfinder or Cartographer roll required to get back on track).
3-4	Mice or other vermin crawl all over your camp and spoil food for one character.
5	All of this open space gets to you, there's nowhere to hide (increase recovery obstacles for angry and afraid by one for one character).
6	One character breaks a piece of equipment (roll randomly for character and equipment).

Wilderness Minor Break	
1	The site has majestic views (+1D to next Pathfinder or Cartographer test).
2	Verdant wilderness (+1D to Hunter, Scavenger and Fisher tests).
3-4	The site you pick is sheltered from the wind and weather (+1D to recover from exhausted).
5-6	Site has fresh water supply.

Wilderness Lucky Break	
1-2	Find a patch of edible plants (counts as one portion of forage for all characters).
3-4	Find an easy trail (+2D to next Pathfinder or Scout test).
5	Meet a helpful fellow wanderer.
6	Find a circle of standing stones or faerie ring (automatically recover from angry and afraid).



Town



Town. They say most folks live in towns, but it's hard to imagine how anyone could live there for long. Town is noisy, crowded and, worst of all, expensive.

Still, it's not without benefits. It's a safe haven and a place to sharpen steel and draw up new plans. But it's no place for the likes of us. Without title, letters of recommendation or enough lucre to drown in, we're treated little better than chattel.

At the Gates

When you enter town do the following in order:

- ➊ Spend remaining checks
- ➋ Determine the watch
- ➌ Roll on the Entering Town table and then roll again on the appropriate subtable
- ➍ Dispose of spoiled food
- ➎ Level up
- ➏ Strategize
- ➐ Haggle

Once you've taken care of those items, you can choose your destination in town.

Spend Remaining Checks

If you have checks left over from the adventure, spend them to recover from conditions as you're approaching town.

If you have extra unspent checks, donate the checks to your friends or save them to gain experience through helping in town. In town, checks may only be used to gain experience from helping, not spent on making tests. Any unused checks are lost when you leave town.

Who's On Watch?

Roll on the Guild table to determine who's on watch. See the Guild entry in this chapter.

Roll on the Town Events Table

Roll on the table below to determine the type of town event that occurs. Each category has an individual detailed

table in the Town Events section in this chapter. Roll again on that subtable to determine exactly what transpires.

2d6	Entering Town
2	Disaster
3-6	Minor Inconvenience
7-9	Peaceful Town
10-11	Minor Break
12	Lucky Break

If the result is a disaster, you may not enter this town. Roll on the disaster subtable to determine exactly what's wrong and move directly into an adventure phase featuring this disaster. Otherwise, proceed.

To the Dogs

Your remaining fresh rations spoil or go stale. You can discard them at the gates for the beggars and dogs.

Level Up

If you have spent the requisite rewards for the next level, level up now. Choose your benefits (as described in the Levels chapter). Rewards spent after entering town can only be redeemed after you've left town for another adventure and returned.

Strategize

Discuss your current conditions and divide your loot so you can best determine your needs.

Hagpler

Determine if you're haggling while you're in town. If so, consult the Haggling section of this chapter.

Town Phase

Town phase is conducted differently than the adventure or camp phase. It's downtime for your weary traveler. Roleplay is kept to a minimum. Instead, you focus on bookkeeping. Like camp, you rest, recover and reequip, but to do so you spend your hard-earned coin. Once you're broke again—

which will likely be sooner than later—you hit the road toward your next endeavor.

In the town phase, you do not use turns or checks. Instead, you pick from a menu of options represented by locations in the town like the market or tavern. Each location offers a service that you can engage with. For example, at the tavern you can hear rumors and at the market you can buy what equipment you need.

In addition to engaging with the services of the town, you can conduct any personal business you might have—meeting with a friend, repairing your kit, writing a spell onto a scroll, etc.

Life in town is expensive. The longer you stay, the more debt you accumulate.

Prime the Adventure

The GM should use the events in town—from the players or generated by the tables—to set up the next adventure.

Once the players are ready to go, don't let them wander off. The GM must take them in a firm hand and point them to the next adventure.

Town Lifestyle

Each activity in town has an associated lifestyle cost. Rather than making lots of rolls for little things like food and lodging, you make one test to pay your debts as you leave town (or when the bill collectors come). Your total lifestyle cost is the obstacle for your Resources test.

As you use the services in town, make a note of your lifestyle costs. We tried to cover most everything an adventurer would want to do in town, but if you find you need to do something we don't describe, the GM can give the test a lifestyle cost and add it to your tab.

Haggling Over Prices

If you're so inclined, you can haggle over prices with the shopkeepers and merchants when you're in town. Rather than making individual tests, make one Haggler test against the town. Note that this test does count toward your lifestyle, so there's some risk involved. Haggling is always done individually.

- ⦿ Elfland: Ob 5
- ⦿ Dwarven Halls: Ob 3
- ⦿ Religious Bastion: Ob 3
- ⦿ Bustling Metropolis: Ob 4
- ⦿ Wizard's Tower: Ob 4
- ⦿ Remote Village: Ob 3
- ⦿ Busy Crossroads: Ob 2

If successful, you may choose to keep the result that you roll on the Haggling table or the next higher result. If failed, subtract your margin of failure from your result.

Haggling Events Table (3d6)

3	<i>You again:</i> The goldsmiths are closed to you on this trip to town. Your party may not cash in gems, jewelry, objet d'art and similar items.
4	<i>None of your bullshit:</i> Market is closed to you and all your friends for this trip into town.
5	<i>We know you:</i> Next time you come to this town, increase all prices for gear by one.
6	<i>Big spender:</i> Next time you come to this town, increase all prices for accommodations by one.
7	<i>Fury:</i> The shopkeepers toy with you. Take the angry condition.
8	<i>Blowing off steam:</i> Feels good just to argue over something. Remove the angry condition at any point during this town phase.
9	<i>Hard bargain:</i> When buying something at the market, take an extra item for the same price.
10	<i>Thriftiness:</i> Add +1D to Resources for your lifestyle test.
11	<i>Interesting item:</i> Take +1D extra cash for one piece of loot other than coins or gems.
12	<i>Honest face:</i> Take +1D extra cash for one piece of kit traded in (even if rated Ob 1-3).
13	<i>Regular customer:</i> Reduce the price of accommodations by one (minimum of 1).
14	<i>Good find:</i> Take double the value of one piece of kit or salvage traded in.
15	<i>Good customer:</i> Reduce your lifestyle cost obstacle by one.
16	<i>Rare specimen:</i> Double the value of one piece of loot (aside from coins) traded in.
17-18	<i>Welcome home:</i> Reduce lifestyle cost obstacle by two.

Haggling Lifestyle Cost: +1

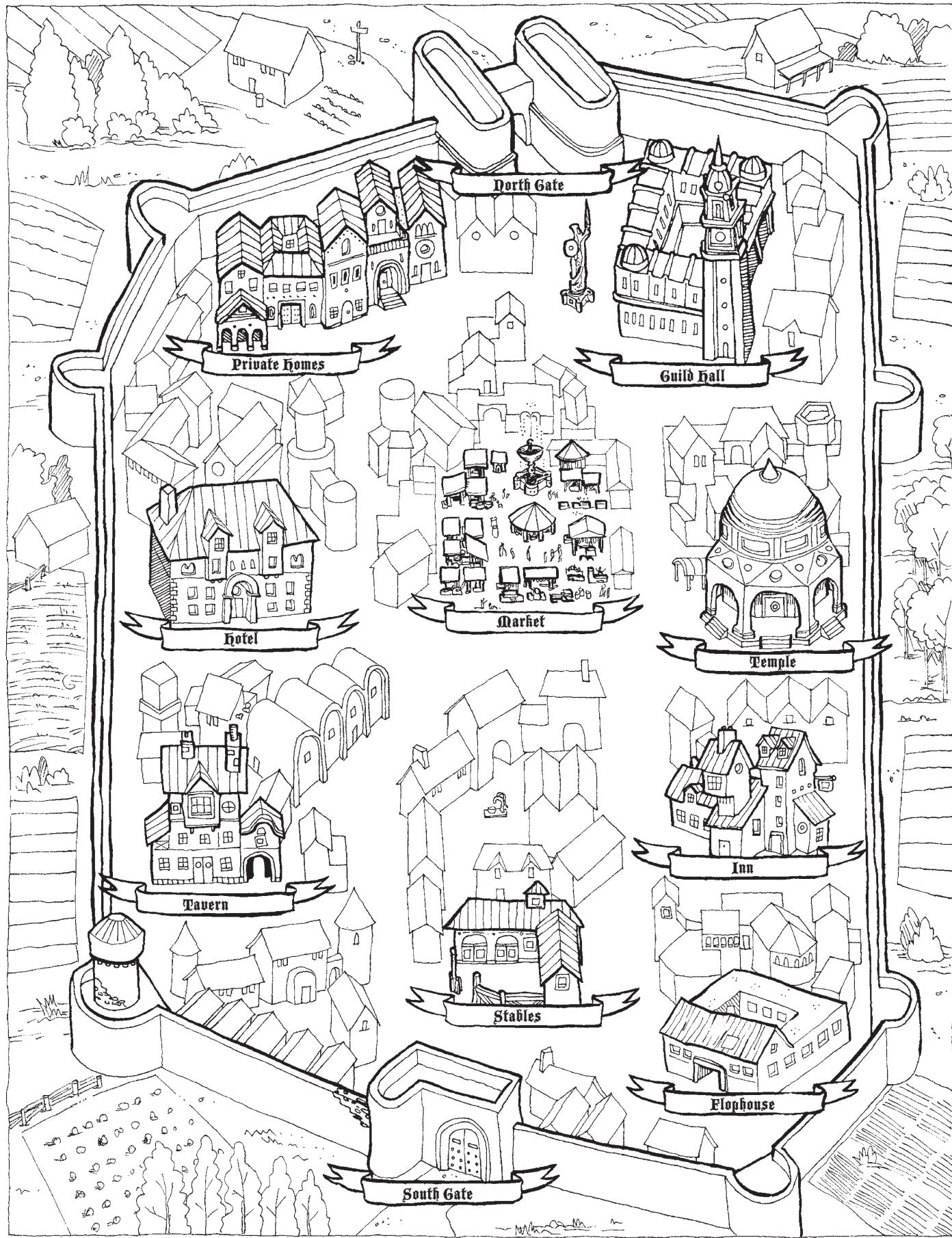
Accommodations

When you enter town you get to decide how you want to live and how long you want to stay. You can sleep on the streets and shamble about begging for coins, or you can put yourself up at a fancy hotel and spend your gold in high fashion.

Accommodating Conditions

Hungry and thirsty, angry and afraid may be dealt with at the tavern or any other accommodation—the streets do not count as accommodations.

If you need to recover from the exhausted, injured or sick conditions, you'll have to stay in town for more than just



a night. You can't recover from these conditions in town unless you're staying at the flophouse, inn, hotel or private accommodations.

Town Locations

There are nine general locations in a town (or other settlement): the tavern, the guild hall, the market, the temple, the stables, the flophouse, the inn, the hotel and the streets.

You can visit these locations when you're in town and contract their services (or diseases). Each location has its own benefits, and they all cost something (even if it's just your dignity).

If you're using the custom town rules described at the end of this chapter, not all of the locations will be available in each town. Be sure to let your players know what facilities are and aren't open for business.

Tavern

Travelers meet at the tavern for a drink, a meal and to share news. You can slake your thirst here, hire help and listen to the rumor mill.

Drink

Drinking at the tavern satisfies your hunger and thirst. You may also make recovery tests (as per the normal rules) for angry and afraid, if you order more drinks.

Drinking Lifestyle Cost: +1 per drink

Rumors

Pay the bard a coin to play another tune and encourage your companions to keep talking.

Roll 2d6. You hear a rumor about...

Rumor Events Table	
2	A dark secret about this town
3	A key figure in the town
4	A coming war
5-7	Your enemy
8-9	Your friend
10	Your mentor
11	A lost treasure
12	A terrible creature

Rumors Lifestyle Cost: +1

Hire Help

At the tavern, you can hire porters, guards and guides to aid your endeavors. You must be at least level 2 to hire help. All such services must be paid in advance and thus add to your lifestyle cost.

Porters have the Laborer skill and will help (+1D) with all tests related to that skill. They also have, as a group, two free inventory slots in which they'll carry things for the player. In addition, they can be made to carry up to four slots of inventory in their hands, but they'll drop it and run at the first sign of danger.

Guards have the Fighter skill but will only help (+1D) in tests to protect your camp or baggage. Guides help (+1D) with the Pathfinder skill when traveling through the wild. They do not explore ancient ruins or plunge into dark places.

Only one group of each type of help may be hired by the group at one time. Thus if you hire a group of porters, you cannot hire another to gain an additional +1D.

Hire Help

To find these useful hirelings, test Circles against the appropriate obstacle determined by the Circles factors.

Hire Help Factors: porter, guards, guides

Hired Help Lifestyle Cost: porters +1, guards +2, guides +3

Tell Tales

Take a moment to tell some tales about your companions and your exploits. The locals are always hungry for new stories. The old ones get stale after a while.

Telling Tales Lifestyle Cost: None

The Streets

If you decide to sleep on the streets, you may not make recovery tests while in town. Roll on the Street Events table.

Street Events Table	
2-3	<i>Become involved in some unspeakable plot.</i> You may not conduct any business or use any facilities while in town. Never speak of this again. Take Unspeakable Plot-wise.
4-6	<i>Thieved:</i> Your purse is stolen. All cash gone.
7-8	<i>Clothing soiled:</i> Factor this soiling into all Circles tests until clothing replaced.
9	<i>Alms:</i> A kindly old blind priest feeds you. Remove hungry and thirsty condition.
10	<i>Misplaced:</i> You lose a piece of gear of the GM's choosing.
11-12	<i>Rousted:</i> The Watch boots you and the other vagrants from town (unless you're wanted for a crime, in which case you're arrested). You may not conduct further business in this town. Roll on the Rumor Events table once for free.

Life on the Street Lifestyle Cost: 0. At least it's free!

Stables

You are sleeping with the animals—at least there's a roof over your head. Make one free recovery test. May recover from one condition except injured or sick.

Hiding Out

If the occupant of the stables is being sought by other interested parties while in town, the GM must roll to find him. Characters of levels 1-5 are discovered on result of 1-2 on one die. Characters of levels 6-10 are discovered on a result of 1-3. Characters hiding at other locations are automatically found, no roll necessary.

Stables Lifestyle Cost: +1

Flophouse

You can crash in the common room at the flophouse. You get a shared room and not much else. Make one free recovery test. You may recover from one additional condition (excluding exhausted or sick) during your stay at your expense.

Flophouse Lifestyle Cost: +1 plus 1 if additional recovery test is made.

Inn

At the inn you get a private room with a shared bath and shared entrance. Meals provided: free recovery from hungry and thirsty. You may make two free recovery tests and one additional recovery test at your expense. While staying at the inn, you may recover from any type of condition, but take a +1D bonus to recover from angry, afraid and exhausted.

Inn Lifestyle Cost: +2 plus 1 if additional recovery test is made after expending your free tests.

Hotel

When staying at the hotel you get a private room, private bath and private entrance. Meals provided: free recovery from hungry and thirsty and exhausted. You may make two free recovery tests and up to two additional tests at your expense. Staying at the hotel grants a +1D bonus to recover from sick and injured. You may test to recover all other conditions as per the normal rules.

Hotel Lifestyle Cost: +3 plus 1 per additional recovery test after you expend your two free tests.

Home

If your friend, mentor or parents (or enemy!) resides in town, you can stay with them for free. The GM determines the equivalent level of accommodation: stables, flophouse, inn or hotel. Abide by those rules for recovery (but it's free).

Poor characters live in the equivalent of stables and flophouses. Wealthy will live in the equivalent of inns. The truly rich live in the equivalent of hotels.

Temples and Shrines

Temples and shrines in towns gladly offer prayers for weary travelers—for a small donation, of course.

Religious Services

Donations can be made for first and second circle prayers to be recited over a character. However, the priests demand payment before prayer. First circle prayers cost an Ob 3 Resources test; Ob 5 Resources test for second circle prayers.

Religious Services Lifestyle cost: 0. Pay in advance as described above. No prayers before payment.

Pray at the Shrine

A traveler may pray at the shrine of the Immortal patron of this place. Roll 2d6 on the table below:

Shrine Events Table	
2-3	<i>Curse:</i> The curse counts as a factor in all tests until removed.
4-5	<i>Omen:</i> An ominous omen crosses your path. Take angry or afraid condition.
6-8	<i>The Immortals are deaf to your pleas.</i>
9-11	<i>Visions:</i> You are visited with a vision of events to come. Remove angry or afraid condition.
12	<i>Boon:</i> Add +1D to all tests within this Immortal's idiom for your next adventure or removes curse or disease.

You may leave a substantial offering—something magical, something worth at least 2D of cash or something unique to the god—and gain +1 to your roll.

You may also test Theologian to offer the correct prayer to the Immortal. Success grants +1 to your roll.

+2 is the maximum bonus to rolls on the Shrine Events table.

Prayer Lifestyle Cost: +1

Market

At the market, you'll find all manner of goods and items for purchase. The merchants here demand payment in advance and never issue credit to the likes of you. Test Resources using the obstacles listed in the master gear list for each item purchased. The GM can exclude items either due to town events or from simple mischievous intent.

Market Lifestyle Cost: 0

Selling Salvage or Kit

The market is also the place to sell any salvage hauled out of the ruins: If the object is worth Ob 3 Resources test or less, it has no sale value. No one wants your stinky, rusty junk. If the object is worth an Ob 4 Resources test, it's worth 1D of cash. If the object you're trying to pawn off is worth an Ob 8 Resources test, it's worth 2D of cash. Hey, I have to make a living too!

Guild Hall

Most towns are run by a league of powerful guilds. They control all trade and commerce, and provide the town's watches. At the guild hall you petition to use guild facilities, temporarily hire apprentices and find employment.

Using Facilities

If a guild is established in town, non-guild members like the characters may pay a fee to use its facilities for a short period of time. Using guild facilities (under the watchful eye of its owners) allows characters to make trade or craft skill tests—like Armorer or Weaver—while in town.

Facilities Lifestyle Cost: +1 per trade or craft skill test

Hire Apprentice

At the guild hall, you can hire a skilled apprentice to aid you. If the guild is established in town and not on watch during this period, an apprentice may be retained to provide help (+1D) to a trade or craft skill. You may only hire one apprentice per stay in town. You're not a member of the guild, after all.

To check if an apprentice is available, test your Circles against the appropriate factors described in the Circles factors. If a guild is on watch or any town event includes the guild, then apprentices for that guild are unavailable.

Hire Apprentice Factors: laborers, craftsmen (blacksmith, carpenter, weaver, etc.), specialists (mason, armorer, goldsmith), educated (apothecary, scholar, cartographer), arcane (magicians).

Hire Apprentice Lifestyle Cost: +1

Find Work

The guild hall is often a good source of work. While the guildsmen won't induct ragtag adventurers or use them for any sort of guild business whatsoever, they will often hire persons of low repute to undertake tasks unbecoming of the guild. These tasks include but are not limited to: "speaking" to guild rivals, borrowing items from opposing guilds, collecting debts from deadbeat adventurers and transporting certain items to certain locations.

Make a Circles test to make contact with someone in the guild who is hiring.

This type of work can range from a single test to "persuade" someone or an entire adventure of its own. Pay for simple work is usually a bag of silver. For extended operations pay is usually a share of the haul.

Find Work Factors (start counting at 2): on the road, in town, in a nearby town

IT'S AN OB 3 CIRCLES TEST TO FIND WORK IN THIS TOWN.

Finding Work Lifestyle Cost: +1 (there are always bribes to be paid)

Conducting Business in Town

In addition to visiting the locations in the town, you can also conduct your own business.

Building Kit

If you want to build items for your kit rather than buy them, hire facilities at the guild hall and then test the appropriate skills. Lifestyle cost is as described for the facility.

Searching for Someone

If you want to hunt for information or look for people you might know, visit the correct location in town, indicate the type of person you're looking for and test your Circles.

Searching for Someone Lifestyle Cost: +1

Go Visiting

You can visit any of your contacts or relations who reside in this town. There's no cost.

Dig Up Leads or Doing Research

You may try to scare up new work. Use the Digging for Leads rules.

Digging for Leads Lifestyle Cost: +1

Scribing Scrolls

Scholars carry a supply of paper and ink with them, but life on the road rarely permits the time and peace to write something meaningful. Town affords the erstwhile practitioner of the arts a moment to scribe scrolls.

Scribing Scrolls Lifestyle Cost: +1

Personal Business

Any other personal business not covered by other categories adds to your expenses while in town. If the players come up with an activity not covered here, charge them a lifestyle cost (usually 1) and determine an appropriate roll to make.

Personal Business Lifestyle Cost: +1

Spending Loot

Loot that is assigned a die value—1D coins, a 3D gem, etc.—acts as a bonus to your Resources ability.

A BAG OF COPPER COINS GIVES YOU +1D TO YOUR RESOURCES TEST.

Coins can be spent in increments. So if you have 2D of coins, you can spend 1D now and save 1D for later. However coins are bulky, so you want to spend them in town.

Other valuable loot can't be broken down. It must be spent whole at its value. So if you have a bracelet worth 3D, it must be spent as three dice of cash at once. The merchants at the markets do not give change. Once spent, remove the item from your inventory.



Cashing In

Gems and jewels can be sold to jewelers and goldsmiths for their listed cash value as described on the Loot tables. Other rare items may be exchanged for cash as well.

Treasure and Valuables: Spaces to Value

Loot Item	Inventory	Value
Titles and Deeds	pack 1 or carried 1	No immediate cash value. Determines ownership of a piece of property.
Copper Coins	pack 2	1D
Silver Coins	pack 1	1D
Gold Coins	pack 1	2D
Gems	pack 1	3D
Jewelry	worn 1 (head, neck or hand)	2-6D (2d3)*
Silverware and Plate	pack 3 or carried 3	1-5D (2d3-1)*
Objet d'Art	pack 4 or carried 4	2-7D (1d6+1)*
Rugs and Tapestries	pack or carried 6-12	2-12D (2d6)*

*Value determined when sold in town. Roll randomly to determine value. You can increase the value of loot with a lucky Haggler test.

Cash on Hand

Spending loot on a roll insulates your Resources from tax. Each die of loot spent protects you against one point of tax.

Recovery in Town

Recovering from your conditions takes time and money, but regardless of how much time and money you invest, you may only make one recovery test per condition while in town.

In addition, you can only make recovery tests as allowed by your accommodations. If you're staying in town for the day, you can only recover using the tavern.

IF YOU'RE STAYING ON THE STREET, FOR EXAMPLE, YOU CANNOT MAKE TESTS TO RECOVER—EVEN IF YOU GO TO THE TAVERN. IF YOU'RE STAYING AT THE INN, YOU CAN TEST TO RECOVER ANY TYPE OF CONDITION, BUT YOU HAVE A BONUS TO RECOVER FROM ANGRY, AFRAID AND EXHAUSTED.

Recovery Order in Town

- ⦿ Unless otherwise noted, recover in standard order when using Health or Will.
- ⦿ Recover exhausted out of order if you're staying at a hotel or equivalent accommodations.
- ⦿ Conditions can be removed regardless of recovery order by cleric prayers—whether paid for or prayed for by a member of your group (or yourself).
- ⦿ Conditions can be removed out of order (and usually without a test) by results from events tables.

Digging for Leads

In their travels, adventurers hear rumors and warnings. They find maps and learn bits of lore. In addition to trading goods and coins, town is the place to trade knowledge. Because, though some will say otherwise, knowledge is the most precious treasure.

When in town, players can research leads, rumors, treasure maps and bits of lore—anything they've heard or found in their travels.

There are two ways to do this. You can “ask around” using your Circles ability, or you can dig for information in scrolls and dusty tomes using your Scholar skill.

Asking Around

When asking around, your character shows the treasure map, looks for someone who might know someone and talks to knowledgeable peoples. And of course, in order to dig for leads, you must have acquired information from rumors, events, maps or lore.

If you have more than one type of lead about a particular endeavor, the additional information counts as supplies (+1D) when making your test.

The GM counts the factors based on the question(s) you're asking and the answers he has hidden behind the screen:

Asking Around Factors

What are the legends about this place: popular legend, a generation past, ancient story, a lost or forgotten place

How do I get there: easy to find (that anyone could point you to), a place of legend that few or none have visited, a place that was lost, a place that's deliberately hidden

What lives there: those who live there now, those who built the place, those upon which the place was built

What treasures are there: the obvious, something guarded, something someone lost there, something buried beneath

What traps are there: a well known device to scare away would-be explorers, something that someone escaped once, something secret and deadly

Test your Circles against the obstacle created by the factors. Success indicates you've found a lead. Failure can be a twist, condition or the enmity clause.

Digging for Leads Lifestyle Cost: +1

Doing Research

To do research on a lead with your Scholar skill, you need access to printed matter like a library, ancient etching on a lost temple, or even a madman's journal. Once you have a source, you can ask the following questions about it. The GM

counts the factors based on the question(s) you're asking and the sources of information available to your characters:

Research Factors

What are the legends about this place: an ancient story, a history with reliable sources, an account contemporary with the place

What information is there about this place: a travelogue with only a few exaggerations, a moldering and slightly damaged map, a detailed and accurate map in good condition

What lives there: an account from a famous explorer, a merchant's brief, a census

What reports of treasures are there: a famous treasure, a second-hand report of something lost there, a first-hand account of treasures seen but not plundered (for whatever reason), a ledger once kept at the site

What reports of traps are there: a description of a legendary device, a second-hand report of traps encountered by explorers, a first-hand account of traps encountered, blueprints and designs

Doing Research Lifestyle Cost: +1

Casting Spells and Invoking Prayers in Town

Casting spells and invoking prayers in town does not count toward your lifestyle cost. Though doing so might be against the law.

Once you rest in town, your spells are refreshed. However while in town, you may only cast each of your spells or prayers once.

No Theologian test is necessary to rememorize prayers in your hometown. Choose prayers appropriate to your level and slots. If not in your hometown, but you are in a temple or shrine of your alignment, take +2D to your Theologian skill.

Instincts in Town

Using an Instinct in town does not count toward your lifestyle cost.

Traits in Town

You can use your traits to help yourself in town. You cannot use them to hinder yourself and generate checks.

Paying Your Bills

Living in town incurs expenses—bills and taxes to pay. When you leave town, you pay your debts. Total your lifestyle cost. This is the obstacle for your Resources test to clear your debts and pay your bills.

WHILE IN TOWN, BEREN STAYS AT THE FLOPHOUSE (+1) AND ATTEMPTS TO RECOVER FROM HIS ANGER (AND FAILS). THEN HE USES THE ARMORER GUILD'S FACILITIES TO REPAIR HIS BATTERED HELMET (+1). AND THEN HE HEADS DOWN TO THE TAVERN TO LISTEN FOR ANY RUMORS (+1).

HE ALSO VISITS THE MARKET AND BUYS A BUNDLE OF TORCHES, BUT THAT DOESN'T INCREASE HIS LIFESTYLE.

WHEN LEAVING TOWN HE HAS TO MAKE AN OB 3 RESOURCES TEST TO PAY HIS BILLS.

Test Resources Against Lifestyle Obstacle

If you pass, have no conditions and your Nature is untaxed, you start the adventure with the special fresh condition.

- Ⓐ If you have a condition and pass the test, you incur no tax, twist or additional condition but do not start fresh or recover Nature.
- Ⓑ If you pass the test and have no conditions but have taxed your Nature, you may recover one point of taxed Nature (but you do not start fresh).
- Ⓒ If you fail the lifestyle test, you are subject to a twist, condition or tax at the GM's discretion (and do not start fresh or recover Nature).

Resources 0

If a character has Resources 0, no treasure, no cash and no friends to help (and thus cannot even roll for the test) the GM can apply one of the following results:

- Ⓐ Reduce Circles by one due to the character's reputation as a deadbeat.
- Ⓑ Degrade one or more pieces of the character's gear, reducing its effect or capacity.
- Ⓒ Make the character exhausted or sick (if they've been living on the streets).
- Ⓓ Present the character with a new enemy situated in this town.
- Ⓔ Summon the bill collectors...

No Bills to Pay

If you have no conditions, no tax, don't need to make a lifestyle test and you're not living on the streets, you start fresh.

New Character Starting in Town

If you're a new character starting in town, you do not have to make a lifestyle test the first time you leave town. You start fresh.

Bill Collectors

If a character outstrips his ability to pay his debts (his lifestyle is higher than his Resources and available cash), his debtors may send collection agents at the GM's discretion. These persuasive men and women inquire about the character's financial status. If their inquiries do not produce tangible

monetary results, they will extract partial payment through more indelicate means.

Use the Thug stats for bill collectors. They appear in groups of four or five, love to fight and will try to capture you.

Bill collectors can also be dispatched to meet a character reluctant to pay his debts at the gates of town to ensure he does not leave before paying his due.

If matters get truly dire and blood is spilt or debts are very large, your creditors will call out the watch to arrest you. While not as skilled as the thugs, the watch is far more numerous and usually better equipped.

Leaving Town

After you've paid your bills, roll on the Adventure Hooks events table. The GM can use this as inspiration for the coming adventure or can leave the result as flavor, perhaps to be picked up at another time.

Any tests the players make in reaction to these events count as turns in the adventure phase. You're burning daylight!

Free Refills

When leaving town you may refill your skin, bottle or jug with water (unless otherwise prohibited by a town event) for free.

Rememorizing Spells

Magicians and elves rememorize all spells upon leaving town (unless circumstances dictate otherwise).

Clerics test Theologian to rememorize unless they are in their hometown.

Town Events

Town events are provided to give towns a sense of life. You can incorporate them into your adventures or leave them as background noise.

Some Pluses, Some Minuses

It's possible to have bonuses and penalties to your Town Events roll. Total them. If they cancel out, so be it. If they net a penalty or a bonus, use that.

Maximum bonus or penalty to an events roll is +1/-1.

Entering Town

2d6	Entering Town
2	Disaster
3-6	Minor Inconvenience
7-9	Peaceful Town
10-11	Minor Break
12	Lucky Break

Disasters (2d6)

2 Famine

Remain in adventure phase until new town is reached or until the famine is miraculously relieved.

- No food available in this town and thus all locations closed

3 Drought

Remain in adventure phase until new town is reached or drought abates.

- No water available in this town and thus all locations closed

4 Plague

Remain in adventure phase until new town is reached or until plague miraculously cured.

- If town is entered, test Health against Ob 4: condition sick; or twist, you become a carrier. All companions must make this test once per phase until you're cured.

5 Infestation

Remain in adventure phase until infestation is driven out or until you arrive at another town.

2-5 Weevils eat all clothing

6-7 Locusts blanket town

8-10 Worms devour all leather

11-12 Tiny little devils crawl inside horses and kill them

6 Under Assault

Remain in adventure phase if you join attacker or besieged, or until you journey to another town.

- If playing during the siege, increase all Resources and Circles tests obstacles by 2. However, sell gear to the attackers at a +1D cash markup.

2-3 Giants

4-6 Goblins

7-9 Men

10 Dwarves

11 Elves

12 Demons or the Dead

7 Raging Fire

Town is in flames. No safe place to rest. No goods for sale.

Remain in adventure phase until fire is put out or dies down or until you move on to another town.

8 Devastating Flood

Town is in ruins. No safe place to rest. No goods for sale.

9 Town Engulfed in Riots

Remain in adventure phase until riots subside or are put down, or until you journey to a new town.

- If you try to enter town during the riots, test Health against Ob 4: condition injured, twist barred from town

10 Magical or Demonic Catastrophe (roll again below)

Remain in adventure phase until catastrophe is abated.

2 Laws of gravity reversed

3 All townsfolk are invisible, buildings are not or all buildings are invisible, townsfolk are not

4 Magic ceases to work

5 The gods are deaf to the prayers of this town: no prayers work, demagogues preach the apocalypse

6 All flesh turns bright red upon entering town

7 The town rulership has been accidentally turned into fowl

8 Demon springs forth from forehead of high priest of Law, claims town as his demonic fief

9 Fire ceases to burn

10 Water ceases to quench

Disasters (2d6)

- 11 All people over the age of 17 have been turned to stone
 12 All language sounds like the bleating of sheep

11 Civil War

Town has split into factions, or has taken a side against its ostensibly allied neighbor. Remain in adventure phase until war subsides or until you reach a new town.

12 Religious Proscription Against Trade and Travel

Remain in adventure phase (waiting outside of town) until ban is lifted.

- Traveling prohibited. If attempting to leave, the players are arrested by religious authorities

Minor Inconveniences (3d6)**3 Festival**

Streets are blocked by parades

- Market closed

4-5 Street Brawl

Test Fighter at Ob 2: condition injured; twist: clothing ripped and torn or item lost.

6 Bilketed Army (choose one)

- No room at the accommodations, they're occupied by officers
- No room at the taverns, they're crowded with soldiers
- No room at the stables, they're crammed full of cavalry
- All live and rolling stock claimed by the army

7 New Laws Decreed (roll again on table below)**2-5 Criminal Laws**

- Choose one from the Criminal Laws list under New Laws later in this chapter

6-7 Sumptuary Laws

- Choose one from the Sumptuary Laws list under New Laws later in this chapter

8-10 Civil Laws

- Choose one from the Civil Laws list under New Laws later in this chapter

11-12 Religious Laws (choose one)

- Choose one from the Religious Laws list under New Laws later in this chapter

8 Fire

One building or service is unavailable.

2-4 Stables

- Homes
- Flophouse
- Tavern
- Market
- Inn
- Guild Hall
- 11-12 Hotel

9 Tax Time

Make Ob 3 Resources test or instead give over livestock to tax collector

10 Robbery

Breaking and Entering

- One item is stolen from one character staying at the stables, flophouse, inn, hotel or home of another. GM's choice

Minor Inconveniences (3d6)**11 Labor Strike (roll on Guild Table)**

- Increase the price of one to three (1d3) services or commodities by one. Apprentices and services from these guilds are unavailable

12 Shortage

Determine which commodity is unavailable for purchase

2-3 Paper/ink (magical equipment)**4-5 Steel (weapons and heavy armors)****6-7 Food****8-9 Oil, tar or pitch (torches and lanterns)****10-11 Wood (shields, weapons, gear)****12 Leather (leather armor, gear)****13 Surly Watch**

The guild on watch at the gates is particularly surly.

- Test Persuader against gatekeeper (rank 4): condition angry; or twist: offer bribe to enter to town

14 New Fashion Rampant

A fashion craze has gripped the town.

- 1s to Circles until you are wearing the latest fashion (usually Finery)

15-16 Enemy

Your enemy is in town. GM chooses which enemy.

17-18 Currency Debased

Your coins are debased.

- Reduce all Resources ratings by 1

Peaceful Town (2d6)**2 Religious Procession**

Choose one: respectfully observed or mostly unattended

3 Executions

Choose one: with no fanfare, crowds or with a great sigh of relief from the townsfolk

4 Visiting Nobility

...are polite and make no imposition

5 Foreign Visitors

Choose one: the town is full of chatter in a new tongue; foreigners who are curious about the customs; foreigners who apologetically jostle you in the street

6 Natural Death of a Prominent Figure

Choose one: he or she dies of old age, he or she dies during childbirth, he or she dies of illness

7 A smile from a pretty gentleman/lady brightens your day.**8 You find a lucky penny.****9 It's a bright, clear day.****10 You receive a friendly Halloo! from your neighbors.****11 You can smell the wood smoke and kitchen aromas of a welcoming home.****12 The town has been taken by a harmless new custom or fad.**

- Everyone in the drinking halls and taverns is complaining about it
- The women at the well gossip about it
- Children all envy it



Minor Break (2d6)

2 Ritual Blessing

Attend and receive blessing

- +1D to next roll

3 Market Glut (choose one)

Reduce price of one commodity by one

- Food
- Wine
- Oil
- Steel (weapons)
- Wool (clothes and cloaks)
- Paper (Scholar supplies, scrolls)
- Leather (gear, armor)

4 Fair

Folks have come from all around to attend

- One player can choose one parent or mentor to be visiting the town during the fair.

5-6 Large Public Performance

Attend and be entertained

- Recover angry (no roll)

7 New Vice Rampant (choose one)

Play a new game

- Wizard (see rules in following section)
- Diamondback
- When gambling, play one round. If you win, take +1D cash

Dance a jig

- All characters except dwarves restore one point of taxed Nature

Drink some foreign wine

- If hungry and thirsty, alleviate condition.
- If not hungry and thirsty, gain condition but remove angry or afraid

Indulge in the skin trade

- If exhausted, alleviate condition
- If not exhausted, take condition but alleviate angry and afraid

Bet on the monster fights

- Watch fights and alleviate angry or take angry and recover one point of taxed Nature

8-9 A Chance Encounter... (choose one)

Chance encounters do not add to lifestyle costs.

Two local clerics are debating about how many gods can fit in a wine cup.

- Join in and test your Theologian vs. their Theologian 4

A braggart at the local tavern is telling tales.

- Command the room with your own tales. Test Oratory vs. his Nature/Boasting 4

On the street, a fool is prattling on to his lady friend about the nature of the moon and the stars.

- Correct him using Scholar vs. his Scholar 4

A damsel's carriage has thrown a wheel.

- Repair it using the Peasant skill (Ob 3)

The tinker's cart is stuck in the mud.

- Heave it out using Laborer (Ob 5)

An impoverished, aging dowager needs a gift for the young prince/princess's upcoming birthday. She can only pay with gratitude.

- Create an appropriate gift for her

The proprietor of your accommodations frantically asks you for help: one of his other patrons is violently ill.

- Use Healer against Ob 4 to treat the mysterious traveler

Minor Break (2d6)

10 A Friend is in Town

- GM chooses the friend

11 The nobility gives alms to the poor

- If Resources 0 or 1: you are fed if hungry; if not take +1D cash

12 The shopkeeper's till is open and unattended

- Take it and gain +2D cash (no roll necessary)

Lucky Break (2d6)

2 Religious Uprising

Your sect rises up to claim its rights/position on the Street of the Gods.

- All clerics are given a scroll of one prayer of their choice (within their level and alignment)

3-5 Caravan or ship arrives selling exotic goods

You have the opportunity to purchase at discount prices

- 2-3 Elixirs (Ob 2)

- 4-5 Silks, lace and satin (Ob 4)

- 6-7 Slaves (Ob 5)

- 8-9 Exotic weapons (Ob 3)

- 10-12 Amulets (Ob 5)

6 Astrological Event

Your lucky star transits the heavens. Portents are good.

Choose one per character:

- If your Nature is 6, start the next adventure fresh regardless of all other circumstances
- If your Nature is taxed, restore it to its current maximum
- If your current max Nature is 1, change one descriptor to Wandering, Seeing or Whispering
- If you are an elf, mark a pass or fail on your Nature (your choice). You must mark the test. If a test would advance you, you must mark it
- If you are a dwarf, remove all conditions if you forgive a grudge
- If you are a halfling, you receive a gift from a mysterious stranger. Roll once on the Loot Magic table

7 Jubilee

The nobility celebrates the birth of a great leader. Characters receive a boon in the following order:

- Priests heal the sick (remove condition for free)
- Feed the poor (remove hungry condition for free)
- Receive blessing (take +1D to all actions until you receive a condition)

8 Victory Celebration

Receive a gift from a returning conqueror.

- 2-5 Foreign husband/wife

- 6-8 Loot (+2D cash)

- 9-11 Livestock: horse, pony or oxen

- 12 Fine silks and brocades: count as finery or 1-6D of cash if sold

9 Craze (choose one)

- For item in your possession. Trade for +4D cash
- For elves (+1D Res, +1 Cir while in town and in public)
- For dwarves (all dwarven-made items can be sold for +1D cash)
- For halflings (all halfling-cooked food can be sold for +2D cash)

10-12 Mentor in Town

Choose one character. Train and learn under your mentor.

Leaving Town

When leaving town, after bills are paid, roll 3d6 on the following table. The GM should use results as inspiration and weave them into your current course of action.

Adventure Hooks (3d6)

3 A kindly old woman approaches and...

- Drapes an elven amulet around your neck.
- Drapes a cursed amulet around your neck.
- Gives you a basket of baked goods.
- Implores you to avenge her son's death.

4 A dying man* lays at the side of the road...

(*or woman, elf, dwarf, halfling, etc.)

- With a feeble gesture he beckons you closer to hear his tale.
- He's clutching something valuable in his hand.

5 Your enemy, well-equipped but secretive, departs town just ahead of you with a motley group.

6 Your friend, bedraggled and disheveled, staggers down the road with an incredible tale to tell...

7 As you leave, the gatekeeper warns you to look out for...

- Bandits, raiders from a nearby hostile holding
- Goblins, orcs or gnolls
- A troll who lurks under a bridge
- Ghosts who haunt the road
- A giant who straddles the river

8 As you leave, you meet injured/terrified traveler arriving with a tale of...

- Abduction
- Robbery
- A terrifying detour
- A bizarre place
- A miraculous happening
- A frightening monster

9 An omen of things to come...

- An unkindness of ravens mocks you from the trees
- The moon is red/the sky is red.
- The surrounding forest is utterly silent—no bird, no insect, no animal makes a sound
- Thunder rolls and lightning crashes in the distance
- A stone carved with strange runes sits concealed in the brush
- The wind seems to howl your name

10 You meet unlikely and unreliable would-be adventurers looking to add to their crew. Will you join forces?

11 You meet people (farmers, guildsmen, priests, nobility) looking for short-term muscle to:

- Bolster a holding
- Drive off some troublesome monsters (kobolds, bridge troll, restless dead)
- Investigate a mysterious happening
- Recover something from a recently overrun holding (a hostage, valuables, a keepsake, lore)
- Safeguard travelers. Roll d6: 1 pilgrims, 2 merchants, 3 nobles, 4 priests, 5 regular folk, 6 a messenger
- Settle a score
- Re-establish contact with someplace lost

Adventure Hooks (3d6)

12 The watch tells you that ghouls were seen digging in the grave pits last night.

Roll for who was actually digging in the grave pits:

- 1 Ghouls, 2 Grave robbers, 3 A desperate necromancer, 4 Children, 5 A group of deranged wastrels, 6 A barrow wight

13 A dog charges at you from the underbrush, barking furiously. It seems to be trying to tell you something.

14 As you depart, a messenger chases you down and delivers a sealed message from your mentor.

15 A hanged man dangles from a gibbet at the crossroads.

- Something has been gnawing on his carcass
- He opens his eyes and speaks to you a terrible secret
- His shoes are new and quite well-made

16 A warrior holds the crossroads and challenges all comers.

- Test Fighter vs. warrior's Fighter 6 and Level 3 Duelist trait or turn back

17 A carriage has broken an axle and is stuck on the side of the road as night falls.

- Test Peasant to repair the cart and earn the favor of its occupants: 1-2 merchants, 3-4 nobility, 5-6 priests

18 Bon chance!

Your hosteler says she will foot your next bill if you would perchance help her with a delivering a small package to her friend in a nearby town.

