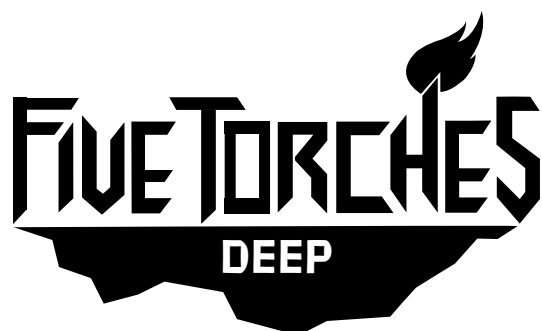


FIVE TORCHES

DEEP





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WHAT IS THIS?

Five Torches Deep (FTD) strips 5e to its skeleton and fleshes it out with OSR elements. The goal is to provide an old-school experience to those familiar with 5e. It's self-contained and playable as is, assuming familiarity with fantasy rpgs.

WHY?

FTD is meant to ease the introduction of OSR mechanics and principles to those familiar with 5e. The classes and monsters are (largely) compatible with 5e, and can be plugged in and out as you see fit. The more FTD you add, the more "OSR" it feels.

QUICK PRIMER

- Core mechanics based on 5e
- Four OSR-related classes
- Four OSR-common races
- Race and class restrictions
- STR, DEX, CON, INT, WIS, CHA
- Ascending AC
- Rolled abilities and HP
- Skills reduced and simplified
- Magic system re-tooled, flattened
- Spells can cause magical mishaps
- Semi-compatible with 5e math
- Semi-compatible with B/X math
- Load and encumbrance
- Incorporates dis/advantage
- Slower and weaker rest and healing
- Equipment can be broken
- Ability scores determine limits
- Retainers, morale, and reactions

OSR

The old-school renaissance or revival (**OSR**) is a category of adventure game rpgs that focuses on perilous quests for loot and glory, eschewing the modern epic fantasy norms of the current edition. FTD adheres to the principles and mechanics below:

DANGER IS REAL

The world is legitimately dangerous, PC death is always around the corner, and even a small mistake can lead to disaster.

CUNNING OVER CRUNCH

The game relies on a certain amount of player ingenuity, cleverness, and cunning. You shouldn't brute force your way through every obstacle because you have a high skill modifier. The game demands a thoughtful approach that minimizes the need to roll.

MAGIC IS HAPHAZARD

Magic can be plenty common, but it's hard to wield with any consistency. Even mages of the highest order must face the strange mutations and dire mishaps from their eldritch energies and hope to survive.

TRAVEL & RESOURCES

A significant portion of the game and its rules focus on traveling through predatory wilderness; managing rations, light, and rest; keeping morale high; and trying not to get yourself killed from harsh terrain.

FTD VS. 5E

The main differences between FTD and 5e are summarized below:

WEAKER PCs

Ability scores are, on average, much lower than in 5e. Proficiency bonuses scale the same, but apply in fewer instances. HP is similar to 5e, but damage is often higher. Rest and healing are more demanding, while checks to carry on through exhaustion and arduous travel more frequent.

DEFAULT DC 11

DCs don't change much, and the assumption is most things (other than AC) are **DC 11**. The GM is encouraged to minimize the need to roll checks at all given the PC's approach.

NO DUMP STATS

Ability scores play just as much role in the game as ability modifiers (such as a PC's STR score determining how much they can carry, or their CON score showing how many hours they can travel without rest, or their CHA score limiting their max retainers). The "sub-optimal" abilities of other games have been bolstered to encourage ability variety.

NEW MECHANICS

New and reincorporated mechanics that reinforce the tropes of old-school games and the neo-clones that explicitly lean into the tolling, souls-esque grindhouse.

CORE MECHANIC

Any time a character attempts a risky action that has a chance of failure, the player rolls a **check**. Roll 1d20 + modifier and compare against the action's **Difficulty Class (DC)**.

Both the GM and the PC roll checks depending on who is acting in the fiction. If a character has an overwhelming **advantage**, they can roll 2d20 and take the better. Likewise, **disadvantage** forces them to roll 2d20 and take the lesser.

Let it ride: only a single roll is permitted until circumstances significantly change.

DCs

The DC is determined by the GM and based on the difficulty of the action; it can either be static (based on an obstacle) or opposed (like rolling against another character).

You succeed if you meet or exceed the DC.

The **default DC is 11**, but may range between 5 and 20. The GM can state if a task is impossible or doesn't require a check.

CHECK MODIFIERS

Each check can have **modifiers** which add or subtract a number to the base 1d20 roll (listed as 1d20 + N). PC checks have ability and proficiency modifiers, which represent their capability. Whenever a PC is proficient, they add their **proficiency** bonus to checks. Each modifier source is added once per roll.

A party of four PCs – a warrior, thief, zealot, and mage – head deeper into a cave.

GM: the party descends into the massive cavern; the only sound they can hear is the snapping of their torches and the constant dripping of stalactites. An hour passes so mark one travel turn.