- If successful, you can stay at these accommodations for free for your next stay in this town.



Guilds

Guilds are a vital part of life. They govern all trade and transactions. Of course they're subordinate to the nobility—and pay their taxes to demonstrate their obedience—but otherwise they are left to their own devices. The nobles rule over the towns, but the guilds handle the day-to-day affairs. This includes manning the walls and gates, conducting the night watches, and keeping the streets clean and orderly.

Use the following table if you need to determine a particular guild—if there's a labor strike or you need to know who is on watch.

The Guild table is different than others. When consulting it, choose two different-colored six-sided dice. Set one as the "tens" die and the other as the "ones." The tens die gives your 10, 20, 30, etc. result. The ones gives you a 1-6 result. Roll them together to determine what guild you need!

Roll for the Guild

11	Apothecaries	42	Fletchers
12	Armorers	43	Goldsmiths
13	Bakers	44	Loriners (bits, bridles, spurs)
14	Barbers (surgeons)	45-46	Masons
15-16	Blacksmiths	51	Plumbers
21	Bowyers	52	Poulters
22	Brewers	53	Saddlers
23	Butchers	54	Salters
24	Carpenters	55	Wheelwrights
25	Chandlers	56	Skinners
26	Clothworkers	61	Vintners
31-32	Tanners	62	Weavers
33	Cutlers (knife makers)	63	Scriveners
34	Dyers	64	Woolmen
35	Farriers (horseshoes)	65	Shipwrights
36-41	Fishmongers	66	Magicians and Alchemists

New Laws

Choose new laws from these lists or invent your own.

Criminal Laws (choose one)

- Cursing is a criminal act. Punishable by branding.
- Drunkenness is a criminal act. Punishable by public humiliation.
- Theft is a criminal act. Punishable by loss of limb or facial branding.
- Use of magic in town is a criminal act. Punishable by removal of tongue.
- Dueling is a criminal act. Punishable by loss of dueling hand.
- Brawling is a criminal act. Punishable by public humiliation.
- Riding ahead of your betters is a criminal act. Punishable by whipping.
- Prayers to an Immortal are a criminal act. Punishable by branding or execution.
- Sedition is a criminal act. Punishable by incarceration or execution.
- Defamation of the ruling class is a criminal act. Punishable by incarceration or whipping.
- Belonging to a Law/Chaos cult is a criminal act. Punishable by death.
- Failing to report for watch duty is a criminal act. Punishable by whipping.

Sumptuary Laws (choose one)

- One may not wear fashionable shoes above his station. Punishable by three days in stocks or a fine (Ob 2 Res test).
- One may not wear fashionable clothes above her station. Punishable by three days in stocks or a fine (Ob 2 Res test).
- All magicians and elves must wear conical hats. Failure to do so punishable by whipping or a fine (Ob 3 Res test).
- All clerics must wear plain vestments. Punishable by a fine (Ob 2 Res test).
- Only clerics may bear holy symbols. Punishable by loss of symbol and three days in stocks.
- All residents may only eat meat once a week. Punishable by loss of meat and a fine (Ob 1 Res test).
- All families must have one boy child. Punishable by loss of family member.
- Everyone must wear a particular symbol or item of clothing. Punishable by three days in stocks and a fine (Ob 1 Res test).

Civil Laws (choose one)

- All peoples are forbidden to bear arms greater than a knife or dagger in town. Punishable by confiscation of arms and fine (Ob 2 Resources test).
- Magicians may not testify before a judge.
- Contracts with a guild are annulled (roll for guild).
- Contracts with a guild are enforced and payable immediately (roll for guild).
- Clerics are not subject to civil law.
- No wills written before today shall be enforced.
- All boys of 12-18 must train in a particular weapon. Failure to do so punishable by public humiliation.
- All members of a guild must stand watch for the remainder of the month. Failure to do so is punishable by whipping.
- Only clerics are subject to religious law.
- Proclamation of war against distant neighbor.
- Arranged marriages enforced. Failure to marry punishable by public humiliation.

Religious Laws (choose one)

- A new holiday observed. Failure to observe punishable by flogging.
- Communication with the excommunicated forbidden. Punishable by stoning.
- Day of fasting. Failure to fast punishable by flogging.
- Dwarves and halflings may not become friends. Punishable by whipping.
- Elves must cover their faces before men. Punishable by whipping.
- Elves may not share food with men. Punishable by whipping.
- One may not eat meat while the sun is up. Punishable by whipping.
- One may not drink water during the night. Punishable by whipping.
- Wine is forbidden. Owning or drinking it punishable by whipping.
- To take a life is forbidden. Punishable by retaliation or compensation.
- To touch a priest is forbidden. Punishable by public flogging.
- To take an Immortal's name in vain is forbidden. Punishable by public flogging.
- A new tithe instituted (1D of cash per person). Failure to pay punishable by whipping.
- Dwarves and elves may not walk together. Punishable by whipping.
- Crusade declared. Failure to enlist punishable by fine (Ob 2 Res).
- All sins forgiven upon donation (Ob 2 Res test).
- To defile a tomb is an offense before the Immortals. Punishable by execution.
- To cast a spell upon another is forbidden. Punishable by execution.

Gambling

Diamondback

If you have diamondback decks, play a few rounds while you're in town. If not, use the Wizard rules.

Wizard Rules

Wizard is a dice game. Any number may play, but only one player—the caster—has the dice at any one time.

In each round, the caster specifies a number between 5 and 9 inclusive: this is the “spell.” The caster then throws two dice.

- Ⓐ If you cast the spell, you win
- Ⓑ If you nick the spell (as per the chart) you win.
- Ⓒ If you roll a 2 or a 3, you miscast and lose.
- Ⓓ If you roll an 11 or 12, the result depends on the spell:
 - Ⓐ with a spell of 5 or 9, you miscast with both an 11 and a 12;
 - Ⓑ with a spell of 6 or 8, you miscast with an 11 but nick with a 12;
 - Ⓒ with a spell of 7, you nick with an 11 but miscasts with a 12.

If you neither nick nor miscast, the number thrown is called the chance. You throw the dice again:

- Ⓐ if you roll the chance, you win;
- Ⓑ if you cast the spell, you lose (unlike on the first throw);
- Ⓒ if you roll neither, he keeps casting until you rolls one or the other, winning with the chance and losing with the spell.

Wizard

Spell	Nicks	Miscasts	Chance
5	5	2,3,11,12	Anything else
6	6,12	2,3,11	Anything else
7	7,11	2,3,12	Anything else
8	8,12	2,3,11	Anything else
9	9	2,3,11,12	Anything else

Relationships

Your parents, friend, mentor and enemy are often found in your home town. If found outside of your hometown, something has usually gone very wrong.

Parents

If you’re in your hometown, your parents will shelter you if they are able. You do not have to pay for room and board. Instead, you pay a tax of querulous glances, searching inquiries about the stains on your undergarments and investigations into the recesses of your pack.

Friend

Your friend is usually available to you in your hometown, though she might occasionally appear on the road in more unusual circumstances (like a town or camp event).

Your friend will trade information with you and help you with a task while you’re in town (or on the road). Sometimes, if you’re really put out, your friend can provide you with cash or a special item like an elixir. This charity comes at the GM’s discretion.

Friends are usually the same level as you, but the GM is responsible for statting them up.

Mentor

Your mentor is a powerful figure who inspired you to live the life of danger. Full of knowledge and experience, your mentor will pass on wisdom when possible, but will never step in and solve your problems for you.

A mentor will teach elves and magicians a new spell appropriate to their level, up to level 5. Also, a mentor can train you in your specialty or a skill of the GM’s choosing. Training grants a pass or fail—your choice—for that skill. Training and teaching can only be done in town.

Enemy and Rival

Your enemy is your best friend. He’s always ready to thwart your plans, foil your schemes and beat you to the punch. What more could an adventurer ask for?

Enemies can appear at the discretion of the GM at any time during an adventure or in town, but they often crop up in town. Enemies and rivals are your level +1.

Individual Towns

The town locations presented are for settlements in general. The GM can customize town locations if so desired. If a location isn’t listed in the available locations for a settlement, its services can’t be acquired while in this town.

The following are a list of suggestions for the individual towns:

Elfland

Elfland’s location is a closely guarded secret and may only be entered by elves who were raised there. All others are forbidden.

Remove afraid condition for free without roll if you enter the elflands as a friend of the elves.

Available Locations

Tavern, Stables, Inn, Hotel, Home, Market

Alignment: Unaffiliated

Suggested Laws

- Ⓐ Belonging to Law/Chaos cult is a criminal act.
Punishable by death.

Dwarven Halls

Dwarven Halls are vibrant with trade, nog and song.

Available Locations

Tavern, Street, Flophouse, Inn, Hotel, Home, Market, Guild Hall

Alignment: Law



Suggested Laws

- ⦿ Drunkenness is a criminal act. Punished by public humiliation.
- ⦿ Theft is a criminal act. Punished by loss of limb or facial branding.
- ⦿ Use of magic in town is a criminal act. Punished by removal of tongue.

Religious Bastion

A religious school, a fortress and a massive temple all bound together by stone, brass and iron.

Available Locations

Tavern, Street, Stables, Flophouse, Inn, Hotel, Home, Temple, Market

Alignment: Law or Chaos

Suggested Laws

- ⦿ Only clerics may bear holy symbols. Punishable by loss of symbol and three days in stocks.
- ⦿ To cast a spell upon another is forbidden. Punishable by execution.

Bustling Metropolis

This is the first city of the territory. If it's not the capital, it is still the envy of all who appreciate teeming throngs, polyglot languages and a faster pace of life.

Available Locations

Tavern, Street, Stables, Flophouse, Inn, Hotel, Home, Temple, Market and Guild Hall

Alignment: unaffiliated

Suggested Laws

- ⦿ All members of a particular guild must stand watch for the remainder of the month (roll for guild). Failure to do so is punishable by whipping.
- ⦿ One may not wear fashionable shoes above his station. Punishable by three days in stocks or a fine (Ob 2 Res test).

Wizard's Tower

A collection of forlorn buildings cluster at the base of the rocky outcropping atop which sits the wizard's tower.

Available Locations

Stables, Inn, Home, Temple

Alignment: Chaos

Suggested Laws

- ⦿ All families must have one boy child. Punishable by loss of family member.

Remote Village

A simple life is to be had in the remote village. Life centers around the market.

Available Locations

Tavern, Street, Stables, Flophouse, Home, Market

Alignment: unaffiliated

Suggested Laws

- ⦿ All boys of 12-18 must train in a particular weapon. Failure to do so is punishable by public humiliation.

Busy Crossroads

This bustling town is a hub for trade—in goods, information and jobs.

Available Locations

Tavern, Street, Stables, Flophouse, Inn, Home, Temple, Market and Guild Hall

Alignment: Unaffiliated

Suggested Laws

- ⦿ Brawling is a criminal act. Punished by public humiliation.
- ⦿ All peoples are forbidden to bear arms greater than a knife or dagger in town. Punishable by loss of arms and fine (Ob 2 Resources test)

Town Alignment

A town's alignment gives a general sense of the character of the town. Is it a wild place? Is it orderly? Is it business-like? If your alignment matches the town alignment, add +1D to all Circles tests made in this town. If your alignment is diametrically opposed to the town's, use this as a factor for all Circles tests.

Town Laws

When creating a town, choose a law or two that sets it apart from its neighbors. Obviously, a true town would have many laws. But a single law in this game will often dramatically change play in that town. Don't apply too many laws, at once. Let additional laws emerge as a result of town events.



Winter



Winter comes on suddenly. First frost, then snow, storms, wind and ice. It is no time for adventure. Better to sit by the fire and tell tales of your deeds—and plan for your next endeavor.

Winter Phase

Winter is a special town phase. It occurs after the players have completed three full adventures. Not just adventure phases, but three full endeavors out in the wilds, or down into the depths, for treasure and glory.

During winter you rest, honor the dead, practice, get older and wiser and adjust your traits. Also, since supplies are precious and winter is long, activity in town is more expensive than other town phases.

Funerals and Honors

If you lost a friend during the past year, say a few words for him or her over the solstice bonfires that the priests erect before their temples.

Winter Rest

Determine your accommodations for the winter. If you spend the winter on the streets, you start your next adventure sick. No rolls necessary.

Older and Wiser

Older

Most children are born during the summer or early autumn, but winter is a convenient time to remember that you've survived another year. Age your character one year.

Wiser

Take a new wise that reflects your experiences this year. Highlight some new knowledge or wisdom learned in your exploits. The GM and other players must approve. You can have a maximum of four wises. If you already have four, you can change one of your current wises.

Scars and Other Life Lessons

You may remove any trait that disagrees with you. Simply erase it from your character sheet.

The GM may also nominate one of your traits to be removed. If the other players in your group agree, the trait is lost. Traits unused or abused should be nominated for removal.

Winter Tales

Winter nights are long, so we sit around the fire and recount our adventures.

In turn, each player tells a tale about another player's character. It can be a flattering tale or perhaps something a bit more sharp. After the tale is concluded, sum up what you're saying about your subject in a trait. Tell the story of when your injured friend pulled your asses out of the fire and finish with, "he's one *tough* mother." If the group agrees with this account, your friend earns a trait at level 1.

IN THIS CASE, YOU'D EARN THE TOUGH TRAIT AT LEVEL 1.

If your character already has the trait described or something similar, raise the extant trait by one level. If it's level 1, raise it to level 2, etc.

If you have four traits, then this new trait replaces one of your old traits at level 1. You can choose which trait it replaces.

Practice

Practice any two skills except the following: Arcanist, Dungeoneer, Fighter, Pathfinder, Ritualist, Scout and Survivalist.

When you practice, you take a pass or fail advancement (your choice). You may practice skills you don't have.

Winter Resources

Aside from the above special rules, winter acts like a town phase. You must find accommodations and pay your bills at the end of winter. However, the lifestyle cost in town is increased by 1 per each activity—including accommodations.



Winter Adventures

If you're bold or foolish, you can adventure in the winter. During the adventure phase in winter you earn a condition every three turns, instead of every four. Also, the dead condition can be applied after exhausted, injured or sick are earned.

If you undertake a winter adventure, do not play out the winter phase. Winter lasts for one to three adventures. If you want to cut it short, you can head back to town and hole up using the Winter Resources rules described above (but not the rest of the Winter phase). Play out that town phase and sit by the fire until spring.



The Skein of Destiny



Advancement



Abilities and skills improve during the course of play. On the character sheet, each skill and ability has a series of bubbles to the right of it. One row is listed P, the other is listed F. This stands for pass and fail, respectively.

An ability or skill advances when you pass a number of tests equal to its current rating and fail a number of tests equal to one less than its rating.

MY CARPENTER SKILL IS 3. I NEED TO LOG THREE PASSED TESTS AND TWO FAILED TESTS. THAT'S FIVE TESTS TOTAL.

When you've met the requirements, the ability or skill increases from its current rank to the next highest—from 1 to 2, 3 to 4 or whatever's appropriate. Advancement happens as soon as the test requirements are fulfilled—after a roll against an obstacle, after a test in a conflict or after earning a test from practice.

Advancing Rating 1

Rating 1 abilities and skills only require one passed test to advance.

IF I HAVE A FIGHTER 1, I NEED TO PASS ONE TEST TO ADVANCE IT TO FIGHTER 2. IT'S HARDER THAN IT LOOKS.

Advancing Resources

Advancing Resources 0

To advance your Resources 0 to 1, you need one passed test using cash, loot or treasure dice.

Advancing Resources in Town

If your Resources advances in town, you may not advance it again until the next town phase.

Advancing Nature

Nature advances using the requirements for its maximum rating, not its current taxed rating.

IF MY NATURE IS 5 BUT TAXED TO 3, I NEED FIVE PASSED TESTS AND FOUR FAILED TESTS TO ADVANCE.

If you advance Nature when it's taxed, increase the maximum rating and the current rating by one each.

IF MY NATURE IS 5 BUT TAXED TO 3, AND I ADVANCE THE ABILITY, MY RATINGS BECOME NATURE 6 MAXIMUM AND NATURE 4 CURRENT.

Obstacle 0 Tests

An obstacle 0 test does not count toward advancement. That means in a conflict you want to track versus tests for advancement, not so much independent tests—like an independent Attack or Feint.

No Converting Tests

Tests may not be converted from passed to failed or vice versa.

IF YOU HAVE 10 PASSED TESTS AND 1 FAILED TEST, YOU STILL NEED TO FILL THE FAILED REQUIREMENT. YOU NEED TO PUSH YOUR CHARACTER HARDER AND TRY MORE DIFFICULT AND DARING ACTS OR PERHAPS USE YOUR TRAITS AGAINST YOURSELF.

Clean the Slate

After an ability or skill has advanced, all extra tests are discarded. Once the requirements to advance are met, you start over with a clean slate.

If an ability or skill's maximum rating is reduced due to a failed Healer test, injury or sickness, or if Nature or Resources is depleted, its tests for advancement for the current rating are erased.

Conflicts and Advancement

Earn One Test per Ability or Skill

Occasionally in play, we have situations in which you test the same ability over and over again—Fighter in a conflict or Resources in the market, for example. Any time you test an ability multiple times to determine the outcome, only one test is earned toward advancement. The guideline is: one test for advancement per conflict per skill or ability.

Log the first test you earn. That's the one that counts for this conflict. Don't worry about noting the rest of your tests.

Conflict Advancement Exception

There's one exception to the "note the first test" rule: If you only need one more of a particular type of test to advance, you can hold off noting your test during a conflict to see if you get the pass or fail that you need to advance.

ULRIK NEEDS ONE FAILED TEST TO ADVANCE HIS FIGHTER SKILL. HE'S IN A CONFLICT AND HE MAKES MULTIPLE TESTS AGAINST HIS SKILL. THOR DOESN'T HAVE TO NOTE THE FIRST TEST FOR ADVANCEMENT UNLESS IT'S A FAILURE. IF HE GETS A FAILURE DURING THE CONFLICT, ULRIK'S SKILL ADVANCES AND HE LOGS NO MORE TESTS.

Disposition Roll

The disposition roll does not count toward advancement since it has no success or failure.

Ties and Advancement

A tie result does not count for advancement. There is no pass or fail, so there is no advancement. If you want to earn a check for advancement for that skill or ability, you must break the tie with a trait or a fate point. If you make a tiebreaker roll, you earn a test for the ability or skill that breaks the tie.

IF I BREAK THE TIE WITH A TRAIT, I EARN A FAILED TEST FOR THE SKILL THAT I TESTED.

IF I SPEND A FATE POINT AND REROLL A 6 AND BREAK THE TIE IN MY FAVOR, I EARN A PASSED TEST FOR THE SKILL I TESTED.

IF I USE A TIEBREAKER ROLL, I DO NOT EARN A TEST FOR THE ABILITY THAT TIED. I EARN A TEST FOR THE ABILITY OR SKILL I USE TO BREAK THE TIE.



It's What You Fight For



We spend our blood to earn our coin and wrap ourselves in glory. Some fight for a cause, some for a dream, some for hope. Others fight for annihilation. But whatever our reasons, we each believe in something...

This chapter illustrates how to write Beliefs, Goals and Instincts, how to play them and how to change them.

Belief

A Belief is a code or ethical stance. It's a snapshot view of how your character thinks. Sometimes you'll act in accordance with your Belief, sometimes you'll act against it.

Writing Beliefs

You get to decide what your character believes. You get to tell everyone at the table what you're interested in and what you want to explore in the game. Beliefs can be about your philosophy, your obligations, your loyalties, your personal code or your outlook on the world.

Think about what drives your character. What is your character's higher purpose? Try to distill that higher purpose into a slogan or statement of belief.

I AM THE BULWARK THAT STANDS BETWEEN MY FRIENDS AND HARM.

THERE'S NAUGHT FOR ME BUT BLOOD AND TREASURE, SPENT AND EARNED.

THE WISE CONSIDER ALL ANGLES BEFORE MAKING A DECISION.

KEEP YOUR SPIRITS AND HEAD HIGH AND GOOD THINGS WILL HAPPEN.

CARE AND THOUGHT WILL TAKE ONE FARTHER THAN RECKLESS ACTION.

I'LL DO WHATEVER IT TAKES TO GET AHEAD IN THIS WORLD, AND I'LL WEAR A SMILE DOING IT.

Playing Beliefs

Your Belief is a powerful tool. It tells everyone at the table what your character is about, and it acts as a helpful reminder for you. It's a short, simple guide for the direction of your character. If you're lost in play, if you don't know what to do

in a situation, read over your Belief. Think about what the character would do in this situation with that Belief.

Your actions will create an interesting story and you'll be rewarded.

Fulfilling Beliefs

Sometimes, you reach a point with a Belief where you feel it's not important anymore. It doesn't mean quite so much, or the character has changed, or moved on.

This is a very nebulous point. It's dependent on all sorts of vague, hand-wavey things that happen in the course of your own game, so it's hard to describe. But once you experience it, you'll know the moment precisely: "Hey, I don't believe that anymore!"

If this happens, it's a good sign! You're playing the game. You can change your Belief and watch your character develop and grow.

Changing Beliefs

You may change a Belief at the beginning or end of a session. Think about how your character changed. Contemplate his new worldview for a moment. Write a Belief to reflect that new outlook. You can base it on your old one or develop a completely new one. Tell everyone that you've changed your Belief.

Challenging Beliefs

In play, it is your responsibility to invoke your Belief. While it's the GM's job to present obstacles that challenge Beliefs, it's also up to you to stand up and fight for what your character believes. If the GM presents a challenge and you fail to take the plunge, the onus is on you, not the GM.

For even deeper, richer play, tie in other characters and their Beliefs.

Goal

At the beginning of each session, write a Goal for your character. A Goal is some action or deed you want to accomplish in that session.

A Goal should be appropriate to the adventure and your character. And a Goal must be something you can reasonably accomplish this session. You might not get there, but it's got to be possible if you try.

Writing Goals

A Goal includes a statement about your character, an action and a target. Really good goals include a condition on top of those.

- Ⓐ A Goal includes one of the following imperatives: I will, I will not, I must, I must not.
- Ⓑ A Goal includes an action like these: find, stop, return, rebuild, demonstrate, protect, feed.
- Ⓒ A Goal is not an immediate or simple action. “I’m going to make a pie!” is not an appropriate Goal for this game. Neither is a Goal a far-off wish, “I will bring peace to the land!” nor “I will prove that I am worthy of nobility.”
- Ⓓ A Goal is something you hope to accomplish in your next foray into the wild and dark. It is based on the scenario presented by the GM.

I'LL DETERMINE WHAT HAPPENED TO THE INNKEEPER AND HIS GUESTS.

I WILL RESCUE ANY POOR SOULS TRAPPED BELOW.

I MUST DRIVE OUT THE EVIL THAT HAS OVERTAKEN THIS PLACE.

I WILL IMPRESS MY COMPANIONS WITH MY BRAVERY.

I WILL LOOT THIS PLACE FOR ALL IT'S WORTH.

I WILL TRACK THIS BLOOD TRAIL TO ITS SOURCE.

Drive

Write your Goal at the start of the session after the recap has been given. If you’re starting a new adventure, write your Goal after you’ve taken the job or started on your journey.

Playing Goals

In play, your GM is going to use your Goal as a guideline for what you’re interested in accomplishing during this session. Once he knows what you want to achieve, he’s going to throw obstacles in your way. Your character is defined not by what shining gem you ultimately capture, but by what obstacles you overcome to reach your Goal.

Accomplishing Goals

A Goal is accomplished when the conditions you’ve written down are fulfilled during play. If there’s a question, the other players and the GM can decide as a group if the conditions were completed or not.

You get one Goal per session. If your Goal is not accomplished by the end of the session, you should change it at the start of

the next one. Rewrite it to make sure you can accomplish it in the next session. Don’t sit on an unaccomplishable Goal.

You want to accomplish your Goal because achieving it gets you rewarded. Rewards are good! You can use them to help you accomplish your next Goal.

Challenging Goals

A Goal is no fun unless it’s challenged. When a player writes a Goal and that Goal is challenged, we test the mettle of the character and the luck of the player.

One of the GM’s prime roles is to challenge the players’ Goals and make them work to earn this reward. It requires creativity, quick thinking and a bit of stubbornness—all natural roles for the GM.

New Goals

At the end of the session, you’ll review your Goal. If you’ve accomplished it, change it at the start of the next session.

I'VE FOUND IT HELPFUL TO WAIT UNTIL THE BEGINNING OF THE NEXT SESSION TO ERASE MY CURRENT GOAL. KEEPING IT UNTIL THEN HELPS ME REMEMBER WHAT HAPPENED LAST SESSION.

This new Goal should be based on either the events and loose ends of the previous session, or on the new adventure presented by the GM.

Changing Goals

When you need to change a Goal, you do so at the beginning of a session. You may not change your Goal midway through a session.

Instinct

Your character’s Instinct represents a gut reaction or ingrained training. It’s something done naturally, without thought.

Instincts are different than Beliefs and Goals. An Instinct is a reaction or simple action that your character always does in certain conditions.

WHEN STARVING UNDERGROUND, SCAVENGE FOR FUNGUS.

Triggering Instincts

When your Instinct is triggered, you get a free roll to accomplish it. Your roll does not cost a turn.

Acting on Instinct

When acting on Instinct, you can muster wises, traits and rewards for your effort. You can only accept help from someone who is also acting on Instinct at the same moment or who has a Nature descriptor that directly applies to what you’re doing.



Good Instincts

If your Instinct is triggered and your action has a measurable benefit for your friends, you earn a reward at the end of the session.

If your Instinct is triggered and causes trouble, you earn no reward.

Writing Instincts

Consider a signature action, statement or reaction of your character. If we were reading about your character in a comic book, we'd expect you to do this thing when you got into trouble.

Instincts must be specific. "Always win" and "When in trouble, always escape" and "Never do the wrong thing" are not Instincts as we define them. They're wishes. If you want your wishes to come true, you'll have to find a djinn.

An Instinct has three parts: a condition, a place and an action.

You can also write Instincts as *always*, *if/then* or *never* statements.

ALWAYS PREPARE A GOOD MEAL WHEN WE RETURN TO CAMP.

NEVER TRUST DRALIC'S DECISIONS UNDERGROUND.

ALWAYS CHECK FOR TRAPS BEFORE PICKING A LOCK.

ALWAYS MAP OUR PROGRESS WHEN WE CAMP.

**ALWAYS IDENTIFY THE CAPABILITIES OF NEW CREATURES I
ENCOUNTER.**

ALWAYS LOOK OUT FOR KAROLINA.

ALWAYS GO HUNTING WHEN WE SET CAMP.

Using Instincts

It's up to you, the player, to invoke your Instinct. When the GM describes a situation that you think triggers your Instinct, incorporate your Instinct into your description and tell the group "I'd like to use my Instinct..." Describe why you think it applies.

Going Against Your Instincts

There's no penalty for not playing your Instinct, but it's boring and the other players might boo you! Always try to play your Instinct.

Challenging Instincts

Instincts are very powerful, and there is a terrific incentive to use them. Therefore the GM should build situations that trigger Instincts—but get the players deeper into trouble.

HARGULD AND CISNEROS ARE IN A BAD WAY. THEY'VE JUST LOST A BRAWL WITH SOME HOBGOBLINS AND ARE MAKING A HASTY EXIT FROM THE ROOM. HOWEVER, THEY CAN'T HELP BUT NOTICE THE VAINGLORIOUS HOBGOBLIN CHIEFTAIN IS WEARING

A GOLD MEDALLION AROUND HIS NECK AND A SCROLL CASE TUCKED INTO HIS BELT.

HARGULD HAS THE INSTINCT, "NEVER LEAVE A PIECE OF GOLD BEHIND."

CISNEROS HAS THE INSTINCT, "ALWAYS TAKE THE MAGICAL TREASURE FOR MYSELF."

SINCE THEY ARE A PAIR OF QUINTESSENTIAL MURDER HOBOS, THEIR PLAYERS—DRO AND MERRILL—INQUIRE INNOCENTLY, "AS WE'RE GETTING PUSHED OUT OF THE ROOM, CAN WE ROB THE CHIEFTAIN?"

I CONSIDER THEIR INSTINCTS FOR A MOMENT AND THEN DECIDE IT'S A FAIR CALL. THEY CAN HELP ONE ANOTHER GANK HIM. A SIMPLE HEALTH TEST VERSUS HIS NATURE WILL DO SINCE THEY'RE NOT TRYING TO BE SUBTLE.

WHAT COULD POSSIBLY GO WRONG?

If your players have more conservative Instincts, like "Always look for fresh water when we make camp," you can provide challenges for them, too. Clean water is perhaps more valuable than gold when you're out in the wild. But that is true for both adventurers and the denizens of the dark. Who knows what they'll encounter at the cistern...

The point is: make sure there are opportunities to use Instincts, but also make sure they're trouble!

New Instincts

Your adventurer will likely grow and change throughout play. For example, if you have an Instinct "Always run and hide when afraid," you may find that you don't want to run and hide anymore. You're brave now! Well, change your Instinct. Erase the old one and write a new one on your character sheet. You can change an Instinct at the beginning of the session or at the end, not during the session.





At the end of a session of Torchbearer, we reward the adventurers for their deeds. You earn rewards for the way you play your character in a session. Rewards are accrued in points. There are two types of points: fate points and persona points. These points are used to modify dice rolls and activate wises.

Rewards are distributed at the end of a session. When play has ended, go around the table. In turn, read aloud your Belief, Goal and Instinct. If the group agrees the criteria below are met, then you earn the applicable reward.

Earning Fate Points

There are three ways to earn fate points. Each player can earn up to three fate points in one session.

Acting on Your Belief

If you take action in service of your character's Belief during the session, you earn one fate point. You may get this award once per session.

Working Toward a Goal

If you work toward accomplishing your Goal (but don't accomplish it), you earn a fate point. You may get this award once per session.

Benefiting from an Instinct

If your Instinct grants you a roll and the outcome of that roll benefits your party, you earn one fate point. You may get this award once per session.

Earning Persona Points

There are five ways to earn persona points. You may earn up to four persona points in one session.

Playing Against a Belief

This is a difficult one. It's hard to quantify, but if you play against your Belief in a dramatic fashion—if you make a decision in the game that's counter to what you believe—and you let everyone know about your inner struggle through your performance of your character, you earn a persona

point. You cannot earn this reward and the Acting on Your Belief award in the same session. It's one or the other.

Accomplishing a Goal

If you accomplished your Goal during the session, you earn a persona point.

Note that you do not earn rewards for Goals like "I want to take a nap" or "I will light a torch."

MVP

MVP stands for "most valuable player." The MVP award goes to the player who made the crucial roll so the party could face down the big problem besetting it in the session. The group as a whole decides who gets the persona point for being the MVP. Only one player can be the MVP.

MERRILL HAS HER WIZARD CISNEROS CAST THREAD OF FRIENDSHIP ON THE SPIDER UTTAN. THE SPELL IS SUCCESSFUL AND THE GROUP IS SAVED FROM BEING DEVOURLED. AT THE END OF THE SESSION, MERRILL IS AWARDED MVP BY THE GROUP.

Teamworker

The player who worked the hardest to keep the group together and in good shape earns a persona point for the effort. This award goes to the ones who help despite the risks, who spend all of their gear for their mates and sacrifice their goals for their companions.

The group decides who gets this reward and only one player per session can receive it. You cannot earn MVP and Teamworker.

PLAYING ULRIK, THOR SACRIFICES HIS ROPE, HIS TORCHES AND HIS WATER TO KEEP THE GROUP MOVING. DURING CAMP, HE MIXES POULTICES TO HELP ALLEVIATE CONDITIONS. AND WHEN IT'S TIME TO EXPLORE A WATER-FILLED CAVE, HE VOLUNTEERS. AT THE END OF THE SESSION, THE GROUP AWARDS HIM THE TEAMWORKER POINT.

Embodiment

If you roleplay in a believable and entertaining manner throughout the entire session—if you use an accent, describe all your actions in vivid detail or bring your Belief, Goal,

Instinct and alignment into play in a new and entertaining way—you earn a persona point.

The group decides who's worthy of this reward. It can be awarded to more than one player, but it cannot be awarded to everyone. If no one really captured their character during this session, don't give out this award for this session.

DRO, PLAYING THE DWARF HARGULD, GRUMBLES AND COMPLAINS ABOUT EVERY DECISION THE GROUP MAKES. HE ALSO GOES ABOVE AND BEYOND HIS BELIEF, GOAL AND INSTINCT, AND NEARLY GETS HIMSELF KILLED HAULING A CHEST OF SILVER OUT OF THE CAVES. AT THE END OF THE SESSION, THE GROUP AWARDS HIM AN EMBODIMENT POINT FOR PLAYING HIS CHARACTER SO WELL.

Spending Fate Points

There are two ways to spend fate points, for luck and for wises.

Fate for Luck

Spend a fate point for luck after you've rolled. Pick up one new die for each 6 you rolled. Roll these dice and count new successes. If you roll more 6s, pick up new dice for each 6 and keep going!

Deeper Understanding

Spend a fate point and reroll any single failed die on a test related to your wise. When using Deeper Understanding, you simply state, “Ah hah!” and gesture that you understand everything now. You may use Deeper Understanding in conjunction with other reward expenditures.

You may not reroll a die that's already been rerolled.

IF YOU ROLL A 6, SPEND A FATE, REROLL AND FAIL, YOU MAY NOT USE DEEPER UNDERSTANDING TO REROLL THAT FAILURE.

Spending Persona Points

There are three ways to spend persona points: for advantage, to tap your Nature and in conjunction with a wise.

Persona Advantage

You can spend up to three persona points on a single roll. Each point adds +1D to the roll.

Tapping Your Nature

You may tap your character's Nature to perform a heroic act. By spending a persona point, you may add your Nature rating to your ability or skill test (except Resources or Circles).

- ⦿ If the test is within your character's Nature and successful, then there is no tax.
- ⦿ If the test is outside your character's Nature and successful, Nature is taxed by one.

FIMBLE, A HALFLING, IS FIGHTING AN OGRE. IT'S IN HIS NATURE TO SNEAK PAST IT OR DISTRACT IT WITH A SONG. IT IS OUTSIDE HIS NATURE TO CONFRONT THE OGRE WITH AN INTIMIDATING SHOUT TO DRIVE IT AWAY.

- ⦿ If the test is failed, whether it was within or outside Nature, Nature is taxed by the margin of failure.

Double-Tapping Nature

If you're acting within your Nature, you may test your Nature (as long as you don't have the required skill) and use a persona point to add your Nature rating on top of that roll.

Essentially, you're doubling your Nature. However, if you fail this test, your Nature is taxed as per the rule in Tapping Your Nature.

Of Course!

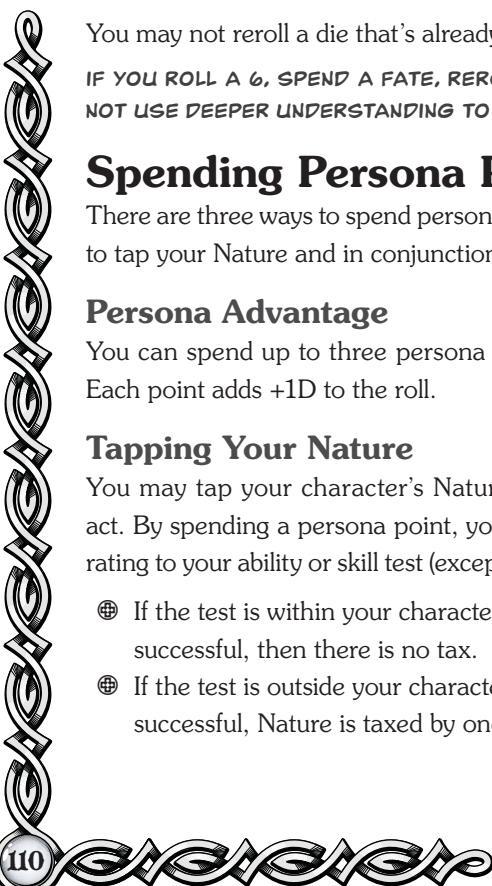
Spend a persona point and reroll all failed dice on a test related to your wise. When using this effect, declare, “Of course!” and indicate that you were wrong before but you have it all correct now. You may use Of Course! in conjunction with other reward expenditures. Use this option before spending fate to reroll 6s.

Levels and Rewards

Your character's level increases as you spend rewards. See the Levels chapter for details.

Death and Rewards

If your character is killed holding unspent rewards, the rewards are given to your next character (up to a maximum of three fate and three persona points).



Levels



Each character class has five levels. Each level grants a special benefit: a spell or situational effect.

Raise Your Level

To increase your level, you spend rewards. When you expend fate or persona points, move them from your Current Total to the Total Spent column on your character sheet.

Once you've spent the required amounts and return to town, you level up!

After first level, warriors, dwarves and halflings choose between two benefits for each level. Select one option for the character per level. If an ability indicates an "or" choice, choose which facet you'll take when you level up.

After first level, elves choose between a fighter-like ability or a spell each time they level up. Choose at your current level. You cannot choose from previous levels.

Clerics and magicians gain new spells or prayers for each level they attain.

Spending in Town

Rewards spent after entering town can only be redeemed for a new level after you've left town for another adventure and returned.

Level Benefits and Titles

Each class has its own benefits for each level. The benefits are listed in the level table and described by class in this chapter.

Titles

Clerics and magicians have titles listed with each level. They are part of strict orders. Warriors, adventurers, burglars and

rangers aren't quite so regimented. Using your level benefits, build an appropriate title for yourself.

A LEVEL 2 WARRIOR MIGHT BE GUDRUN THE BRAWLER. A LEVEL 3 DWARF COULD BE BEREN THE STUBBORN. WHEREAS A LEVEL 3 ELF COULD BE TAIKA THE WILD OR TAIKA OF THE EARTH, OR SOMETHING SIMILAR.

Warrior Levels

Level 1

Warrior: Warriors can wield any weapon, wear any armor, use a shield and wear a helmet.

Level 2

Armored: You've trained in heavy armor. Armor and shields do not count as a factor for recovery from exhausted if you choose this level benefit.

Brawler: Your bare hands count as a weapon. When you are unarmed in a fight, you do not suffer the -1D penalty to all actions. If disarmed in an ongoing fight, you automatically switch to your bare hands and thus do not suffer the -1D penalty. Bare hands do not provide a bonus to any actions.

Level 3

Stubborn: You're always last out of a fight. If your hit points are depleted to zero, instead reduce them to 1 and deduct the remainder of the damage from another player (or players) of your choice.

If there is another character with this benefit, the higher level character goes out last. If you are the same level, the higher Fighter skill goes last. If you have the same level and skill, the highest Nature goes last. If you're exactly the same in all respects, work it out yourselves.

Level	Fate	Persona	Warrior Benefits	
1	0	0	Warrior	
2	3	3	Armored	Brawler
3	7	6	Stubborn	Skirmisher
4	13	9	Cool-Headed	Endurance
5	19	12	Henchman	Agile

Level	Fate	Persona	Dwarf Adventurer	
1	0	0	Adventurer	
2	3	3	Armored	Shrewd
3	7	6	Stubborn	Miner
4	13	9	Greed	Hardy Stock
5	19	12	Cousin	Tinker

Skirmisher: Improved leather armor. When you're wearing leather armor, roll 2D to deflect a blow. If either die comes up a 4-6, you reduce the incoming thrust by -1s.

Level 4

Cool Headed: You're never made angry as a result of a fight. When the angry condition is handed out by the GM after a fight, you do not mark a condition. Do not mark a lesser or alternate condition.

Endurance: +1D to recover from exhaustion.

Level 5

Henchman: You gain a follower. This henchman helps you with abilities native to your class. Add +1D to your roll when your henchman is helping. In a conflict, assign one of your hit points to your henchman. If there are no extra hit points, then your henchman can't help. A henchman never acts on his own.

Agile: Your help in fights and battles adds an additional +1D: When you help another player, you grant +2D instead of +1D.

Dwarf Adventurer Levels

Level 1

Adventurer: Dwarves can wield any weapon except two-handed swords, lances and bows. They can also wear any armor, use a shield and wear a helmet.

Level 2

Armored: As the level 2 warrior ability.

Shrewd: Dwarves are shrewd hagglers. You may make a Haggler test during the town phase without raising your lifestyle obstacle.

Level 3

Stubborn: As the level 3 warrior ability.

Miner: When below ground, this dwarf gains a bonus to detect traps like deadfalls, pits and collapsing features. In addition, this dwarf can expound on the nature, depth and characteristics of tunnels and mines. Reduce factors for all tests to detect and expound by one.

Level 4

Greed: If angry and possessing knowledge of something he covets, the dwarf may invoke Greed. Greed gives a free turn (or check) to the dwarf to purchase, take, steal, bargain or murder for the item in question. He cannot be helped unless your companions have an appropriate Instinct. If Greed is invoked and your dwarf acquires what he lusts after, next time you hit camp or town, immediately test to recover angry. No check is required.

Hardy Stock: This dwarf comes from hardy stock. Add +1D to recover from the sick condition or any tests to resist poison.

Level 5

Cousin: As the level 5 warrior Henchman ability.

Tinker: This dwarf has retained some of the craft of his people. Reduce by one the factors for repairing or creating small items and armor.

Halfling Burglar Levels

Level 1

Burglar: Halflings may wield any weapon except two-handed swords, halberds, polearms, crossbows and lances. They may wear leather and chainmail armor. They can also use shields and wear helmets.

Level 2

Stone Thrower: A halfling never counts as unarmed provided he has a stone. A good stone acts as a weapon but grants no other bonus.

Abstemious: At any point he so chooses, a halfling may tighten his belt and push off his hunger or thirst. Remove the hungry and thirsty condition, but check off the angry condition.

Level 3

Stubborn: As the level 3 warrior ability.

Skirmisher: As the level 3 warrior ability.

Level 4

Plucky: When angry, you may use your Hidden Depths trait to your benefit (despite the restriction for the condition).

Level	Fate	Persona	Halfling Burglar	
1	0	0	Burglar	
2	3	3	Abstemious	Stone Thrower
3	7	6	Stubborn	Skirmisher
4	13	9	Plucky	Oft-Overlooked
5	19	12	Companion	Helpful

Level	Fate	Persona	Elf Ranger	
1	0	0	Ranger	
2	3	3	+1 C1 spell	Wilder
3	7	6	+1 C1 spell	Essence of the Earth
4	13	9	+1 C2 spell	Fearless
5	19	12	+1 C2 spell	Master

Oft-Overlooked: Halflings are often overlooked by the other peoples of the land. If your group is captured, this halfling will be left behind. If your companions are targeted, the halfling will always be picked last. This goes for finding work, too!

Level 5

Companion: As the level 5 warrior Henchman ability.

Helpful: In fights, riddlings and chases, help from this character counts as +2D instead of +1D.

Elf Ranger Levels

When they gain a level, elves choose between a magician spell or a special level benefit. This section describes the special level benefits. Gaining new spells is described in the Gaining New Spells section.

Level 1

Ranger: You start with a first circle magician spell. You can wield a dagger, bow or sword and wear leather or chainmail armor. You cannot use a shield or a helmet.

Level 2

Wilder: +1 to wilderness camp rolls: add one to the 2d6 Camp Events roll for wilderness camps.

Level 3

Essence of the Earth: +1D to recover from exhaustion. Elves are hardy folk.

Level 4

Fearless: Elves are often fearless. When the afraid condition is handed out by the GM as the result of a fight or argument, you do not mark a condition. Do not mark a lesser or alternate condition.

Level 5

Master: Double the benefits of using a bow, sword or dagger in a fight: choose bow, sword or dagger. A sword grants +2D per action; a bow gives +4D to maneuver or counts as longer range than all other missiles; a knife grants two free disarms on a successful Maneuver.

Magician Levels

Level 1

Apprentice: You know three first circle spells (Wisdom of the Sages plus two randomly determined spells). You can memorize one at a time. You may wield a dagger as a weapon.

Gaining New Spells

When your magician advances in level, you gain a new spell slot: You can memorize and cast an additional spell. However, you do not automatically add a new spell to your spell book.

To add a new spell to your spell book, you must either be instructed by your mentor or copy a spell from a scroll or another spell book into your spell book.

Once per level, your mentor will inscribe into your spell book one spell that he knows. To do so, you must locate your mentor in the game and spend a week in town.

Cleric Levels

Level 1

Disciple: You can invoke the Fury of the Lords of Life and Death prayer. You can wear any armor, wield a mace, flail, warhammer or sling and use a shield and wear a helmet.

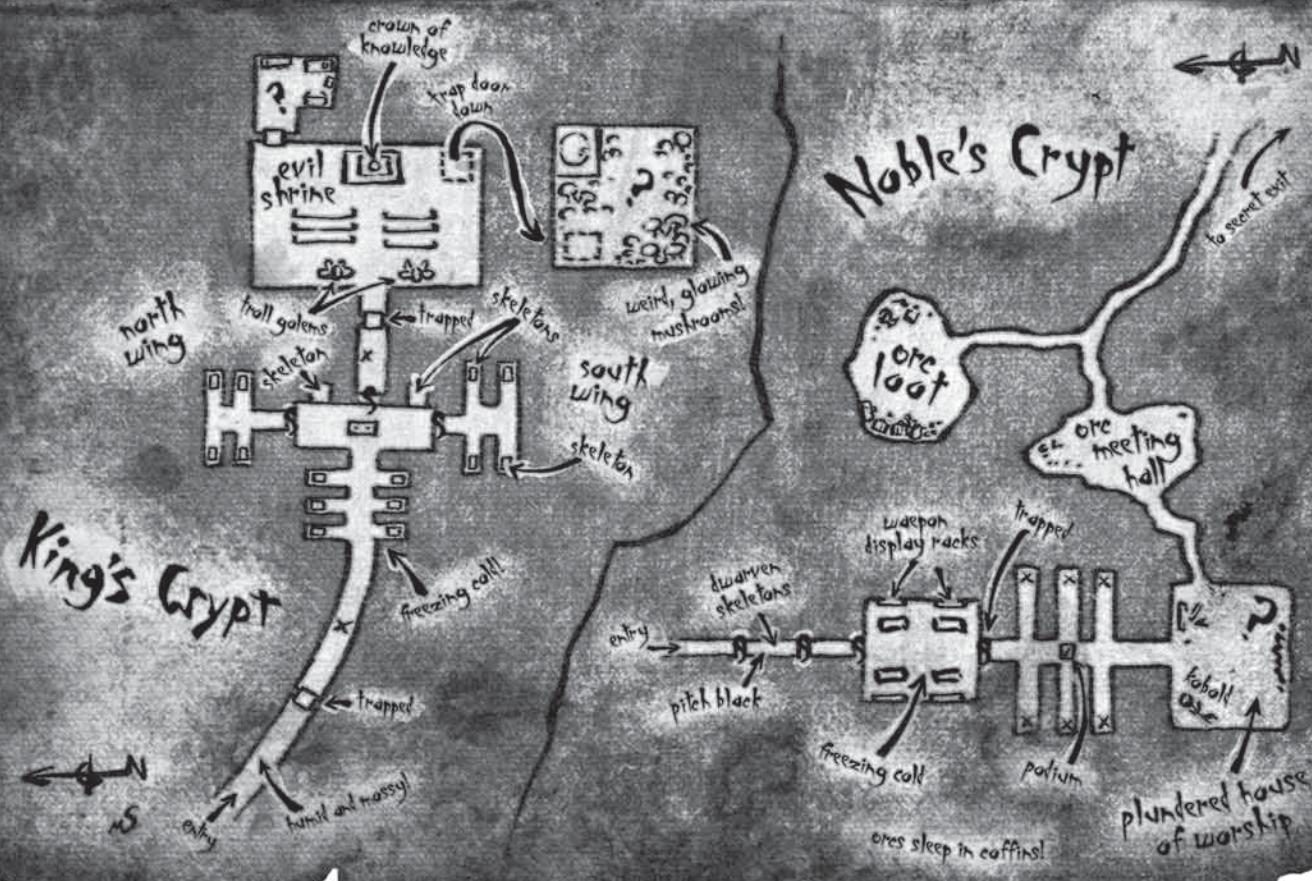
Gaining New Prayers

As clerics level, they gain a new mental inventory slot for their prayers. See the Divine Power heading in the Magic & Miracles chapter for more on clerics and their prayers!



Level	Fate	Persona	Magician		Cleric	
1	0	0	Apprentice		Disciple	
2	3	3	+1 C1 spell	Neophyte	1 C1 prayer	Initiate
3	7	6	+1 C2 spell	Thaumaturge	+1 C1 prayer	Acolyte
4	13	9	+1 C1 spell	Spellbinder	+1 C2 prayer	Brother/Sister
5	19	12	+1 C2 spell	Sorcerer	+1 C1 prayer	Theurgist

Calamity, Calumny and Catastrophe: Rules for the Game Master



Prepare Thyself



The World Around You

Before sitting down to play Torchbearer, you undertake a bit of preparation: Draw a map, make a note of important locations and those who populate them.

Geographical Locations

For your starter map, include the following locations and give them names appropriate to your setting:

Elfland

Elfland is a land of peace, hidden from mortals. It can only be found via secret entrances known to elves.

Dwarven Halls

Beneath the mountains, the dwarven halls bustle with industry and craft.

Religious Bastion

Fortified and forbidding, this citadel is a combination of fortress, cathedral and seminary.

Bustling Metropolis

While often the capital, this grand city isn't necessarily so. The bustling metropolis sits on a river or harbor and is the hub of all commerce.

Wizard's Tower

The power of wizardry is looked upon with suspicion. The townsfolk mutter to themselves, "How could one person wield such might?" Thus this potentate has made his home in a remote land, but his followers and petitioners have erected a small village nearby so as better to attend to his peculiar needs.

Remote Village

The backbone of society, remote villages dot the hinterlands. Their residents till the soil for its meager gifts, herd the cattle for their stringy meats, plumb the sea for its turbid fruits—all in the service of some petty noble lord who only wants his table full and taxes paid.

Busy Crossroads

This town sits at a busy crossroads—along a river or a vital trade route. While not as big as the bustling metropolis, it's still a vibrant place full of shrewd folk.

Mountains

A line of forbidding mountains marches along the border.

River

A strong, navigable river runs like a sinew through the heart of the land, binding town, city and village together.

Road

While most traffic travels by river, there are a few important overland routes for caravans, patrols and messengers.

Coast

The sea is a harsh master, but not without its mercies. Settlements along the sea prosper from its bounties and from shipping men and cargo through the shallows.

The Forest

Formidable and ancient, this forest has yet felt to feel the bite of axe and flame. It stands implacable, holding many secrets, daring the foolhardy to duck heads beneath its boughs.

The Peoples

Once you've sketched a map using those locations, make notes about the populations. Obviously, elfland and the dwarven halls are home to their respective peoples. What about halflings? Usually they're from remote villages as they tend to be quiet folk.

Here Be Dragons

Note on the map the dwelling places of wild men, goblins, orcs, etc. And last, but certainly not least, note the lands under the sway of giants and dragons.



Tricks of the Trade



As the GM of Torchbearer, you'll need to wear a number of different hats. It's your job to adjudicate the rules, dream up problems and challenges for adventures and portray all the characters and creatures that the players' characters interact with. Often you'll be responsible for organizing sessions, too. But one of your most important jobs is to serve as the interface between the players and the world their characters inhabit. This chapter describes the role of the GM and provides useful advice about running Torchbearer.

Your First Game

If you're starting an adventure with first-level characters, begin on the road to the adventure. Do not start in town, fumbling about. Give the players clear direction and start them in the middle of the action.

Starting Town

Choose a town from the players' home towns. Begin your game near there.

GM's Role

The GM is the arbiter of when the rules are invoked in Torchbearer. Play proceeds with the GM describing a scene and the action occurring in it, to which the players respond by describing their characters' actions as they interact with the scene. The GM then replies with how the environment and NPCs react to the characters' actions. Play goes back and forth like this until the GM decides a player's description requires a test.

When a player asks you, "Can I test this?" your response should be, "What is your character doing? Scouting? No. Tell me where you put your feet or how far you go or where you look."

Describe to Live

The only way the players can perceive the place you're creating together is through your descriptions. Describe what they see, hear, smell, feel and taste, because those descriptions provide the essential information the players

need to explore the world you're presenting. It's not a checklist: You shouldn't give the players a rote list of what they sense every time they move to a new location. But you should strive to incorporate two or three senses in each of your descriptions.

You should describe the atmosphere and characters' surroundings in an evocative and economical manner. Don't describe too much. Just provide the bare bones of what the characters can discern with a casual glance, listen, sniff, etc.

Do not tell players, "There's a problem. It's Ob 4 to fix it." Rather, describe the environs, the sounds and smells. Give hints and goad the players into action. Ask them, "What do you do?"

Then let the players describe their characters' interactions with the surroundings. Once you reach a point at which they are in danger or going forward is impossible without some feat, make them test a skill or ability.

Alternately, if they devise a plan, determine the point at which they are in greatest danger and make them test then.

"WE'LL SNEAK THROUGH THE FOREST ALONG THE LAKE AND ASCEND THE CLIFF ALONG THAT LOW WESTERN FACE."

IF THERE ARE NO PATROLS IN THE FOREST, DON'T MAKE THEM TEST SCOUT TO GET THROUGH THE FOREST. IF THE CLIFF IS AN EASY ASCENT, DON'T MAKE THEM TEST TO CLIMB. IF THERE'S A MYSTERIOUS SENTINEL CONCEALED IN THE JUNIPER BUSHES ATOP THE CLIFF, THEN THEY HAVE TO TEST.

After the players have described their actions, you respond. Ask the players one or two additional questions about their actions to make sense of what's happening. The players may use their answers to embellish with colorful roleplay that brings their traits and wises into the description.

If the action doesn't merit a possible twist or condition, then you should simply describe the outcome of the action and move on. Sometimes, an action a player describes isn't relevant or doesn't alter the situation. That's OK, but always look for an opportunity to insert new information. If the players are spending too much time on inconsequential actions, look for a way to ratchet up the tension. During

the adventure phase, players should never feel as if their characters are safe or have time to spare.

Finally, if the action would merit a twist or condition, decide which ability or skill makes sense to test based on the players' description and set an obstacle. Once the GM calls for a test, the players are committed. The player making the test should gather dice for the skill or ability the GM called for. Players who described their help and who have a skill or wise relevant to the test should add their helping dice. Anyone who described helping is committed. No backsies.

Answer Questions with Questions

Players will ask you questions. "Do we see any light? How does the air smell?" Ask them right back, "Do you peer down the corridor? You can't smell anything but Beren. Do you want to move ahead and take a draught of the air?" Ask the players how they discover that information. What does their character do? As soon as you learn this trick, you'll have the characters constantly in motion.

Hints of What's to Come

When describing the environs, give hints of what's to come. Describe signs of life, shapes in the dark, howls, clatters, scuttling and roars. When they get near the pool of water, make sure the lurking tentacle horror glides by just below the surface.

Smells and sounds are vital details. More than visual descriptions, they trigger the imagination. When they're near the bat-filled caves, describe the screeching cacophony and the overwhelming stench before you describe what they can see.

Hints like these create tension, but they also give players information that they can use to guide their actions.

This is a careful balancing act. Don't give everything away all at once. Give the players the basics of what they sense without trying, but hold a little back so you can provide additional information if the players investigate further. The players might describe their characters holding an ear to the door, listening carefully for what's happening on the other side. That description could lead to a Scout test that allows them to hear a rumbling, basso voice tunelessly singing a rhyming song about grinding bones into bread. A troll!

Don't Negotiate

Don't negotiate with players. Don't fall into the trap of having the players propose plans by saying, "Well, what would the obstacle be if I did this? Oh, that's too high. What if I did this? No, still too high. How about...?"

Such negotiating is not allowed.

Players are allowed to plan amongst themselves. They should endeavor to choose the best course of action. But when relaying their decisions to you, players describe the actions of their characters. You then interpret that action into a skill test and an obstacle.

Obstacle to Obstacle

Regardless of success or failure, introduce a new piece of information to the players after each test. When you introduce a twist, jam a new obstacle into the players' path.

Always give the players information that leads to a new set of choices. If there's no new information to be gained, there's no reason to test. Simply describe what's happening and move on. Once there's a question of risk and discovery, figure out how to get the dice in there!

The Good Idea

While adventuring, your players will often encounter hazards that require inventive or even desperate measures to overcome. They must use their gear creatively, puzzle out a clever plan and act as a team.

If you think the players have come up with a good idea—a smart use of their gear, spells or even bodies—then there is no need to roll the dice for test, no need to spend a check and it doesn't cost a turn. Simply say to them, "That's a good idea," then describe the effect of their action.

It can be as simple as, "Yes, you hide." Or, "So you want to set up a trap by placing this bucket over the arch and using the rope as a trip wire? Got it."

If there's a disagreement about your interpretation, discuss the idea a bit until you reach an understanding. If you still think it's a good idea, proceed. If you think the idea is risky or mad, perhaps it's time to call for a test.

If the action would merit a twist or condition, but the description from the players is a good idea, you should describe the outcome of the action and move on. A good idea should definitely change the situation.

Use the good idea rule to set up big moments. Bypass the minutiae; focus on what's important. Highlight exciting actions.

IF THE PLAYERS HAVE A GREAT PLAN FOR AN AMBUSH IN THE FERN FOREST, BUT NEED TO COVER THEMSELVES WITH FERN FRONDS FIRST, DON'T MAKE THEM TEST SCAVENGER. TELL THEM IT'S A GOOD IDEA, DESCRIBE THEIR ACTIONS, THEN CUT TO THE SCOUT TEST FOR THE AMBUSH (THOUGH THEY DON'T GET THE +1D FOR SUPPLIES IN THIS CASE).

In this game, skills are very broad and the condition rules are punishing. If you focus too closely on the fine-grained details, you'll crush the players.



In general, good ideas move the action along, but they do not grant special benefits like +1D bonuses, advancement or earn rewards.

Player vs. Player

Occasionally player characters will get into a scrap with each other. These moments can arise in the adventure, camp or town phase of the game. In the adventure phase, the party leader should resolve disputes. In camp or town, disagreements are best resolved through discussion between the players. If the players can't agree on a course of action, use these rules to settle the matter. Resolve these disputes with a versus test, or a conflict if they must.

In the adventure phase, the scuffle costs a turn. In camp, someone must spend a check to kick it off (and then everyone can jump in). In town, a kerfuffle counts as conducting business and increases your lifestyle obstacle by one. And since one of the players always loses, there's *always* a twist. Don't give conditions for player vs. player tests.

Also, players cannot use traits against themselves when fighting against other players.

If there's a tie, break it with fate points, a wise or a tie-breaker test. If there's a double tie, the GM decides the outcome and then plays the mandatory twist.

Conflict Makes the World Go Round

Conflicts are good for a number of reasons:

- ➊ They're exciting.
- ➋ They allow players to test multiple abilities.
- ➌ They eat up rewards (and thus promote leveling).
- ➍ They generate unexpected results in the form of compromises.

Plan to include one or two conflicts per adventure phase.

Playing on Beliefs, Goals and Instincts

In Torchbearer, we give you three tools you can use to make your expeditions more than just loot hunts and massacres. Beliefs, Goals and Instincts all contain the potential to hook in players and push play to another, more intense level.

If, during an adventure, you find an opportunity to present a player with the choice of either playing a Belief or acquiring loot (if that's not his Belief), then you've offered what we call a meaningful decision. At this juncture, the player must decide what is most important: a reward to be spent next session, loot to be spent in town or a satisfying resolution.

Torchbearer thrives on choices like that. The game presents many opportunities for the players to earn benefits and improve their characters—through the rewards mechanism, advancements and acquiring loot. If you pit acquiring a reward against acquiring loot, your player will squirm and struggle with that decision. And the ultimate outcome will be more meaningful.

The game becomes even more interesting once you present decisions that set a Belief and a Goal against one another. If a player has a Belief to soak up loot, and a Goal to teach his young companion, what will he do if his young charge is captured—but he's stumbled on a statue with glittering gems for eyes? Will he waste time prying out those gems or will he hurry to the rescue?

Alignment presents another wrinkle. If a player's Goal is to escape this hell-hole alive, what will she do if she stumbles upon other captives? She's Lawful. Will she favor her alignment or her Goal? It's a good choice to have to make!

The Trick

The trick to playing Torchbearer is to insert those situations into your adventures and leave them there for the player to decide. Don't force them. You can prompt a player to make a choice, "Will you accomplish your goal or play your alignment?" But let them make the decision. Neither one is correct or better. It's the decision that matters.

Don't cater to the players either. The rules in Torchbearer evoke a living world. It's up to the players to inhabit it. If they wish to be rewarded, they must write Beliefs, Goals and Instincts about what is going on around them. Remind them of this. The world doesn't come to them. They come to it. And it's a cruel world.

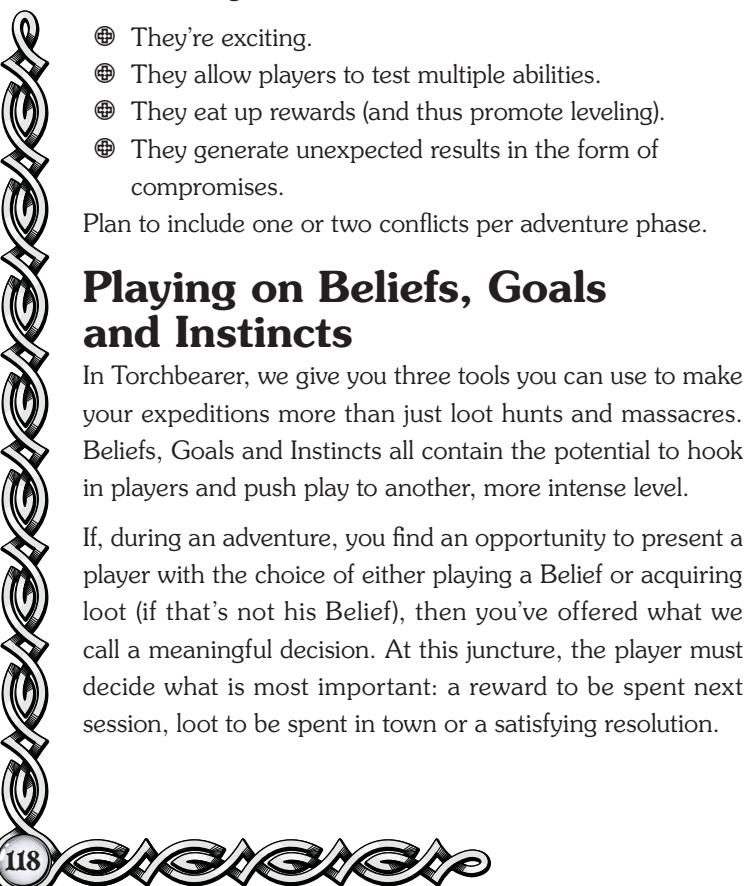
But if they do write those Beliefs and Goals about solving this riddle, saving their companions or scoring a big haul, be sure to give them a chance and include those moments in your game. Doing so creates a virtuous cycle—and will bring your players back for more, week after week.

Failing Forward

Failure is a part of life in Torchbearer. These characters are not heroes. They're going to fail. By the letter of the rules, they need to fail in order to advance skills and abilities.

So encourage your players to embrace failure. It's (usually) not the end of the world. And don't forget that if the dice come up all scoundrels, you don't have to invoke a twist. You can grant them success with a condition. At least they get something for their trouble with that result!

On occasion, a roll will come up that the players are destined to fail. You can see it before you roll the dice—1D against an



Ob 3 test, out of rewards and no one can help because you're all afraid. It gets rather grim down there! When these dour situations arise, remind players that this is a perfect time to use their traits against themselves. Since they're going to fail anyway, hurting themselves more doesn't hurt at all! Might as well gain something to be used for later. And they'll get a failure result for advancement of their skill. See? Failing ain't so bad after all.

Heroes in the Wrong World

If your players refuse to use traits against themselves, there's a simple trick to bring them around and demonstrate the finer points of the game. When they fail tests, give them conditions. And use an occasional twist to ensure there's no time or place to make camp. Combine that with the turn count and they'll be ground down and begging for relief in short order.

However, you have to complete the cycle for this trick to work. During the next adventure phase, when either an easy roll or clear failure comes up, pause the game for a moment and point out that this would be a great opportunity for them to use a trait against themselves and earn a check or two. "Those checks would help clear those pernicious conditions in the camp phase..."

Demonstrating how the whole cycle works will help your players learn the game and enjoy play more. And if they enjoy it, they'll start engaging the rules themselves and get into all sorts of delicious trouble.

Slaying and Being Slain

Adventurers die. It's one of the risks of the life.

Death can result from a kill conflict, from a failed test while sick or injured, and from earning the dead condition from the grind of passing turns.

When adjudicating the events of an expedition, strive to be impartial and fair, but do not flinch from difficult or harsh consequences. Being objective will signal to your players that something major is at stake when death is on the line, and they'll respect your decision no matter what happens.

Enough Rope to Hang Yourself

It's quite possible for you to play hard and kill your players' characters. Resist this urge. Don't react in anger, don't try to get revenge. Instead, keep paying out rope to your players: When tasks are easy and early in the phase, give them a condition; when they need to camp, introduce a twist. Keep them running. Force them to be smart, to act as a team. Give them the choice between survival and gold. If you can do that, you'll give them just enough rope to hang themselves.

Losing a Character

Losing a character sucks. When the inevitable happens, give the player a moment to absorb and perhaps release any emotions that resulted from the incident.

There is no recourse from death (yet). Once a character is gone, there's no coming back from the Dry Lands.

Your player has two options: make a new character and rejoin when it makes sense, or if you're at the end of an expedition, the player of the deceased can take over and run the next adventure as the GM. Sometimes the best way to work out your grief is to play in opposition to the adventuring party for a while.

Don't forget to say a prayer for the fallen during the winter. It's bad luck to forget the dead—lest you should meet again.

Secret Nature Rules

The Nature rules are meant to be used creatively. Don't tell your players about these rules. You can make vague suggestions, but try and let them figure them out for themselves.

Merrymaking

Halflings have the Merrymaking Nature descriptor. They love to throw parties, host dinners and celebrate—particularly with good food and drink. Merrymaking is not the Cook skill; it's a party. This is an important distinction to make when out in the wild.

Using the Merrymaking descriptor, halflings can help their friends overcome the hungry and thirsty, angry and afraid conditions by dancing with them, composing songs with them, surprising them with gifts or even pranks. Note that this effect is not recovery. It's closer to what a healer does, so it can be done out of recovery order.

Also, a party of one is hardly a party at all. Merrymaking is for groups, not individuals. The obstacle for entertaining a group should be higher than the standard individual recovery obstacles.

Avenging Grudges

What's a grudge? A grudge is a written declaration of revenge against a person, creature or force of nature. If a dwarf has a Belief or Goal about such revenge, the player may use this Nature descriptor in service of that aim.

Singing and Remembering

Singing and Remembering are two oft overlooked aspects of Elven Nature. Most elves will just play the Hiding aspect.

However, Singing and Remembering are very potent if applied creatively.



Singing can be used to overcome anger or fear, and to enchant the unwary with wonderment, befuddling their wits. Remembering allows elves to recall ages past in a scholarly manner, but it also grants them access to a well of grief—memories of tragedy from other ages that can fuel their wrath and passion in the present.

However, don't let the elves make up too much remembered nonsense. When they want to recall something that hasn't



happened in your game, make sure it fits with your setting. If it does, write it down. It's now a fact. Reincorporate it later in another adventure and you'll enrich your world.

Boasting and Demanding

Boasting and demanding are easy to use, but don't conflate them.

Boasting is for making oneself a target, getting oneself noticed and for impressing people with tales of mighty deeds.

Demanding is for intimidating someone into doing what you want. It's a forceful, direct attack. It's for blackmail, for bluster, for hostages. It's not for persuading, manipulating or lying. There's no subtlety to it.

And don't let human characters demand their way out of ridiculous situations. If the prince is in chains, he can demand his release all he wants. His jailors don't have to listen.

How to Make Friends and Enemies

Players can convert their relationship characters into friends and enemies during play.

To make a friend, the player must make a genuine and sincere gesture to the character that appeals to the character's idiom. Sometimes a thoughtful gift is enough, but in some cases you might have to prove yourself across multiple adventures. Go with your gut. Do you feel a kinship between these two characters? If so, then the player may add the friend to his contacts and allies. They're considered a friend for all that implies in the rules.

Making a friend might involve arguments and debates, but you can't argue someone into agreeing to be your friend. Such agreements are merely alliances and friendship may or may not be the result.

Conversely, it's possible to make new enemies in play. If you deem that a player has treated a character cruelly or callously, you should instruct the player to add that character to his enemies list. This character now counts as an enemy for all that implies in the rules. He'll seek to bring about the character's downfall directly or through careful plotting.

Persistence of Town

Keep track of events that happen in particular towns so you can reincorporate them later. Note actions by characters, too. Doing so will enrich your world, giving it a sense of depth and time.

Town Adventure

Do not make an adventure of town phase. When the characters return to town—triumphant or not—the players

themselves are often exhausted from their efforts. Faces haggard from negotiating the horrors of their adventure, they want to find a place to curl up and spend their money.

Resist the urge to dicker with the players over payment, over lodging or other minutiae. Resist the urge to have their enemies waiting for them at the gates.

Let them attend their business. It's their turn to drive the story a little. Once they're settled and winding down, introduce elements of your next adventure. Bring in the enemies. Hook the players with interesting tales. Then start the new adventure phase with a vengeance.

If you have an adventure that takes place in a town, it transpires during the adventure phase, not the town phase.

Town Events

Town events are meant to create a sense of life happening around the characters. Be creative and incorporate the events into your world. Tweak them as necessary so they fit with the characters' friends, enemies and mentors.

Real Time in Town

Most town phases take about an hour of play. Roleplay should be minimal. Town is mostly about bookkeeping. Occasionally, after a big haul or after the players have been on an extended run, town will sprawl out to two hours.

Deadbeats

It's possible for the characters (and players) to be complete deadbeats in town. They can fail lifestyle tests, fight off the bill collectors and make a run from town.

This is all excellent grist for you! There are lots of options: If the characters are low level, the authorities might ban them from this town (or even exile them if they're real jerks); if they have a friend in town, have the friend lean on the characters to pay their debts. This goes for parents and mentors, too! If the characters are high level (or become high level deadbeats), the powers that be might reach out to them to "smooth things over."

If they're repeat offenders, someone might hire a band of fortune hunters to track them down and collect the debt.

Lots of options for scenarios!

Adventure Camp

The adventure phase is for adventurous activity. It's permissible for the players to undertake expeditionary actions like setting up a camp or searching for a water source, but other camp-like actions should be reserved for the camp phase.

If the players are too concerned with campy things in the adventure phase, politely encourage them to move on or make camp. If they decline or are unable to make camp, turn up the pressure. Introduce new problems like monsters attracted to their activity or traps found in previously explored areas.

Adventures in Camp

The camp phase is driven by the players. Don't make an adventure out of it. Let the players spend their checks. Give conditions for most failure results; use any twists generated to build into the adventure phase.

Improvised Weapons

If the players improvise weapons for fights and other conflicts, decide the action they benefit and how much of a benefit they provide. In general, an improvised weapon counts as supplies (+1D) for the action and is expended at the end of the test. But if you deem it appropriate, you can apply other more complex or subtle effects to improvised weapons—changing interactions, triggering effects, adding or subtracting successes, etc.

Note that torches and lanterns have special weapon rules described under the Fight with Fire heading of the Time & Light chapter.

If you wish, you can factor "multiple tests" into the obstacle to build improvised weapons, thus making them a bit more sustainable at the cost of a higher obstacle to create.

Changing Alignment

After an adventure, when the crew is safe in town and chatting about their misdeeds, take this opportunity to reassess all characters' alignments. Have the lawful been just and merciful? Have the chaotic been selfish and savage? Have the unaffiliated been aloof from these causes and focused on earning coin for an eventual retirement?

The group decides by simple majority if an alignment changes. The GM is the tie-breaking vote if necessary.

If a cleric's alignment changes he loses access to his power—no prayers may be invoked. In order to regain it he must atone or seek a new master. Atoning requires completion of a quest from a higher level cleric of their order without use of their powers. Finding a new master requires joining a new cult. Make a Circles test to find a cleric of higher level who will accept you. You might also have to make the proper offering.



For all other classes, changing alignment indicates that two things happen: 1) the character earns a new enemy 2) the character's Circles rating is reduced by one (though it may be advanced as normal to regain the lost point).

Hard Mode

Torchbearer is decidedly traditional in its perspective on characters and difficulty of play. Some classes are better than others and some are easier to play than others.

Warriors, adventurers and burglars are the simplest characters to play. They have a good core of useful skills and abilities, but their special abilities (from level benefits) have minor effect. If a player wants to join a game but doesn't want to read rules, these are the best class choices.

Clerics are moderately more powerful than warriors, adventurers and burglars, due to their prayer ability—but that does come at the cost of level benefits. But since they only get one prayer at first level, they're still fairly straight forward.

Magicians are the hardest class to play by far. As is traditional in this type of game, these characters start with little power. They have no armor, can't fight, and have limited spell selection and inventory. In order to be effective at first level, a magician player must be willing to both read the rules and master their spells, and also be willing to learn the rules for gear, Beginner's Luck, Nature and even conflicts. To have a fun experience, the magician player must hurl their character into the unexpected. Casting one spell and then moping for the rest of the session is no fun for anyone. Thus less active players should be discouraged from this class.

Elven rangers are the quirkiest of the bunch. They are the most powerful class by far. They can fight and cast spells, and get access to useful special abilities. On the other hand, playing the class requires significant rules mastery. Encourage players fluent with the rules who enjoy playing with restraint to take on the role of elves.

Optimization

During character creation, players can concentrate all choices into a few abilities and start with two or three rated at 4. This is a valid strategy. It might be easier to learn the game playing this way.

Encourage players comfortable with the system to spread their points around and start with many low abilities. They'll have more opportunity to help newer players and it'll be a more challenging experience for them.



Adventure Design



Building an Adventure

Adventures in Torchbearer are full of challenges that only the desperate, lucky or skilled can overcome. When creating an adventure, it is your job to imagine those challenges and make them difficult, so the players can show their characters' mettle. Answer the following questions to create an adventure that will test the skill, ingenuity and luck of the players. As you choose, write your answers in your little GM notebook.

1: Imagine an adventure location

- Ⓐ A lost or ruined fortress or keep
- Ⓐ An abandoned dwarven hall
- Ⓐ Forgotten caverns
- Ⓐ A haunted tower
- Ⓐ A manor house swallowed by a demonic wood
- Ⓐ A temple to a dark god
- Ⓐ Some other place

THE CRYPTS OF KUMESH ARE A BURIAL COMPLEX FOR KINGS OF AN AGE LONG GONE. THEY WERE DUG INTO A WINTRY VALLEY, ON THE SHOULDER OF A BITTER MOUNTAIN.

2: What was the original purpose of the location?

- Ⓐ A nobleman's court
- Ⓐ A center for trade
- Ⓐ A place of learning
- Ⓐ A prison
- Ⓐ A place of power for summoning spirits
- Ⓐ Some other purpose

THE CRYPTS OF KUMESH ARE A PLACE OF BURIAL COMBINED WITH A PLACE OF WORSHIP DEDICATED TO GODS LONG FORGOTTEN.

3: Who inhabited the adventure location originally?

- Ⓐ Men
- Ⓐ Elves
- Ⓐ Dwarves
- Ⓐ Halflings

- Ⓐ Goblins
- Ⓐ Orcs
- Ⓐ Giants
- Ⓐ Dragons
- Ⓐ Some other beings or beasts

STRANGE ANCIENT HUMANS BUILT THIS PLACE TO HOUSE THEIR DEAD KINGS AND LIVING GODS.

4: What do the characters want to recover at the adventure location?

A fabled treasure

- Ⓐ A hoard of gold and gems
- Ⓐ A magical artifact
- Ⓐ A stolen crown or throne
- Ⓐ Some other treasure

Lost knowledge

- Ⓐ The answer to a riddle
- Ⓐ How to perform a lost spell, prayer or ritual
- Ⓐ A secret lost to time
- Ⓐ Some other knowledge

Lost cure

- Ⓐ A legendary restorative
- Ⓐ A cure for a plague
- Ⓐ Something that can break a curse
- Ⓐ Some other miraculous cure

A person

- Ⓐ A kidnapped prince or princess
- Ⓐ A family member or friend in danger
- Ⓐ An enemy deep in his plots
- Ⓐ Some other person
- Ⓐ Some other thing

A FABLED TREASURE—A CROWN OF KINGS THAT IS RUMORED TO BRING BACK THE AGE OF PLENTY FOR AREAS STRUCK WITH FAMINE AND MISFORTUNE.



5: Why has the adventure location not been plundered already?

Choose all that apply:

- No one knew where it was (until now)
- A terrible beast or monster guards it
- The location is inaccessible (heart of a volcano, on the peak of Bjorn's Folly, trapped under ice)
- It is filled with impossibly devious traps
- Some other reason

THE CRYPTS ARE FILLED WITH DEVIOUS TRAPS—OLD ONES SECURED THEIR DEAD WELL BEFORE THEY VENTURED OFF. BOTH MAGIC AND FORGOTTEN LORE GUARD THESE CRYPTS.

Sketch Your Map

With your answers to questions 1-5 in mind, sketch a map of your adventure location, making sure to label pertinent features, including the location of treasures, knowledge, restoratives, etc.

Your sketch should be of a whole, functional structure—it's not a dungeon or ruin yet.

6: Who or what inhabits the adventure location now?

Choose all that apply:

- People (including men, elves, dwarves, halflings)
- Goblins (including orcs, bugbears, hobgoblins, kobolds, etc.)
- Monsters (giant spiders, dragons, chimera, etc.)
- Beasts (dinosaurs, wolves, etc.)
- Carnivorous flora
- The walking dead
- Something else

GOBLINS (INCLUDING ORCS, BUGBEARS, HOBGOBLINS, KOBOLDS, ETC) LIVE ON SURFACE AND IN THE UNSEALED AREAS OF THE TOMBS. WITHIN THE CRYPTS LURK MAGICAL GOLEMS, SKELETAL GUARDIANS AND CREEPING OOZES.

7: How have the inhabitants altered the location to serve their needs?

Choose all that apply:

- Dug new tunnels
- Installed secret or hidden doors
- Collapsed certain areas
- Made deals or enemies with other inhabitants
- Some other thing

WOULD-BE PLUNDERERS HAVE DUG NEW TUNNELS INTO THE THIRD (AND LEAST-PROTECTED) CRYPT. IN THE LAST AGE, A COMPANY OF DWARVES FOUND THE PLACE AND BUILT A TOWER TO GUARD (AND PLUNDER) IT. SADLY THEY SUCCUMBED TO TRAP AND TERROR, AND ARE NO MORE.

8: What traps or terrain features make navigating the adventure location difficult?

Choose all that apply:

- Flooded tunnels
- Treacherous, fast-flowing rivers
- Sinkholes
- Primeval forests
- Freezing temperatures
- Raging forest fires
- Chasms
- Pit traps
- Spear traps
- Poisonous gases
- Ice sheets
- Stalagmite forests
- Precipitous drops
- Some other thing

THERE ARE MANY HAZARDS IN ADDITION TO THE TRAPS WITHIN THE CRYPTS LIKE: FREEZING TEMPERATURES, AVALANCHES, HIGH WINDS, SNOW STORMS, STRUCTURES PRONE TO COLLAPSING DUE TO EXTREME WEATHER AND A PACK OF HUNGRY WOLVES THAT ROAMS THE WASTES IN SEARCH OF FOOD.

Ruin It

With the answers to questions 6-8 in mind, alter your map to reflect changes made by the current inhabitants. Make it a ruin. It's old, run down, dilapidated, destroyed, collapsed and damaged. All of the things that make it lost and fun to explore.

Be sure to mark the location of traps and terrain features. For complex locations with multiple levels, it may be useful to answer questions 2-3 and 6-8 for each level.

Using this method, you can make even simple structures like an old manor or fortress seem like vast and mysterious structures full of menace and foreboding.

Problems and Obstacles

Each area of your adventure should present a unique problem to the players. There should be multiple ways to attack that problem, as well.

As the players explore the problems, they'll ask questions. Those questions and your answers will allow you to develop specific obstacles inside the problems.

THERE'S A SINKHOLE BLOCKING THE ENTRANCE TO AN UNDERGROUND TEMPLE. THE PLAYERS WANT TO BUILD A ROPE BRIDGE ACROSS IT. THIS IS AN OBSTACLE FOR DUNGEONEER. IF THEY WANTED TO SIMPLY LEAP THE GAP, THAT WOULD BE AN OBSTACLE FOR HEALTH. IF THEY WANTED TO SEARCH FOR

A HIDDEN WAY AROUND, THAT'D BE AN OBSTACLE FOR SCOUT. THUS EACH PROBLEM CONTAINS MANY POTENTIAL OBSTACLES.

A good adventure should leave your crew beat up, resources expended, but laden with treasure. Here's how to do it.

Problem Areas

The larger your adventure area is, the harder it is. Six areas or problems is small and easy. 10 or 12 problems or areas is moderately sized. Adventures with 18 to 20 problems are large and will grind the characters down if they can't get adequate rest and food.

Not every area will be explored, but sketching out a complex microcosm presents the sense of a deep, living world.

Difficulty Level

The problems in the adventure should fall into one of three tiers:

- Ⓐ There should be a handful of problems that are easy to deal with: a few monsters with Nature of 2 or 3; obstacles rated at 1 or 2.
- Ⓑ There should be one problem that is simply too much for the players to handle: A creature high on the Order of Might; a creature with Nature of 10 or higher; obstacles rated at 6 and up.
- Ⓒ The rest of the problems should contain moderately difficult obstacles—Obs 3-5. Creatures should be able to muster about as many dice as the party can.

A GROUP OF FIVE PLAYERS WITH SKILLS NO HIGHER THAN 4 CAN MUSTER EIGHT DICE FOR A ROLL. THUS YOU COULD PLACE THEM AGAINST A GANG OF EIGHT KOBOLDS ROLLING NINE DICE (NATURE 2, PLUS ONE FOR EACH ADDITIONAL KOBOLD).

Most obstacles should be equal to just a little bit more than half of the dice the group can muster for a task.