The warrior, thief, zealot, and mage each subtract 1 Resilience and 1 torch. The GM rolls for the travel turn's outcome. Since it's low, there's an approaching enemy patrol.

Thief: I just hit my CON limit, so I'm out of Resilience right? I'll make a check. *They roll 1d20 + CON mod and get a 13, pass.*

GM: you feel weary, but carry on for now. As you swap out your torches, the party hears the faint slapping of bare feet.

Warrior: goblins! Let's form up to fight.

The GM allows the thief to roll for the entire party's collective chance to hide. They get a 12, just enough to pass. They set an ambush.

GM: the goblins approach, wary. It seems they heard you before, but now lost you. You all get to attack with advantage.

Each PC rolls a ranged attack (even the mage fires a bow). Since it's advantage, they roll 2d20 a piece. The warrior is the only one to land a hit with a natural 20.

GM: your dice are cursed. Oh well, Warrior roll for damage and double it. *The warrior rolls 1d12 + 3 (STR mod), 7. Doubled is 14.*

GM: one goblin falls, but now the ambush is over and we're into initiative. Their DEX is 12, so Thief you're first, then Warrior.

Thief: Quick action to hide. *Succeeds with a 16, and moves around to flank the goblins.*

Warrior: I charge in. Full movement, swap to my sword and shield, then attack the closest one. *They roll and kill another.*

GM: okay, so now it's the four goblins' turn. Checking morale... they hold the line. Since the thief is hidden and the others are far away, the goblins attack you four times Warrior. *The GM rolls four attacks, comparing to the Warrior's AC. Four hits!*

Zealot: you shouldn't have run in!

GM: sorry; Warrior is knocked to 0 HP. But now it's your turn Zealot.

Zealot: I'll heal you. I get into range and cast Suture. That needs a check right? *Zealot rolls 1d20 + WIS mod + proficiency against the spell DC of 12. A 17, success!*

GM: okay with Zealot's healing, you're back up to 6 HP Warrior. Roll on the Injury Table. *Warrior rolls a 17. Right, so that means you get disadvantage on all checks.*





PLAYER CHARACTERS

CHARACTER BASICS

Players take on the role of **player characters (PCs)**. Each PC belongs to a **race** and **class**. The group of PCs is a **party**, which may have **non-player characters (NPCs)** as retainers.

PCs have six **abilities**: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Abilities are listed as a **score** (a big number) and **modifier** (a small number).

The score defines certain limits (such as a PC's max commandable retainers) while the modifier adjusts rolls.

Hit points (HP), equipment, spells, and special techniques (such as class features) further define a PC. As PCs gain **experience points (XP)**, they **level up** and gain benefits.

PCs are most similar to 5e in levels 1 - 3, and to B/X for 4 - 9. Max PC level is 9.

CHARACTER CREATION

Follow the steps below to make a PC:

1. Pick race
2. Roll abilities
3. Pick class
4. Define or pick equipment
5. Decide on supply (SUP) carried
6. Determine total load
7. Pick spells if applicable
8. Fill out your character sheet

PC RACE

PCs are usually **human**, but may be another **race**. Each race has a different way to determine ability scores, and has ability requirements by class. Races have no other mechanical impact.



HUMAN

ABILITY SCORES	CLASS RESTRICTIONS
Roll 3d6 in order: STR, DEX, CON, INT, WIS, CHA. Swap up to two.	None



DWARF

ABILITY SCORES	CLASS RESTRICTIONS
CON and STR are 13. Roll 2d6+3 in DEX, INT, WIS, CHA order.	Thief: 13+ DEX Mage: 13+ INT



ELF

ABILITY SCORES	CLASS RESTRICTIONS
DEX and INT are 13. Roll 2d6+3 in STR, CON, WIS, CHA order.	Warrior: 13+ STR Zealot: 13+ WIS



HALFLING

ABILITY SCORES	CLASS RESTRICTIONS
WIS and CHA are 13. Roll 2d6+3 in STR, DEX, CON, INT order.	Warrior: 13+ STR Mage: 13+ INT

Make note of your race's abilities and class restrictions. You must have a high enough ability score to take that race's restricted classes (e.g. a halfling needs 13 or higher INT to qualify to become a mage). Classes without restrictions can be taken by any PC of that race.

PC ABILITIES

The **abilities** are Strength (**STR**), Dexterity (**DEX**), Constitution (**CON**), Intelligence (**INT**), Wisdom (**WIS**), and Charisma (**CHA**).

SCORES & MODIFIERS

The **ability score** (the number rolled for) determines the appropriate **ability modifier** (which modifies checks). Note each modifier conversion as listed below:

SCORE	MODIFIER
1 - 3	-4
4 - 5	-3
6 - 7	-2
8 - 9	-1
10 - 11	+0
12 - 13	+1
14 - 15	+2
16 - 17	+3
18+	+4

*Below 3 is impossible to roll at start
PCs die with an ability of 0 or below*

PC CLASS

There are four classes: **Warrior**, **Thief**, **Zealot**, **Mage**. Your class determines your hardiness, skillset, equipment, and proficiencies. Classes are detailed on pages 8-11. Some class and race combinations require minimum ability scores.