YOUR GROUP HAS TWO SCOUTS, ONE RANKED AT 5 AND ONE RANKED AT 3. THEY CAN PRODUCE SIX DICE IF THEY HELP ONE ANOTHER, THUS YOU CAN RELIABLY OPPOSE THEM WITH OBSTACLES OF 3-4.

Rest Areas

It seems counterintuitive, but it's important to include a few empty areas—or areas easily cleared and secured. An occasional empty area creates atmosphere, but more important in this game, it gives the players a chance to rest and regroup.

Challenge Types

Design your problems so that they can be confronted using skills and abilities. Vary the kinds of skills that are useful.

Don't overuse obstacles that can be overcome with Dungeoneer and Scout. Make sure there are runes to be

deciphered, lakes to be traversed, cliffs to be climbed, riddles to be solved and debates to be had.

Also, make sure there are problems for which the characters are ill-equipped or unskilled.

Such challenges allow the characters to stretch and grow.

Creatures Always Want Something

Populate your adventure with creatures and monsters. This is a dark and dangerous land. Humanity is the only the most recent group to take up residence here. There are many tribes of creatures living out in the wilds and ruins. You can see some examples of creatures in the Denizens chapter.

Give every single creature in your adventure a want. Some will want something from the adventurers: their flesh, their souls, their help, etc. Some will want something from the adventure area: a lonely ghost wandering around trying to find his lost boots, kobolds who covet the dragon's hoard, a giant spider waiting for orcs to blunder into its web.

Creatures who want something become puzzles to explore and solve. Creatures who only want to fight rapidly become tiresome.

Plan Twists

As you finish planning out your problems and obstacles, try to imagine some of the possible twists that might happen should the characters blunder around.

IF YOU HAVE A CLAN OF ORCS LIVING IN CAVES CONNECTED TO AN OLD MINE, ACTIVITY IN THE MINE MIGHT ATTRACT THEIR ATTENTION.

IF THE GROUP IS CAPTURED BY KOBOLDS, THEY TAKE THEM AS AN OFFERING TO THE DRAGON IN THE CAVE.

IF THEY FAIL TO DISARM THAT TRAP, THE EXPLOSION ACCIDENTALLY CAUSES A CAVE-IN.

Basically, indulge your evil fantasies about everything that could go wrong.

When prepping, jot down a list of those twists and keep them for later. They come in handy when you're stuck for ideas.

Increase the Pressure

Twists increase the pressure on the players. As gear is depleted and conditions pile up, each twist becomes more fraught with danger. Each twist requires more time and more resources to overcome.

New, unplanned obstacles increase the difficulty of the whole enterprise. The more difficult the enterprise, the greater the chance the players have to test their characters and prove that they're brave, strong and clever.

Of course, matters could spiral out of control so badly that the whole group is crushed by the weight of failure. You can





alleviate pressure a bit by using conditions and low-level obstacles—or even a low-intensity conflict.

Strive to make your adventure tough but fair and your players will have a good time regardless of the outcome.

Sweet Lovely Death

In Torchbearer, death is usually a mercy. So be merciless. When you have the opportunity to hurt the characters, don't flinch. Strip them of their gear, stick them with conditions, introduce hair-raising twists and terrible compromises. It's part of the fun of the game!

OH, GREAT. YOU WOKE THE DRAGON.

Loot

Loot is an important part of every adventure. Be sure to sprinkle some around. Stock your dungeons with coins and jewelry, but also lost objects of art and other valuables. If you get stuck, you can use our tables in the Loot chapter.

We recommend that you devise a few unique pieces in addition to using the tables.

When devising your own loot, be flavorful. Give magical things names and set bizarre terms for their use.

GEMS, JEWELRY AND COINS COULD BEAR CERTAIN SYMBOLS. WEAPONS AND ARMOR CAN BE OF A PARTICULAR MAKE, FROM ANOTHER REGION.

Loot Clues

Loot serves two purposes. It acts as a reward for cracking a tough puzzle or taking a risk. And it also acts as a key for

solving other puzzles in the adventure (or future adventures if you're playing a long game).

Placement is important. You never want the puzzles to be obvious. A piece of loot that can be used to defeat a monster shouldn't be placed right outside its lair. That loot should be guarded by another creature in another part of the dungeon or hidden in another area that's secret or difficult to explore.

Sequencing

When designing your adventure, take care that there is no one optimal path to complete it. Your adventure needs to be a series of interconnected problems, not a railroad. Be sure each obstacle has multiple solutions—and be sure that each area has multiple approaches. Solutions and entrances can be hidden or secret, but even so, they must exist to give your players meaningful choices.

Ecosystem

An adventure is an ecosystem. Everything feeds on another part of the system. This can be literal or figurative.

Even loot exists there for a reason. Something is hoarding it, using it, protecting it. Something wants that loot and is trying to steal it.

Proximity to Town

One of the strongest determinants of the difficulty of your adventure is its proximity to town.

The closer the adventure is to town, the easier it is. If the characters can easily retreat to the safety of town, then the privation of life in the wild won't sting so much.

How easy is it to get back to town? Is it just a few hours walk down the road with no real test required? This is an easy adventure.

Does retreating to town require a Pathfinder test? This is moderately difficult adventure.

Is returning to the safety of town a multi-step process—almost a mini-adventure in and of itself? This is a hard adventure.

TO GET BACK TO JERNKLOSTER FROM EROBRING, THE ADVENTURERS HAD TO MAKE A PATHFINDER TEST TO GET TO THE RIVER OR ROAD. AND THEN A SAILOR OR RIDER TEST TO COMPLETE THE JOURNEY.

Hook

All adventures start with a call to action. How will you hook the players into the adventure you've prepared? The hook may involve a strange old man who approaches the adventurers in an inn with a curious tale, a treasure map found during a previous adventure, rumors of a long-forgotten relic or even stumbling upon the adventure location while on the road from one place to another.

Use your answers to the adventure design questions to provide inspiration for your hook. Remember that myths, legends and rumor often get details wrong, so don't be afraid to make use of misdirection or red herrings in your adventure hook.

Using the Map

You've designed a beautiful map. What do you do with it? Do not show it to or share it with the players. The goal is to entice them to explore the area. You reveal the map a section at a time, through your description and the resulting actions of the players.

Describe each area in a few sentences. Try to look through the characters's eyes. What can they see? What can they smell and hear? Give them a few details based on your map—signs of life, obvious features and phenomena. Then let them ask questions as they take actions.

If they're mapping, be sure to encourage the mapping player to note down each area in the log after the group has explored it.

Build a Better Man Trap

Old ruins are often trapped, either by design or by those who came after the original inhabitants.

If there is a trap present and the players search for it, use the Scout skill to find it.

Dungeoneer can be used to disarm it.

If the players blunder into a trap, they will have to make tests to avoid being affected. Traps that require an Ob 2 test to

avoid are a nuisance. Ob 3 traps are dangerous. Ob 4 traps will snare all but the most able-bodied. Ob 5 traps are cruel. Ob 6 traps are deadly.

The consequence of failing to avoid a trap include but are not limited to: a condition like injured or sick; or a twist like being snared, blocked or blinded.

Triggers describe Scout obstacles for detection and Dungeoneer obstacles for disarming. When triggered, use the information in the trap section for the consequences.

Chute to Hell

Sometimes you design areas of your lair for the specific purpose of luring unwelcome explorers and punishing them for invading your home. You'll want to place this chute trap in a portion of your lair that you don't use yourself, and preferably bait it with a bit of visible treasure to draw your quarry. The trap consists of a long section of the floor that is actually a plate resting on a fulcrum.

Trigger

When a character or group moves several feet beyond the fulcrum, the plate will abruptly tilt down at a 60 degree angle. Detecting this subtle trap requires an Ob 4 Scout test. Disarming it requires an Ob 2 Dungeoneer test.

Trap

The trap drops anyone standing upon the plate into a greased chute that will speed the unfortunate victims down one or more levels into the bowels of the dungeon. Candles and torches may be snuffed at the GM's discretion. Lanterns may be smashed by the fall and unusable without repair. Some chutes drop the victims onto spikes, necessitating an Ob 6 Health test to avoid injury. Others might drop adventurers into a Creeping Ooze or cage. Most, however, simply seek to disorient adventurers and plunge them into dangers for which they are unprepared. Adventurers who have fallen down the chute to hell cannot use their existing maps until they find their way back to a previously mapped portion of the dungeon.

Resetting the Trap

After the chute to hell has been triggered, a set of gears and counterweights under the floor causes the plate to automatically reset to its starting position.

Corpse Candle

These ghostly lights are often found at night near battlefields, burial downs and other places associated with death. Adventurers entranced by them are often lured to their doom.

Trigger

Simply gazing at a corpse candle is enough to snare an unwary adventurer.

Trap

Anyone who looks upon a corpse candle must make an Ob 3 Will test. Anyone who fails is entranced by the ghostly fire, and will follow the corpse candle despite the danger.

Suggested twist: They're lured into the bog and they're lost, they lose some of their gear or they begin drowning.
Suggested condition: Make the character afraid of the corpse candle.

Drowning characters must pass an Ob 4 Health test. Suggested twist: wake up somewhere in the swamp lost (naked) and alone. Suggested condition: Make the character sick from sucking down a lungful of water.

Dispelling Corpse Candles

A cleric's Fury of the Lords of Life and Death prayer may be used to dispel corpse candles, which have a Might of 1 for the purposes of the prayer.

Resetting the Trap

Not applicable.

Dart Trap

Poison dart traps in locks are simply classic. These traps are often found in the locks of important doors or treasure chests. Though not obvious to a casual inspection, this lock rotates. Safely opening the lock requires rotating it 90 degrees sunwise before turning the key (or picking the lock).

Trigger

Putting the key in the mechanism or picking the lock without rotating it automatically triggers this trap. Detecting this concealed trap requires an Ob 3 Scout test. Disarming the trap requires an Ob 4 Dungeoneer test. Picking the lock requires an Ob 2 Criminal test.

Trap

When triggered, a spring-loaded, razor sharp needle hidden within the mechanism jabs into the hand of the person manipulating the lock. The spring is powerful enough to drive the needle through thick leather gloves. A character pricked by the needle must pass an Ob 3 Health test. Suggested condition: sick from the poison coursing through his veins. Or suggested twist: The character is paralyzed for turns equal to margin of failure.

Resetting the Trap

Once triggered, the spring must be reloaded and the poison reapplied to reset the trap. Reloading the spring requires an Ob 1 Dungeoneer test.

Pit Trap

The concealed pit is a favorite, used to catch or injure unwary adventurers.

Trigger

A pit trap consists of a hole in the floor, usually covered by a tarp that can be difficult to spot in the dim light of the dungeon. Detecting this concealed trap requires an Ob 3 Scout test. Disarming it requires an Ob 1 Laborer test to fill the hole with earth.

Trap

Anyone who walks into the trap must make an Ob 2 Health test or fall in. If the test is failed, the GM may choose the injured condition and allow the character to scramble out of the pit, or invoke a twist and require the player to spend a turn climbing out of the pit as the trappers close in to discover what they've caught.

Resetting the Trap

Use Peasant or Laborer skills to replace the covering.

Sleeping Gas Panel

This trap can be found built into secret doors that are often disguised as part of a corridor or wall decorated with geometric patterns or intricate wood panels. Opening this secret door requires depressing small panels, which then causes the secret door to slide aside.

Trigger

Two (or more) panels must be pressed simultaneously to safely open the door. Pressing only one of the panels activates the trap. Detecting this devious trap requires an Ob 5 Scout test. Disarming the trap requires an Ob 3 Dungeoneer test to remove the false panels and disconnect the vial of sleeping gas.

Trap

When someone presses the panel it also activates a bellows inside the door that pumps sleeping gas into the chamber. Anyone in the chamber must pass an Ob 4 Health test or fall into a deep slumber that lasts a number of turns equal to the margin of failure. Sleeping characters can be awakened with a series of hard slaps, but anyone awakened this way gains the exhausted condition.

Resetting the Trap

Once activated, the trap must be manually reset by removing the empty vial of gas and installing a new one. Resetting the trap requires an Ob 1 Dungeoneer test.



Wandering Monsters



As the GM, you're often called on to think fast and introduce a new twist into your game. We call those sudden twists "wandering monsters"—the term is a reference to a rule in old fantasy RPGs.

Listed below are twists involving monsters and much more: suggestions for twists in the wilderness and dungeon as well as some twists you can use when the players are talking to a character, and a list of personal disasters that can befall an adventurer nearly anywhere.

None of these twists are detailed. There's no obstacle or stat block. We provide them as inspiration. It's up to you to blend them into your games so that they are meaningful and engaging. They're written in second person so you can read them aloud to the players.

Monster Twists

- ⦿ You attract the attention of something nearby
- ⦿ You wake something unnatural. It stalks off into the night on an unholy errand
- ⦿ You attract the attention of everything nearby
- ⦿ You stumble into its hunting grounds
- ⦿ You find the creature hungry and desperate for food. It has a taste for: your rations, your animals, your hirelings, you. Pick one
- ⦿ You stumble onto it while it's feeding
- ⦿ You emerge to find it at bay, hunted by something worse
- ⦿ The lair seems empty, until you see its young
- ⦿ You realize you're standing on something...that's sleeping
- ⦿ It bounds happily toward you, acting very much like an excited dog
- ⦿ You find the creature wounded and insensate
- ⦿ You find the creature grieving for its lost young
- ⦿ You find the creature enraged. It rushes to attack

Wilderness Twists

- ⦿ The water was a lot deeper than you estimated
- ⦿ The water was a lot shallower than you thought

- ⦿ You find yourselves at the bottom of a steep ravine with only one way out
- ⦿ You're lost
- ⦿ You're not lost, you're just thinking
- ⦿ You arrive at a place that looks exactly like what you're looking for, but it's not the place you're looking for
- ⦿ You take a wrong turn into a familiar area, but something here has changed
- ⦿ Torrential rain
- ⦿ It starts to flood
- ⦿ It starts to snow
- ⦿ Rock slide
- ⦿ The earth shifts and a crevasse yawns before you
- ⦿ You realize this is no cave

Dungeon Twists

- ⦿ The water was a lot deeper than you estimated
- ⦿ The water was a lot shallower than you thought
- ⦿ The opening was a lot narrower than you thought... and now you're stuck
- ⦿ That "slight dip" in the floor turns out to be a bottomless chasm
- ⦿ The floor drops away beneath your feet
- ⦿ You run smack into a wall
- ⦿ You trigger a trap that drops you into another area
- ⦿ You trigger a trap that affects the whole party
- ⦿ You trigger a trap that targets you
- ⦿ You arrive at a dead end
- ⦿ You're lost
- ⦿ You arrive at a place that looks exactly like what you're looking for, but it's not the place you're looking for
- ⦿ You take a wrong turn into a familiar area, but something here has changed
- ⦿ It starts to flood (this can happen underground! very bad!)
- ⦿ Cave in
- ⦿ Noxious fumes
- ⦿ Lava. That's right, lava
- ⦿ The air in this area is exhausted and you're having trouble breathing
- ⦿ The earth shifts and a crevasse yawns before you

Talking Twists

- ⦿ You say the exact wrong thing, adding insult to injury
- ⦿ You're tongue-tied and can't say a thing
- ⦿ He offers to marry you
- ⦿ He won't take no for an answer
- ⦿ He demands all of your gold
- ⦿ He demands you disarm
- ⦿ He demands you tell him your secrets!
- ⦿ He runs in terror
- ⦿ He summons his friends
- ⦿ He summons his "pet"
- ⦿ He summons his soldiers
- ⦿ He anoints you Anti-Pope, gathers his belongings and bids you farewell
- ⦿ He puts the crown on your head and wishes you best of luck
- ⦿ He declares unending war upon you and all that you hold dear
- ⦿ He casts a spell on you
- ⦿ He says a prayer for you
- ⦿ He behaves in a generous and gracious manner
- ⦿ He does all he can to help you
- ⦿ He doesn't suspect a thing
- ⦿ He speaks in your defense, even though you're lying to him
- ⦿ He feels great sadness and remorse, even though he did nothing and is blameless
- ⦿ He's not who you thought he was
- ⦿ You overhear a private, secretive conversation
- ⦿ You overhear loud boasting
- ⦿ You're accused of eavesdropping

Personal Twists

- ⦿ Your pack rips and something falls out
- ⦿ Your pack upends and everything falls out
- ⦿ The heavy blow breaks something in your pack
- ⦿ The heavy blow breaks your weapon
- ⦿ You drop what you're holding
- ⦿ Your quiver spills its contents
- ⦿ Your purse rips and spills its contents
- ⦿ Your waterskin is punctured
- ⦿ Your weapon bounces out of your hands and down a crevice
- ⦿ You find something in your pack that absolutely should not be there
- ⦿ Your armor gets caught on something and now you're stuck
- ⦿ Your helmet falls off and careers away, lost forever. Noooo
- ⦿ Your shield gets wedged in a crevice or between two trees. Can't...get it...loose

- ⦿ Your boots get sucked off your feet by the viscous mud
- ⦿ Your clothes are torn and filthy
- ⦿ Something is stolen from you by a pickpocket or cutpurse

Magic Twists

- ⦿ The room fills with sulphurous smoke
- ⦿ Your target glows with an eerie light, pulsing with power
- ⦿ A shadow crawls forth from your heart and scuttles away into the darkness
- ⦿ A deafening bang shakes your senses
- ⦿ A wicked wind blows through the area, scattering anything not held down
- ⦿ Your spell burns a bright, glowing blue hole in the fabric of our world
- ⦿ An apocalyptic magical storm rushes forth from your inept mouth and blights the land for hundreds of miles around
- ⦿ You attract the attention of a nearby powerful wizard
- ⦿ You attract the attention of a nearby powerful demon
- ⦿ You start a fire that can't be put out
- ⦿ Your spell book bursts into flames
- ⦿ The spell steals your voice, you can no longer speak above a whisper
- ⦿ You cast the reverse of what you intended to cast
- ⦿ You cast a much more powerful version of what you were attempting. Too powerful
- ⦿ The spell is permanent and out of control

Prayer Twists

- ⦿ You are stricken dumb
- ⦿ You are stricken blind
- ⦿ You are stricken lame
- ⦿ You attract the attention of a powerful cleric
- ⦿ You attract the attention of a powerful demon
- ⦿ You attract the attention of an Immortal
- ⦿ Your prayer is corrupted and has the opposite effect
- ⦿ Your holy symbol shatters from the force of your prayer
- ⦿ The effects of the prayer are permanent
- ⦿ The prayer affects someone you didn't intend
- ⦿ Stigmata appear
- ⦿ Your Immortal patron's mark is blazoned across your face
- ⦿ A ghostly fire races from your hands and mouth and cascades across the ground. It burns terribly any allied with Chaos
- ⦿ You vomit forth a pestilence that swarms around all those allied with Law
- ⦿ You summon the ghosts of your dead parents
- ⦿ You curse the corpse to undeath

Adventure Prospecting Twists

- Ⓐ A contradictory perspective about an adventure prospect you already knew about
- Ⓐ The prospect is not as good as hoped (this is not the real tomb of Gorm, merely a ruined library of some adherents)
- Ⓐ The location is harder to get to than it initially looked (it looked closer on the map, the way has become treacherous, there was no mention of this waist-deep mud)
- Ⓐ The information is out of date (the gatehouse has since collapsed), incorrect or dangerously misleading (the gnolls described in the source are actually undead gnoll servitors to a demon of want)
- Ⓐ Unfriendly parties conspire to ruin the players' plans
- Ⓐ Opportunistic ruffians plan to rob the party on the return journey
- Ⓐ Political enemies conspire to levy an arbitrary tax on your new wealth
- Ⓐ A jaded cleric or guildmaster feels this stone is best left unturned and forbids its exploration
- Ⓐ The denizens of the adventure locale have been warned of the group's approach and have made specific preparations
- Ⓐ Allies of the adventure denizens (e.g. cultists in town) follow the characters to ambush them
- Ⓐ Rival adventurers form an expedition of their own and race to the objective
- Ⓐ This information is placed here by the monster to draw prey to its lair



Ability & Skill Factors



This chapter contains the factors for abilities and skills so that the GM can determine the difficulty of a test for the players. Some information from the individual Abilities and Skills chapters is repeated in this chapter for ease of reference.

Factoring Obstacles

Each skill description includes a heading called Factors. Under this heading you'll find lists of items or possibilities, broken down into categories. The items in each category are listed in order of difficulty.

When a player attempts to use a skill to resolve an obstacle, you should consult the skill description to determine the obstacle rating. Choose which categories are applicable to the situation and pick a factor from each appropriate category.

Count where each factor falls in its list from left to right. Generally, the first item in the list is worth 1, the second is worth 2, the third is worth 3, and so on. Sometimes, the category will instruct you to start counting with 2 or 3.

Add the value of each factor from each applicable category. That's the obstacle for the test. Only include factors from categories that are applicable to the test. I've included the cooking skill here so you can see how it works.

Cook Factors

Prepare meal from: fresh rations and fish, preserved rations and game, forage, moldering sacks of grain or other rotten food

Amount of meals (don't count this factor if preparing only for one): the whole party, a large group

Preservation: turn one portion of fresh rations (or game or forage) into one portion of preserved rations, two portions of preserved rations, three portions of preserved rations

JARED WANTS HIS HALFLING FIMBLE TO COOK A MEAL FOR THE WHOLE PARTY. HE'S PREPARING IT USING A PORTION OF FRESH RATIONS FROM HIS PACK. THAT'S TWO FACTORS: THE

WHOLE ADVENTURING PARTY AND USING FRESH RATIONS. SO WE SAY THAT'S AN "OB 2" TEST. JARED NEEDS TO ROLL TWO SUCCESSES ON HIS COOKING SKILL TO PASS.

Irrelevant Factors

When you're using the factor list, only use the categories that apply.

THE GM DETERMINED THAT JARED'S HALFLING WOULD USE THE AMOUNT AND PREPARATION CATEGORIES. HE DIDN'T BOTHER WITH THE PRESERVATION CATEGORY OF COOKING FACTORS BECAUSE THEY WEREN'T RELEVANT TO THE TEST.

Once you pick a category, count the factors in that category as described above.

Darkness Factors

There can be no light without darkness. When below ground or acting at night, characters must have a light source to be able to function. In darkness, characters cannot read or draw and thus make Cartography or Scholar tests—or map in any way. When in darkness, you may only flee, riddle or argue if engaged in a conflict.

Darkness is a factor in all tests except riddling.

Characters near a light source but not covered by it are in dim light. Dim light counts as a factor in all tests.

Evil GM Factors

If you feel there are other elements which hinder the characters' chances of success, you may add them to the skill factors for the test. These factors include but are not limited to: tight spaces, slippery footing, dangling from a rope, extreme temperatures or improper attire (e.g., fashion at court), etc.

Winging It

You'll probably find uses for each skill that are not included in the sample factors. When that happens, you will need to be able to judge obstacles for yourself. Use the existing examples as a guideline. Try to find where this new situation fits on that scale.

Nature

Nature stands for the adventurer's natural qualities and tendencies. It represents what he was born to do, what helps him survive in the wild and cruel world.

The higher the Nature rank, the more dwarf-like, elf-like, halfling-like or human-like the character is. The lower the rank, the more strange and unlike their people they are.

Here are the descriptors again so you have them handy:

- ⦿ Nature (Dwarf) has the descriptors: Delving, Crafting and Avenging Grudges.
- ⦿ Nature (Elf) has the descriptors: Singing, Remembering and Hiding.
- ⦿ Nature (Halfling) has the descriptors: Sneaking, Riddling and Merrymaking.
- ⦿ Nature (Human) has the descriptors: Boasting, Demanding and Running.

These aspects describe the situations in which a player can use Nature without penalty.

Acting with Your Nature

When action in the game involves a Nature descriptor, and the player doesn't have the skill in question, the player can roll Nature instead of a skill.

If a skill has been reduced to zero due to injury or sickness, but Nature has not, then test Nature in place of the taxed skill so long as the action is within Nature.

However, if the character has a skill (rated 1 or higher) similar to a Nature descriptor, the player tests the skill. If the player would like to benefit from having both a skill and Nature applicable to a roll, use the Tapping Nature rules. It's a very powerful combination.

Helping with Nature

Players may use Nature to help another character if the action of the test matches a Nature descriptor.

TAIKA SINGS TO RAISE THE SPIRITS OF HER COMPANIONS. GERALD JOINS IN WITH A JIG AND A BEAT ON HIS TABOR. HE HELPS HER WITH HIS MERRYMAKING NATURE.

Acting Against Your Nature

If a character is in a situation that is outside his Nature and he doesn't have the proper skill, he may make the test using his current Nature rating.

This is not Beginner's Luck. The player rolls the full current Nature rating, not half.

Taxing Nature

If a player uses Nature in a situation outside of the character's Nature descriptors and fails the roll, the current rating is

reduced by the margin of failure (to a minimum rating of 0). We call this tax.

When Nature is taxed, instruct the player to note the new current Nature rating in a slash next to the original Nature rating on his character sheet. Any further tests involving that Nature use the reduced number. Nature can be restored back to its original rating. See Recovering Nature.

Nature Taxed to 0

If the current Nature rating drops to 0 due to tax, one of the character's traits is immediately changed to a trait like Outcast, Odd, Faded or something else appropriate to the test that taxed him. The group should make something up on the spot! The player chooses which trait is replaced.

After earning the trait, reduce the maximum Nature rating by one and erase any tax. If this reduces the maximum Nature to 0 see "Nature Depleted to 0" below.

IF YOU HAD A NATURE OF 5 REDUCED TO 0 BY TAX, YOU'D CHANGE YOUR TRAIT AND REDUCE YOUR MAXIMUM NATURE RATING FROM 5 TO 4 AND REMOVE YOUR TAX. NOW YOU CAN ROLL FOUR DICE FOR THE ABILITY UNTIL IT ADVANCES OR IS TAXED AGAIN.

Recovering Taxed Nature

Nature can be recovered in four ways: through a successful lifestyle test when leaving town, during winter, by delivering a prologue or returning from an absence.

- ⦿ During the winter phase, each character's Nature is restored to its current maximum.
- ⦿ If a player delivers a prologue, he may recover one point of his taxed Nature.
- ⦿ If a player was away from the game and returns, he may opt to recover one point of his taxed Nature.
- ⦿ When making a lifestyle test, if the player passes the test and doesn't have any conditions, recover one point of taxed Nature (and does not start fresh).

Depleting Nature

Instead of waiting to recover taxed Nature, a player can choose to reduce its current maximum rating: reduce the current max by one and restore all tax.

CHRIS'S CLERIC'S NATURE IS CURRENTLY AT 2/5. HE OPTS TO TAKE THE HIT AND REDUCES HIS MAX TO 4. HIS CURRENT NATURE IS RESTORED TO THE NEW MAXIMUM: 4/4.

A player can deplete Nature in this manner at any point, even if it's right before a test.

Nature Depleted to 0

If maximum Nature rating drops to 0—for example, if 1 maximum is taxed to 0—the character retires from the life at the end of this adventure.



Tapping Your Nature

Players may tap Nature to perform heroic acts. Spending a persona point before the dice are rolled allows a player to add their current Nature rating to their ability or skill for the test (this doesn't work with Resources or Circles). Persona points are described in the Rewards and the Why We Fight chapters.

- Ⓐ If the test is within a character's Nature and successful, then there is no tax.
- Ⓑ If the test is outside a character's Nature and successful, Nature is taxed by one.
- Ⓒ If the test is failed, whether it was within or outside Nature, Nature is taxed by the margin of failure.

Double-Tapping Nature

If acting within Nature, a player may test Nature (as long as he doesn't have the skill) and use a persona point to add Nature rating on top of that roll.

If the test is failed, Nature is taxed as per the rule in Tapping Your Nature.

Nature 7

If Nature advances to 7 and remains at that rating at the end of the current session, the character has become too rooted in the life of his people to adventure and retires. Dwarves return to their mountain fastnesses, elves journey west. Humans and halflings tend to seek out a place of contentment and quiet.

Will

Will is an ability that represents how mentally resilient and adaptable an adventurer is. This ability is rated from 1 to 6.

Test Will when trying to resist being convinced of something or to overcome the mental trials of life on the road, like anger and illness.

In addition, use Will to break ties in tests requiring mental strength or insight.

TEST WILL TO RECOVER FROM ANGER (OB 2) AND SICKNESS (OB 3).

Beginner's Luck Using Will

Other Will obstacles are derived from using the ability for Beginner's Luck tests for the following: Alchemist, Arcanist, Cartographer, Commander, Cook, Haggler, Healer, Lore Master, Manipulator, Mentor, Orator, Persuader, Ritualist, Scholar, Scout, Steward, Theologian and Weaver.

Health

Health represents an adventurer's physical strength and fortitude. The ability is rated from 1 to 6.

Health is used for running for a long distance, holding open a portcullis while friends escape, swimming a fast-moving river, balancing on a tightrope and so on—any physical test that doesn't fall under Nature or a skill. Note that climbing, swimming and navigating underground, often in the dark, is a specialized skill and not covered by raw Health. See the Dungeoneer skill for those factors.

Health is frequently tested when trying to resist the physical trials of life on the road—fatigue and injury.

It is also used to break ties for tests requiring physical exertion.

Beginner's Luck Using Health

Other Health obstacles are derived from using the ability for Beginner's Luck tests for the following skills: Armorer, Carpenter, Criminal, Dungeoneer, Fighter, Hunter, Laborer, Pathfinder, Peasant, Rider, Sailor, Scavenger, Stonemason and Survivalist.

Resources

The Resources ability represents the material resources a character can muster in town. Resources ratings range from 0 to 10.

Hometown Advantage

A character receives +1D advantage when using Resources in his hometown.

Testing Resources

Test Resources to find or purchase stuff: acquire food, lodging, a weapon or extra equipment.

Resources is used in independent tests, not versus tests.

See the price lists in the Gear and Town chapters for obstacles.

Taxing Resources

If a Resources test is failed, you can use the standard condition or twist rules for failure or you can use a special condition for Resources tests called tax.

If you wish, when a player fails a Resources test, instead of the standard conditions, you may tax the character's Resources by the margin of failure. All current tests toward advancing Resources are lost. However, as per the standard condition rules, the player gets what he was after in addition to having his Resources taxed. No other conditions or twists are applied if Resources is reduced.

After tax, Resources may be advanced as normal.

Treasure and Cash

Players can augment their adventurer's Resources with cash and treasure. These items are listed with a die value—often referred to simply as cash dice. This value indicates how many dice are added to a Resources test. If the value represents cash or another divisible currency, the dice can be split among multiple rolls. If the value represents a single object, like a piece of jewelry or art, the value cannot be divided.

Treasure and cash dice can be spent even when Resources is 0 or taxed. Once used to augment a Resources test, any treasure or cash dice added are expended and the loot is removed from your inventory.

Protection from Tax

Spending cash, loot or treasure on a roll insulates the character from tax due to that roll. Each die worth of treasure spent will absorb one point of tax.

BEREN SPENDS A GOLD BRACELET WORTH 2D TO PAY HIS BILLS. IT'S AN OB 5 TEST AND HE FAILS BY THREE SUCCESSES. THUS HE COULD SUFFER A POINT OF TAX AND REDUCE HIS RESOURCES BY ONE OR YOU COULD IMPOSE ANOTHER TWIST OR EVEN USE ANOTHER CONDITION.

YOU DECIDE TO MAKE BEREN ANGRY FOR PARTING WITH SUCH A BEAUTIFUL GOLD BRACELET FOR SOMETHING AS PETTY AS PAYING BILLS.

0 Resources

If Resources is depleted to zero, the character may not make Resources tests unless he uses cash or treasure dice. Unless he uses cash or treasure, he may not use persona points to augment the 0 ability. If he passes one Resources test while at 0, his Resources advances to 1.

Circles

The Circles ability represents how well-connected and sociable the character is. When in town, a player may test his character's Circles to find other characters who might help him: guides, apprentices, porters and guards; mentors or other adventurers who will trade information.

Circles can be rated from 1 to 10.

Circles Alignment

Your alignment dictates the alignment of who you can find with your Circles: Law attracts Law, Chaos attracts Chaos and the unaffiliated keep together. If you fail your Circles test, you might encounter someone outside your sphere.

Reputation

As characters gain levels, they gain reputations from their deeds. At level 3, you gain a reputation that adds +1D to your Circles in your home town.

Circles Factors

Circles factors are based on what part of the town rules you're using. They are described here and in more detail in the Town chapter.

Hire Help

Hire help factors: porter, guards, guides

Hire Apprentice

Apprentices are unavailable if they're on watch (roll for which guild is on watch in the town chapter).

Hire apprentice factors: laborer, craftsmen (blacksmith, carpenter, weaver, etc.), specialists (mason, armorer, goldsmith), educated (apothecary, scholar, cartographer), arcane (magicians)

Find Work

You can find short-term work at the guild hall. The work is usually a not-so-simple errand for a harried guild officer, sometimes in town, sometimes to remote points.

Find work factors (start counting at 2): on the road, in town, in a nearby town

Searching for Someone

Use these factors to find an ally who can give you information or succor. These characters can stand in as a mentor and provide information or run errands, but they do not adventure with the group.

Position: someone part of the life, someone outside of the life, someone in a position of power

Level: lower level, your level, higher level

Attitude: willing to listen, willing to help for a price, willing to help your cause (loyal)

Digging for Leads

When looking for work of a more adventurous type, use the Digging for Leads rules in the Town chapter.

Circles Success

If a Circles test is successful, the character finds who he was looking for. The player names the new character and writes this in the Allies section of his character sheet. He has a +1D bonus to use Circles to find this character in the future.

Circles Twist—The Enmity Clause

When a Circles test is failed, you can use twists and conditions as per the normal rules or you can use a special twist result called the Enmity Clause.

Instead of finding who he was looking for, the player finds an enemy. It can be an old foe or someone new who's opposed to the player's aims. Add the character to the Enemy section on the character sheet if they're not already there.

Enemy characters gain +3s to their disposition in drive off, argument and speech conflicts against you.

The inimical character does not have to be an outright enemy. He can pretend to work with the player. Of course, the information that he feeds them can be full of lies and half-truths. He can even attempt extortion and blackmail. That's half the fun of having an enemy!

Enemies to Friends, Friends to Enemies

You can change enemies to friends and friends to enemies based on how the players treat their allies and opponents.

Unskilled Tools

Players do not have tools for all of the skills they don't yet have. If unskilled in Armorer, they don't have what you need in your pack. If they have a companion with the skill, then they can borrow their tools for the task. If they don't have tools for a skill test, increase the difficulty of the test by one. Dwarves are the exception to this rule. They always seem to pack necessary crafting tools.

Skills

The skill list details the individual skills used in Torchbearer. Each entry consists of a description, a suggestion for useful supplies, a list of factors and a handful of other skills that are commonly used to help that skill.

The descriptions of these skills are left purposefully broad. Use these skills to overcome obstacles directly related to their purpose and also for related situations.

Supplies

Supplies are expendable items that provide a +1D bonus to a specific skill for one roll. Most skills are listed with suggested supplies.

Suggested Help

Players can, of course, help with the same skill being tested. Each skill is listed with one or two other skills that are closely related. Use those skills when offering and accepting help for a test. You may add one other skill to that list that is related to the situation. Other skills may not help! And players may not make suggestions of possible alternates.

Alchemist

Alchemists are learned men and women. This skill is used primarily by magicians and wise (or foolish) sages. Use this skill to create potions, tinctures, acids or eldritch preparations.

For supplies, alchemists can use records from scholars, herbs and roots collected by scavengers or blood, bone or tissue collected by hunters or herders.

Suggested Help for Alchemist: Lore Master, Laborer

Beginner's Luck for Alchemist: Will

Alchemist Factors

Alchemical Processes: purify with fire, distill and make dye, magnetize and crystallize, transmute base metal to noble

Duration of Effect (one test base): two tests, three tests, whole turn, session, a year, life

Create Elixirs and Salves Factors

Remove Condition (via aqua vitae or vapor): afraid, angry, exhausted

Duration (one test free): counts as recovery

Impose Condition (via an acid, poison or vapor): afraid, angry, exhausted, injured, sick

Duration (one test base): until recovery

Create Potion Base

Alchemists create the base into which a magician, ranger or cleric casts a spell or invokes a prayer. The potion then contains the effects of said spell. Potions are always one-use items. Duration according to spell effect. When potions are drunk, obey the rules for the spell.

Spell or Prayer Circle to be Imbued (start counting at 4):
1st Circle, 2nd Circle, 3rd Circle, 4th Circle, 5th Circle

Create Inflammables

Purpose: for spectacle, as a tool or supply, as a weapon, as a weapon of war

Multiples: multiple uses (equal to skill rank)

Weapon Effect (for weapon purpose only): +1s to Feint, +1s to Maneuver, +1s to Attack

Arcanist

An arcanist draws upon his will and knowledge to command the elements and shape raw aether according to his desires. It is the exclusive domain of magicians and creatures that manipulate mystical energies. Use Arcanist to cast magician spells.

Arcanists can use supplies from many professions. See individual spells for details.

Suggested Help for Arcanist: Lore Master

Beginner's Luck for Arcanist: Will

Arcanist Factors

Factors for Arcanist tests depend upon the spell you are casting. See individual spell descriptions for factors.

Armorer

Armors forge armor and weapons for adventurers, knights and other soldiers.

Armors can use supplies from smiths, tanners, weavers and laborers (for ore).

Suggested Help for Armorer: Alchemist, Smith, Laborer
Beginner's Luck for Armorer: Health

Armorer Factors

Choose which type of weapon you're crafting and count the factors. Do not combine categories.

Hand-to-Hand: dagger and hand axe; mace and battle-axe; flail, sword and warhammer.

Polearms: spear, lance, halberd and polearm, two-handed sword

Missiles: sling, bow, crossbow

Armor and Shields: shield and leather armor, helmet, chain armor, plate armor

Mending/Repairing armor: helmet, chain armor, plate armor

Carpenter

A carpenter makes useful items out of wood, like chairs, doors, cabinets, ladders, joints, pulleys, levers and boats.

Supplies of lumber from laborers and tools from a smith are always welcome.

Suggested Help for Carpenter: Laborer, Alchemist

Beginner's Luck for Carpenter: Health

Carpenter Factors

Type: household items like bowls, boards and building materials; pulleys, ladders and furniture; small structures like a shack; a small house; Heorot

Boats!: single-person craft, two-person craft, small group craft, cargo ship, ship of the line

Cartographer

A cartographer creates and interprets maps. This skill is essential to adventurers, explorers and caravan masters.

As the cartographer explores, he draws a map. During the game, you need not (and should not) draw a map, instead list the locations and features you have visited. If you can pass a Cartographer skill test then you are considered to have drawn an accurate map of those locations. So long as you possess it, have light to read it and you're "on the map," you can describe a location on it and travel to said location without taking time or a test.

If you fail your Cartographer test and the GM imposes a twist, then your map is inaccurate. He may invoke a location-

based twist—such as arriving in the wrong location—at his discretion.

Supplies of paper from millers and ink from alchemists are always welcome.

Suggested Help for Cartographer: Scholar, Pathfinder
Beginner's Luck for Cartographer: Will

Cartographer Factors

Area: small area (few rooms, few features), moderate sized area (half a level, a few days travel), large area (dungeon level, whole countryside)

Information: area personally surveyed, information transmitted by notes, information transmitted by word of mouth

Commander

A commander is one who understands how to organize, supply and command a force of soldiers for battle. Mercenary captains and conquerors possess this skill.

Suggested Help for Commander: Steward

Beginner's Luck for Commander: Will

Commander Factors

For a raid or skirmish, make a versus test between the Commander skills of the opposing leaders.

For other factors, use the following list:

Size of force: small company, battalion, army

Action: choose field of battle, assess enemy strength, goad enemy to battle, prevent troops from rapine or rout, supply troops for battle

Cook

Every adventuring party needs a cook. Your cook can make that hunger go away when you're out in the wild, far from home or a cozy pub. They can make bread from a handful of grain or stew from a brace of coney and wild taters. Essentially, a cook can stretch a single portion of rations to feed the whole group.

Cooks can use supplies from hunters, peasants and scavengers.

The cook skill can be used to prepare meals or preserve food. Test the skill against the appropriately factored obstacle.

Suggested Help for Cook: Alchemist, Laborer

Beginner's Luck for Cook: Will

Cook Factors

Prepare meal from: fresh rations and fish, preserved rations and game, forage, moldering sacks of grain or other rotten food



Amount of meals (don't count this factor if preparing only for one): the whole party, a large group

Preservation (turn one portion of fresh rations, game or forage): into one portion of preserved rations, into two portions of preserved rations, into three portions of preserved rations

Criminal

Criminals know all about enterprises that aren't, strictly speaking, legal. Whether it's smuggling, counterfeiting, picking pockets or picking locks, criminals can get it done. Criminals are also adept at perceiving other criminals at work.

Criminals can use supplies from carpenters (false panels for smuggling) and smiths (lockpicks).

Suggested Help for Criminal: Scout and Scholar

Beginner's Luck for Criminal: Health

Criminal Factors

For smuggling or sleight of hand (including picking pockets), make a versus test against the target's Criminal skill. If the target does not have the Criminal skill, he may test Will using Beginner's Luck. For picking locks and counterfeiting, use the following factors:

Picking Locks: simple lock, decent lock or rusted simple lock, rusted decent lock, complex lock, rusted complex lock, masterwork lock

Counterfeiting: coin clipping, cutting simple die stamps, cutting complex die stamps, coins, simple printed material, complex printed material

Escaping from Bonds: rope restraints, leather restraints, metal restraints

Dungeoneer

Dungeoneers are experts at exploring caves, dungeons and the ruins of lost civilizations and getting themselves and their companions out alive. They are adept at disarming traps as well as traversing difficult and dangerous underground environments.

Dungeoneers can use supplies from carpenters (pulleys and levers), smiths (climbing gear) and weavers (rope).