CLASS & RACE

Humans have no class restrictions, and may belong to any class. Elves, dwarves, and halflings can only be certain classes if ability requirements are met. If unlisted, the race can be that class without requirements.

- **Dwarf:** Thief 13 DEX. Mage 13 INT
- **Elf:** Zealot 13 WIS. Warrior 13 STR
- **Halfling:** Mage 13 INT. Warrior 13 STR

USING CLASSES

Each PC picks a class at first level. A PC that is proficient due to class features gains their proficiency bonus to related checks. The GM says when a proficiency bonus applies.

Each class has three archetypes. A PC picks one at level 3. At levels 3 and 7 the PC gains the benefits of that archetype, including its listed proficiency uses and one of the archetype features in the boxes below each. The PC can't select the same feature twice.

Classes list what dice to roll for HP earned at each level up. A PC always earns at least 1 HP each time they level up. Some classes have spellcasting, which is discussed more on pages 28-31 (including spell lists by type).

EXPERIENCE

PCs gain **experience points (XP)** for each gold piece of treasure safely *captured*. Simply discovering the gold or holding it for a while doesn't earn XP. Optionally, the GM can grant XP for things *other* than gold that are valuable - bounties, rare discoveries, useful resources, esoteric knowledge, etc.

LEVELS

PCs **level up** when they earn enough XP. A PC gains new benefits each time they level up, per their class. PCs are unable to level up in more than one class. Max PC level is 9.

In general, a PC earns more HP, can improve their stats, and gain new class features with each level up. Refer to your class rules for specifics (such as dice rolled for HP, etc).

LEVEL	XP REQUIRED
2	2,500
3	5,000
4	10,000
5	20,000
6	30,000
7	50,000
8	75,000
9	100,000

WARRIOR CLASS

You're quick, strong, and militant. Combat is your specialty, and you're able to deal and sustain more damage than any other.

LEVEL	PROFICIENCY BONUS	CLASS FEATURES
1	+2	Starting HP, warrior equipment
2	+2	Counter-attack in melee as a quick action up to twice a fight
3	+2	Pick a warrior archetype. Gain one of its archetype features
4	+2	+1 to an ability score of your choice
5	+3	Make two full attacks as one active action
6	+3	+1 to an ability score of your choice
7	+3	Pick one new feature from your archetype
8	+3	+1 to an ability score of your choice
9	+4	Make three full attacks as one active action

WARRIOR BASICS

Starting HP	6 + CON mod
HP each level up	1d10 + CON mod
Armor allowed	All
Proficient weapons	All
Ability proficiency	STR, CON
Proficient checks	Coordination, tactics, will, archetype

WARRIOR EQUIPMENT

- Armor of your choice
- Shield
- 2 one handed weapons
- 1 two handed weapon
- Smith's kit (1 load, 2 SUP to refill)
- Healer's kit (1 load, 2 SUP to refill)
- 5 rations (1 load, 5 SUP to refill)
- 3 rolls on Sundries (pg. 47)
- Max SUP (1 load per 5; INT score)

BARBARIAN ARCHETYPE

You gain your proficiency bonus to intimidation, endurance, and travel related checks. Gain one feature at level 3 and 7.

+6 permanent HP	Melee crit 19-20
Adv to intimidate	Immune to fear
+10' move speed	Adv to endurance
Rage: +3 dmg dealt and taken while active	

FIGHTER ARCHETYPE

You gain your proficiency bonus to medicine, engineering, and diplomacy related checks. Gain one feature at level 3 and 7.

+1 permanent AC	Adv to diplomacy
+1 dmg all attacks	Adv to strategy
Orders: movement, ally can active action	
Phalanx: allies gain +1 AC when near you	

RANGER ARCHETYPE

You gain your proficiency bonus to wilderness, creatures, and perception checks. Gain one feature at level 3 and 7.

Immune to weather	Adv to track or hunt
Ignore diff terrain	Adv to monster info
Ranged crit 19-20	Only need 1/2 sleep
Adv to stealth	Can't get lost

THIEF CLASS

You're sly, cunning, and precise. Stealth is your specialty, and you can bypass obstacles, patrols, and locks better than anyone.