Suggested Help for Dungeoneer: Criminal, Laborer, Scout, Survivalist

Beginner's Luck for Dungeoneer: Health

Dungeoneer Factors

Breadth: one person, two people, a party of adventurers

Traversing: descending or traversing a vertical pitch, ascending a vertical pitch, negotiating a narrow squeeze, negotiating water-filled chambers, negotiating water-filled chambers with a swift current

Detecting Environmental Details: bad/good air, slope, direction

Setting Dungeon Traps: alarm or poison needle traps, pits and spike traps, falling rocks or stones, spear/arrow traps, explosive or fire traps, magical traps

Disarming Dungeon Traps: tripwire and open pit, false floor, pressure plate, complex and multipart mechanisms, sigils or runes

Note: You set and disarm traps with Dungeoneer. You spot traps with Scout.

Fighter

Fighters are trained to use their bodies and weapons to slay men, beasts and monsters. This is the skill of knights, soldiers, bandits, reavers, monster hunters, warrior monks and adventurers.

Suggested Help for Fighter: Fighter

Beginner's Luck for Fighter: Health

Fighter Factors

For simple altercations or brawls, use Fighter in versus tests against another character's Health or Fighter skill. It is also used to Attack and Feint in kill, capture and drive off conflicts.

Haggler

Haggler is a specialized social skill used for bargaining over prices of goods and services. Haggler is used exclusively in town. Using it allows a roll on a special events table in town.

A haggler can use an abacus or scales created by an alchemist, or forgeries created by a criminal.

Suggested Help for Haggler: Persuader, Manipulator

Beginner's Luck for Haggler: Will

Haggler Factors

Use the Haggling Over Prices obstacle listed for your current town as described in the Town chapter.

Healer

The healer keeps adventurers whole and healthy.

A healer can take supplies from alchemists, peasants and scavengers in the form of herbs and medicine.

A healer can also create poultices and potions to aid people in recovering from the angry, afraid, exhausted, injured and sick conditions. Poultices grant +1D to recovery tests.

Suggested Help for Healer: Alchemist, Laborer

Beginner's Luck for Healer: Will

Healer Factors

Treatment (special): Injured (Ob 3), Sick (Ob 4)

Making Poultices (by condition): exhausted, afraid, sick, injured, angry

Hunter

Noblemen, their huntsmen and poachers use this skill to lure, stalk, trap and slay beasts for food in forested preserves and in the wild.

Hunters can use bows, spears, hunting swords, javelins, dogs, horses or birds of prey as tools.

Suggested Help for Hunter: Survivalist, Laborer

Beginner's Luck for Hunter: Health

Hunter Factors

For a particularly dangerous beast, make a versus test using Hunter vs. the beast's nature, or use a kill or capture conflict. Otherwise, use the following factors:

Catch: one portion of fresh game, three portions of fresh game, six portions of fresh game

Terrain: forest and fields, open ground and rivers, rainforest, mountains, desert

Hunter can also be used to find information about a beast—where it likes to eat, what it eats, what its weapons are and more specifically, in which conflicts it is most dangerous.

Nature: you may read the aspects of a creature's Nature.

Make a versus test between Hunter and the creature's Nature. Success indicates that you learn the aspects of the creature's Nature—descriptors, weapons, order of might.

Bestial Habits: its trails, its food or prey, its weapons and nests

Finally, hunters are adept at setting traps and snares for catching animals, monsters and men.

Setting Wilderness Traps: snares and nets, deadfall, pit traps



Prey Size: small animals and monsters, man-size animals and monsters, large animals and monsters, massive animals and monsters, giant animals and monsters

Laborer

Laborers are the bulk of the workforce in villages, towns and cities. They gather wood for the carpenters, stone for the masons and metal for the smiths. They dig ditches, carry stuff and generally just do what they are told (until they get rum brave and riot).

Laborer may be used to help the following trade or craft skill tests: Alchemist, Armorer, Carpenter, Cook, Healer, Hunter, Peasant, Sailor, Stonemason, Survivalist and Weaver.

When you hit the big score in a dungeon and have lots of treasure to haul out, laborers are what you need. Anyone can carry a small sack in each hand or a large sack with both hands, but if you're more overburdened than that, use the factors below.

Suggested Help for Laborer: Laborer

Beginner's Luck for Laborer: Health

Laborer Factors

Labor: gathering wood and digging, burning charcoal and cutting stone, mining ore

Carrying Extra Sacks: two small sacks in one hand, a large sack in one hand, two small sacks in each hand, a large sack in each hand

Hauling Items: candlesticks and lamps; chests and boxes; rugs, tapestries and bodies; statues; pianos; armoires and wardrobes; paintings; glass panes and mirrors; thrones; arches; wall paneling; columns

Lore Master

Lore masters are the keepers of arcane knowledge and the deep mysteries. A lore master may plumb the secrets of the natural world to understand the workings of magician spells, recall forgotten lore and read auras (in combination with the Supernal Vision spell).

Suggested Help for Lore Master: Scholar

Beginner's Luck for Lore Master: Will

Lore Master Factors

Learn Spells: Lore Master is used to learn arcane spells. See individual spell descriptions for obstacles and factors.

Recall Lore: fairy and folk tales, curses and halfbreeds, enchanted places and magical phenomena, magical and arcane symbols

Read Auras (requires Supernal Vision spell): recognizing a First Circle spell or the aspects of a Level 1 magic item, recognizing a second circle spell or the nature of a Level 2 magic item, recognizing a third circle spell or the nature

of a Level 3 magic item, recognizing a Fourth Circle spell or the nature of a Level 4 magic item or potent artifact, recognizing a Fifth Circle spell or the nature of a god-like artifact

Manipulator

A manipulator uses lies, half-truths, ugly truth, soothing platitudes, seduction and intimidation to get what he wants.

Manipulator Factors

To intimidate, defuse, bluff or trick someone, test Manipulator versus your target's Manipulator, Persuader or Will using Beginner's Luck (whichever is appropriate). This skill is also used in riddling, convince crowd and convince conflicts for Feint and Maneuver actions.

Suggested Help for Manipulator: Persuader

Beginner's Luck for Manipulator: Will

Mentor

A mentor knows how to transmit skills to another character. Using this skill, you can give your student a test for advancement in a skill. You must have the skill you're teaching at a higher rating than your student.

If your Mentor test is successful, you may give your student a passed or failed test for advancement. It's your choice. Or grant your student a test toward a skill he's learning. A successful Mentor test can also be used to teach another character a spell or prayer if that character is capable of learning it.

Suggested Help for Mentor: The skill being taught may be used to help.

Beginner's Luck for Mentor: Will

Mentor Factors

The obstacle for instruction is equal to the student's current Nature rating. If Nature is taxed, use the current value as the obstacle. If it's untaxed, use the full value.

Orator

An orator makes speeches to sway crowds. This skill isn't for convincing your friend, it is for moving a group to action.

Orators can benefit from speeches written by scholars and theologians as supplies.

Suggested Help for Orator: Manipulator

Beginner's Luck for Orator: Will

Orator Factors

In a versus test, use Orator against Orator and Will (with Beginner's Luck). You could also use Orator versus Orator to compete with another person to get the attention of a crowd. Orator is also used for Attack and Defend actions in conflicts to convince crowds.

Pathfinder

A pathfinder makes and marks paths through the wilderness to towns and villages, and features like streams, springs, cave mouths, ruins or fields of herbs. Use the Cartographer and Dungeoneer skills to find your way underground.

Pathfinders can use maps from cartographers as supplies.

Suggested Help for Pathfinder: Scout, Hunter

Beginner's Luck for Pathfinder: Health

Pathfinder Factors

Trying to arrive at a destination before another group requires a versus test with the other group. Pathfinder is used for Feint or Maneuver in chase conflicts. Otherwise, use the factors listed below to find your way through the wilderness.

Destination: nearby, a short journey, a long journey, remote or isolated

Route: well-traveled, infrequently used, overgrown or washed out, blazing a new trail

Peasant

Peasants are the backbone of civilized society. These men and women grow the food and crops that enable civilization to exist.

Peasants can use tools created by smiths, granaries constructed by carpenters, draft animals raised by herders and baskets created by weavers as supplies.

Suggested Help for Peasant: Laborer, Survivalist

Beginner's Luck for Peasant: Health

Peasant Factors

Work: herding and tending; ditch digging, planting and harvesting; calving and foaling

Building and Mending: socks and clothing, fences and tools, wheels and axles

Complaining: about taxes and roleplaying games, spouses and weather, priests, foreign neighbors, complaining

Persuader

Persuade your friends to act on your behalf. Explain to them why it's in their best interest.

This skill is not for speech-making. You may only use it in small conversations. Neither is it for lying or manipulating.

Suggested Help for Persuader: Manipulator

Beginner's Luck for Persuader: Will

Persuader Factors

Persuader is used in versus tests against your opponent's Persuader, Manipulator or Will (using Beginner's Luck). It is also used in argument conflicts for Attack and Defend actions.

Rider

Knights, horse archers and goblin wolf-riders use this skill to ride and care for horses and more exotic riding beasts.

A properly trained and controlled mount grants the benefits of its Nature, size and weapons to its rider. Being mounted increases your size on the order of might to that of your beast. On your action, you can use your mount's weapons instead of your own.

When mounted, the Rider skill is used for Maneuver in a kill, capture or drive off conflict or Attack in a flee conflict. To urge a mount into combat, use the factors listed below.

A rider whose mount is trained for war may use the lance weapon with the Fighter skill while mounted.

Riders use bits and spurs from smiths, saddles and bridles from tanners or saddle blankets from weavers as tools and supplies.

Suggested Help for Rider: Peasant

Beginner's Luck for Rider: Health

Rider Factors

To Train Unbroken Steeds: This is a special conflict that pits Rider, Peasant and Hunter against the beast's Nature. Or, use the following factors.

Provenance: tame, feral, wild

Outcome: skittish, stubborn, docile, confident

Purpose: riding, war

For riding beasts in battle, use the following:

Bestial Temperament: confident, docile, stubborn, skittish

Command: just knees no reins, spoken

Training (do not use if trained for battle): riding animal, untrained, wild or feral

Ritualist

Ritualists use prayers and chants to draw upon the power of the Immortal Lords and other primal forces to impose their will upon the world. It is the exclusive domain of clerics and creatures that know the secrets of beseeching the Immortal Lords. Use Ritualist to invoke cleric prayers.

Ritualists can use supplies from many professions. See individual prayers for details.

Suggested Help for Ritualist: Ritualist

Beginner's Luck for Ritualist: Will

Ritualist Factors

Ritual: wedding, coming of age, funeral

Prayers: Factors for these Ritualist tests depend upon the prayer you are invoking. See individual prayer descriptions for obstacles and factors.

Sailor

A sailor can use his knowledge to navigate coasts and waterways.

Suggested Help for Sailor: Laborer, Pathfinder, Survivalist

Beginner's Luck for Sailor: Health

Sailor Factors

Size: single-person craft, two-person craft, small group craft, cargo ship, ship of the line

Location: known waters, charted waters, uncharted waters

Season (summer is free): spring, fall, winter

Weather (typical is base): unusual, extraordinary, Ragnarok

Scavenger

A scavenger can find useful bits and materials. He can also forage for sustenance no matter where he is in the wild.

Suggested Help for Scavenger: Scavenger or Scout

Beginner's Luck for Scavenger: Health

Scavenger Foraging Factors

Forage: one portion of forage, two portions of forage, three portions of forage

Forage Terrain: forests and fields, rocky ground and swamps, open ground and rivers, desert or tundra, mountain above treeline

Scavenging Factors

Dungeon Scavenged Items: some dirt or sand, small rocks, wreckage suitable for a small fire and large rocks, rusty metal fittings, wooden beams, oil, something useful

Wilderness Scavenged Items: natural but useful like a good piece of wood or flint; natural but uncommon like vines, gourds, salt, or resin (for aiding in building something); herbs and minerals; man-made items like trash, cast-off, flotsam and debris; a man-made tool or implement

Town Scavenged Items: debris, rags, soiled old clothing and spoiled food, rusty tools, paper, discarded weapons

Scholar

A scholar specializes in writing accounts of events for historical records. The educated are also adept at plumbing the depths of archives or libraries for information. This skill is highly prized by magicians who use it to maintain their spell books and scrolls.

Scholars can be supplied with paper from millers and ink from alchemists.

Suggested Help for Scholar: Lore Master, Steward

Beginner's Luck for Scholar: Will

Scholar Factors

Scholar factors for writing spells and scrolls depend upon the spell you are recording. See individual spell descriptions for factors. Otherwise, consult the following:

Reading (gaining information from one source in your language): journals and letters, weird inscriptions, histories, playtest docs

Writing: copying weird inscriptions, writing instructions or directions, composing essays and letters, writing memoirs or personal treatises, roleplaying games

Researching (learning knowledge about people or areas outside of home): single fact, superficial knowledge of subject, expertise about particular aspect of subject, comprehensive understanding of subject, complete understanding of subject, synthesis of research materials

Knowledge (of home town area and people): geography, recent history, famous lineages and heraldry, ancient history, obscure history, obscure lineages and heraldry

Scout

A scout is adept at spotting and tracking monsters on the prowl, sneaking behind enemy lines, trailing targets and finding hidden things. Scouts also excel at not being seen.

Scout is not used to find trails or navigate dungeon features. Those obstacles are overcome using Pathfinder and Dungeoneer respectively.

Suggested Help for Scout: Pathfinder, Hunter

Beginner's Luck for Scout: Will

Scout Factors

Scout is almost always used as a versus test: Scout versus Nature or Scout versus Scout.

If looking for evidence or some other unassuming object, use the following factors:

Size of Object: big, person-sized, small, tiny

Location: location known, location roughly known, location is “in that direction over there”

Scout is also very useful for spotting traps. Use the following factors:

Spotting Trap Triggers (start counting at 2): obvious trap (e.g., a lock inside a carved demon's maw with a hinged jaw and gleaming serrated teeth), concealed trap (e.g., a tripwire or pit), subtle trap (e.g., pressure plate), devious trap (e.g., a chamber filled with odorless poisonous gas)

Steward

A steward manages estates, businesses, towns, cities, baronies and kingdoms. This skill is used by judges, stewards, guildmasters, merchants, spymasters, abbots, bishops,

powerful lords and ladies who administer their own domains and anyone else who runs or oversees an organization or its rules and laws. Use this skill to write laws, account for taxes, rents and tithes, allocate funds for projects, file reports and distribute resources.

Stewards can be provided with supplies in the form of records and documents from scholars.

Suggested Help for Steward: Scholar, Orator, Theologian

Beginner's Luck for Steward: Will

Steward Factors

Activity: chronicling, hiring help, collecting rents and tithes, budgeting, overseeing works and projects, organizing fetes and balls

Stonemason

Stonemasons cut stone and use it to make walls, bridges, arches and buildings.

Stonemasons are always in need of good tools from smiths and scaffolds from carpenters to make their work easier.

Suggested Help for Stonemason: Laborer

Beginner's Luck for Stonemason: Health

Stonemason Factors

Complexity: simple structure like a wall, moderately complex like a column, complex like an arch, reinforced like fortifications

Size: small like a bench, moderately-sized like a wall, big like a foundation or a house

Surveying: age, maker, sturdiness

Survivalist

Competent survivalists know how to make shelters, find water, build fires and jury-rig tools. A survivalist can also read the weather and judge when it will be safe to travel and when he should wait it out.

Use the weather-watching factors to wait out bad weather without wasting your supplies. In this case, you do not advance the turn count (except for the one turn to make the Survivalist test). The next test doesn't happen until the weather passes or lessens so that it's safe to travel or adventure. Essentially, they hunker down and wait it out! No water or rations need be expended in this instance.

Suggested Help for Survivalist: Hunter, Laborer

Beginner's Luck for Survivalist: Health

Survivalist Factors

Action: emergency shelter or locating a potable water source, starting a fire in bad conditions, emergency tool-making, jury-rigging a boat

Making Camp: typical, unsafe, dangerous

Camp Amenities (choose all that apply in order; increase obstacle by one for each chosen): shelter, water source, concealment

Breadth (only use this factor for more than one person): the adventuring party, a large group

Weather-Watching (start counting at 2): rain showers, snow and high winds, storms and hail, blizzards, apocalyptic weather

Theologian

The theologian is a master of doctrine and the secrets of the Immortal Lords. He knows the cosmology of the heavens and the hells, the ranks of the angels and demons and even their hidden names.

Theologians may use records and holy books from scholars.

Suggested Help for Theologian: Scholar

Beginner's Luck for Theologian: Will

Theologian Factors

Theologian may be used to memorize cleric prayers when leaving camp or town. The obstacle is 8 minus Will. See the Magic and Miracles chapter for details.

Doctrine: common doctrine, obscure doctrine, foreign doctrine, secret doctrine

Entity (start counting at 2): lesser spirit, greater spirit, Immortal Lord

Disposition: benign, malign, indifferent

Cosmology: Near Reaches (Aether, Faerie, Dry Lands), Middle Reaches (Astral Ocean, City of Pearl, Terminus, Citadel of Law), Far Reaches (Heavens, Hells, the Abyss)

Weaver

A weaver can manufacture fabric and create cloaks, aprons, blankets, sheets and tapestries.

The products of a weaver can be used as supplies to recover from exhausted conditions gained from being cold and/or wet.

Weavers can take fur from hunters, fibers from farmers or wool from herders. Dyes come from alchemists.

Suggested Help for Weaver: Weaver, Laborer

Beginner's Luck for Weaver: Will

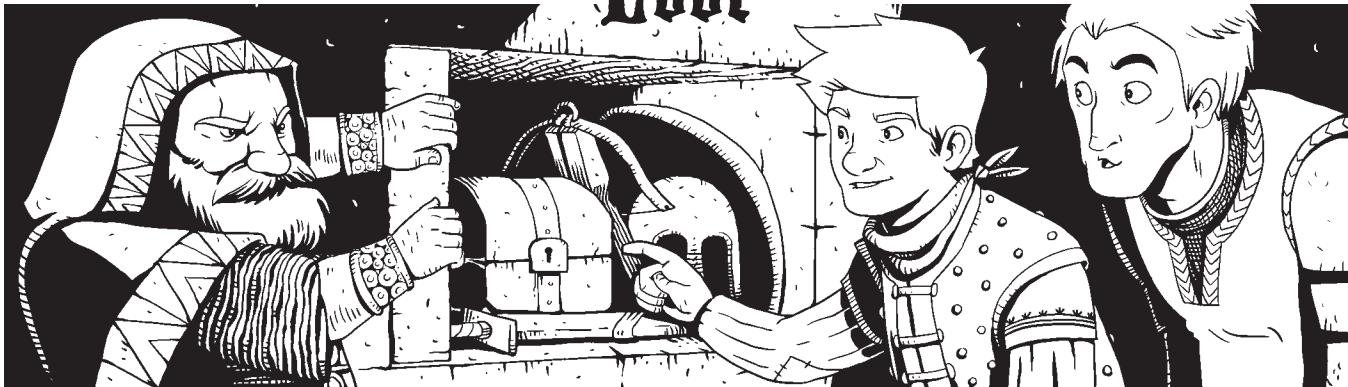
Weaver Factors

Type: baskets (as small sack), blankets and bedding; clothing or large basket (as large sack); nets; sails; tapestries

Style: ornamental, fashionable, stunning



Loot



Loot is vital to the life of an adventurer. Battle may bring glory, a chase may thrill, but loot pays the bill.

Loot isn't all riches. It includes gear and kit, knowledge and magic as well as treasure.

Loot is found hidden in the ruins of lost places and the lairs of creatures. And it's won through clever plans and courageous action.

Let the Looting Commence

You can place loot as you see fit on your map, and loot can also be found after unplanned encounters.

Looting an Area

Players can loot an area after they overcome the problems within it.

That can mean defeating monsters or craftily stealing something. Obvious loot can be collected, but if something is secret or hidden in the trash, make a Scout or Scavenger test to unearth it.

Loot as Planned

As the GM, you can insert loot into areas of the adventure or place it on the person of monsters at your discretion. You can invent items to be placed or you can roll on the loot tables to generate it. When loot is part of your plan for the adventure—but you haven't determined what it is yet—you roll on Loot Table 1 to see what's found.

Loot from Twists

When the characters are victorious in an unplanned encounter, or simply search an area that you hadn't placed anything in, roll on Loot Table 2 to see what they find.

It's Not What You Find, but What You Loot

It doesn't matter what weapons or armor your monsters carry. The players cannot take anything unless you've planned it or it's generated from a Loot Table roll. Disregard any equipment, gear or weapons you described for the encounter and only give what's provided on the Loot Table.

The other stuff turns out to be worthless junk, broken or is lost in the confusion.

Loot Table 1

For planned problems in which the players are victorious, choose loot found or roll 2d6 on Loot Table 1 a number of times equal to the level of might of the opposition. Roll on the appropriate subtable as indicated. Do not use Loot Table 1 for wandering monsters or loot generated from twists.

2d6	Loot Table 1
2-3	Knowledge
4-8	Gear
9-11	Valuables
12	Magic

Loot Table 2

After unplanned encounters triggered via twists, roll 2d6 on Loot Table 2 a number of times according to the list below, and then roll on the appropriate subtable as indicated:

2d6	Loot Table 2
2	Knowledge
3-6	Gear
7-10	Stuff
11	Valuables
12	Magic

- Ⓐ Might 1: Roll once for every 3 creatures defeated.
- Ⓑ Might 2: Roll once for every 2 creatures defeated.
- Ⓒ Might 3: Roll once for every creature defeated.
- Ⓓ Might 4: Roll once for every creature defeated; +1/-1 to Loot table (players' choice after roll).
- Ⓔ Might 5: Roll once for every creature defeated; +2/-2 to Loot Table (players' choice after roll).
- Ⓕ Might 6: Roll twice for every creature defeated.
- Ⓖ Might 7: Roll twice for every creature defeated; +1/-1 to Loot Table (players' choice after roll).
- Ⓗ Might 8: Roll twice for every creature defeated; +2/-2 to Loot Table (players' choice after roll).

Loot Subtables

Roll on the appropriate subtable and then fill in the details.

Stuff

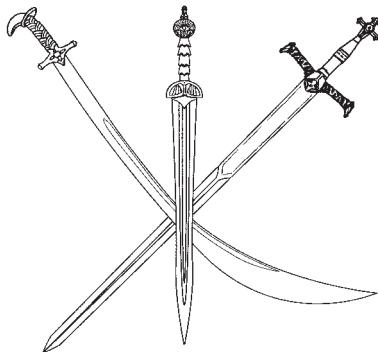
3d6	Stuff Subtable
3	Vile cult symbols
4	Bag of rocks
5	Bones
6	String
7	Dried leaves
8	Some teeth
9	Lint
10	Worthless coins of unknown provenance
11	Indecipherable notes
12	Rusty keys
13	An idol for an unknown religion
14	A child's dolly or puppet
15	A tool of unknown use
16	Dice
17	A rusty nail
18	A chipped bowl or cup

Gear

2d6	Gear Subtable
2	Dwarven or elven weapon [†]
3	Standard weapon
4	Helmet
5	Container (choose specific kind)
6	Food (choose specific kind and amount)
7	Equipment
8	Light source (choose specific kind and amount)
9	Shield
10	Armor (choose specific kind)
11	Skill supplies*
12	Dwarven or elven armor [†]

*Skill supplies grant +1D to one test.

[†]These items each have a name or moniker. Grants a bonus in a particular situation, to a single action or can only be used once. No other item may possess this quality going forward. The GM decides the item's power.



Treasure and Valuables

2d6	Treasure and Valuables
2	Titles and Deeds
3	Gems
4	Objets d'art (statues, urns, etc.)
5	Silverware and plate
6-9	Cash [§]
10	Rugs and tapestries
11	Jewelry
12	Treasure map [¶]

[§]d6: 1-4 copper, 5 silver, 6 gold.

[¶]Leads to a new adventure, perhaps one with a unique or more powerful item than they'd be able to find elsewhere. Takes up one space.

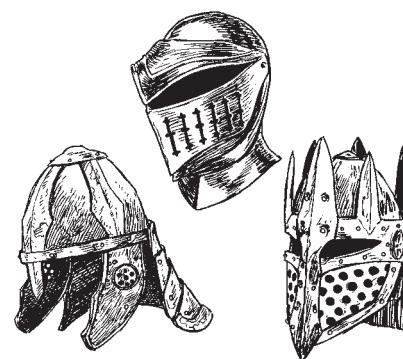
Treasure and Valuables: Spaces to Value

Item	Inventory	Value
Titles and Deeds	pack 1 or carried 1	No immediate cash value. Determines ownership of a piece of property.
Copper Coins	pack 2	1D
Silver Coins	pack 1	1D
Gold Coins	pack 1	2D
Gems	pack 1	3D
Jewelry	worn 1 (head, neck or hand)	2-6D (2d3). ^a Roll d6 for type: 1: Ring, 2-3: Bracelet, 4: Necklace/choker 5: Brooch 6: Tiara/circlet/crown
Silverware and Plate	pack 3 or carried 3	1-5D (2d3-1) ^a
Objet d'Art	pack 4 or carried 4	2-7D (1d6+1) ^a
Rugs and Tapestries	pack or carried 6-12	2-12D (2d6) ^a

^aValue determined when brought to a fence or vendor in town. Roll randomly to determine value once in town.

Knowledge

d6	Knowledge Subtable
1-4	Lore that presents a lead for a further adventure
5	Lore that describes how to bypass some otherwise impenetrable obstacle (the secret to getting through a room filled with deadly gas)
6	Lore about a monster that provides advantage against it (for example, fire can kill a troll)



Magic

2d6	Magic Subtable
2	Level 3 magical item
3	Magical item that acts as a weapon for non-fighting types of conflict. GM decides!
4	Spell book (roll three times on the starting spell table)
5	Potion level 2
6	Potion level 1
7	Spell or prayer supplies [†]
8	Spell scroll (D6: 1st Circle 1-4; 2nd Circle 5-6)
9	Prayer scroll (D6: 1st Circle 1-4; 2nd Circle 5-6)
10	Level 1 magical item
11	Level 2 magical item
12	Level 4 magical item

[†]Grants +1D to cast one particular spell.

Magical Items

What follows is a short list of magical items that might be found in your adventures. Aside from potions and scrolls, a magical item is unique. With few exceptions, only one of each exists.

In order to use a magical item, you must be of the requisite level listed with the item. If an item is listed with “charges,” roll as indicated to determine the amount. Charges indicate how many times the item may be used before its power expires. You keep track of item charges, not the players. Items may not be recharged.

Blood-Seeking Sword

A dull black blade of meteoric iron that exudes menace.

Level: 3

Effect: +1D to Attack in kill conflicts in addition to normal Sword benefits.

Inventory: Hands/carried 1 or belt/weapon 1

Type: Magical weapon

Burglar's Gloves

This pair of rust red fingerless lambskin gloves was enchanted with subtle magic by a light-fingered magician who met his end knifed in an alley by an erstwhile ally.

Level: 1

Effect: +1D to Criminal tests involving sleight of hand, picking pockets, picking locks and escaping bonds.

Inventory: Hands/worn 2

Type: Magical clothing

Cloak of Kain

A heavy, well-made cloak of surprising depth.

Level: 2

Effect: In addition to the regular benefits, when worn this magical cloak increases pack inventory slots by one (but only items of one slot may be tucked into the cloak). In town, the formidable cloak increases your reputation adding +1D to your Circles.

Inventory: Torso/worn 1, pack 2

Type: Magical clothing

Elven Cloak

These shimmering gray mantles, capable of blending seamlessly with their environment, are woven by the elves to protect their rangers as they patrol the marches of their lands.

Level: 1

Effect: +1D to Scout tests—or elven Nature (Hiding) or halfling Nature (Sneaking)—when attempting to act unseen.

Inventory: Torso/worn 1, pack 1

Type: Magical clothing

Haversack of Holding

This dusty well-worn canvas satchel has seen better days.

Level: 2

Effect: This satchel appears no bigger or heavier than a normal satchel, but offers six slots rather than three.

Inventory: Torso/carried 1

Type: Magical equipment

Holy Mace

This flanged iron mace courses with lightning when held aloft by a cleric of Law.

Level: 4

Effect: +1D to Attack and Defend in kill, drive off and banish conflicts involving undead, spirits and demons. +1s to Fury of the Lords of Life and Death Prayer. Clerics only.

Inventory: Hand/carried 1 or belt/weapon

Type: Magical weapon

Spiked Shield

This iron-reinforced targe is covered with cowhide painted with the image of a rampaging boar. At the wielder's whim, two razor-sharp iron tusks emerge from the shield boss.

Level: 3

Effect: +1D to Feint in kill and drive off conflicts in addition to normal shield benefits.

Inventory: Hand/carried 1

Type: Magical weapon

Wand of Unbinding

This narrow length of damascened steel is etched with cloud-like whorls.

Level: 2

Effect: When touched with this wand, knots and locks fall open. No test required.

Charges: 1d6+2

Inventory: Hand/carried 1 or pack 1

Type: Magical equipment

Wizard's Staff

A gnarled and knotted length of oak covered with arcane symbols.

Level: 2

Effect: Provides light equivalent to a candle when the word of command is spoken. Light lasts for four turns, cannot be blown out. Magicians and rangers only.

Charges: 2d6

Inventory: Hands/carried 1

Type: Magical light source

Potions

You find potions in vials and bottles. Inventory slots describe the size of the container. If you sip a potion, you can discern the potion's effect. Sipping does not diminish the draughts or effects of the potion. If poison is sipped, the character takes the full effect of the poison (as described).

Elixir of Respite

This bright green, sweet syrup relieves illnesses for a time.

Level: 2

Effect: Suppress one sick condition for one turn per draught.

Draughts: 1d3

Inventory: Pack 1 for one draught, pack 2 for two draughts, pack 3 for three draughts

Sovereign Remedy

A much sought-after treasure, the Sovereign Remedy is a dark red syrup that emits pungent alcoholic vapors.

Level: 3

Effect: Recover one sick condition per draught.

Draughts: 1d3

Inventory: Pack 1 for one draught, pack 2 for two draughts, pack 3 for three draughts

Soothing Tincture

Soothing Tincture is a white, creamy paste with a floral odor that numbs the pain of wounds and burns for a time.

Level: 1

Effect: Suppress one injury condition for one turn per draught.

Draughts: 1d3

Inventory: Pack 1 for one draught, pack 2 for two draughts, pack 3 for three draughts

Potion of Healing

This clear liquor has a sharp, fruity flavor. Once drunk, wounds immediately cease bleeding and begin to knit.

Level: 3

Effect: Recover one injury condition per draught.

Draughts: 1d3

Inventory: Pack 1 for one draught, pack 2 for two draughts, pack 3 for three draughts

Soldier's Friend

The Soldier's Friend is a clear alcoholic spirit that gives the imbiber the heart to go on, even in the darkest moments.

Level: 1

Effect: Suppress one afraid condition for one turn per draught.

Draughts: 1d3

Inventory: Pack 1 for one draught, pack 2 for two draughts, pack 3 for three draughts

Invigorating Draught

This thick, murky liquid smells bad and tastes worse, but drinking it gives a jolt of energy for a time.

Level: 1

Effect: Suppress one exhausted condition for one test (or conflict) per draught.

Draughts: 1d3

Inventory: Pack 1 for one draught, pack 2 for two draughts, pack 3 for three draughts

Liquor of Courage

Thick and black with the strong flavor of salty liquorice, the Liquor of Courage instantly strips the drinker of all fear.

Level: 2

Effect: Recover one afraid condition per draught.

Draughts: 1d3

Inventory: Pack 1 for one draught, pack 2 for two draughts, pack 3 for three draughts

Philter of Vigor

This gritty, brown liquid, overwhelmingly salty, infuses the imbiber with a seemingly limitless well of energy.

Level: 2

Effect: Recover one exhausted condition per draught.

Draughts: 1d3

Inventory: Pack 1 for one draught, pack 2 for two draughts, pack 3 for three draughts



Potion of Giant's Blood

This bright red potion looks and tastes like hot, fresh blood. The moment it's drunk, the drinker is filled with the power of ancient heroes.

Level: 2

Effect: Increase your team's effective Order of Might by 1 for drive off, kill or capture conflicts for one conflict.

Draughts: 1d2

Inventory: Pack 1 for one draught, pack 2 for two draughts

Poison

Level: 1-3

Effect: Test Health against Ob 4. Suggested condition: character is made sick. Suggested twist: character cannot eat or drink until cured.

Draughts: 1

Inventory: Pack 1



Denizens



These lands are inhabited by all manner of beasts, creatures, monsters and devils. This chapter describes both the monsters of claw, scale and wing and the monsters that walk on two legs and dwell in towns.

Order of Might

There is an order to things: some creatures are simply too tough to kill with a spear or sword, some are too strong to capture without an army behind you. And some are just too strong to stop—best run when they come calling.

We reflect that order on a scale called the Order of Might. This scale stretches from 1 to 8, from kobolds to elder gods. See the illustration on the next page for reference.

Order of Conflicts

The Order of Might scale determines what conflict goals are available when you confront an opponent:

- ⦿ You may capture creatures equal to or less than your order.
- ⦿ You may kill creatures up to one order higher than you on the scale.
- ⦿ You may drive off creatures up to two steps higher than you on the order.
- ⦿ You may do battle with creatures up to three steps higher than you on the scale.
- ⦿ You may flee, convince, trick or riddle with any creature.

Asymmetric Conflict Goals

On occasion, your adventurers may rush headlong into something that they are ill-equipped to handle. They might, for example, attempt to slay a dragon without aid of spell or magic. This is okay! Engage the conflict as normal. Let the players use the skills according to the conflict they intended. But privately note the disparity in Might between the characters and the intended target and assess the final outcome based on that relationship.

MIGHT 3 CHARACTERS CAN ATTEMPT TO KILL THE DRAGON, BUT THE BEST RESULT THEY CAN HOPE FOR IS TO INJURE IT OR DRIVE IT OFF. THE DRAGON HAS NO SUCH LIMITATION. ITS HIGHER MIGHT GRANTS IT IMPUNITY TO SLAUGHTER THESE FOOLISH GOBBETS.

The Greater the Order, the More Your Hurt

If your order of might is greater than your opponent's, you gain +1s per order greater for all actions in kill, capture and drive off conflicts.

Monstrous Abilities

A monster is described in the following ways: Order of Might, Nature, Nature Descriptors, Dispositions, Weapons, Armor, Instinct and special rules.

Order of Might

Each creature has a Might rank of 1 to 8 that indicates their place on the Order of Might scale.

Nature

Each creature has a Nature rank and descriptors.

Descriptors

Nature descriptors for creatures are different than those of the character stock descriptors. A monster will not willingly act outside of its Nature descriptors. If forced to act outside of its Nature by some quirk of the situation, use half the Nature rating for rolls until the monster can get back on track.

Dispositions (per conflict)

Each monster has three to five predetermined dispositions that illustrate its strengths and weaknesses. When involved in conflicts using the predetermined dispositions don't roll, use the assigned value.

For other unlisted conflicts, roll the monster's Nature ability and add the number of successes to the Nature rank.

CAPTURING A BARROW WIGHT IS A DANGEROUS PROPOSITION. THE BARROW WIGHT'S DESCRIPTION LISTS KILL, FLEE AND DRIVE OFF, BUT NOT CAPTURE. FOR A CAPTURE CONFLICT, YOU ROLL ITS NATURE 6 AND ADD YOUR SUCCESSES TO THE NATURE RANK OF 6. IF YOU ROLL THREE SUCCESSES, THE BARROW WIGHT HAS A DISPOSITION OF 9 FOR THIS CONFLICT. PERHAPS THIS ISN'T THE WISEST PLAN...

Group disposition

If players are engaged with a group of monsters, and you're using a listed conflict type for the monster, add one to the conflict disposition for each helper.

If you're rolling for an unlisted disposition, roll Nature plus 1D for each helper. Add your successes to the base Nature rank for the creature type.

CONVINCING ONE KOBOLD GIVES HIM A DISPOSITION OF 2. CONVINCING 10 GIVES THEM A DISPOSITION OF 11. TO FIGHT ONE DRAGON YOU MUST OVERCOME DISPOSITION 19, BUT TO FIGHT TWO IS ONLY DISPOSITION 20. ONE DRAGON IS SO BAD THAT A SECOND CAN'T BE THAT MUCH WORSE.

Disposition Breakdown

Each monster is listed with three to five dispositions broken down like so: One strength equal to double its Nature plus bonuses from weapons, one secondary strength equal to Nature plus half Nature, one competency equal to only its Nature, and a weakness equal to half Nature.

Don't tell players the monster's disposition before a conflict. Let them discover a monster's strengths and weaknesses for themselves.

Weapons (per conflict)

Each monster has weapons it can use in conflicts. They act as weapons described in the Conflict chapter.

If a monster doesn't have any listed natural weapons for a particular type of conflict, they do not suffer the blanket -1D

penalty to all actions for being unarmed in a fight, but they can't be disarmed, either.

Weapons Outside of Conflict

Outside of a conflict, give a monster +1D to its Nature test if it has an appropriate weapon.

Disarming Monsters

It's important to track monsters that have been disarmed. Their weapon is knocked away and is unusable for the rest of the fight. Furthermore, they suffer -1D to all actions until they can find another weapon. If the monster has another weapon to use, you can activate it between rounds in the conflict.

Armor

Monster armor rules apply as normal. And even "natural" armor can wear out or be broken, so be sure to make the roll when you use it.

Instinct

A monster's Instinct is provided for you as guidance on how to play the monster. Monsters don't have to test to do mundane things. In fact, you only roll dice for a monster when in opposition to another character. And neither do



1. Critters, Kobolds
2. People, Goblins, Frog People, Tomb Guardians
3. Adventurers, Orcs, Gnolls, Horses, Dire Wolves
4. Bugbears, Giant Spiders, Owlbears

5. Ogres, Trolls, Young Dragons
6. Dragons, Hill Giants
7. Ancient Dragons, Storm Giants, Immortals
8. Elder Gods

monsters earn rewards. So Instincts are there only to help you better portray the beast.

Special Rules

Special rules describe characteristics unique to a particular monster. Follow the rule listed with each creature.

Monsters Help Monsters

Monsters may act in groups, helping one another. When factoring disposition, add one to their disposition for each monster on the monster team. Use the Hit Points rules in the Conflict chapter for determining when the monster team members get knocked out as disposition drops.

For monster actions, add +1D to the monster's skill or Nature for each monster helping.

Boss Monsters

Two different types of monsters can be a part of the same group. An orc can lead a team of goblins, for example.

Outside of a conflict, use the Nature of the highest order monster. If the other monsters can help, they may do so.

Monster Hit Points

When you're using a mixed group of monsters in a conflict, designate one as the boss monster. On its action, roll its Nature and have the minions help. On the minion actions, roll their Nature and have the boss and other minions help. The difference might only be a die or two, but it's still important!

You can break the rule that says you must distribute hit points evenly among all of the creatures. With the boss monster, you can assign it the bulk of the hit points and give the lesser creatures one or two points each. Furthermore, you can ignore the rule that states the acting character absorbs the hit on that action. In this case, the minions eat up the damage and the boss monster remains standing.

Monster Actions

During a conflict, different monsters alternate actions, just as a player characters do on their team. The boss monster takes an action, then a minion or two. Then the boss steps up again.

Rawr! Monster Twists

If a monster is introduced as part of a twist, the players can only choose a conflict type from the monster's listed selection. They cannot choose an "all else" conflict.

THE ADVENTURERS ARE EXPLORING A GOBLIN LAIR AND FAIL THEIR SCOUT TEST. THE GM DECIDES THAT AN AMBUSH IS A GOOD TWIST. HE DESCRIBES: "FIVE GOBLINS ISSUE FORTH FROM THE SHADOWS, CHUCKLING TO THEMSELVES AND MENACING WITH THEIR RUSTY KNIVES. THEIR EYES GLOW RED IN

THE DARKNESS. IT'S AN AMBUSH!" THE PLAYERS CAN CHOOSE THEIR COURSE OF ACTION FROM THE FOUR CONFLICT TYPES LISTED WITH THE GOBLINS: KILL, DRIVE OFF, FLEE OR CONVINCE. THEY CANNOT CHOOSE TRICK OR CAPTURE IN THIS CASE SINCE THE AMBUSH WAS THE RESULT OF A TWIST.

Monstrous Conditions

Monsters and NPCs can earn conditions like characters. In general, endeavor to apply the effects of the condition to the monster or NPC's behavior and abilities. For example, monsters made afraid act frightened and are unable to help their allies.

You'll note that monsters don't have traits, so making them angry...only makes them angry.

However, people controlled by the GM can become angry and lose access to their traits like regular characters.

Monsters

What follows is a small collection of monsters that adventurers might encounter in the ruins and the wilds of the land.

Feel free to add creatures or modify these to suit your purposes. Hopefully, there are enough examples here to stand as a guide for your experiments.

Barrow Wights

These cursed spirits of the dead molder in ancient cairns, crypts and barrows, fettered to their corpses by their hatred for all living things. They often cloak themselves in rotting shrouds and other funerary dress. The fetid stench of death clings to them, and they radiate a bone-chilling cold.

Might: 5	Nature (Undead): 6
Descriptors: Slaying the Living, Draining Souls, Hiding in Darkness	
Conflict Dispositions	Conflict Weapons
Kill: 10	Kill Weapons Attack: +2D, Ancient Runed Blade Maneuver: +1s, Stench of Death
Drive Off: 13	Drive Off Weapons Attack: +1D, +1s, Unyielding Defend: +1s, Stench of Death
Flee: 7	Flee Weapons Feint: +1s, Entrancing Gaze Maneuver: +1D, Stench of Death
Armor: Chain or Plate	
Instinct: Always take revenge on the living.	
Special: Barrow wights are immune to mind-affecting spells. Any character slain by a barrow wight becomes a barrow wight on the next night.	