LEVEL	PROFICIENCY BONUS	CLASS FEATURES
1	+2	Starting HP, thief equipment
2	+2	Try to stealth as a quick action instead of an active action
3	+2	Pick a thief archetype. Gain one feature from that archetype
4	+2	+1 to an ability score of your choice
5	+3	Use a quick action to halve one hit's damage against you
6	+3	+1 to an ability score of your choice
7	+3	Pick one new feature from your archetype
8	+3	+1 to an ability score of your choice
9	+4	Proficiency bonus is doubled for your archetype checks

THIEF BASICS

Starting HP	4 + CON mod
HP each level up	1d6 + CON mod
Armor allowed	Light, shields
Proficient weapons	All
Ability proficiency	DEX, INT
Proficient checks	Stealth, deception, senses, tools, <i>archetype</i>

THIEF EQUIPMENT

- Light armor
- 2 one handed weapons
- 1 ranged weapon
- Ammunition (1 load, 1 SUP to refill)
- 1 use poison (0 load, 2 SUP to refill)
- Thief's kit (1 load, 5 SUP to refill)
- 5 rations (1 load, 5 SUP to refill)
- 5 rolls on Sundries (pg. 47)
- Max SUP (1 load per 5; INT score)

ASSASSIN ARCHETYPE

You gain your proficiency bonus to intimidation, insight, and tracking related checks. Gain one feature at level 3 and 7.

Craft custom poison	Stealth crit 18-20
Adv to stealth	Adv to disguise
Stealth after attack	Adv to track target
Backstab: +2d6 damage vs unaware target	

BARD ARCHETYPE

You gain your proficiency bonus to perform, inspire, and diplomacy related checks. Gain one feature at level 3 and 7.

Immune to charm	Adv to charm
Adv to lie or deceive	Adv to perform
Know CHA tongues	Auto-detect magic
Healing song: allies heal +1d8 HP per rest	

ROGUE ARCHETYPE

You gain your proficiency bonus to infiltration, athletics, and investigation related checks. Gain one feature at level 3 and 7.

Always know value	Adv to lockpicking
Natural climb speed	Adv vs traps
+4 max load	Stealth at full speed
Dodge: trap and area damage is halved	

ZEALOT CLASS

You're devoted, stalwart, and divine. Fervor is your specialty, and your commitment grants you providential powers. You gain **divine spellcasting**. See more on page 31.

LEVEL	PROFICIENCY BONUS	CLASS FEATURES
1	+2	Starting HP, zealot equipment. Gain divine spellcasting
2	+2	1/safe rest, heal an ally for 1d6/level HP as an active action
3	+2	Pick a zealot archetype. Gain one feature from that archetype
4	+2	+1 to an ability score of your choice
5	+3	Innately sense evildoers, sadists, and agents of chaos
6	+3	+1 to an ability score of your choice
7	+3	Pick one new feature from your archetype
8	+3	+1 to an ability score of your choice
9	+4	Enemies roll morale at disadvantage while you're conscious

ZEALOT BASICS

Starting HP	5 + CON mod
HP each level up	1d8 + CON mod
Armor allowed	All
Proficient weapons	Simple
Ability proficiency	WIS, CHA
Proficient checks	Spellcasting, history, insight, archetype

ZEALOT EQUIPMENT

- Armor of your choice
- Shield
- 1 one handed simple weapon
- Holy symbol (divine focus)
- Healer's kit (1 load, 2 SUP to refill)
- 5 rations (1 load, 5 SUP to refill)
- 2 rolls on Sundries (pg. 47)
- Max SUP (1 load per 5; INT score)

CLERIC ARCHETYPE

You gain your proficiency bonus to healing, politics, and divine magic related checks. Gain one feature at level 3 and 7.

Healing deals +2 HP	Adv to turn undead
Adv to knowledge	Adv to healing
Allies adv vs Injury	+4 damage vs evil
Bless: active action, ally has +2 next check	

DRUID ARCHETYPE

You gain your proficiency bonus to wilderness, creatures, and druidic magic related checks. Gain one feature at level 3 and 7.

Speak with nature	Wildskin: 1/rest, active. Become a 1HP bird, rat, frog, or tiny creature
Leave no trail	
Immune to poison	
No need to eat	Adv to wilderness

PALADIN ARCHETYPE

You gain your proficiency bonus to instinct, endurance, and athletics related checks. Gain one feature at level 3 and 7.

Martial proficiency	Auto-detect lies
Adv to help allies	+1 permanent AC
Vow: keep a holy vow, gain +2HP and dmg	
Lay on hands: heal 1 HP per level per day	

MAGE CLASS

You're clever, powerful, and mysterious. You delve into arcane teachings and demonic sacrifices, untapping eldritch energy. You gain **arcane spellcasting**. See more on page 30.