Black Dragon

These serpentine wyrms lurk in swamps, bogs and marshes where their glossy black scales make them almost impossible to see when submerged in murky waters. They stink of foul water and rotting vegetation and prefer to strike from ambush. They generally make their lairs in submerged caves.

Might: 6	Nature: 9
Descriptors: Devastating, Lurking, Hoarding	
Conflict Dispositions	Conflict Weapons
Kill: 15	Kill Weapons Attack: +1s Attack vs. anything but bow or crossbow, <i>Corrosive Venom</i> Feint: +1s, <i>Lashing Tail</i>
Drive Off: 9	Drive Off Weapons Attack: +1s Attack vs. anything but bow or crossbow. <i>Corrosive Venom</i> Feint: +1s, <i>Lashing Tail</i>
Flee: 6	Flee Weapons Attack: +1D, <i>Sinuous Form</i> Maneuver: +1s, <i>Glossy Black Scales</i>
Capture: 19	Capture Weapons Attack: +1s, Attack vs. anything but bow or crossbow, <i>Corrosive Venom</i> Feint: +1s, <i>Lashing Tail</i>
Battle: 9 + Nature roll	Battle Weapons Attack: Attack always versus Attack against melee weapons, <i>Acid Blood</i> Maneuver: +1D, <i>Terror</i>
Instinct: Always prey upon the weakest.	
Special: The black dragon's venom and blood will corrode any metal not enchanted to resist it.	

Bugbear

These massive, furred goblins boast rippling muscles and savage fangs and claws. Generally dim-witted and brutish, they can easily be provoked into berserk rages, causing even their allies to step carefully in their presence.

Might: 4	Nature: 6
Descriptors: Stalking, Terrorizing (children), Cracking Bones	
Conflict Dispositions	Conflict Weapons
Kill: 9	Kill Weapons Feint: +1D, <i>Polearm</i> Maneuver: +1D, <i>Polearm</i>
Drive Off: 6	Drive Off Weapons Feint: +1D, <i>Polearm</i> Maneuver: +1D, <i>Polearm</i>
Flee: 13	Flee Weapons Feint: +1s, <i>Silent Tread</i>
Trick: 3	Trick Weapons Feint: +1s, <i>Cruel Sense of Humor</i>
Armor: Patchwork hides (counts as leather armor)	
Instinct: Always grab a child to devour later as a snack	
Special: Bugbears make no sound when they walk through the forest.	



Creeping Ooze

This alien, corrosive slime—often green, gray or even clear—hides in crevices or clings to walls and ceilings, waiting to drop on unsuspecting passers-by. Once in contact, it dissolves wood, metal and flesh.

Might: 4	Nature: 6
Descriptors: Creeping, Dissolving, Smothering	
Conflict Dispositions	Conflict Weapons
Drive Off: 10	Drive Off Weapons Attack: +2s, <i>Mindless Hunger</i> Defend: +2D, <i>Hydra</i>
Trapped: 13	Trapped Weapons Attack: +1s, <i>Pseudopods</i> Defend: +1D, <i>Unflinching</i> Maneuver: +2D, <i>Oozing Mass</i>
Flee: 6	Flee Weapons None
No other conflicts allowed	
Instinct: Creep into a crevice and drop down on unsuspecting prey.	
Special: Bladed weapons count as fighting unarmed against this creature. Creeping ooze attacks when characters are trapped and can't flee. See below.	

Special Creeping Ooze Conflict

Trapped Conflict: Creeping ooze attacks when a character is in a confined or small space. If it passes a Nature vs. Scout test, the character is forced into a special kill conflict: Trapped. Disposition for the character is Nature + Health roll. Actions are: Attack (Health), Defend (Scout), Feint (Lore Master), Maneuver (Health). Characters killed in this manner are turned into a creeping ooze.



Dire Wolf

These massive, rangy wolves are possessed of a savage lupine intellect—some can even speak the languages of goblins or men. In the wild they run in packs and are fiercely territorial; they will not hesitate to attack if threatened or if their cubs are in danger. They tend to be shy creatures, but will descend upon isolated settlements if hungry enough. Goblins and orcs frequently capture and enslave dire wolves, training them as man-eating mounts.

Might: 3	Nature: 5
Descriptors: Hunting, Stalking, Playing	
Conflict Dispositions	Conflict Weapons
Kill: 5 + Nature Roll	Kill Weapons Attack: +1s, <i>Crushing Jaws</i> Maneuver: +1s, <i>Ancient Hunter</i>
Drive Off: 5	Drive Off Weapons Attack: +1s, <i>Crushing Jaws</i> Maneuver: +1s, <i>Ancient Hunter</i>
Flee: 11	Flee Weapons Attack: +1s, <i>Keen Smell</i> Maneuver: +2D, <i>Rangy Legs</i>
Capture: 8	Capture Weapons Feint: +1s, <i>Cunning Intellect</i>
Trick: 3	Trick Weapons Feint: +1s, <i>Growl</i> Maneuver: +1s, <i>Keen Ears</i>
Instinct: Always hunt in packs.	

Ghoul

Ghouls are hideous, beast-like undead humans with an unceasing hunger for the flesh of sapient beings. They generally wear the rotting rags they died in, but occasionally a cunning ghoul will disguise itself in the clothing of one of its victims. Perceptive individuals will recognize the carrion stench of their breath and their filthy claws.

Might: 3	Nature (Undead): 4
Descriptors: Eating the Dead, Hiding, Punishing the Living	
Conflict Dispositions	Conflict Weapons
Kill: 7	Kill Weapons Feint: +1s, <i>Filthy Claws</i> Maneuver: +1D, <i>Atavistic Savagery</i>
Trick: 4	Trick Weapons Attack: +1s, <i>Low Cunning</i>
Flee: 9	Flee Weapons Attack: +1s, <i>Inhuman Stamina</i>
Instinct: Always drag my victims back to a safe place before devouring them.	
Special: The ghoul's touch paralyzes the living. Anyone knocked out of a fight by a ghoul can't be brought back into the fight unless a cleric casts <i>Breath of the Burning Lord</i> on him. Neither can the Defend action replenish the disposition value of paralyzed attackers. Elves are immune to this effect. Ghouls are immune to mind-affecting spells.	

Giant Bat

These large, carnivorous bats are found in caves and abandoned buildings. An eye-watering, ammoniac stench often serves as an early warning of their roosts, the floors of which are often thickly covered with guano. The guano itself is highly flammable—even explosive in enough quantity.

Might: 1	Nature: 2
Descriptors: Spying, Biting, Flying	
Conflict Dispositions	Conflict Weapons
Kill: 3	Kill Weapons Maneuver: +1D, +1s, <i>Leathery Wings</i>
Drive Off: 4	Drive Off Weapons None
Flee: 5	Flee Weapons Attack: +1D, +1s, <i>Leathery Wings</i>
Instinct: Always watch unseen.	
Special: Some Giant Bats are vampiric and drink blood. They are Order of Might 2.	

Gnoll

These savage, hyena-like beastmen are known for their chaotic, demon-worshipping ways. Rangy and muscular, they generally stand between 7' and 8' tall and have heavy, razor-fanged jaws that crush and splinter bones.

Might: 3	Nature: 5
Descriptors: Ambushing, Devouring, Serving Demon Lords	
Conflict Dispositions	Conflict Weapons
Kill: 8	Kill Weapons Attack: +1s, <i>Savage Bite or Battle Axe</i> Defend: +2D, <i>Shield</i> Maneuver: -1D, <i>Savage Bite or +2D Bow</i>
Drive Off: 3	Drive Off Weapons Attack: +1s, <i>Savage Bite or Battle Axe</i> Defend: +2D, <i>Shield</i> Maneuver: -1D, <i>Savage Bite or +2D Bow</i>
Flee: 11	Flee Weapons Feint: +1D, <i>Cunning Instincts</i> Maneuver: +1D, <i>Sprinter</i>
Capture: 5	Convince Weapons Attack: +1s, <i>Savage Bite or Battle Axe</i> Defend: +2D, <i>Shield</i> Maneuver: -1D, <i>Savage Bite or +2D Bow</i>
Armor: Leather	
Instinct: Always do whatever you desire when desire strikes.	
Special: Gnolls keep hyenas as pets, messengers and guardians.	

Goblin

Small, filthy and incredibly ugly, goblins live to lie, cheat, steal and murder. They prefer to victimize men, elves, halflings and dwarves, but will happily turn their attentions upon each other if they have no other outlet.

Might: 2	Nature: 3
Descriptors: Fighting, Stealing, Lying	
Conflict Dispositions	Conflict Weapons
Kill: 6	Kill Weapons Feint: +1D, <i>Polearm</i> Maneuver: +2D, <i>Bow</i>
Drive Off: 3	Drive Off Weapons Feint: +1D, <i>Polearm</i> Maneuver: +2D, <i>Bow</i>
Flee: 2	Flee Weapons Feint: +1D, <i>Cunning Instincts</i> Maneuver: +1D, <i>Sprinter</i>
Convince: 4	Convince Weapons None
Armor: Leather	
Instinct: Always lie.	
Special: Can see in the dark, but suffer -1D in sunlight.	

Giant Rat

These dog-sized rats lurk in dark corners of dungeons, especially near the lairs of undead monsters. They will devour almost anything and often carry diseases.

Might: 2	Nature: 2
Descriptors: Devouring, Surviving, Swarming	
Conflict Dispositions	Conflict Weapons
Kill: 6	Kill Weapons Attack: +1D, <i>Sharp Incisors</i> Maneuver: +2D, <i>Lithe Body</i>
Drive Off: 3	Drive Off Weapons Attack: +1D, <i>Sharp Incisors</i> Maneuver: +2D, <i>Lithe Body</i>
Flee: 2	Flee Weapons Feint: +1D, <i>Keen Senses</i> Maneuver: +1s, <i>Underworld Dweller</i>
Capture: 6	Capture Weapons Attack: +1s, <i>Vicious Bite</i> Defend: +1s, <i>Rat Pack</i>
Instinct: Always nest in warm, dark places.	
Special: Giant rats often carry diseases. At the end of any capture, kill or drive off conflict in which a team has lost one or more points of disposition, all team members must make an Ob 2 Health test. Recommended failure result: condition (sick) or twist (character is not infected but becomes a disease carrier, forcing anyone he shares food or drink with to make an Ob 2 Health test).	

Guardian Statue

Massive statues carved from stone, metal or other hard substances, guardian statues are constructs enchanted by magicians or other spell casters to guard their libraries and treasure rooms.

Might: 4	Nature: 5
Descriptors: Guarding, Pummeling, Avenging Evil	
Conflict Dispositions	Conflict Weapons
Kill: 9	Kill Weapons Attack: +1D, Stone Mace Maneuver: +1D, Unbreakable Grip
Drive Off: 11	Drive Off Weapons Attack: +1s, Unbreakable Purpose
Flee: 3	Flee Weapons None
Trick: 5	Trick Weapons None
Instinct: Guard whatever my master commands.	
Special: The stone mace acts as a mace against chain and plate armor. Guardian Statues cannot be charmed. The Guardians can only be engaged with its listed conflicts. It is invulnerable or unresponsive to all others.	

Harpy

These filthy, hideous creatures have the head and torso of a woman and the wings and lower body of a bird of prey. While revolting to look upon, their songs are laced with enchantment and beauty beyond belief; thus they can seduce and enslave the unwary.

Might: 4	Nature: 4
Descriptors: Beguiling, Hunting, Stealing	
Conflict Dispositions	Conflict Weapons
Kill: 5	Kill Weapons Attack: +1D, Savage Talons Defend: -1D, Savage Talons, or +1s, Feathered Wings Feint: +1D, Horrid Stench Maneuver: +1s, Feathered Wings
Drive Off: 6	Drive Off Weapons Attack: +1s, Unbreakable Purpose Defend: -1D, Savage Talons, or +1s, Feathered Wings Feint: +1D, Horrid Stench Maneuver: +1s, Feathered Wings
Flee: 9	Flee Weapons Attack: +1s, Feathered Wings Maneuver: +1D, Feathered Wings
Trick: 3	Trick Weapons Feint: +1D, Enchanting Song Maneuver: +1s, Enchanting Song
Instinct: Steal the food from the damned.	
Special: Outside of a conflict, a harpy can mesmerize and enslave with her song. Roll Nature vs. a target's Will. Recommended failure result: twist. The target loses free will; the character will not attack the harpy and will protect her if she's threatened. The character will also accept simple commands from the harpy, but is incapable of carrying out complicated orders. Silencing the harpy or dispelling her magic (e.g., with the Sign of Abrogation spell) will end the effect.	

Hobgoblin

Bigger and meaner than goblins, hobgoblins are vicious, ruthless and disciplined, making them much more dangerous than their goblin and bugbear cousins. Hobgoblin tyrants dream of conquest and enslaving weaker peoples. Every few generations, a powerful warlord rises to the top of the heap to forge an empire that collapses upon the warlord's death. Occasionally, hobgoblins serve as mercenaries for anyone who can pay and put up with their vicious ways.

Might: 3	Nature: 3
Descriptors: Bullying, Raiding, Murdering	
Conflict Dispositions	Conflict Weapons
Kill: 8	Kill Weapons Attack: +1s, Crossbow Maneuver: +1D, Crossbow
Drive Off: 2	Drive Off Weapons Attack: +1s, Crossbow Maneuver: +1D, Crossbow
Flee: 4	Flee Weapons None
Battle: 6	Battle Weapons Maneuver: +1s, Slavering Horde
Armor: Leather	
Instinct: Steal what isn't nailed down; burn the rest.	
Special: In melee, hobgoblins favor maces and spears.	

Kobold

Kobolds are scaly, dog-like beastmen about the size of halflings that live underground in caverns and dungeons. Male kobolds are distinguished by their colorful head crests, which tend to fan out in display when they feel threatened or when courting. They also have an incomprehensible



and somewhat suicidal fascination with bombs and other things that explode. Female kobolds tend to be larger, more muscular and more aggressive than male kobolds. All kobolds have a special love for booby-traps and find it unbearably funny when an intruder, or even one of their own number, is caught in one.

Might: 1	Nature: 2
Descriptors: Trapping, Lurking, Swarming	
Conflict Dispositions	Conflict Weapons
Capture: 3	Capture Weapons Maneuver: +2D, Sling
Convince: 2	Convince Weapons None
Flee: 4	Flee Weapons Feint: +1s, Traps
Trick: 1	Trick Weapons Feint: +1s, Cruel Sense of Humor
Instinct: Always set a trap.	
Special: Some Kobolds use Bombs: Bombs (+1s to Attack; Attack against Attack is a versus test, not independent, but it does damage to the kobolds as well as their opponent; Swarms: A group of five or more kobolds counts as Order of Might 2 rather than 1.	

Lizard Man

These towering, reptilian humanoids boast toothy jaws and thick, muscular tails that they use for balance when walking and to propel themselves at great speed through water. Tribal in nature, they are generally found in jungles, swamps, rivers and along seacoasts. They especially prize the flesh of men, elves and halflings.

Might: 3	Nature: 4
Descriptors: Swimming, Hunting, Feasting	
Conflict Dispositions	Conflict Weapons
Kill: 7	Kill Weapons Feint: +1s, Trident Maneuver: +1D, Trident
Drive Off: 4	Drive Off Weapons Defend: +1s, Scaly Skin
Capture: 9	Capture Weapons Attack: +1D, Nets
Convince: 2	Convince Weapons Defend: +1D, Slow Thinker
Armor: Scaly skin (chainmail equivalent)	
Instinct: Capture my prey for the feast later.	
Special: Lizard men are ruled by a Lizard Man King who is Might 4, Nature 5 and has plate-equivalent armored scales.	

Orc

Orcs are the cruellest and wickedest of the goblin peoples. Most have loathsome and twisted bodies, with vile, fanged maws, cable-like muscles and red eyes that burn like coals in the darkness. They breed quickly and will not hesitate to slay and eat each other in a fit of pique. Like hobgoblins, they frequently hire on as mercenaries with leaders pledged

to Chaos who offer them the opportunity to murder and pillage.

Might: 3	Nature: 4
Descriptors: Fighting, Lurking, Surviving	
Conflict Dispositions	Conflict Weapons
Kill: 6	Kill Weapons Any: +1D any action, Sword Defend: +2D, Shield
Capture: 8	Capture Weapons None
Flee: 4	Flee Weapons None
Convince: 2	Convince Weapons None
Instinct: Never act alone.	
Special: Can see in the dark, but suffer -1D in sunlight.	

Red Dragon

Covetous, arrogant and evil beyond the ken of mortals, red dragons are the largest of and most powerful of their kin. They have gleaming red scales and an enormous wingspan. They delight in ruin, death and destruction, but nothing pleases them so much as gold, gems and other precious things. They prefer to lair in mountains—especially volcanoes—but the most powerful among them sleep in fallen dwarf holds or fortified castles that they have seized by main force.

Might: 6	Nature: 12
Descriptors: Devastating, Outwitting, Hoarding	
Conflict Dispositions	Conflict Weapons
Kill: 19	Kill Weapons Attack: +1s Attack vs. anything but bow or crossbow, Serpentine Neck Defend: +1D, Iron Scales Maneuver: +1s Fiery Breath
Riddle: 7	Riddle Weapons Attack: +1s, Long Memory Feint: +1s, Gold Greed
Flee: 13	Flee Weapons Attack: +1s, Attack vs. Attack, Swooping Wings Feint: +1s, Lashing Tail
Capture: 25	Capture Weapons Attack: +1s, Dragon Eye Defend: +1D, Iron Scales Maneuver: +2D, Wings
Battle: 9 + Nature roll	Battle Weapons Attack: +1s, Fiery Breath Feint: +1s, Evil Cunning Maneuver: +2D, Swooping Wings
Armor: Scales (equivalent to plate)	
Instinct: Always feign sleep when trespassers are lurking about.	
Special: A red dragon sleeps with one eye open, and thus cannot be surprised while at rest.	

Stone Spider

These cunning and vicious hunters have dog-sized bodies the color of stone. They hide by clinging to walls or ceilings from which they ambush their prey, injecting them with virulent venom delivered via their fangs.

Might: 4	Nature: 5
Descriptors: Hunting, Hiding, Climbing	
Conflict Dispositions	Conflict Weapons
Kill: 8	Kill Weapons Feint: +1D, Spider Legs or -1D, Fangs Maneuver: +2D, Spider Legs or -1D, Fangs
Drive Off: 5	Drive Off Weapons Feint: +1D, Spider Legs or -1D, Fangs Maneuver: +2D, Spider Legs or -1D, Fangs
Flee: 12	Flee Weapons Defend: +1D, Camouflaged Carapace Feint: +1s, Camouflaged Carapace Maneuver: +1D, Spider Legs
Riddle: 3	Riddle Weapons Defend: +1D, Inscrutable Feint: +1s, Alien
Armor: Chitin (equivalent to chain)	
Instinct: Never fight in the open.	
Special: Poisonous! A successful Attack or Feint with the Stone Spider's Fangs weapon forces the target to make a Health test with an obstacle equal to the spider's margin of success. Recommended failure result: condition (sick) or twist (incapacitated by hallucinations for the remainder of this turn and the next).	

Tomb Guardians

Animated by evil magic or black miracles, the souls of these undead skeletons have been enslaved and left to guard their tombs against intruders for eternity.

Might: 2	Nature (Undead): 3
Descriptors: Guarding, Watching, Pursuing	
Conflict Dispositions	Conflict Weapons
Kill: 5	Kill Weapons Defend: +2D, Shield Maneuver: +1D, Spear
Drive Off: 8	Drive Off Weapons Defend: +2D, Shield Maneuver: +1D, Spear
Flee: 4	Flee Weapons Feint: +1s, Heavy Tread
Armor: The leader wears chain armor, the rest are unarmored.	
Instinct: Never leave the tomb unguarded.	
Special: Some tomb guardians also use swords. All are immune to magic that affects the senses or the mind. Can only be engaged with the listed conflicts. They are immune to or ignore all others.	

Troll

These gaunt yet hulking creatures have rubbery skin and are covered in coarse hair. They prefer to dine on intelligent creatures over all other foods, and often lurk in the ruined dwellings of those they have slain and eaten—though they

may otherwise be found in caves, dungeons and wastelands. Their ropy muscles are incredibly strong, and they delight in rending their prey to bloody goblets, though eating them alive is also a favorite. They can regenerate from nearly any wound—even being hewn to pieces—but fire can slay them and sunlight will turn them to stone.



Might: 5	Nature: 8
Descriptors: Tricking, Devouring, Skulking (underneath stuff)	
Conflict Dispositions	Conflict Weapons
Kill: 16	Kill Weapons Attack: +1s, Claws Defend: +1D, <i>Regeneration</i>
Drive Off: 12	Drive Off Weapons Attack: +1s, Claws Defend: +1D, <i>Regeneration</i>
Flee: 4	Flee Weapons None
Riddle: 8	Riddle Weapons Defend: +1D, <i>Stubborn</i> Maneuver: +1s, <i>Intimidating</i>
Instinct: Always sneak into my lair before daybreak.	
Special: If a troll is killed it will regenerate in the next night. Trolls turn to stone in sunlight and cannot regenerate from fire.	

Wererat

These evil creatures, once human, were bitten and infected by a wererat and so cursed to be wererats themselves. They prefer to take the form of a nimble rat-man that walks upright, but can assume the form of a normal human or a giant rat.

Might: 4	Nature: 5
Descriptors: Scheming, Devouring, Skulking	
Conflict Dispositions	Conflict Weapons
Kill: 6	Kill Weapons Attack: +1s, <i>Diseased Bite</i> Defend: -1D, <i>Diseased Bite</i>
Drive Off: 3	Drive Off Weapons Attack: +1s, <i>Diseased Bite</i> Defend: -1D, <i>Diseased Bite</i>
Flee: 9	Flee Weapons Defend: +1D, <i>Rat Allies</i>
Trick: 11	Trick Weapons Feint: +1s, <i>Cunning</i> Maneuver: +1D, <i>Cunning</i>

Instinct: Always plan an escape (into the sewers).

Special: Wererats will often also fight with bows, swords and knives. *Lycanthrope:* A wererat's bite spreads the disease. Any character who receives an injury as a result of a kill, capture or drive off conflict compromise with a wererat in which the slavering beast used its *Diseased Bite* also gains a special sick condition. This condition may only be removed by a cleric capable of breaking curses. If the condition is not recovered by the end of the next town phase, the character becomes a wererat and thus a GM-controlled character.

Note: The stat block above is for a wererat in man-rat form. Wererats in rat form should use the Giant Rat stat block. Wererats in human form should use the stat block for the type of human they appear to be.

Peoples

What follows is a list of peoples that can be found in towns and on the road. Most of the people in the list are human, as humans make up the majority of the peoples of the land. But of course in elven, halfling or dwarven settlements, the situation will be reversed: most will be of the ruling people and humans will be the minority.

To switch the stock of these peoples, simply add or change the proper trait to represent what you're looking for. Thus to make a dwarven alchemist simply add the Born of Earth and Stone trait and you're done!

The Order of Peoples

Note that people are Order of Might 2, whereas adventurers are Order of Might 3.

Alchemist (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	2	Resources	5
Will	6	Circles	4
Health	3		

Skills: Alchemist 5, Healer 3, Lore Master 2

Wises: Chemistry-wise, Herb-wise

Traits: Curious (2), Wise (2)

Beekeeper (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	4
Will	5	Circles	2
Health	3		

Skills: Beekeeper 5, Brewer 2

Wises: Queen Bee-wise

Traits: Cautious (2)

Scholar (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	4
Will	4	Circles	3
Health	3		

Skills: Scholar 5, Steward 2, Cartographer 3

Wises: Records-wise, Archive-wise

Traits: Night Owl (1)

Armorer (Dwarven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	6
Will	4	Circles	4
Health	4		

Skills: Armorer 5, Smith 3, Haggler 4

Wises: Weapon-wise, Armor-wise

Traits: Born of Earth and Stone (1), Steady Hand (1)

Bandit (any)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	1
Will	2	Circles	3
Health	5		

Skills: Scout 5, Fighter 4, Manipulator 3, Hunter 2

Wises: Forest-wise, Crossroads-wise

Traits: add appropriate stock trait, Bitter (1), Driven (1)

Bard (Elven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	3
Will	5	Circles	5
Health	4		

Skills: Orator 5, Lore Master 4, Persuader 4, Manipulator 3

Wises: Harp-wise

Traits: First Born (1), Extrovert (2), Clever (1)

Brewer (Dwarven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	4
Will	3	Circles	5
Health	4		

Skills: Brewer 5, Miller 2

Wises: Beer-wise, Mead-wise

Traits: Born of Earth and Stone (1), Short (1)

Carpenter (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	3
Will	4	Circles	3
Health	5		

Skills: Carpenter 5, Haggler 4, Stonemason 2

Wises: Wood Grain-wise

Traits: Skinny (1)

Cartographer (Dwarven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	4
Will	5	Circles	4
Health	2		

Skills: Cartographer 5, Scholar 3

Wises: Map-wise

Traits: Born of Earth and Stone (1), Graybeard (2)

Charlatan (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	3
Will	4	Circles	4
Health	3		

Skills: Manipulator 5, Persuader 3, Criminal 3

Wises: Scam-wise

Traits: Clever (1)

Cook (Halfling)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	3
Will	3	Circles	3
Health	4		

Skills: Cook 5, Peasant 2

Cook: Baking-wise, Stew-wise

Traits: Hidden Depths (1), Fat (1)

Criminal (any)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	4
Health	4		

Skills: Criminal 5, Scout 4, Dungeoneer 3, Manipulator 3

Wises: Lock-wise

Traits: Steady Hands (1)

Glazier (Elven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	2	Resources	5
Will	5	Circles	4
Health	4		

Skills: Glazier 5, Haggler 3

Wises: Glaze-wise

Traits: First Born (2), Thoughtful (1)



Farmer (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	5	Resources	3
Will	4	Circles	2
Health	4		

Skills: Peasant 5, Scout 2

Wises: Grain-wise

Traits: Early Riser (1)

Fisherman (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	2
Will	4	Circles	2
Health	4		

Skills: Fisher 5, Sailor 3

Wises: River-wise, Sea-wise

Traits: Stoic (1)

Healer (Elven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	6
Will	5	Circles	5
Health	4		

Skills: Healer 5, Alchemist 2

Wises: Sickness-wise, Medicine-wise

Traits: First Born (1), Calm (1)

Shepherd (Halfling)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	1
Will	4	Circles	3
Health	4		

Skills: Peasant 5, Hunter 3

Wises: Pony-wise, Cattle-wise, Sheep-wise

Traits: Hidden Depths (1), Curious (1)

Hedge Wizard (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	5
Will	6	Circles	3
Health	3		

Skills: Arcanist 5, Lore Master 4, Scholar 4

Wises: Dweomer-wise

Traits: Quick to Anger (2), Cunning (1)

Hermit (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	2	Resources	1
Will	5	Circles	1
Health	3		

Skills: Survivalist 5, Cook 2, Beekeeper 3, Scavenger 3

Wises: Strange Happenings-wise

Traits: Keen Ear (2)

Hunter (Elven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	2
Will	4	Circles	2
Health	5		

Skills: Hunter 5, Scout 3

Wises: Animal-wise, Trail-wise

Traits: First Born (1), Natural Bearings (2)

Innkeeper (Halfling)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	4
Will	5	Circles	5
Health	3		

Skills: Haggler 4, Persuader 4, Manipulator 2

Wises: Eavesdropping-wise, Rumor-wise

Traits: Hidden Depths (1), Extrovert (1), Keen Ear (1)

Laborer (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	2
Will	2	Circles	1
Health	4		

Skills: Laborer 5, Haggler 2

Wise: Job-wise

Traits: Rough Hands (1)

Merchant (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	8
Will	6	Circles	6
Health	4		

Skills: Haggler 5, Steward 3, Persuader 3

Wises: Coin-wise, Trade Route-wise

Traits: Early Riser (2)

Miller (Halfling)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	5
Will	4	Circles	4
Health	4		

Skills: Miller 5, Haggler 3, Brewer 3

Wises: Grindstone-wise

Traits: Hidden Depths (1), Acquisitive (2)

Noble (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	6
Will	3	Circles	4
Health	6		

Skills: Noble 5, Rider 5, Fighter 4, Orator 3, Steward 2

Wises: Fief-wise

Traits: Brave (1)

Peddler (Dwarven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	2
Will	4	Circles	5
Health	3		

Skills: Haggler 5, Orator 3

Wises: Trinket-wise

Traits: Born of Earth and Stone (1), Cunning (1)

Potter (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	3
Health	4		

Skills: Potter 5, Haggler 3, Carpenter 2

Traits: Calm (1)

Priest (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	4
Will	5	Circles	4
Health	3		

Skills: Theologian 5, Ritualist 4, Orator 4

Wises: Lords-wise, Doctrine-wise

Traits: Touched by the Gods (1)

Sailor (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	3
Will	4	Circles	3
Health	4		

Skills: Sailor 5, Laborer 3

Wises: Rigging-wise

Traits: Jaded (1)

Sage (Elven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	5	Resources	3
Will	3	Circles	2
Health	4		

Skills: Scholar 5, Lore Master 4, Alchemist 3, Mentor 2

Traits: First Born (1), Wise (1)

Steward (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	6
Will	4	Circles	5
Health	3		

Skills: Steward 4, Scholar 3, Orator 4, Manipulator 3

Wises: Law-wise

Traits: Skeptical (2)

Smith (Dwarven)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	5
Will	4	Circles	4
Health	5		

Skills: Smith 5, Haggler 3

Wises: Iron-wise, Tools-wise

Traits: Born of Earth and Stone (1), Rough Hands (1)

Soldier (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	3
Will	3	Circles	2
Health	5		

Skills: Fighter 5, Scout 3, Laborer 3

Wises: Duty-wise, Drinking-wise

Traits: Stubborn (1), Defender (1)



Stonemason (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	5
Will	3	Circles	4
Health	3		

Skills: Stonemason 5, Laborer 2

Wises: Stone-wise

Traits: Rough Hands (2)

Tanner (Halfling)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	4
Will	3	Circles	2
Health	5		

Skills: Tanner 5, Haggler 3, Laborer 2

Wises: Leather-wise

Traits: Hidden Depths (1), Stubborn (1)

Teacher (Human)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	4
Will	5	Circles	4
Health	4		

Skills: Mentor 5, Scholar 3, Persuader 3, Manipulator 2

Wises: Classics-wise

Traits: Wise (1)

Thug (any)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	1
Will	2	Circles	2
Health	6		

Skills: Fighter 4, Haggler 2

Wises: Hometown-wise

Traits: add appropriate stock trait, Tough (1), Stout (1)

Town Captain (any)

Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	5
Will	5	Circles	6
Health	4		

Skills: Commander 3, Fighter 3, Orator 3, Haggler 4, Mentor 3, Rider 3

Wises: Guilds-wise, Watch-wise, Soldier-wise

Traits: Add appropriate stock trait, Defender (2)

Wanderer (any)

Raw Abilities	Rating	Town Abilities	Rating
Nature	3	Resources	1
Will	4	Circles	2
Health	6		

Skills: Pathfinder 5, Survivalist 4, Scout 3

Wises: Road-wise

Traits: Add appropriate stock trait, Weather Sense (2)

Weaver (Human)

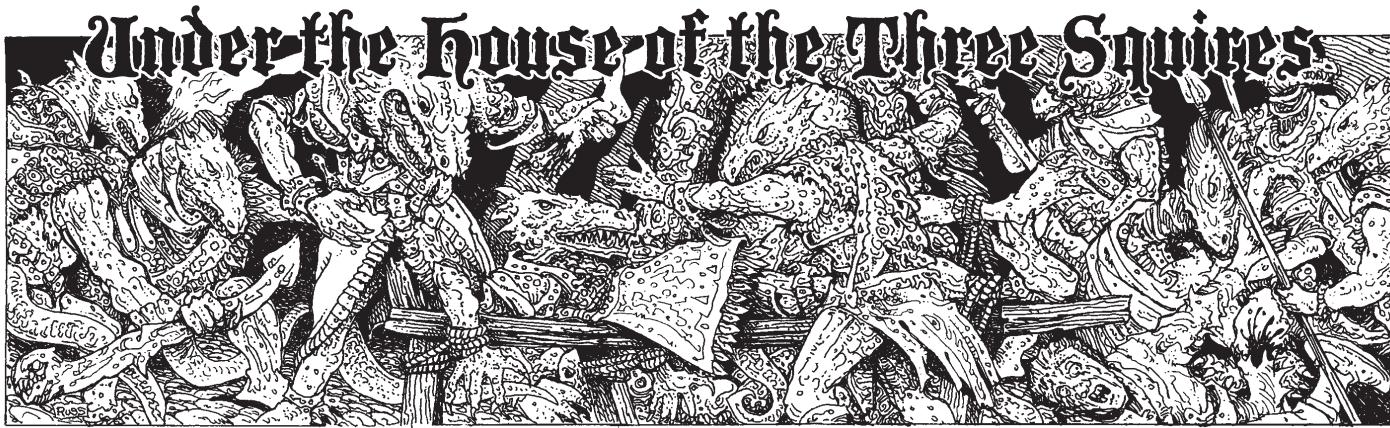
Raw Abilities	Rating	Town Abilities	Rating
Nature	4	Resources	4
Will	4	Circles	3
Health	4		

Skills: Weaver 5, Haggler 4

Wises: Cloth-wise

Traits: Steady Hand (1)





This is a wild and dangerous land, filled with forbidding forests and savage monsters. Along the lonely roads that bind civilization together can be found wayhouses—fortified inns where travelers may rest behind stout walls and have a hot meal before venturing forth once more into the unknown.

The House of Three Squires is such a wayhouse. Situated on a lonely stretch of the Post Road, it's an easy day's travel from the nearest town.

You've decided to leave town and head for the famous House in order to plan your next move with your new, like-minded companions.

The evening is cold and blustery when you arrive at the stockade that surrounds the House of the Three Squires, and you have built up a powerful thirst for one of the famed Three Squires sour beers. The stockade gate stands open and unattended, occasionally slamming home with a great thud when the wind catches it just right.

It does not take you long to realize that something is very wrong at the Three Squires. Not only is the place open to the elements and undefended, it seems deserted. And then you find the pool of congealed blood. Whoever or whatever it was that left that blood, something or someone appears to have dragged it through the kitchen and into the cellar....

Introductory Adventure

Under the House of the Three Squires is an introductory adventure for Torchbearer. It's designed for five players and a GM to complete in three to five sessions.

Goals

Instruct the players to write their goals now or choose from our examples:

I'LL DISCOVER WHAT HAPPENED TO THIS HOUSE'S CLIENTS.

I WILL RESCUE ANY POOR SOULS TRAPPED BELOW.

I MUST DRIVE OUT THE EVIL THAT HAS OVERTAKEN THIS PLACE.

I WILL IMPRESS MY COMPANIONS WITH MY BRAVERY.

I WILL LOOT THIS PLACE FOR ALL IT'S WORTH.

I WILL TRACK THIS BLOOD TRAIL TO ITS SOURCE.

A Note for the GM

A band of kobolds, the Red Crest Clan, have colonized the caves hidden beneath the House of Three Squires. Three days ago, they broke into the Three Squires' cellar and assaulted the residents of the wayhouse, killing some and taking the rest captive. Impressed by Ronwald the Innkeeper's knowledge of human cookery, Crooked Tooth, the female kobold chief, has insisted that he cook the prisoners in the human manner. Saw Back, the male chief, has other ideas for the prisoners.

Poor Ronwald, desperate to save his family and guests, has convinced Crooked Tooth to wait while the prisoners fatten in their cages. In the meantime, he's struggling to come up with new projects that must be completed before he can begin his cooking, delaying the inevitable. The kobolds have just completed excavating a chimney and hearth from the pillar in the center of area 14 and Crooked Tooth is beginning to get impatient.

The kobolds of the Red Crest Clan are not here by choice. Formerly residents of deeper caverns accessible through the ravine in area 16, they have been systematically stalked by the Stone Spider Uttan. Uttan has followed them into these caverns and adopted area 17 as her lair.

The threat has divided the clan. Crooked Tooth is determined to lead the clan's warriors in an assault on Uttan's lair. The female warriors have become her partisans. Saw Back believes the clan must leave the caves and find a new home. He wants to use the prisoners as an offering to Uttan to keep her distracted while the clan flees through the inn. The male warriors of the clan agree with him.

The two sides have not yet come to blows, but the disagreements are getting worse. One or the other will have to back down soon or there will be violence.

Note that female kobolds tend to be larger, more muscular and more aggressive than their male counterparts. Male

kobolds are distinguished by their colorful head crests, which tend to fan out in display when they feel threatened or when courting. Male kobolds have an incomprehensible and somewhat suicidal fascination with bombs and other things that explode.

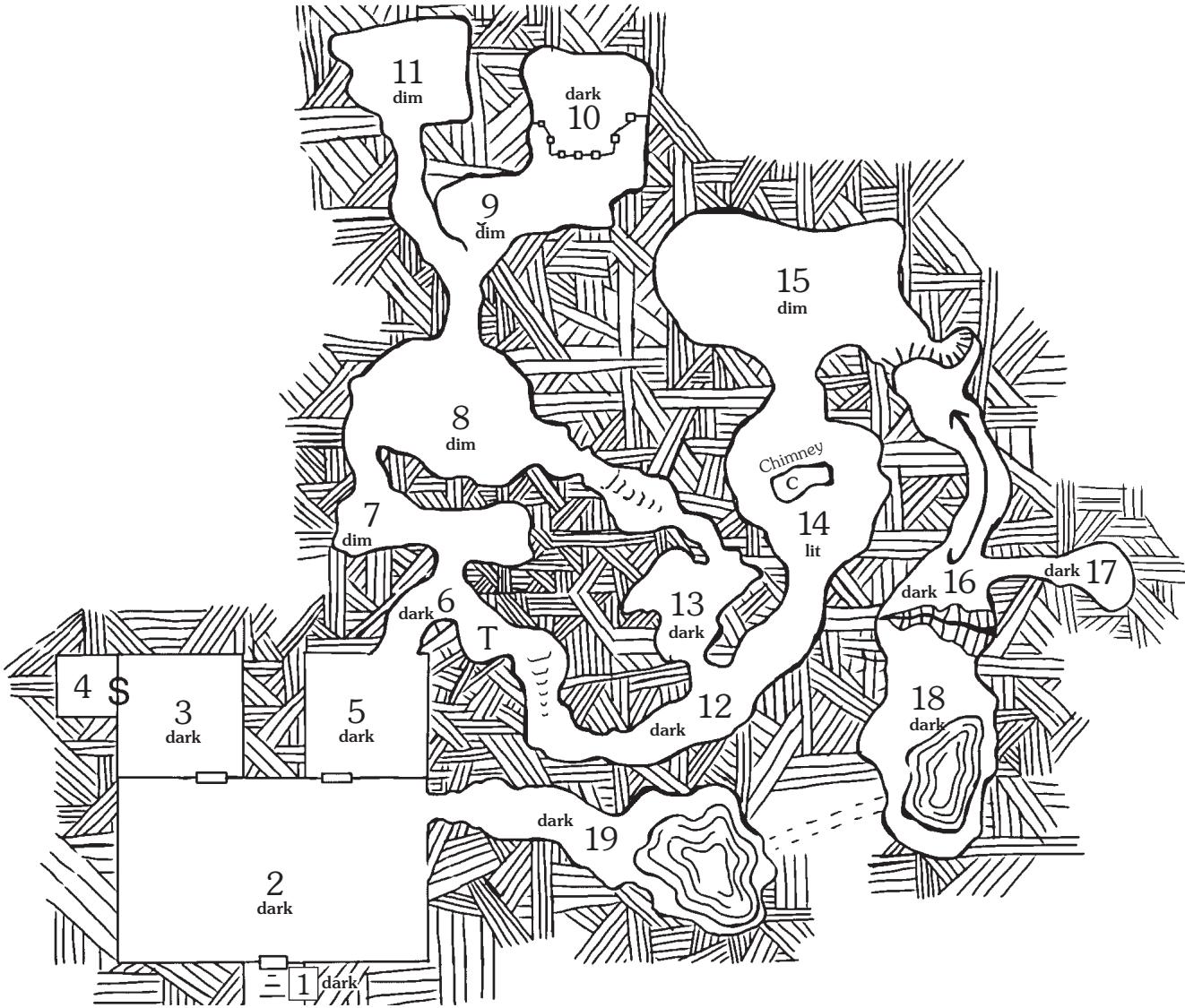
Exploring the House Itself

If your players decided to explore the House itself before heading downstairs, they'll see that the place has been thoroughly ransacked and stripped of even its furniture. There are no bodies and no other evidence of life. Just that trail of blood leading down the stairs.

Wandering Monsters

- ⦿ *Kobold Patrol.* 1d6+2 kobold warriors armed with slings, spears and bombs. Half the patrol is male kobolds and the other half is female kobolds.
 - ⦿ *Elsa.* A young human girl has escaped her captors. She warns the adventurers that Ronwald the innkeeper is preparing to roast her father for the kobolds!

- ⦿ *Ronwald the Innkeeper on a leash.* A group of three bickering kobolds (two female, one male), obviously elderly, are escorting Ronwald the Innkeeper on his errands. He is leashed about the neck with a leather cord. The elderly kobolds appear to be arguing about who gets to hold the leash.
 - ⦿ *Uttan the Stone Spider.* This spider is normally found in area 17 but she will emerge to hunt.
 - ⦿ *Giant Rats.* 1d6 giant rats. They're most interested in rations and shiny objects, but will carry off a halfling or child if the opportunity presents itself.
 - ⦿ *Eerie wind.* A stray gust of wind extinguishes torches and candles.
 - ⦿ *Damaged gear.* Some important bit of gear—rope, a grappling hook, a lantern, a backpack—is broken, ripped or otherwise damaged as a result of the failed test.
 - ⦿ *Cave-in!* These caves are not as stable as they might appear and portions may collapse at any time. It's an Ob 4 Health test to dodge the falling rock. Failure



could cause conditions like injured or afraid, or could lead to new twists like separating the party or trapping someone under rubble. Whatever the outcome, mark the cave-in on your map. This area is now impassable.

Kobold

Might: 1	Nature: 2
Descriptors: Trapping, Lurking, Swarming	
Conflict Dispositions	Conflict Weapons
Capture: 3	Capture Weapons Maneuver: +2D Sling
Convince: 2	Convince Weapons None
Flee: 4	Flee Weapons Feint: +1s, Traps
Trick: 1	Trick Weapons Feint: +1s Cruel Sense of Humor
Instinct: Always set a trap.	
Special: Some Kobolds use Bombs: Bombs (+1s to Attack; Attack vs. Attack affects both sides); Swarms: A group of five or more kobolds counts as Order of Might 2 rather than 1.	

Using the Wandering Monsters

Use this list as inspiration if you need a twist for a failed test, but don't hesitate to use a twist of your own if you have a better idea! Treat these potential twists as a guide rather than as a prescriptive list.

That said, the kobold patrol and giant rats make great general-purpose twists. You can use them multiple times if necessary. Damaged gear is another excellent general-purpose twist. It's especially relevant any time the players fail a test that relies on a useful bit of gear. Extinguishing the group's light is also a useful twist, but save it for when the party has gotten wet, is attempting to outrun an enemy or otherwise in a tense situation that wouldn't allow them to simply stop for a moment and rekindle their light.

Elsa is an excellent encounter to use early in the party's exploration. Perhaps the adventurers spot her on the far side of a chamber full of kobolds who haven't seen her yet but are sure to spot her at any moment.

On the other hand, Ronwald makes for great, if somewhat macabre, comic relief, but don't unleash him too early. He's a good twist to play for failures that occur in areas 8, 10, 12 and 13. He knows a great deal about the layout of the caves, the kobold's plans and the partisan bickering between the kobold camps.

Be cautious about introducing Uttan. She is a dangerous creature, but she's more fragile than she looks and a party should be able to drive her off. She's most likely to strike from hiding at one or two individuals that have been separated from the main group (perhaps after a cave-in?).

Don't unleash a cave-in until the players have worked their way into the cave system. Area 6 is an excellent place, as it will force the players to either dig their way out or discover the secret exit in area 14 or the underwater passage linking areas 18 and 19. Likewise, collapses in area 12 or area 14 (which makes sense due to the recent excavation there) create interesting choke points.

1. The Stairs

Splinters and gouges mar the floor and walls in tracks toward a rickety stair leading down into darkness as if something heavy has been dragged this way. A slightly unpleasant, spicy odor hangs damp in the air, getting stronger as you approach the stairs.

Anyone who inspects the splinters and gouges notices a strange bit of whitish, translucent material—moulted scales.

Characters who inspect the scales to determine what they are should make a Hunter test vs. Kobold Nature 2. Success reveals the scales belong to a kobold, a cunning halfling-sized lizard creature that thrives underground and loves to set vicious yet primitive traps. The smell that hangs in the air is kobold musk. Suggested twist: introduce a kobold patrol that was scavenging in the Three Squires when the party arrived and has been in hiding ever since. They use the distraction provided by the scales to attack and attempt to drive the party onto the trapped stair.

Collapsing Stair

These stairs have been rigged to collapse.

Trigger

A single small creature, like a halfling, won't set off this trap, but two or more larger creatures, like humans or dwarves, will. Detecting this concealed trap requires an Ob 3 Scout test. This trap can't be disarmed, but it can be bypassed with an Ob 4 Dungeoneer test to allow the party to descend a vertical pitch. Suggested condition: injured in the fall. If the stair has collapsed, it is an Ob 5 Dungeoneer test for the party to ascend the vertical pitch. Going one at a time and forgoing help will significantly reduce the obstacle but will dramatically increase the amount of time the operation requires—from one turn to a turn per character.

Players can also get creative here. For instance, it's an Ob 1 Scavenger test to locate a ladder (if the players are already in the cellar rather than at the top of the stairs when they search, treat scavenging for a ladder as a good idea; the ladder is part of the barricade blocking area 3). It's an Ob 2 Carpenter test to build a ladder with materials from the wreckage of the inn. An Ob 3 Weaver test could be used to turn some rope into a



rope ladder. Any of these solutions would allow the group to bypass the Dungeoneer tests to descend or ascend.

Trap

Anyone on the stairs when they collapse must make an Ob 2 Health test or fall in. If the test is failed, the GM may choose the injured condition and allow the character to scramble back into the inn, or invoke a twist: a pack of three giant rats have been left in area 5 as guard hounds. After the stairs collapse, they come looking for easy prey.

Giant Rats

Might: 2 Nature: 2
Descriptors: Devouring, Surviving, Swarming

Conflict Dispositions	Conflict Weapons
Kill: 6	Kill Weapons Attack: +1D, Sharp Incisors Maneuver: +2D, Lithe Body
Drive Off: 3	Drive Off Weapons Attack: +1D, Sharp Incisors Maneuver: +2D, Lithe Body
Flee: 2	Flee Weapons Feint: +1D, Keen senses Maneuver: +1s, Underworld Dweller
Capture: 6	Capture Weapons Attack: +1s, Vicious Bite Defend: +1s, Rat Pack
Instinct: Always nest in warm dark places.	
Special: Giant rats often carry diseases. At the end of any capture, kill or drive off conflict in which a team has lost one or more points of disposition, all team members must make an Ob 2 Health test. Recommended failure result: condition (sick) or twist (character is not infected but becomes a disease carrier, forcing anyone he shares food or drink with to make an Ob 2 Health test).	

2. The Cellar

This large, low-ceilinged room is chill and slightly dank. It's filled with bric-a-brac, tables, chairs and crates—storage for the inn above. Much of it appears to have been smashed and broken. Scorch marks mar the walls and pools of blood spot the floor.

Debris is scattered everywhere, especially near the entrance to area 3, where smashed tables and chairs have been piled in a crude barricade, likely to keep something trapped in that room. Anyone who stops to listen can hear an intermittent, high-pitched whine that raises the hair on the back of the neck coming from area 3.

Clearing the barricade and accessing the door to area 3 requires an Ob 1 Laborer test. Suggested failure result: Condition (exhausted).

The gouges and splinters continue across the floor toward area 5. Anyone who looks closely will note that the gouges

disturb the scorch marks, blood and ash. Whatever was dragged through here, it happened after the struggle.

A hand pump and spigot emerge from the eastern wall near the northern corner. Closer inspection reveals that the wall has been poorly mortared and a few bricks are loose. There seems to be a corridor beyond; it would take only a few moments to pull enough bricks to allow even a large person passage. Clearing the rubble requires an Ob 1 Laborer test. Suggested condition: hungry and thirsty.

3. The Wine Cellar

Upon opening this door, the stench of vinegar and rancid beer assaults you, along with a distinctly unpleasant animal odor. Racks of casks, most of them staved in, line the walls and the center of this room. Viscous, sticky liquid is pooled on the floor.

The source of the whining is a pitiful, half-starved dog. The kobolds are terrified of dogs and trapped the wretched thing in here after it attempted to protect its master, Ronwald. Luring it out requires an Ob 2 Hunter or Peasant test (decide based on the player's description of the action). A bit of food (one portion of rations) can be used as supplies for the test, granting +1D to the roll. Suggested failure result: twist. While the characters are distracted by the dog, a patrol of kobold warriors notices them in the room and slams the door shut, quickly rebuilding the barricade. Pushing through the barricade will require an Ob 5 Health test. Suggested failure result: condition (injured for the leader of the test and exhausted for helpers).

Inspecting the racks will reveal that four of the casks survived the struggle. The casks are filled with the Three Squires' famed sour beer. Each cask takes up pack 4 in a character's inventory and is filled with four draughts of beer. Each draught alleviates the hungry and thirsty condition and provides +1D to recovery tests for angry and afraid. Full casks can be sold at market in the town phase for 2D of silver each. Casks that have been tapped are worthless.

Anyone who searches this room should make an Ob 3 Scout test. Success reveals that one of the racks on the western wall is on rollers and conceals a secret door to area 4. Suggested failure result: trap (net).

Net Trap

Ronwald rigged a net from the ceiling of this room to protect his valuables.

Trigger

Moving the racks around too much, as one would do when thoroughly searching the room, for instance, will cause the net to fall.

Trap

Anyone under the net (anyone in the room during the failed scout test) must make an Ob 3 Health test. Suggested failure result: twist (snared by the net). If the whole group is caught, the kobolds will soon come by to take their captives to cages in area 10. Anyone not caught in the net may attempt to cut captured companions free with an Ob 2 Criminal test. Suggested failure result: twist (kobold patrol).

4. Secret Storage Area

This closet-sized room is where Ronwald hides his treasure and some weapons in case he needs to defend the Three Squires. The walls are bare save for a rack that holds a sword, crossbow, battered shield and helmet. In the center of the room is a small, unadorned chest. The chest is locked.

A brass key in the desk in area 13 opens the chest. The lock can be picked with an Ob 2 Criminal test. Suggested failure result: condition (angry). The chest contains 2D in silver coins (pack 2).

5. Cold Room

The door to this room hangs open, revealing a cold stone room with wooden rafters from which hang a multitude of hooks for aging meats and game—all now empty. A powerful stench of urine and animal musk pervades the room. A salted ham, gnawed to the bone, lies near the door. Aside from a clear space where the gouges and splinters show that something was dragged through this room, the floor is covered with rubbish and debris.

There is a hole in the northern wall surrounded by rubble and earth. It appears to lead into a natural limestone cave. Anyone that takes a closer look will realize that the hole is a fresh excavation, probably no more than a few days old.

Anyone who stops to listen hears the distant sounds of agonized screams and a constant susurruus of chitters, clicks and hisses.

If the stairs in area 1 did not collapse and lead to the Giant Rat twist, the three giant rats will be in this room, lurking in the debris. They will menace unsuspecting souls attempting to traverse the room.

6. Upper Limestone Tunnel

A slight vinegary tang tickles your nostrils in this slick-walled limestone tunnel. Stalactites and stalagmites form a maze of teeth here; some have grown together to form pillars. The agonized wails and other whispers are louder here, echoing throughout the tunnel. Whatever is causing the terrible sounds must be close by.

Detecting the sound emanating from the cave to the north is an Ob 3 Dungeoneer test. Suggested failure result: condition (afraid).

Pit Trap

The kobolds have built a pit trap in the southern portion of the tunnel. The kobold warriors in area 7 will ambush and attempt to capture anyone who falls prey to the trap.

Trigger

The pit trap consists of a hole in the floor, covered by a tarp that can be difficult to spot in the dim light of the dungeon. Detecting this concealed trap requires an Ob 3 Scout test. Disarming it requires an Ob 1 Laborer test to fill the hole with earth. Once aware of the pit, characters can press themselves against the cave wall and skirt the edge. Doing so is an Ob 2 Dungeoneer test for an individual, an Ob 3 Dungeoneer test for two adventurers or an Ob 4 Dungeoneer test for the entire party.

Trap

Anyone who walks into the pit must make an Ob 2 Health test or fall in. If the test is failed, the GM may choose the injured condition and allow the character to scramble out of the pit, or invoke a twist (the characters fall in and the kobold warriors in area 7 come running). The walls are slick and climbing out requires an Ob 3 Dungeoneer test.

On the other side of the pit, the tunnel plunges vertically about 30 feet. The living limestone has formed a beautiful and colorful curtain, like a waterfall frozen in stone. Shallow grooves have been hewn into the water-slick curtain, forming a treacherous ladder of sorts. Descending the ladder is an Ob 2 Dungeoneer test for an individual, an Ob 3 Dungeoneer test for two adventures or an Ob 4 Dungeoneer test for the entire party. Climbing the ladder from the bottom is an Ob 3 Dungeoneer test for an individual, an Ob 4 Dungeoneer test for two adventurers or an Ob 5 Dungeoneer test for the entire party.

7. Guard Chamber

Six kobold warriors are on guard duty here. They're squatting on a pile of frayed rugs, huddled close to a brazier of red-hot coals for warmth and playing a gambling game that involves tossing a handful of etched bone slivers. They've broken most of the stalactites and stalagmites here to create a clearer field of vision, leaving a thicket of jagged stumps. The resulting rubble has been piled in the eastern end of the chamber.

Use the kobold stat block provided in the Wandering Monsters section of this scenario.

The screams are much louder here, with an undercurrent of loud cracks, chitters and hisses.

A trip wire has been strung across the southern entrance to this chamber (from area 6).

Trip Wire

The kobold warriors in area 7 have created an early-warning system to ensure they aren't ambushed. A thin wire has been strung across the chamber entrance at shin height. It is attached to broken bits of bone and metal; anyone caught by it will set off a terrible clangor.

Trigger

A player who searches for traps may make an Ob 3 Scout test to detect the trip wire. Otherwise the party blunders into it. Suggested failure result: twist (the kobold warriors here have time to call for help and a mix of six male and female kobolds joins them from area 8).

8. The Whipping Post

A number of kobolds are gathered here in what seems to be a barbaric parody of court. An ornate high-backed chair sits in the center of the roughly circular chamber, though no one is sitting in it at the moment. Six female kobolds, decked out in feathers and bone piercings, stand on the left side of the room, while six male kobolds wrapped in colorful sarongs mill about on the right.

One of the inn's tables has been positioned in front of the chair and a naked male kobold has been bound to it by his wrists and ankles. A muscular female is switching him viciously with a leather knout while an elderly male kobold wearing some sort of draconic headdress shoves a half-gnawed, severed human foot in the prisoner's face while screaming at him.

A bound human man, the stump at the end of his right leg wrapped in bloody rags, lies screaming by the table, conspicuously ignored by everyone. One young female is surreptitiously sniffing him and licking her chops whenever she thinks no one is looking.

The bound man is Joerg, Elsa's father. He's still alive, but in very bad shape. He needs healing soon if he's to live. Blue Tongue, the kobold prisoner, was caught by the others after sneaking into area 10 and attempting to eat Joerg's foot.

If the adventurers dealt with the guards in area 7 before they could raise the alarm, or have circled around from area 13, the kobolds here will be completely wrapped up in Blue Tongue's punishment. If, on the other hand, the kobolds in area 7 raised the alarm, the kobolds here will be alert and ready. If the kobolds here are caught by surprise, half the

kobold courtiers will run to area 9 to alert Crooked Tooth and her elite guards who will emerge to fight.

Treating Joerg before he bleeds out is an Ob 3 Healer test. If he's not treated within three turns of discovery, he dies.

A natural ladder descends from this chamber to area 13. The ladder is easy to climb up or down, no test is required.

9. Crooked Tooth's Quarters

A group of five kobold females recline on a pile of heavily soiled rugs in this chamber, engrossed in a contentious discussion. Somewhere beyond, you can hear the sound of someone crying.

The group consists of Crooked Tooth and four of her elite guards. They're alternately discussing plans for assaulting Uttan and how they'd like to have Ronwald prepare the prisoners. These kobolds have Nature 3 and are armed with spears, daggers and leather armor. Crooked Tooth is wearing a pearl choker worth 2D.

10. The Cages

This chamber stinks of bodily waste and fear. It is dominated by 13 small, wood-slatted cages, in which human prisoners are forced to crouch in their own filth. All but two of the cages are full. Some among the prisoners are wailing and crying, but most bear expressions of resigned despair.

The 11 prisoners here include Ronwald's wife, Agata, and son, Rikard. The rest are guests of the Three Squires. Oswin, the old gardener at the Three Squires, was badly wounded in the assault before he was dragged down here. Horribly, the prisoners watched the kobolds devour him in bloody goblets before Crooked Tooth declared that Ronwald the Innkeeper would prepare the rest in the human manner.

Freeing the prisoners from their cages requires an Ob 2 Criminal test.

11. Saw Back's Nursery

The corridor gets warmer and warmer as you continue north, until sweat is freely running down your brow when you reach a large, roughly rectangular chamber in which a group of male kobolds, decked out ridiculously in tattered human finery, are gathered. Most perch atop clutches of leathery eggs in nests built upon what appears to be a very fine and exotic rug. Others, which appear to be attendants, are feeding chunks of coal into large bronze braziers which are making the chamber blazingly hot.

Saw Back and eight of his most devoted followers are here tending to the Red Crest Clan's eggs. While they are not normally combatants, they will seize spears and charge at the first sign of a threat to their eggs.

Saw Back is wearing a gem-studded bracelet upon his wrist worth 3D. The fine rug is worth 4D and requires an Ob 3 Laborer test to remove from the caves.

12. Lower Limestone Tunnel

The tang of wet limestone is even stronger down here. Your feet immediately sink about an inch into a wet, clay-like limestone slurry. The corridor is thick with stalactite and stalagmite teeth, and the sound of wails and cries seems much more distant here.

There are no immediate challenges in this area, but movement through it is slow due to the mud. Any tests that involve rapid movement or maneuver in this area suffer -1D. Uttan is not affected by this, as she can use the walls and ceiling. Male kobolds are light enough not to sink in the slurry, but female kobolds do.

13. Treasury

This chamber is crammed with items seized from the inn, including a heavy and ornately carved wooden desk—probably the cause of the gouges and splinters you spotted in the cellar. Among the rest of the items are: piles of clothing, pots and pans, a fiddle with a crack in the body, and a large number of tin spoons and plates.

The desk is worth 3D of cash and requires an Ob 6 Laborer test to remove from the caves. Anyone who searches the desk finds a worn brass key. The key unlocks the chest in area 4.

If someone searches the room for valuables, ask for an Ob 4 Scout test. If successful, the adventurers find a Vermin Ward, a wooden mask of the Lords of Terror intended to be hung from the lintel of a building. Possession of the Vermin Ward grants +1s to disposition in drive off conflicts against vermin (like giant rats or even Uttan the Stone Spider).

A natural ladder leads from this chamber to chamber 8. The ladder is easy to climb up or down, no test is required.

14. The Kitchen

A great limestone pillar dominates the center of this cavern. The pillar has been hollowed out, creating a rough hearth and chimney. A fire blazes in the hearth and a great iron cauldron sits in the midst of it.

If he has not already been encountered, Ronwald is here on a leash with his three elderly kobold escorts. He's tending the fire and testing the draw on the chimney.

If the fire is doused, the chimney can actually be used as a secret route to the surface. Climbing it requires an Ob 3 Dungeoneer test for an individual, an Ob 4 Dungeoneer test for two adventurers or an Ob 5 Dungeoneer test for the party.

The pillar can also be used as part of a tactical plan. If the players describe how they're integrating the pillar into their plans for a conflict in this area, consider the pillar as supplies for the disposition roll—a one-time +1D bonus.

15. The Warren

This large cavern is a jungle of stalactites, stalagmites and narrow pillars—many of them with small hammocks slung between them. The spicy odor of kobold musk is very powerful here and the air is filled with the loud buzz of chitters and hisses.

This warren is home to the rank-and-file of the Red Crest Clan. About 15 kobolds are scattered throughout this chamber and sleeping, arguing or fighting with each other.

A search of this cavern will turn up 2D of copper coins (pack 4).

A ridge rises about 15 feet from the floor in the southeastern corner of this cavern. A steady stream of water trickles down from the ridge, drumming on the cavern floor below. Climbing the ridge is an Ob 3 Dungeoneer test for an individual, an Ob 4 Dungeoneer test for two adventurers and an Ob 5 Dungeoneer test for the whole party. Descending from the ridge is an Ob 2 Dungeoneer test for an individual, an Ob 3 Dungeoneer test for two adventurers or an Ob 4 Dungeoneer test for the whole party.

Holding the ridge can be an advantage in conflicts with the kobolds in the Warren below. In a drive off conflict, holding the ridge is worth +1s to disposition and +1D to Defend actions. In a kill conflict, choose whether holding the ridge is worth +1s to disposition or +1D to Defend actions. Anyone holding the ridge loses the benefit of doing so if they play a Feint or Maneuver action.

16. The Slide

This steep, curving corridor is slick with water.

The corridor actually forms a naturally occurring chute that descends rapidly from the top of the crevasse that separates area 16 from area 18 and ends just above the ridge that separates area 15 from area 16. Water drops from the ceiling above the crevasse, sheeting down into the cleft. The spray wets the slide and then spatters into area 18.

Characters that cross the crevasse to the top of the slide without making preparations for the treacherous footing must immediately make an Ob 3 Health test (each character must test individually). Suggested failure result: twist. The character slips and slides down the chute at a rapid speed before shooting out over the ridge and landing in a winded heap in the Warren.



Climbing up the chute from the bottom and climbing down safely is tricky. It's an Ob 2 Dungeoneer test for an individual, Ob 3 for two adventurers or Ob 4 for a whole party. With a hammer, iron spikes and a rope, one adventurer can create a rough ladder which the other characters can use as a good idea.

17. Uttan's Lair

Webs thickly shroud this corridor and grow even thicker in the cavern beyond. The hairs on the back of your neck stand up. Something is watching you, and deep down, you know that you're the prey.

Unless the adventurers have managed to slay Uttan, she's here, waiting. If the party previously encountered her but successfully drove her off, she's come here to sulk and tend her wounds.

Her webs make this place horribly difficult to navigate. Any test involving speed of movement, including Maneuver actions in kill, capture or drive off conflicts and Attack actions in flee conflicts, are -1s. Fire can be used to burn the webbing and eliminate the penalty.

Numerous corpses, mostly kobolds, are webbed up in this chamber. Searching them is an Ob 3 Scout test. Success reveals a scroll that contains two spells: Celestial Music and Wisdom of the Sages. If fire is used to burn the webbing, it destroys the corpses and the scroll along with them.

Stone Spider

Might: 4	Nature: 5
Descriptors: Hunting, Hiding, Climbing	
Conflict Dispositions	Conflict Weapons
Kill: 8	Kill Weapons Feint: +1D, <i>Spider Legs</i> or -1D, <i>Fangs</i> Maneuver: +2D, <i>Spider Legs</i> or -1D, <i>Fangs</i>
Drive Off: 5	Drive Off Weapons Feint: +1D, <i>Spider Legs</i> or -1D, <i>Fangs</i> Maneuver: +2D, <i>Spider Legs</i> or -1D, <i>Fangs</i>
Flee: 12	Flee Weapons Defend: +1D, <i>Camouflaged Carapace</i> Feint: +1s, <i>Camouflaged Carapace</i> Maneuver: +1D, <i>Spider Legs</i>
Riddle: 3	Riddle Weapons Defend: +1D, <i>Inscrutable</i> Feint: +1s, <i>Alien</i>
Armor: Chitin (equivalent to chain)	
Instinct: Never fight in the open.	
Special: Poisonous! A successful Attack or Feint with the Stone Spider's Fangs weapon forces the target to make a Health test with an obstacle equal to the spider's Margin of Success. Recommended failure result: condition (sick) or twist (incapacitated by hallucinations for the remainder of this turn and the next).	

18. The Crevasse

This large, chilly cavern is dominated by an icy pool in the center and an immensely deep crevasse in the north.

The crevasse descends hundreds of feet and accesses even deeper caverns. The Red Crest Clan emerged into the caverns under the House of Three Squires by way of the crevasse and Uttan followed them. What exactly is to be found in the deeper caverns is up to you. Feel free to expand upon this dungeon if you feel inspired!

Crossing the crevasse is an Ob 2 Dungeoneer test for an individual, an Ob 3 Dungeoneer test for two adventurers and an Ob 4 Dungeoneer test for the whole party. Suggested failure result: Condition (exhausted for the leader and hungry and thirsty for helpers).

An underwater passage connects the pool here to the pool in area 19. Negotiating the underwater passage is an Ob 5 Dungeoneer test for an individual, an Ob 6 Dungeoneer test for two adventurers and an Ob 7 Dungeoneer test for the whole party. Suggested failure result: Condition (sick for the leader and afraid for helpers).

19. The Well

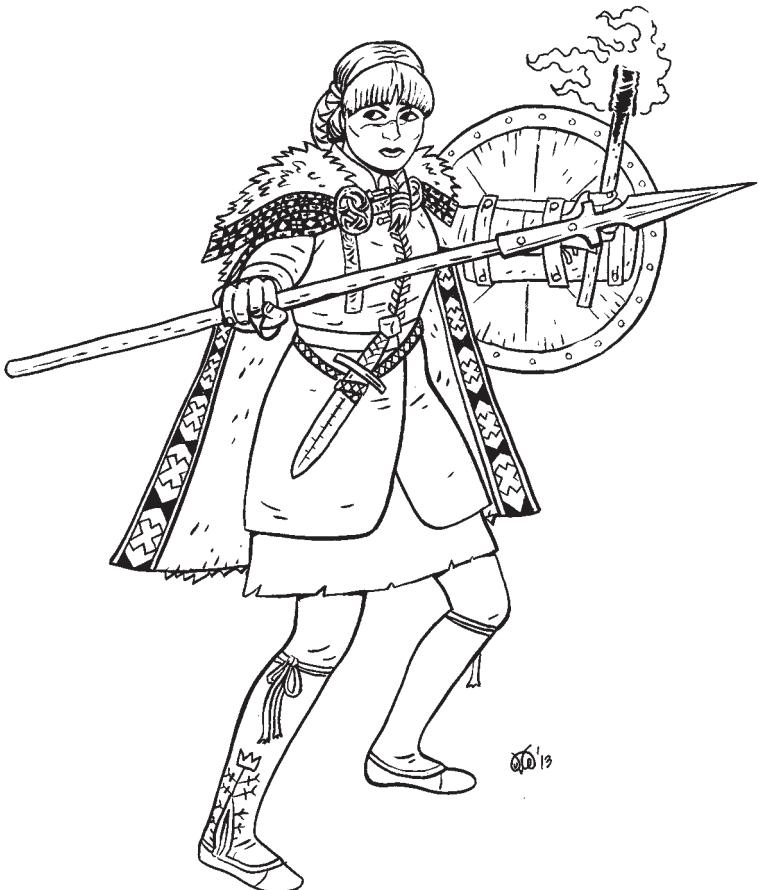
A thick lead pipe runs the length of this corridor to an icy pool. The water is not still, it roils and bubbles. Perhaps the water is jetting out from a spring below?

An underwater passage connects the pool here to the pool in area 18. The burbling is caused by an inflow tunnel. Anyone who inspects the pool can spot the tunnel with an Ob 2 Scout test. Suggested failure result: twist. A cave-in separates the party or drives them into the pool.

Negotiating the underwater passage is an Ob 5 Dungeoneer test for an individual, an Ob 6 Dungeoneer test for two adventurers and an Ob 7 Dungeoneer test for the whole party. Suggested failure result: condition (sick for the leader and afraid for helpers).



Sample Characters



Karolina

Stock: Human

Class: Warrior

Age: 19

Home: Remote Village (Skogenby)

Raiment: a fine bearskin cloak

Parents: Orphan

Mentor: Gudrun the Hunter

Friend: Njall the Weaver

Enemy: Grimkell the Warrior

Level: 1

Alignment: Law

Belief: I am the bulwark that stands between my friends and harm.

Goal: I'll determine what happened to the innkeeper and his guests.

Instinct: Always go hunting when we set camp.

Raw Abilities: Will 4, Health 4, Nature 4, Circles 4, Resources 0

Nature Descriptors: Boasting, Demanding, Running

Skills: Fighter 4, Hunter 4, Pathfinder 3, Persuader 2, Carpenter 2, Commander 2, Mentor 2, Rider 2

Wise: Field Dressing-wise

Traits: Heart of Battle 1, Defender 1

Inventory

Head: helmet

Neck: mother's cameo necklace (1d)

Hands

Carried: spear

Torso

Worn: leather armor

Worn: backpack

Worn: (backpack)

Belt

Pouch: tinderbox

Weapon: small sacks (2)

Skin: wine (full)

Feet

Backpack: cloak (x2 slots), bottle (x2 slots, wine), torches (4), preserved rations (3)

Nature Answers

Quietly prepare, listen to the wisdom of the elder ones, do not fear those who prey on civilization

Circles Answers

Has friends (Njall the Weaver), orphan (mother's ivory cameo), has mentor (Gudrun the Hunter), has enemy (Grimkell the Warrior)

Beren of Carcaroth

Stock: Dwarf

Class: Adventurer

Age: 56

Home: Religious Bastion

Raiment: sky blue hood

Parents: Orphan

Friend: Trinit the Scholar

Enemy: Fark the Cleric

Level: 1

Alignment: Unaffiliated

Belief: There's naught for me but blood and treasure, spent and earned.

Instinct: Always look out for Karolina.

Raw Abilities: Will 3, Health 5, Nature 5

Town Abilities: Circles 3, Resources 0

Nature Descriptors: Delving, Crafting, Avenging a Grudge

Skills: Fighter 4, Dungeoneer 3, Manipulator 3, Orator 2, Laborer 2, Armorer 2, Scholar 2, Scout 2

Wise: Shrewd Appraisal-wise, Lying-wise

Traits: Born of Earth and Stone 1, Scarred 1

Inventory

Head: helmet

Hands

Worn: father's signet ring

Carried: grappling hook

Torso

Worn: leather armor

Worn: backpack

Worn: (backpack)

Belt

Pouch: rations, preserved (3)

Weapon: sword

Skin: wine (full)

Feet:

Shoes: gold coins (2D), rope (2 slots), iron spikes (6), hammer, small sacks (2)

Nature Answers

Seek revenge, fear what lies beneath, yearn to craft wondrous objects

Circles Answers

Has friends (Trinit the Scholar), orphan (signet ring), made his own way (2D treasure), has an enemy (Fark the Cleric)



Taika

Stock: Elf

Class: Ranger

Age: 73

Home: Elfland

Raiment: A green tunic intricately embroidered with mystical symbols

Parents: Laras and Sanna, teachers

Mentor: Ulla the Scout

Friend: Tua the Healer

Level: 1

Alignment: Unaffiliated

Belief: The wise consider all angles before making a decision.

Instinct: Always identify the capabilities of new creatures I encounter.

Raw Abilities: Will 4, Health 4, Nature 4

Town Abilities: Circles 4, Resources 0

Nature Descriptors: Singing, Remembering, Hiding

Skills: Arcanist 3, Fighter 3, Lore Master 3, Scout 3, Healer 2, Persuader 2, Survivalist 2, Scholar 2

Wise: Elven Lore-wise, Tracks-wise

Traits: First Born, Fiery



Inventory

Torso

Worn: cloak
Worn: backpack
Worn: (backpack)

Belt

Pouch: rations, preserved (3)
Weapon: dagger
Skin: wine (full)

Feet

Backpack: torches (4), traveling spell book (2 slots), large sack, mirror

Spells

Wisdom of the Sages
Supernal Vision
Lightness of Being

Nature answers

Listen to the ancient songs, confront evil, do not yearn for the west

Circles Answers

Has friends (Tua the Healer), has parents (Laras and Sanna, teachers), has mentor (Ulla the Pathfinder), no enemy

Gerald

Stock: Halfling

Class: Burglar

Age: 30

Home: Busy Crossroads

Raiment: a green scarf

Parents: Per and Lara (Cooks)

Mentor: Elisabet the Scavenger

Friend: Toki the Haggler

Level: 1

Alignment: Unaffiliated

Belief: Keep your spirits and head high and good things will happen.

Instinct: Always prepare a meal when we camp.

Raw Abilities: Will 5, Health 3, Nature 5

Town Abilities: Circles 4, Resources 0

Nature Descriptors: Sneaking, Riddling, Merrymaking

Skills: Cook 4, Criminal 3, Scavenger 3, Fighter 2,

Haggler 2, Hunter 2, Scout 2

Wise: Just Needs a Little Salt-wise, Kobold-wise

Traits: Hidden Depths 1, Quick-Witted 1

Inventory

Hands

Carried: shield

Torso

Worn: leather armor
Worn: backpack
Worn: (backpack)

Belt

Pouch: thieves' tools
Weapon: sling and stones
Skin: wine (full)

Backpack: rope (2 slots), rations, fresh (2), small sacks (2), candles (4)

Nature Answers

Eat second breakfast, run and hide, likes adventures

Circles Answers

Has friends (Toki the Haggler), has parents (Per and Lara), has mentor (Elisabet the Scavenger), no enemy



Varg

Name: Varg

Stock: Human

Class: Magician

Age: 21

Home: Wizard's Tower

Raiment: a blue cloak embroidered with mystic sigils

Parents: Orphan

Enemy: Hall the Magician

Level: 1

Alignment: Chaos

Belief: Care and thought will take one farther than reckless action.

Instinct: Always map our progress when we camp.

Raw Abilities: Will 5, Health 3, Nature 4

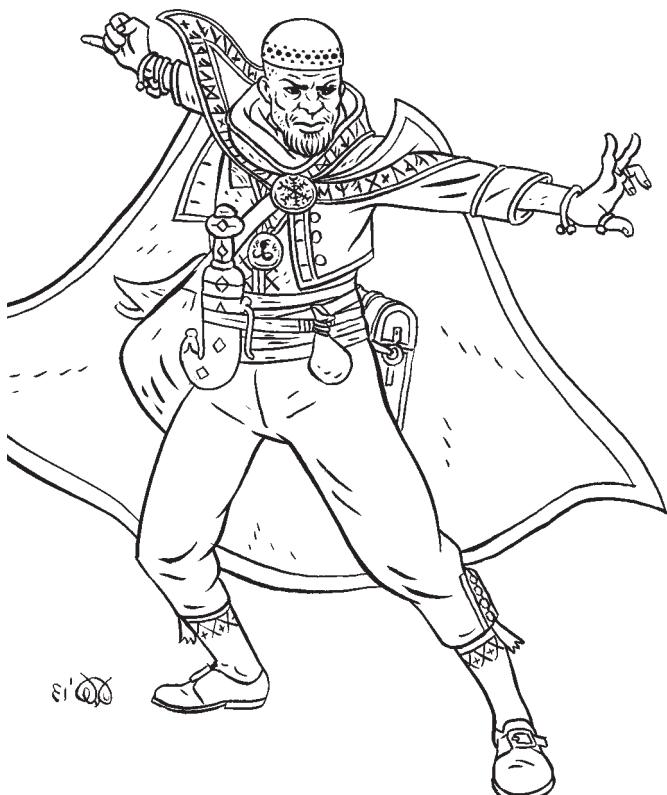
Town Abilities: Circles 1, Resources 0

Nature Descriptors: Boasting, Demanding, Running

Skills: Arcanist 4, Alchemist 3, Cartographer 3, Lore Master 3, Manipulator 2, Scholar 2, Survivalist 2

Wise: Skirmish-wise

Traits: Thoughtful 2, Loner 1, Wizard's Sight 1



Inventory

Torso

Worn: cloak

Worn: backpack

Worn: (backpack)

Belt

Pouch: candle (4)

Weapon: dagger

Skin: wine (full)

Feet

Backpack: traveling spell book (2 slots), small sack (2), preserved rations (3), spell supplies [Wizard's Aegis], spell supplies [Thread of Friendship]

Spells

Wisdom of the Sages

Thread of Friendship

Wizard's Aegis

Nature Answers

Quietly prepare, listen to the wisdom of the elder ones, flee and hide

Circles Answers

Loner tough and cool

Ulrik

Stock: Human

Class: Cleric

Age: 17

Home: Bustling Metropolis

Raiment: a brilliant red tunic

Mentor: Fleinn the Healer

Friend: Una the Haggler

Enemy: Fark the Cleric

Level: 1

Alignment: Chaos

Belief: I'll do whatever it takes to get ahead in this world, and I'll wear a smile doing it.

Instinct: Always check for traps before picking a lock.

Raw Abilities: Will 3, Health 5, Nature 5

Town Abilities: Circles 4, Resources 0

Nature Descriptors: Boasting, Demanding, Running

Skills: Ritualist 4, Criminal 3, Theologian 3, Fighter 2, Haggler 2, Healer 3, Manipulator 2, Scholar 1

Wise: Trap-wise

Traits: Touched by the Gods 1, Brave 1



Inventory

Neck: silver holy symbol (1d)

Hands

Carried: shield

Torso

Worn: leather armor

Worn: backpack

Worn: (backpack)

Belt

Pouch: thieves' tools

Weapon: mace

Skin: wine (full)

Feet: shoes

Backpack: bottle with wine, small sacks (2), iron spikes (6),
torches (4)

Prayers

Fury of the Lords of Life and Death

Nature Answers

Sit and boast, demand your rights, do not fear those who prey on civilization.

Circles Answers

Has friends (Una the Haggler), orphan (silver torc), has mentor (Fleinn the Healer), has enemy (Fark the Cleric)

Conflict Example

Our group got together to test the demo adventure and characters. Merrill, playing Varg, is the leader. Jared plays Gerald, Luke plays Beren, Joss plays Karolina, Megan plays Taika, Thor plays Ulrik and Dro is the game master.

Dro: Herding the rescued prisoners before you, you stumble back into the ruins of the cellar. You're breathing hard from the desperate run. The sound of angry yips, chitters and screams is coming ever closer! The room appears as you left it, full of smashed debris from where the stairs collapsed when you came down here. In the dim light of your torches you can make out the exit from this death trap, 20 feet above your heads. What do you do?

Merrill: I scan the room, looking at the junk. Is there anything to use for a ladder?

Dro: Hmm. Varg spots a rickety ladder hidden by the rubbish in the cellar. It was stored behind the stairs before they collapsed.

Merrill: Varg digs it out and sets up the ladder. "Let's get out of here!"

Dro: Okay. Ladder is set up. But! As you do, a pack of kobolds start to rush into the cellar. The prisoners you rescued are freaking out and running toward the ladder. But, it is too late! The kobolds will get them.

Joss: We're going to have to hold the door until the prisoners can get out of here!

Thor: We could always try to negotiate. We give them back the prisoners and they let us go.

Megan: No way! After all we went through to rescue them?

Merrill: Our luck has to turn sometime. Dro, we're going to stand our ground and buy the prisoners time to escape. Hopefully we can drive the kobolds off. Can I ditch my backpack so I don't get the fighting penalty?

Dro: Sure. Sounds good. You can all drop them. They'll lay peacefully at your feet. This will be a drive off conflict. Who's your conflict captain?

Merrill: Karolina and Beren are our best fighters. Joss, you lead. Beren nearly got us killed in the last fight.

Luke: That was not my fault!

Dro: Okay. Joss, roll your Fighter and add your successes to your Health to determine your starting disposition. Everyone who has helped adds +1D if you have the Fighter skill.

KAROLINA HAS A FIGHTER SKILL OF 4, SO JOSS GRABS 4 SIX-SIDED DICE. VARG DOESN'T HAVE THE FIGHTER SKILL, SO MERRILL CAN'T HELP, BUT JARED, LUKE, MEGAN AND THOR ALL PASS A DIE TO JOSS.

JOSS ROLLS 8 DICE AND GETS 4, 3, 5, 1, 2, 6, 4, 6: 5 SUCCESSES! HOWEVER, KAROLINA IS EXHAUSTED, SO THAT'S A -1 PENALTY TO THE RESULT. AND WORSE, BEREN IS HUNGRY AND THIRSTY WHICH KNOCKS OFF ANOTHER SUCCESS, FOR A TOTAL OF 3 SUCCESSES.

JOSS ADDS THOSE 3 SUCCESSES TO HER HEALTH 4 TO GET THE PARTY'S STARTING DISPOSITION OF 7.

JOSS THEN GRABS 7 STONES TO REPRESENT THE PARTY'S DISPOSITION. SHE HAS ONE EXTRA STONE, WHICH SHE PASSES TO MERRILL, HOPING VARG THE APPRENTICE HAS A TRICK OR TWO UP HIS SLEEVE.

MEANWHILE, DRO CHECKS THE KOBOLD STAT BLOCK. KOBOLDS DON'T HAVE THE DRIVE OFF CONFLICT LISTED AS ONE OF THEIR CORE CONFLICTS, BUT THEY DO HAVE SWARMING AS ONE OF THEIR NATURE DESCRIPTORS. SINCE THEY'RE DEFINITELY SWARMING, DRO WILL ROLL NATURE FOR THE UNLISTED CONFLICT AND ADD THE SUCCESSES TO THEIR NATURE RATING. HE GATHERS 2 DICE FOR THE LEAD KOBOLD'S NATURE AND 7 DICE TO REPRESENT THE OTHER KOBOLDS' HELP. DRO ROLLS 9 DICE AND GETS 1, 1, 3, 6, 6, 5, 2, 5, 4: 5 SUCCESSES! DRO ADDS THOSE 5 SUCCESSES TO THE LEAD KOBOLD'S NATURE 2 FOR A DISPOSITION OF 7.

DRO TAKES 7 STONES AND DISTRIBUTES THEM TO HIS KOBOLDS. UNFORTUNATELY, HE ONLY HAS 7 STONES FOR HIS 8 KOBOLDS. ONE OF THOSE KOBOLDS WON'T GET INTO THE CONFLICT AT ALL.

Dro: As the kobolds rush toward you, one of them produces what you might call a bomb from his little pouch. But then the bomb explodes in his hand before he can throw it. Through the smoke, you see a blackened form slumping to the ground.

EVERYONE LOOKS CONFUSED.

Dro: Too many kobolds. He couldn't help.

All: Oh! Cool!

Dro: What weapons will you use? The kobolds use slings.

Jared: Gerald is using a sling, too!

Joss: I'm wielding my spear.

Luke: Beren has Ronwald's sword. I've got a lantern in my other hand, but I'm using the sword.

Megan: I'm using a dagger as my weapon.

Merrill: I'm casting Wizard's Aegis.

Thor: I'm using my shield.

DRO NODS AND CHOOSES HIS ACTIONS FOR THE FIRST ROUND OF THE CONFLICT.

AFTER DRO'S DONE, THE PLAYERS HUDDLE FOR A QUICK DISCUSSION BEFORE CHOOSING ACTIONS.