LEVEL	PROFICIENCY BONUS	CLASS FEATURES
1	+2	Starting HP, mage equipment. Gain arcane spellcasting
2	+2	1/rest, reduce next damage by INT mod; quick, concentration
3	+2	Pick a mage archetype. Gain one feature from that archetype
4	+2	+1 to an ability score of your choice
5	+3	1/safe rest, spend 10 min and dispel any spell below your level
6	+3	+1 to an ability score of your choice
7	+3	Pick one new feature from your archetype
8	+3	+1 to an ability score of your choice
9	+4	Pick 1 known spell up to spell level 3. It is now a cantrip for you

MAGE BASICS

Starting HP	4 + CON mod
HP each level up	1d6 + CON mod
Armor allowed	Shields
Proficient weapons	Simple
Ability proficiency	CON, INT
Proficient checks	Spellcasting, finesse, negotiation, <i>archetype</i>

MAGE EQUIPMENT

- 1 one handed simple weapon
- A shield or 1 hunting bow
- Potionery glassware
- Scribe's kit (0 load, 5 SUP to refill)
- Spell components (3 levels, 6 SUP)
- 2 rations (0 load, 2 SUP to refill)
- 1 roll on Sundries (pg. 47)
- Max SUP (1 load per 5; INT score)

SORCERER ARCHETYPE

You gain your proficiency bonus to charm, chaos magic, and willpower related checks. Gain one feature at level 3 and 7.

AC 12 + DEX mod	Quickcast: pick one known spell, cast it as a quick action instead of an active
Fire damage halved	
Adv to resist magic	
Adv to charm	+4 permanent HP

WARLOCK ARCHETYPE

You gain your proficiency bonus to profane magic, intimidate, and stealth related checks. Gain one feature at level 3 and 7.

Wear light armor	Sacrifice: damage self (max lvl) to gain an equal bonus to next damage
Martial proficiency	
Adv to intimidate	
No need to eat	Darksight

WIZARD ARCHETYPE

You gain your proficiency bonus to diplomacy, insight, and arcane magic related checks. Gain one feature at level 3 and 7.

Pick +1 cantrip	Adv to potions
Adv to magic items	Adv to lore / info
Gain a familiar	Can reroll a mishap
Mastery: double 1 spell's area or duration	





EQUIPMENT

ARMOR & SHIELDS

Most PCs wear **armor**, which makes you more difficult to hit. There is **heavy armor** and **light armor**. Any PC (and most NPCs) can wield a **shield**, which simply increases your AC at the expense of an unusable hand. The table below details armor, shields, their requirements by class, and load.

ARMOR CLASS

Every combatant - PC or NPC - has an **armor class (AC)**, or the number needed to meet or beat in order to land a hit in combat. AC is effectively the DC to hurt a target, which triggers damage.

ARMOR TYPES

Heavy Armor	AC 15 Disadv to stealth and stamina checks Weighs 5 load <i>Mail hauberk and helm</i>	Warrior Zealot
Light Armor	AC 12 + DEX mod Weighs 2 load <i>Lamellar, gambeson</i>	Warrior Zealot Thief
Shield	+2 AC when wielded (occupies 1 hand) Weighs 1 load <i>Buckler, round, kite</i>	All
None	AC 10 + DEX mod	All

WEAPONS

Weapons are broken out into categories based on their function and training needed. Weapon **descriptors** can change a weapon's function. Your class describes what weapons it can use proficiently (which grants a **proficiency bonus**). Attacking with a weapon you're not proficient with grants no bonus. Unarmed attacks usually don't deal damage and can be treated as physical checks.

See page 15 for common example weapons.

EFFECTIVE RANGE

Melee	Works in close range (5'); some have reach (10')
Ranged	Suited for ranged distances (15-300') disadv in melee

PROFICIENCY REQUIRED

Simple	Easy to use but weak <ul style="list-style-type: none"> • One hand: 1d6 damage • Two hand: 1d8 damage • Dual 1h: 2d6 dmg, take best single d6 result <i>Clubs, spears, hunting bows</i>
Martial	More complex and powerful <ul style="list-style-type: none"> • One hand: 1d10 damage • Two hand: 1d12 damage • Dual 1h: 2d10 dmg, take best single d10 result <i>Swords, halberds, war bows</i>



WEAPON DESCRIPTORS

Descriptors grant weapons special narrative and mechanical alterations, such as magical, slashing, blessed, silver, masterworked, artifact, etc. These descriptors alter permissions (like blessed weapons can deal damage against wraiths) or modify damage (e.g. slashing damage is halved vs skeletons).

WEAPON LOAD

One handed are 1 load, two handed are 2 load. Load counts when wielded or stowed.

WEAPON DAMAGE

A weapon's damage lists the ability modifier used for damage. Ranged weapons usually add DEX mod to damage, while melee add STR mod to damage. The GM can rule if a weapon's qualities or descriptors alter this.

For example, using a war bow deals 1d12 + the PC's DEX or STR modifier (not score), such as 7 (roll) + 2 (DEX mod) = 9 damage.

EXAMPLE WEAPONS

WEAPON	DESCRIPTORS
Arming sword	1d10 + STR mod, 1h, martial, melee, slashing
Club	1d6 + STR mod, 1h, simple, melee, bludgeoning
Crossbow	1d12 + DEX/WIS mod, 2h, martial, ranged, piercing, action to reload
Dagger	1d6 + STR/DEX mod, 1h, simple, melee, piercing, slashing, stealthy
Halberd	1d12 + STR/INT mod, 2h, martial, melee, slashing, piercing, 10' reach
Hatchet	1d6 + STR mod, 1h, simple, melee, slashing, bludgeoning
Hunting bow	1d8 + DEX mod, 2h, simple, ranged, piercing
Javelin	1d6 + STR mod, 1h, simple, melee, ranged, piercing
Longspear	1d12 + STR mod, 2h, martial, melee, piercing, 10' reach
Longsword	1d12 + STR mod, 2h, martial, melee, slashing
Lumber axe	1d8 + STR mod, 2h, simple, melee, slashing, bludgeoning
Mace	1d6 + STR mod, 1h, simple, melee, bludgeoning, slashing
Poleaxe	1d12 + STR mod, 2h, martial, melee, slashing, piercing, bludgeoning
Quarterstaff	1d8 + STR mod, 2h, simple, melee, bludgeoning, 10' reach
Shield	1d6 + STR mod, 1h, simple, melee, bludgeoning
Shortspear	1d8 + STR mod/1d6 + STR mod, 2h/1h, simple, melee, piercing
War axe	1d10 + STR mod, 1h, martial, melee, slashing, piercing
War bow	1d12 + DEX/STR mod, 2h, martial, ranged, piercing
Warhammer	1d10 + STR mod, 1h, martial, melee, bludgeoning, piercing

SIMPLE MELEE	SIMPLE RANGED
Club, Dagger, Hatchet, Javelin, Lumber axe, Mace, Quarterstaff, Shield, Short spear	Hunting bow, Javelin

MARTIAL MELEE	MARTIAL RANGED
Arming sword, Halberd, Longspear, Longsword, Poleaxe, War axe, Warhammer	Crossbow, War bow

LOAD & ENCUMBRANCE

Items and weight are tracked in terms of **load**. Each item the size of a human head or 5 lbs is considered 1 load. PCs are able to carry load equal to their *STR* score without issue.

Heavy armor is 5 load, light armor is 2 load. Items and weapons are 1 load each hand used when holding or wielding that item. Other miscellany can be stacked into 1 load.

Carrying load over your *STR* causes you to be **encumbered**, which reduces your speed by 5' every point of load over your *STR*, and forces **disadvantage** on *all* checks.

MAGIC ITEMS & ATTUNEMENT

A PC can only equip and use **magic items** equal in number to their **CHA mod** (min 1). Wands, scrolls, and other “consumable” items don’t count toward this limit. Wielding too many items causes detrimental effects such as damage to the item or its wielder.

Some magic items require **attunement**, which takes 1 hour of concentration or prayer. You can only attune to 1 item at a time whether the attuned item is held or not.

If you attempt to use a magic item that needs attunement without being attuned, none of its magical properties function. Some items will fight against their keeper, causing damage or effects fitting the item’s nature.

SUPPLY

Each PC has **supply (SUP)** up to their INT score. This is how much resupply the PC brought and represents their ability to plan ahead with what they might need to bring.

You lose some SUP each time you replenish an expendable item (like a torch). You regain SUP by succeeding at a check to forage or cannibalize an item. You can buy supply in a town or caravan (usually 1 gp per SUP).

SUP can't create new things while adventuring. SUP can only replenish or replace the spent, consumed, or lost. SUP only works for items that the PC stated were brought prior to the start of the adventure (not serve as "quantum equipment").

The GM has the final say on how much SUP something costs, keeping in mind its **rarity**, **value**, and **size**. An antitoxin is small but because of its specificity it has a high SUP.

Once a PC has insufficient SUP to replenish their item of choice, they can no longer use that item. Reaching 0 SUP prevents the PC from replenishing any consumable gear. A PC can choose to carry less than their max SUP prior to leaving on a quest.

SUPPLY AND LOAD

Five SUP is one load. SUP is rounded to the nearest 5 per load (e.g. 14 SUP is 3 load, and 11 SUP is 2 load). SUP can be split among the party, so long as no one exceeds their max.

EXAMPLE SUP BY GEAR

Below are common SUP costs to replace or refill the listed item.

ITEM	SUP
Arrows - 1 fight, or 10 arrows	1
Torches - 1 hour duration	1
Rations - 1 day	1
Parchment - 1 magic scroll	1
Lockpicks - 1 failed check	1
Lantern oil - 3 hours	1
Rope - 100'	1
Nails or pitons - 10 pieces	1
Healing kit - 1 use	2
Smith's kit - 1 use	2
Spell components - per level	2
Potion, weak - 1 use	3
Potion, strong - 1 use	5
Antitoxin or poison - 1 use	5
Quicksilver - 1 application	5
Holy water - 1 application	5
Alchemical grenade - 1 use	7
Dragon's breath bomb - 1 use	9

FORAGING

A PC can spend an hour in a fertile region and **forage** 1 SUP without making a check. A check produces more forage worth 1 SUP per rolled result over DC 11 (e.g. 13 = 2 SUP).

A PC is carrying arrows, torches, and rations in their backpack. They decided to carry 12 SUP on their adventure.

While out on their quest, the PC fights several battles and is out of arrows. The PC spends 5 SUP toward 50 arrows, and now has only 7 SUP remaining.

Later, the PC's party is out of torches and other light sources. Since this PC decided to bring along torches, they spend another 5 SUP to replenish the party's cache (now 2 SUP remaining).

Finally, the PC tries to spend some SUP toward replenishing rope. However, the GM notes that the PC didn't bring any rope and so can't use SUP toward any more or "new" rope. Instead, the PC can only spend their remaining SUP toward arrows, torches, or rations.

Eventually, the PC is completely out of SUP. Once they fire their last arrow, burn their last torch, and eat their last ration, the PC won't be able to replenish any of their consumable equipment until they refill their SUP.

DURABILITY & SUNDERING

Equipment – gear, weapons, armor – have **durability** between 1 and 5; the higher the sturdier. Glass and cloth have 1 durability, wood and bone 2–3, metal or mythical 3+.

When an item is used as part of a check (weapon for attack, armor for defense) it might take **sundering damage**. Rolling a critical failure or suffering from an enemy's critical success reduces the item's durability by 1. Once at 0 durability, the item breaks. Only repairs can restore durability.

Shields can trade HP damage for sundering damage, preventing HP damage at the expense of the item's durability. The PC must declare that they are sacrificing their shield in this way.

ITEM	DUR
Boiled leather armor	2
Padded gambeson	2
Wooden and bossed shield	2
Spear	2
Wooden bow	2
Laminated bone bow	3
Chainmail	3
Sword	3
Steel mace	4
Steel breastplate	5

A PC has 10 HP and a wooden shield with 2 durability. The PC gets hit and takes 11 damage, but sacrifices their shield's 2 durability to reduce the incoming damage by 2, taking only 9 damage. This allows them to remain standing at the cost of a shattered shield, which is no longer usable.

Later, the PC is firing a wooden bow. The PC rolls a 1 on their attack, which causes the bow string to snap and reduce its durability by 1 (now 1).

Another time, the PC is fighting a bear. The GM rolls for the bear's attack and gets a natural 20. The PC's chainmail armor takes sundering damage, and its durability is reduced by 1 (now 2).

REPAIRS

Repairing equipment is possible during rest or when in a stronghold. Items with less than max DUR but greater than 0 DUR can be repaired. No check is necessary to repair the item if the PC is proficient in its use and has a forge or similar workstation.

Repairing a sundered item with improper tools, while not proficient, or while in a dangerous situation (such as a dungeon) requires an INT check with DC 10 + DUR attempted to be repaired (such as DC 11 for 1 DUR, DC 12 for 2 DUR, etc). Having the right "kit" grants advantage to this check. Each DUR repaired requires 1 SUP and 1 hour of labor, regardless if a check is made.

A warrior PC has chainmail armor with 1 out of 3 max DUR. While in a dungeon, they use 2 SUP to attempt to repair it. They have a smith's kit, and so roll at advantage against the DC 12 check. They roll twice with a high of 9. After two hours and wasting 2 SUP, the armor's DUR remains at 1 of 3.

CRAFTING

Crafting items from scratch takes many hours and materials. A character must be proficient in the tool or its use to attempt to craft it. Crafting requires a series of checks:

Forge: construct the disposable work station such as a crucible or saw horse

Prep: ready the constituent components for the item such as smelted ore or treated wood

Assemble: combining the materials and shaping, tempering, or connecting them

Hone: converting the rough item into a polished, sharpened, ready to use tool

Each check starts with a base of DC 11, but might be more difficult given the exotic nature of the item or its materials. Each step takes a half day of work. Failure at any point ruins the item and wastes the materials.





GAMEPLAY

SAVES & CHECKS

Any time a saving throw is required (traps, spell effects, environmental threats) treat it as a **check** with the appropriate modifiers. Some circumstances can cause a check to be rolled at **advantage** or **disadvantage**.

SKILLS & PROFICIENCY

5e skills have been removed and replaced with **proficient checks**. These are granted from a PC's class and archetype.

PC ACTIONS

When every second matters – such as combat – players take **turns** describing their character's **actions**. Many actions require a check of some kind (attacking, casting a spell, intimidating an enemy into retreat), each with its own DC and modifiers.

A PC can only take one of each action per round, but might be forced to make checks that don't count as actions.

TYPES OF ACTIONS

- **Active:** most proactive actions that require a check (stealth, attack, cast).
- **Movement:** you can move up to your speed (usually 30'). You can split up this distance throughout your turn.
- **Quick:** brief actions, actions triggered off others, anything that takes a second.

ACTIVE ACTIONS

Active actions are driven by the PC's choices and often require a check. Common active actions: attacking, hiding, casting spells, commanding troops, or similar. An active action can always be “traded down” to a movement or quick action, GM willing.

MOVEMENT ACTIONS

You can move up to your speed in feet (30' base, load reduces) for each movement action. You can split up this movement however you'd like, and can take actions in between segments of movement; such as moving, then attacking, then moving again.

Some forms of special movement – swimming, crawling, climbing, or traveling in difficult terrain – force you to move at **half speed** (a PC with 30' speed can climb 15').

Each **load** you carry above your STR score reduces your speed by 5' and forces disadvantage on all checks. A 10 STR, 30' speed PC carrying 11 load would move at 25' speed. A PC at 0' speed is **completely encumbered** and can't move at all. A movement action can be “traded down” to a quick action.

QUICK ACTIONS

The most common form of quick action is a **readied action**, such as when waiting to spring an ambush. Drawing items or weapons, casting certain spells, maintaining concentration, and some class features are quick actions. The GM can rule that certain other basic actions are quick actions.

INITIATIVE

All combatants go in a set order based on their DEX. Your DEX score (not modifier) determines your place in **initiative**, with the higher DEX acting before the lower DEX. It is always the same round to round and turn to turn *unless* there's an ambush. Combatants can choose to **delay** to a slower initiative.

POSITIONING

If you have a superior tactical **position**, such as multiple allies flanking a target, the GM may grant advantage to your checks.

Stealth: a character successfully in stealth can't be directly targeted. Once they attack their stealth ends. Stealth DCs can vary by circumstances, or can even be impossible.

Range: all weapons and spells have a listed range, or what distance they work in combat. **Distance** is measured in feet on a battlemat or grid, or can be broken into three categories: close, ranged, and far. **Close** allows melee attacks and causes ranged attacks to suffer disadvantage; **ranged** is beyond melee reach but ideal for most ranged weapons; and **far** is beyond weapons or spells but still visible.

TACTICAL SUPERIORITY

The players' choices and cleverness should be rewarded in play, with GMs granting advantage or even automatic success. If one side's position, weapons, or environment are wildly superior then no rolls are needed.

PC ATTACKS

A PC attack is a check against the target's AC. An attack can have advantage or disadvantage per GM discretion. A **melee** attack uses STR mod while **ranged** uses DEX mod. **Arcane** spells use INT mod, **divine** use WIS mod. PCs add a **proficiency** bonus to combat and spell checks if proficient with that item, weapon, spell, or method of attack.

RANGE & ATTACKS

A melee attack must be within 5-10' (close range). A ranged attack can be made in melee combat, however the attack roll is made at disadvantage. Class feature and spell attacks can be melee or ranged, as listed in their description (e.g. "in 30'" means "a target within 30' from you").

DEALING DAMAGE

PCs deal **damage** when they successfully **hit** a target. Damage is listed by the spell, class feature, or weapon as a number of dice and ability modifier (e.g. 1d8 + STR mod).

NPC ATTACKS

The GM rolls for a monster or NPC to attack, using the monster's stats to determine its modifier to the appropriate ability check. This attack is compared against the PC's AC; a hit means that the monster deals damage.

Usually, monsters follow the same rules as PCs for range and damage, but some special enemies have unique circumstances.

CRITICAL HITS

Damage is **doubled** on any **critical hit**; an attack that rolled a natural 20. This is the same for both PCs and NPCs, and works on any type of attack (spells, features, etc).

CRITICAL FAILURE

Rolling a **natural 1** on a check that damages a PC **doubles** the damage the PC suffers.

DEATH & INJURY

Any combatant that reaches 0 hit points is incapacitated and unable to act. They're **dead** if not stabilized within 1 minute or by the end of the fight (whichever is later).

STABILIZING & INJURIES

An ally (PC or NPC) can roll a modified ability check, cast a spell, or otherwise heal an incapacitated character to stabilize them. Once stabilized, the incapacitated PC rolls 1d20 on the **Injury Table**. If not a 1 (dead), they return to 1 HP (or roll for healing).

INJURY TABLE

1	A false hope, you're dead	6	Confused : lose 1d6 WIS
2	Feeble : lose 1d6 STR	7	Disfigured : lose 1d6 CHA
3	Shaky : lose 1d6 DEX	8-13	Lose a body part (GM's choice)
4	Weak : lose 1d6 CON	14-19	Disadvantage all checks until rest
5	Addled : lose 1d6 INT	20	Standing : instantly heal 1d8 HP

HEALING & HP

Characters have **hit points (HP)**. You can never go below zero HP, and never go above your max HP. You gain more HP as you gain levels. NPCs' HP is based on their HD.

A character can make a check to stop or reduce the negative effects of a wound or condition, however HP are never restored without magic, medicine, rest, or similar.

HEALING FROM REST

A PC heals 1 HP per level per night of **safe rest**. This excludes rest in a dungeon or in hostile wilderness. A PC heals 1 HP per night of **unsafe rest**; such as when in a dungeon. A level 4 PC would heal 4 HP in a night of safe rest, or 1 HP in a dungeon.

HEALING FROM MAGIC & MEDICINE

Magic and medicine (herbs, potions, etc) restore HP through a number of dice rolled (like 3