Jared: I bet he's going to set up for a big hit. I say we start off with a Feint.

Thor: I don't know man. I think they'll do a suicide charge. If he Attacks, we'll be screwed if we Feint. I think we

should come out hard with an Attack and try to knock as many out of the conflict as we can.

Megan: Yeah! I say we Attack Attack Attack.

JOSS LISTENS TO THEIR ADVICE, THEN DECIDES ON HER OWN COURSE, SELECTING MANEUVER, ATTACK, DEFEND. SHE ASSIGNS GERALD THE MANEUVER, KEEPS THE FIRST ATTACK FOR KAROLINA AND GIVES THE DEFEND TO ULRICK.

ONCE JOSS HAS FINISHED SELECTING ACTIONS, DRO REVEALS HIS FIRST ACTION: MANEUVER.

Jared: See! We should have Feinted! We're also Maneuvering.

Dro: Great. These are independent, and Maneuver uses Will in a drive off conflict. The kobolds rush you en masse, flinging stones with their slings to knock you down.

Jared: We left that cask of beer in the room they're moving through, right? I fling a stone with all my might at one of the casks. Hopefully they'll slip in the beer!

Megan: No, not the beer!

Thor: I'm helping! After Gerald flings his stone, Ulrik braces himself behind his shield and blocks the doorway.

Luke: Beren grumbles, "Damned fools, all of you. Should have run. Could have collected ransom." I toss debris into the path of the onrushing kobolds.

Merrill: I begin chanting like I'm casting a spell. I throw up my cloak. That should scare them off!

Megan: I stand beside Ulrik and kick them back if they get too close. I glare at Gerald about the beer.

Joss: I poke at any that she misses with my spear!

JARED GRABS 5D FOR GERALD'S WILL 5, AND AN ADDITIONAL 2D BECAUSE HE'S MANEUVERING WITH A SLING. THEN THOR, LUKE, MERRILL, MEGAN AND JOSS EACH PASS HIM A HELPING DIE, FOR A TOTAL OF 12D. JARED ROLLS 4 SUCCESSES. HOWEVER, SINCE THE KOBOLD'S MIGHT IS 2 AND GERALD'S IS 3, HE GETS +1S FOR A TOTAL OF 5.

DRO GRABS 2D FOR THE NATURE OF THE KOBOLD LEADING THE ACTION, +2D FOR ITS SLING, AND +6D FOR HELP FROM THE OTHER KOBOLDS FOR A TOTAL OF 10D. HE MANAGES A MEASLY 4 SUCCESSES.

Jared: Hmmm. We could disarm one of them, but there are so many. I spend one of our successes to impede them on their next roll (-1D) and another two successes to gain position on our next roll (+2D). Nothing I can do with the remaining two successes. I guess we manage to take up a position holding the door, and they're slipping and sliding as the cask spills all over the floor!

Dro: Okay. I'm going to spend 3 successes to disarm your sling: It goes flying out of your hands and into the room with the kobolds. I'm going to spend the last success to impede you. You are a perfect target for a volley of sling stones...or something else. Heh. Your impede and gain

position minus my impede, means you're +1D to your next action and I'm -1D to the next action.

Jared: Can't I use my armor to reduce that?

Dro: No, armor only works against Attack and Feint. Let's go to action two. I've got an Attack.

Joss: I'm taking this action. We're also Attacking.

Dro: Too bad they have slings or you could have thrown your spear here. They spread out and you hear, you might say, a whirling buzz before they unleash a deadly hail of stones at you. Attack to Attack is independent. Attack uses Fighter in a drive off conflict.

Joss: Screw it! I go wading in with my spear. I'm going to spit them two at a time. Aaaaah! I'm using my Heart of Battle trait to help myself.

Megan: Me too. I start stabbing the little monsters with my dagger.

Thor: I'm going to hold the doorway so they can retreat to safety when they come to their senses!

Luke: I'll cut down any that try to work their way around and surround Karolina and Taika. Beren keeps grumbling!

Merrill: Varg doesn't have the Fighter skill, but I'm Skirmish-wise. I stand behind Ulrik and start shouting orders. "Everybody duck now!"

Dro: Jared, what about you? Are you helping?

Jared: I don't know what to do. I lost my sling.

Dro: You can still help. You just have to tell me what you do. Nothing? Okay. Gerald isn't helping on this one.

JOSS GRABS 4D FOR KAROLINA'S FIGHTER SKILL, +1D FROM HER HEART OF BATTLE TRAIT, +1D FROM THE MANEUVER JARED LED ON THE LAST ACTION, +3D FROM THE HELP OFFERED BY MEGAN, THOR AND LUKE, AND +1D FROM MERRILL'S I AM WISE. SHE ROLLS 10D IN TOTAL FOR 5 SUCCESSES. HER MIGHT 3 GIVES HER +1S BUT SHE ALSO SUBTRACTS -1S SINCE SHE'S EXHAUSTED. ATTACKS ARE INDEPENDENT OF OTHER ATTACKS, THUS DRO'S KOBOLDS LOSE 5 POINTS OF DISPOSITION.

DRO GRABS 2D FOR HIS LEAD KOBOLD'S NATURE, +6D FROM THE HELP OF THE OTHER KOBOLDS AND -1D FROM THE RESULTS OF THE MANEUVER ON THE LAST ACTION. HE ROLLS 7D FOR A RATHER IMPROBABLE 6 SUCCESSES. SINCE ATTACK AGAINST ATTACK IS INDEPENDENT, THE PLAYERS' TEAM LOSES 6 POINTS OF DISPOSITION. THEY'RE DOWN TO 1 POINT! KAROLINA HAS LEATHER ARMOR, SO JOSS ROLLS A DIE TO SEE WHETHER IT DEFLECTED SOME OF THE DAMAGE. IT COMES UP A 5, SO IT BLUNTS THE ATTACK BY ONE SUCCESS! THAT MEANS THE PLAYERS' TEAM IS DOWN TO 2 POINTS, NOT 1.

SINCE JOSS LED THE ACTION, SHE DISCARDS HER HIT POINT STONE FIRST. THEY STILL NEED TO DISCARD FIVE MORE STONES. THOR WAS SLATED TO HAVE THE NEXT ACTION, BUT MERRILL TUGS THOR'S SLEEVE.

Merrill: I've got this. Give me the last action.



THOR CONSENTS AND EVERYONE BUT MERRILL DISCARDS THEIR STONES. SINCE SHE'S THE LAST PERSON STANDING, SHE TAKES OVER AS CONFLICT CAPTAIN FROM JOSS.

Dro: Stones go flying as you lay waste to kobold after kobold. But unfortunately, they lay waste to you, too! You all are struck down except for Varg, huddling behind Ulrik. My last action is Attack. The last two kobolds standing claw their way over their fallen brethren and leap at you.

Merrill: We're Defending, so Attack versus Defend. Varg stands tall, flings back his cloak and summons his Wizard's Aegis! It's a glowing shield formed from the Chaos sigil. Also, Varg is a Loner. He always knew it would end this way, him alone against the darkness. I'm using the Loner trait to help myself. I also have a chrysoprase ring—it counts as spell supplies for this spell.

WIZARD'S AEGIS ALLOWS MERRILL TO SUBSTITUTE ARCANIST FOR THE DEFEND SKILL IN KILL, CAPTURE AND DRIVE OFF CONFLICTS, SO SHE GRABS 4D FOR HER ARCANIST SKILL. SHE ADDS +1D FOR THE LONER TRAIT AND +1D FOR THE SPELL SUPPLIES FOR A TOTAL OF 6D.

DRO TAKES 2D FOR THE LEAD KOBOLD'S NATURE AND +1D FOR HELP FROM THE OTHER REMAINING KOBOLD FOR A TOTAL OF 3D. HE MANAGES 2 SUCCESS.

MERRILL ROLLS HER 6D AND MANAGES 2 SUCCESSES FOR A TIE. HOWEVER, WIZARD'S AEGIS GRANTS +1S TO TIED AND SUCCESSFUL TESTS, AND SHE GETS +2S FOR HER MIGHT SINCE THE KOBOLD'S MIGHT IS NOW 1. SHE NETS 3 SUCCESSES TOTAL AFTER SUBTRACTING THE 2 FROM DRO'S ATTACK. THE TEAM'S DISPOSITION GOES UP FROM 2 TO 5. SHE CAN NOW REGROUP. SINCE EACH PLAYER STARTED WITH ONE HIT POINT, SHE CAN DRAG THREE CHARACTERS BACK INTO THE CONFLICT.

Dro: The kobolds come slavering toward you until they smash into your Wizard's Aegis. There's a horrible sizzle and they fall back screaming.

Merrill: Varg kicks a kobold off Ulrik and hauls him to his feet. And with a sigh he says to Beren, "All right old man, don't screw this up again!" Ulrik and Beren are back in the fight. Taika stumbles to her feet.

Dro: Under the cover of the Aegis, Beren, Ulrik and Taika are able to pick themselves up. It's a new round. What weapons are you using? The kobolds are switching to bombs! They are down to 2 points of disposition. You guys have 4.

Merrill: Wizard's Aegis is working well for me. I'm sticking with it.

Luke: Beren's going with Ronwald's sword. It better not break like the last one.

Thor: I'm using my shield.

Megan: I'll fight them knife to claw.

NOTING THAT BOTH MERRILL AND THOR HAVE CHOSEN ACTIONS THAT FAVOR DEFENDS, DRO DECIDES TO TRY CATCHING THEM OUT WITH A FEINT DEFEND ATTACK.

Jared: Look at him. He's smiling. I bet he's leading with a Feint. You guys should Attack first. I'd Attack Feint Feint.

Thor: No way! If I were him, I would Attack and try to get a 0-0 tie. Maybe we should Maneuver first to protect against that. Maneuver Attack Attack?

Jared: You guys never listen to me!

EVERYONE LAUGHS.

MERRILL DECIDES TO RISK A TIE AND PICKS ATTACK ATTACK DEFEND. SHE ASSIGNS THE FIRST ACTION TO LUKE, THE SECOND ACTION TO THOR AND GIVES THE DEFEND TO MEGAN.

Dro: Heh heh! You guys should have listened to Jared for once. I Feint.

Jared: See!

Luke: Oh? Hmmm. What's this?

LUKE REVEALS HIS ATTACK. THE PLAYERS CHEER! DRO SCOWLS.

Dro: Fine. The kobolds pick themselves up and back away from you feigning terror. You notice a tiny trail of smoke from the lit bomb they left as a present in the debris, hoping to lure you right into it.

Luke: Ha! Beren kicks the bomb back at them and then plunges forward, chopping at them with his sword. He mutters, "Eat it, little blood suckers." I use my sword die for Attack. Oh...but I'm Scarred! My knee tweaks a bit as I kick the bomb and I'm hobbling by the time I get to them. I use my Scarred trait against myself for a check.

Thor: I get on Beren's left side with my shield ready. Hopefully I can keep that crazy dwarf from taking a bomb to the face.

Megan: I lunge at kobold with my knife!

Merrill: If you screw this up with that stupid trait, I'll kill you!
ATTACK BEATS FEINT, SO DRO DOESN'T GET TO ROLL ANYTHING. LUKE GRABS 4D FOR HIS FIGHTER SKILL, +1D FOR HIS SWORD, -1D FOR USING SCARRED AGAINST HIMSELF. THOR AND MEGAN EACH PASS HIM +1D FOR HELP. LUKE ROLLS HIS 6D AND GETS 2 SUCCESSES, PLUS 2 MORE FOR THEIR SUPERIOR MIGHT! IT'S MORE THAN ENOUGH TO KNOCK THE KOBOLDS OUT OF THE FIGHT. WHILE THE KOBOLDS HAVE BEEN SUCCESSFULLY DRIVEN OFF, THE PLAYERS LOST 3 OF THEIR INITIAL 7 HIT POINTS—ABOUT HALF. THEY OWE DRO A COMPROMISE.

Dro: You win. They are driven off—running into the cold room. But as soon as they disappear you hear them squeal in terror. The sound frightens your escapees who rush up the ladder and pull it up after them. As you turn to curse them out, you see a shadow of something large with many legs coming through the cold room...

All: Agh! Run!



Other Weapons



Weapons of Wit

Not all conflicts are martial and not all weapons are made of steel and wood. This chapter provides weapons for all of the various conflicts outside of fighting.

Weapon	Attack	Defend	Feint	Maneuver	Special
CONVINCE					
Intimidation	—	—	—	+1s	—
Deception	—	—	+1s	—	—
Evidence	+1s	—	—	—	You must have evidence!
Roleplay	—	—	—	—	+1D to one action type
Promises	—	+1D	—	—	—
Repeating	-1D	-1D	-1D	-1D	—
PURSUE OR FLEE					
Locals	—	—	—	—	+1D to one action type
Maps	—	—	—	—	+1D disposition
Dirty Tricks	—	—	+1s	—	—
Right Tools	+1s	—	—	—	You must have proper equipment
CAPTURE AND HUNTING					
Nets, Traps	+1s	—	—	—	These must be built for this order of might
Lures	—	—	—	+1D	For specific beast
Clever Strategem	—	—	+1D	—	—
HAGGLE OR NEGOTIATE					
Bluffing	—	—	+1s	—	—
Bribes	—	+1D	—	—	You must have bribes
Cool, Calm	+1s	—	—	—	You cannot be angry
Humor	—	—	—	+1D	—
CONVINCE CROWD					
Position	+1s	—	—	—	You must be elevated
Mood	—	—	+1s	—	—
Reiteration	—	—	—	—	+1D to one action type
Uniform	—	—	+1D	—	—
TRICK OR RIDDLE					
A riddle	+1D, +1s	—	—	—	You must tell a riddle
A material clue	—	—	—	+2D	You must have a material clue
Answers	—	+2s	—	—	You must have the answer

Other weapons must be declared like any other weapon. However, they often incorporate a roleplay or specialized pieces of equipment. If the player fails to produce the roleplay or the equipment on the appropriate action, then no bonus is earned.

Argument

Intimidation

Intimidating roleplay—real threats, not just bluster—grants +1s to a successful Maneuver. The intimidation or lie must be played out to gain the benefit.

Deception

Lying or prevaricating in an argument grants +1s to Feint. This bonus applies to real lies about real facts, not about fanciful prattling.

Evidence

+1s after a successful Attack. If the character has pre-established evidence to support his side, he can display it and explain it on his Attack actions to gain benefit.

Roleplay

The roleplay bonus is granted to players who deliver their lines in character.

Add +1D to one action of your choice in the argument or speech. You may choose at any point during the conflict. Once chosen, the bonus die sticks to that action for the remainder of the argument. If playing in a team, it sticks to that action for the team, not just the character.

Promises

+1D to Defend. If you make promises to the other side, you can gain this benefit. The promises aren't binding (unless they come back to haunt you in the compromise).

Repeating Yourself

-1D to any action. If you repeat the same points over and over, you're weakening your side. You suffer a penalty for repetition.

You may combine the roleplay die with any of the other bonuses. Repeating yourself can also be combined with any of the other effects, including roleplay.

Chase

Locals

If you're a local, or you've hired a local guide, you gain +1D to one action type (Attack, Defend, Feint or Maneuver) of your choice. The bonus sticks to that action type for the remainder of the conflict. You can choose the bonus at any time during the chase.

Maps

If you have an accurate map of the area you're chasing through, you gain +1D to your disposition.

Dirty Tricks

Caltrops, flaming oil and other dirty tricks give you +1s to your Feint actions in a flee conflict.

Right Tools

If there's a piece of terrain to cross and you have the right tools to cross it: rope grappling hook for a wall, a boat or raft for a river or a spell for a rapid descent, take +1s to your Attack action.

Speech

Here are four weapons to use when you're speaking to a crowd: elevated position, mood, repetition and a good uniform or outfit.

Elevated Position

+1s to Attack. Make sure your entire audience can see you.

Mood

+1s to Defend. Always play to the mood of your audience; it bolsters your position.

Reiteration

+1D to any action (as sword). You gain this benefit if you reiterate a theme, statement or sentiment three times during your speech.

Uniform

+1D to Feint. A uniform or outfit lends gravity to your argument. It can help you lead your audience to where you need them.

Negotiation

There are four weapons of negotiation: bluffing, flashing cash, being cool and calm, and using humor.

Bluffing

+1s to Feint. A good negotiator never shows how badly he needs this deal. He's prepared to walk away and he lets the other guy know it.

Bribes

+1D to Defend. Sweeten the deal with additional incentives. You must present a material bribe!

Cool and Calm

+1s to Attack. Maintaining a cool, calm tone during the negotiations carries substantial benefits. You can't be cool and calm if you're angry.

Humor

+1D to Maneuver. Cracking up your interlocutor can soften his stance and make him more likely to deal.

Capture and Hunting

You need more than just a blade and guts to bring down dangerous beasts. In this section we detail three types of weapons you can use when on the hunt: nets, traps and lines; lures; and blinds and camouflage.

Nets, Traps, Lines

+1s to Attack. An effective hunter comes prepared with implements to entangle or slow down his quarry. However, nets, traps and lines must be built to the size of the animal.

Use Hunter to create nets and traps with the following factors:

Type of animal: prey, predator

Order of Might: 1-8.

Lures

+1D to Maneuver. Using lures—calls or scents—a hunter can confuse his quarry and position him where he wants him.

Making lures is a test for Hunter. It's an Ob 5 test. Alchemist may help, as well as appropriate bestial wises, of course.

Blinds, Camouflage

+1D to Feint. Setting up blinds on your hunting grounds or using camouflage can help deceive your quarry.



Torchbearer Procedures

Prep Procedure

- GM draws a map of the area and includes all relevant settlements and geographical features.
- The GM draws a map of a dungeon (or grabs an existing map) and establishes a number of problems that the characters must overcome. The problems should be keyed to the map.
- In addition to the structure of the adventure and the problems in each location, the GM also creates a “Wandering Monster Table.” This is a list of a handful of other obstacles the GM can invoke when the players generate a twist.

Session Procedure (Overall)

- If continuing from a previous adventure, one player delivers the prologue for this session.
 - A player can't recount the prologue twice in a row.
 - The player who delivers the prologue recovers hungry and thirsty, angry, afraid or exhausted (in that order) or restores a point of taxed Nature.
 - Delivering the prologue does not make you fresh.
- Players who missed last session explain where their characters were.
 - These players may recover from hungry and thirsty, angry, afraid or exhausted or take a pass or fail for an ability or skill.
 - If you missed a town session: You do not have to make a lifestyle test, but neither do you start Fresh (regardless of your current condition status).
- If starting a new adventure, players begin en route to new this new endeavor.
- If continuing from previous town phase, players begin in town.
 - Players use town rules to equip, find work and find information about work.
 - GM provides adventure hook or uses the results from one of the Town Events tables.
- All players adjust Beliefs and Instincts to better reflect their character's outlook.
- All players write a new goal once the GM has described the scenario, perhaps even after the first scene.
- Adventure Phase**
 - Play progresses in turns while characters explore and interact with the environment and its denizens.
 - Players choose objectives based on exploration and personal priorities.
- Camp phase**
 - Once players have accumulated checks, they may start the camp phase when their characters find a safe space to rest
 - If your goal is still pressing and there is time left in your session, return to the adventure phase or head back to town (if applicable).
 - If not, proceed to end of session.
- Town Phase**
 - If the players retreat from the adventure area and return to town, begin the town phase.
- End of Session**
 - Try to end your sessions at the end of an adventure, camp or town phase. Try not to end in the middle. This usually means stopping a few minutes early so you don't get stuck in the middle somewhere, and so you still have time to distribute rewards.
 - Distribute rewards based on Beliefs, Goals, Instincts, MVP, Teamworker and Embodiment.
 - Fate points are awarded for working toward a goal, playing a Belief in a dramatic fashion or using your Instinct to benefit your companions.
 - Persona points are awarded for completing a goal, being the MVP, being the player who helped the team the most and for good characterization.
 - End of Session is not the same as making camp.
 - When you start your next session, you'll pick up where you left off.

Adventure Phase Procedures

- Ⓐ GM: Briefly describe the adventure. (e.g., Today we'll explore The Caverns of Thracia! Searching for adventure and fortune, you have all taken a ship from the port of Rimholme south to the jungles of Khushan, where legend and rumor place a vast lost city filled with treasure!)
- Ⓑ Players: Write a Goal. If you're stuck, use the GM description, rumors or something learned from your test in town as inspiration for your goal.
- Ⓑ Getting to the adventure
 - Ⓐ As a GM, you can skip right to the cave mouth, make them test Pathfinder to find their way or require a whole pre-adventure.
 - Ⓐ Low-level adventures should be easy to get to.
- Ⓑ In the dungeon, players explore, triggering encounters and events according to the map.
 - Ⓐ The character who is mapping should keep a list of rooms, areas and features explored (for ex.: The tower where we made our camp, the entrance to the kobold storeroom, the underground lake, etc.). If a successful Cartography test is made to knit this information together into a serviceable map, the characters can return to these named places without the requirement of a test. Failed Cartography generates a twist or condition as usual.
 - Ⓐ The GM introduces problems and environments, but does not tell players how to solve the situation. It is up to players to come up with these ideas.
 - Ⓐ The adventure phase lasts until the players choose to camp, return to town or the players resolve/overcome all of the problems created by the GM.
 - Ⓑ Time passes in the adventure phase.
 - Ⓐ With the exception of tests made due to Instincts or casting spells or invoking prayers, each test or conflict during the adventure phase (whether mandated by the GM or called for by the players) advances time by one turn.
 - Ⓐ Every fourth turn during the adventure phase, all characters earn a condition. If your character is not hungry and thirsty, you become hungry and thirsty. If your character is already hungry and thirsty, then you take the exhausted condition. If you're already exhausted and hungry, take the angry condition. If you're already angry, exhausted and hungry, you become sick. If you're already angry, exhausted, hungry and sick, you suffer an injury. If you're angry, exhausted, hungry, sick and injured, you're made afraid. If those six conditions are checked on the fourth turn, your character dies—you unceremoniously drop dead from exhaustion.
 - Ⓐ Upon becoming hungry and thirsty, characters may eat one ration or drink a draught of wine/waterskin to eliminate the condition. This does not require a test.
 - Ⓐ Some adventuring materials, especially light sources, are affected by the passage of time.
 - ✿ Torches are consumed after two turns.
 - ✿ Lantern oil is consumed after three turns.
 - ✿ Candles are consumed after four turns.
 - Ⓑ The GM can declare an area cleared and the adventure over.

Camp Phase Procedures

- Ⓑ **Players may camp at any time so long as:**
 - Ⓐ They have at least one check among them.
 - Ⓐ They are not in a conflict or immediate peril (such as from pursuing monsters, wandering monsters or patrols, or inclement conditions. If these conditions are not met, the players can attempt to improve their potential camp site spot with a Survivalist test, or must continue on adventuring until they are).
 - Ⓐ They have a place to rest.
- Ⓑ **Roll on the Camp Events table**
 - Ⓐ If the players took time to set up and secure their camp during the adventure phase—usually with a Survivalist test—grant them a +1 to the 2d6 camp events roll.
 - Ⓐ A disaster ends the camp phase immediately. All checks are lost.
- Ⓑ **Players may spend checks to make tests in camp.**
 - Ⓐ No player may make two tests in a row. Checks may be donated to other players.

- Ⓐ Checks may be spent on recovery, improving camp, finding food and water, making tools, researching or reading books, debating a course of action, prayer or other acts that may be accomplished in, around and about camp. Checks may not be spent to explore or fight monsters.
- * The exception to this rule is that you may break camp and make your way back to town using checks you've earned.
- Ⓐ Any unused checks are lost at the end of the camp phase.
- Ⓐ Time does not pass in "turns" during camp.
- Ⓐ Magicians, elves and clerics automatically rememorize spells at the end of camp so long as there is no disaster.
- Ⓐ Clerics must test Theologian to rememorize prayers in camp. This does not cost a check.
- Ⓐ Players break camp as soon as their checks are expended or discarded. The GM takes over and adventure phase recommences as soon as camp is broken. If returning to the adventure, the GM should have an encounter or problem prepared.

Town Phase Procedures

- Ⓐ Town phase is triggered when players wish to enter town.
- Ⓐ Town must be achieved either by following a map or by making the appropriate test—usually Pathfinder.
- Entering Town**
 - Ⓐ Checks: If you enter town with checks remaining, spend them to recover conditions now using the normal recovery rules. Otherwise you may hold onto them to earn experience from helping. You cannot spend checks to make tests in town.
 - Ⓐ Roll on the Town Events table.
 - * Disaster indicates that you may not enter town.
 - * Otherwise, proceed to town.
 - Ⓐ Uneaten fresh food spoils. Feed it to the dogs.
 - Ⓐ Characters level up as soon as they enter town if they have spent the required rewards.
 - * Rewards spent in town do not count toward leveling up until characters leave, undertake an expedition and then return to town.
 - Ⓐ Strategize.
 - * Discuss current conditions and your recovery and resupply needs.
 - Ⓐ Determine if you're haggling.
 - Ⓐ Determine your accommodations while in town.
- Ⓐ Conduct business. Note lifestyle cost for your activities.
- Ⓐ See Town rules for details about locations and conducting business.
- Ⓐ You cannot earn checks in the town phase.
- Ⓐ Time does not pass in turns in town (neither do you spend checks for tests). Players may do as they wish. The GM adjudicates appropriate behavior.
- Leaving Town**
 - Ⓐ Players may leave town whenever they wish after having paid their outstanding lifestyle costs.
 - Ⓐ When leaving, total lifestyle cost and test Resources against this obstacle to pay your debts.
 - * If you cannot pay your bills, you're visited by certain gentlemen.
 - * Otherwise, see the Leaving Town rules for details on the results of passing or failing the lifestyle test.
 - Ⓐ If a player leaves town, his town phase is over. Town may continue for any others. The errant player waits.
 - Ⓐ When leaving town, the characters should have a mission or purpose: hired for a job, a treasure map, a personal goal, secret knowledge, etc. If they do not have a purpose, it's the GM's job to present them with one.
 - Ⓐ Roll on the Leaving Town Events table.
- Ⓐ Leaving town starts the adventure.

Conflict Procedures

- ⦿ GM determines that the players have triggered a conflict. GM and players make clear what's at stake.
- ⦿ Players choose conflict captain.
- ⦿ **Roll for disposition**
 - ⦿ Team leader rolls for his team's disposition. His team members may help if they have the appropriate skill.
 - ⦿ GM rolls for the opposition's disposition.
 - ⦿ Divide your disposition into hit points for your teammates.
- ⦿ **Choose weapons and spells**
- ⦿ **Choose actions**
 - ⦿ The GM chooses three actions each for his teams and then waits for the players.
 - ⦿ Players determine who will act in what order for this round of the conflict.
 - * The conflict leader discusses best options with his teammates and chooses three actions to be played in order.
 - ⦿ GM and player actions are revealed and resolved one at a time.
 - ⦿ Reduce or increase disposition as per the results. If both teams still have at least one point, play another round: choose weapons, choose actions, etc.

Spell Memorization

- ⦿ Before your first adventure and at the end of each camp and town phase, memorize a number of spells of each circle as dictated by your level. To memorize a spell
 - ⦿ You must know the spell.
 - ⦿ You must have access to your library or a traveling spell book that contains the spell.

Spell Casting Procedure

- ⦿ Decide to cast one of your memorized spells.
- ⦿ To cast a spell, the magician or ranger must have
 - * The spell memorized and uncast.
 - * The ability to speak.
 - * The ability to gesture with a single hand.
- ⦿ If in a conflict, determine when the spell must be cast:
 - * Cast spells that could broadly affect or prevent a conflict—like Destiny of Heroes or Lord of Dreams—before the conflict begins.
 - * Cast spells that act as a weapon, like Veil of the Chameleon, while declaring weapons for a new round of conflict.
 - * Spells that substitute for a conflict skill—like Eldritch Darts—count as the action they replace and don't need to be cast separately. Declare use of the spell before the conflict begins or while declaring weapons for a new round of conflict.
- ⦿ Determine the obstacle
 - * If listed with a flat obstacle, test Arcanist against the obstacle listed.
 - * If listed with factors, count the applicable factors and test Arcanist against the obstacle.
 - * If listed as a versus test, make a versus test against the target's listed ability.

Prayer Memorization

- ⦿ Before your first adventure and at the end of each camp and town phase, memorize a number of prayers of each circle as dictated by your level. To memorize prayers:
 - ⦿ Choose prayers equal to the slots available to you from the circles to which you have access.
 - * You must test Theologian with an obstacle equal to 8 – Will.
 - * No test is required to memorize prayers while in your home town. You're welcome.
 - * +2D to Theologian test if in a temple of your alignment
 - ⦿ Success indicates you memorize the prayers selected.
 - ⦿ If you fail the Theologian test, the GM decides whether to invoke a twist or condition:
 - * If a twist, the GM selects the prayers the Immortals grant you.
 - * If a condition, you memorize the prayers selected.

- ◎ If the majority of the prayers memorized differ from your alignment, apply a cumulative +1 factor to the Theologian test to memorize prayers. The penalty remains until either:
 - * You successfully perform an atonement ritual (Ritualist test with an obstacle equal to the current penalty)
 - * The group decides your alignment has changed.

Prayer Invocation Procedure

- ⊕ Decide to invoke one of your memorized prayers.
- ◎ To invoke a prayer, the cleric must have:
 - * The prayer memorized and uninvoiced
 - * The ability to speak
 - * A holy symbol appropriate to his or her patron Immortal presented and visible
- ◎ If in a conflict, determine when the prayer must be invoked:
 - * Invoke prayers that could broadly affect or prevent a conflict—like Chains of Fate—before the conflict begins.
 - * Prayers that substitute for a conflict skill—like Hands of the Lords of Entropy—count as the action they replace and don't need to be cast separately. Declare use of the spell while declaring weapons for a new round of conflict.
- ◎ Determine the obstacle:
 - * If listed with a flat obstacle, test Ritualist against the obstacle listed.
 - * If listed with factors, count the applicable factors and test Ritualist against the obstacle.
 - * If listed as a versus test, make a Ritualist versus test against the target's listed ability

Long-Term Procedure

- ⊕ After completing an adventure, examine each character's alignment.
- ◎ Change alignment as per the procedure discussed in the Tricks of the Trade chapter.
- ⊕ After three adventures, winter sets in. The next phase—adventure, camp or town—takes place in winter.
- ⊕ Play out winter session.



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Name:	Parents:
Stock:	
Mentor:	
Friend:	
Class:	
Age:	
Home:	
Raiment:	

Belief	Playing a Belief earns a fate point
Goal	Accomplishing a Goal earns a persona point
Instinct	Using an Instinct to aid yourself or the group earns a fate point
Allies and Additional Enemies	

FATIGUE AND RECOVERY FACTORS

Each item counts as a factor to recover from exhaustion.

- Shield used
- Chain armor worn
- Plate armor worn
- Casting spells
- Certain spell effects

Alignment:	
Current Total	Total Spent
Spend one point to reroll all 6s as new dice or use a wise.	
Person	
Current Total Total Spent	
Spend one point to add 1D, tap Nature or use a wise. You may spend up to three points to add up to 3D per roll.	
Conditions	
Fresh	
+1D all tests until other condition.	

Hungry and Thirsty	-1 to disposition to any conflict.
Angry (Ob 2 Will)	Can't use wises or beneficial traits.
Afraid (Ob 3 Will)	Can't help or use Beginner's Luck
Exhausted (Ob 3 Health)	Factor in all tests except Resources, Circles and recovery
Injured (Ob 4 Health)	-1D to skills, Nature, Will and Health (but not recovery).
Sick (Ob 3 Will)	-1D to skills, Nature, Will and Health (but not recovery): can't practice, learn, advance.

Will	Rating	Advancement	BL
Health	P: OOOOO	F: OOOOO	Resources
Nature	/	P: OOOOO	Circles
	F: OOOOO	F: OOOOO	Might
			3

Fate	Current Total Total Spent
Person	
Current Total Total Spent	
Spend one point to add 1D, tap Nature or use a wise. You may spend up to three points to add up to 3D per roll.	

Nature Descriptors:

Wises

A wise can be used once per test. A character can have up to four wises.
--

Skills

Skill	Rating	Advancement	BL
Alchemist	P: OOOOO	F: OOOOO	Orator
Arcanist	P: OOOOO	W	Pathfinder
Armorer	P: OOOOO	H	Persuader
Cartographer	P: OOOOO	W	Rider
Commander	P: OOOOO	W	Ritualist
Cook	P: OOOOO	W	Scavenger
Criminal	P: OOOOO	H	Scholar
Dungeoneer	P: OOOOO	H	Scout
Fighter	P: OOOOO	H	Survivalist
Haggler	P: OOOOO	W	Theologian
Healer	P: OOOOO	W	
Hunter	P: OOOOO	H	
Lore Master	P: OOOOO	W	
Manipulator	P: OOOOO	W	
Mentor	P: OOOOO	W	

Skills

Skill	Rating	Advancement	BL
Alchemist	P: OOOOO	F: OOOOO	Orator
Arcanist	P: OOOOO	W	Pathfinder
Armorer	P: OOOOO	H	Persuader
Cartographer	P: OOOOO	W	Rider
Commander	P: OOOOO	W	Ritualist
Cook	P: OOOOO	W	Scavenger
Criminal	P: OOOOO	H	Scholar
Dungeoneer	P: OOOOO	H	Scout
Fighter	P: OOOOO	H	Survivalist
Haggler	P: OOOOO	W	Theologian
Healer	P: OOOOO	W	
Hunter	P: OOOOO	H	
Lore Master	P: OOOOO	W	
Manipulator	P: OOOOO	W	
Mentor	P: OOOOO	W	

Skills

Skill	Rating	Advancement	BL
Alchemist	P: OOOOO	F: OOOOO	Orator
Arcanist	P: OOOOO	W	Pathfinder
Armorer	P: OOOOO	H	Persuader
Cartographer	P: OOOOO	W	Rider
Commander	P: OOOOO	W	Ritualist
Cook	P: OOOOO	W	Scavenger
Criminal	P: OOOOO	H	Scholar
Dungeoneer	P: OOOOO	H	Scout
Fighter	P: OOOOO	H	Survivalist
Haggler	P: OOOOO	W	Theologian
Healer	P: OOOOO	W	
Hunter	P: OOOOO	H	
Lore Master	P: OOOOO	W	
Manipulator	P: OOOOO	W	
Mentor	P: OOOOO	W	

Skills

Skill	Rating	Advancement	BL
Alchemist	P: OOOOO	F: OOOOO	Orator
Arcanist	P: OOOOO	W	Pathfinder
Armorer	P: OOOOO	H	Persuader
Cartographer	P: OOOOO	W	Rider
Commander	P: OOOOO	W	Ritualist
Cook	P: OOOOO	W	Scavenger
Criminal	P: OOOOO	H	Scholar
Dungeoneer	P: OOOOO	H	Scout
Fighter	P: OOOOO	H	Survivalist
Haggler	P: OOOOO	W	Theologian
Healer	P: OOOOO	W	
Hunter	P: OOOOO	H	
Lore Master	P: OOOOO	W	
Manipulator	P: OOOOO	W	
Mentor	P: OOOOO	W	

Skills

Skill	Rating	Advancement	BL
Alchemist	P: OOOOO	F: OOOOO	Orator
Arcanist	P: OOOOO	W	Pathfinder
Armorer	P: OOOOO	H	Persuader
Cartographer	P: OOOOO	W	Rider
Commander	P: OOOOO	W	Ritualist
Cook	P: OOOOO	W	Scavenger
Criminal	P: OOOOO	H	Scholar
Dungeoneer	P: OOOOO	H	Scout
Fighter	P: OOOOO	H	Survivalist
Haggler	P: OOOOO	W	Theologian
Healer	P: OOOOO	W	
Hunter	P: OOOOO	H	
Lore Master	P: OOOOO	W	
Manipulator	P: OOOOO	W	
Mentor	P: OOOOO	W	

Skills

Skill	Rating	Advancement	BL
Alchemist	P: OOOOO	F: OOOOO	Orator
Arcanist	P: OOOOO	W	Pathfinder
Armorer	P: OOOOO	H	Persuader
Cartographer	P: OOOOO	W	Rider
Commander	P: OOOOO	W	Ritualist
Cook	P: OOOOO	W	Scavenger
Criminal	P: OOOOO	H	Scholar
Dungeoneer	P: OOOOO	H	Scout
Fighter	P: OOOOO	H	Survivalist
Haggler	P: OOOOO	W	Theologian
Healer	P: OOOOO	W	
Hunter	P: OOOOO	H	
Lore Master	P: OOOOO	W	
Manipulator	P: OOOOO	W	
Mentor	P: OOOOO	W	

Skills

Skill	Rating	Advancement	BL
Alchemist	P: OOOOO	F: OOOOO	Orator
Arcanist	P: OOOOO	W	Pathfinder
Armorer	P: OOOOO	H	Persuader
Cartographer	P: OOOOO	W	Rider
Commander	P: OOOOO	W	Ritualist
Cook	P: OOOOO	W	Scavenger
Criminal	P: OOOOO	H	Scholar
Dungeoneer	P: OOOOO	H	Scout
Fighter	P: OOOOO	H	Survivalist
Haggler	P: OOOOO	W	Theologian
Healer	P: OOOOO	W	
Hunter	P: OOOOO	H	
Lore Master	P: OOOOO	W	
Manipulator	P: OOOOO	W	
Mentor	P: OOOOO	W	

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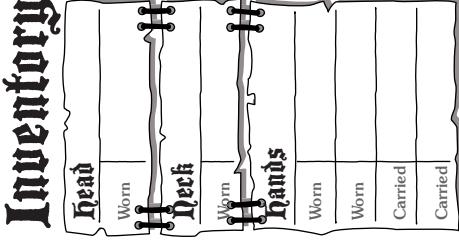
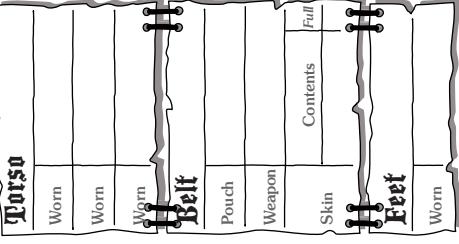
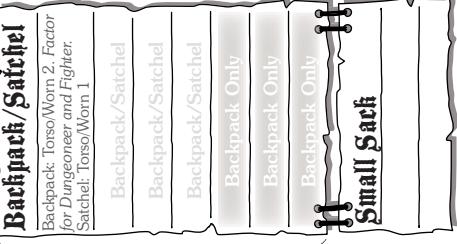
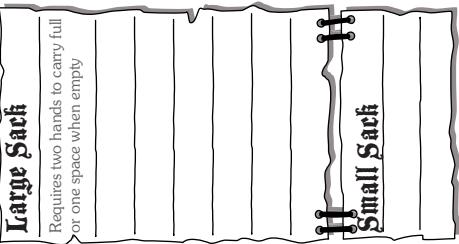
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Cartographer	P: OOOOO		

Camp



Camp		Procedure	
Find appropriate place to rest	④ To make a test in camp, spend a check: test to recover, reequip, create scrolls, gather supplies, but not adventure	④ Each player spends a check. You cannot spend two in a row	④ Checks may be shared (or tossed)
Use Survivalist skill to set up camp (optional in adventure phase)	④ After checks are expended, start new adventure phase at turn count 1	④ After checks are expended, start new adventure phase at turn count 1	④ Checks may be shared (or tossed)
Roll on Camp Events table			
Apply Camp Events result. If disaster, return to adventure phase			
Strategize: discuss conditions, checks, light sources and food			

Town		Lifestyle	
Tavern: Hear Rumor (1), Drink (1), Hire Help (1-3)	Market: Buy (0), Sell (0)	Rumors and Leads	
Street: Fiszel Roll on events table.	Guild Hall: Use Facilities (1), Hire Apprentice (1), Find Work (1)		
Stables: Recover (1), Hide out! (0)	Temple: Religious Services (0), Pray at Shrine (1)		
Flophouse: Recover (1), +1 additional recovery	Other Activity: Hagggle (1), Personal Business (1), Dig for Leads (1), Do Research (1), Other (1)		
Inn: Recover (2), +1-2 additional recovery			
Hotel: Recover (3), +1-2 additional recovery			

Town Procedure	
④ Determine accommodations	④ Make recovery tests according to accommodations.
④ Head to town	④ Visit town locations: market, guild hall, tavern, temple, etc. Take turns.
④ Spend remaining checks to recover	④ Find work: hire yourself out, dig for leads, follow up rumors.
④ Roll on Town Events table	④ Leave town: tally up lifestyle and test Resources against that obstacle.
④ Apply Town Events result. If disaster, return to adventure phase.	
④ Level up (if rewards spent)	
④ Strategize: discuss conditions and divide loot.	
④ Decide if you're haggling individually.	

Level Requirements and Benefits

Level Title and Benefit

Level	Fate	Persona	Level Title and Benefit
1	0	0	
2	3	3	
3	7	6	
4	13	9	
5	19	12	
6	26	15	
7	32	18	
8	41	21	
9	51	25	
10	62	30	

Spell and Prayer Mental Inventory Slots	
First Circle	
Second Circle	
Third Circle	
Fourth Circle	
Fifth Circle	

Memorizing Prayers

Roll Theologian during camp or when leaving town. Obstacle is 8 - Will do not adjust Will due to the injured or sick conditions). This test does not require a check or increase the difficulty of maintaining your lifestyle.

If successful choose the prayers you wish to memorize. If failed, the GM can give your character a condition and allow you to

choose your prayers or choose the prayers you are granted.

Your traveling spell book can hold up to five spell levels (five First Circle spells, or one Second Circle spell and one Third Circle spell, etc.)

Spell Name:	Mem:	Spell Name:	Mem:	Spell Name:	Mem:

Traveling Spell Book

Spell Name: Mem: Spell Name: Mem: Spell Name: Mem:

Spell Rules: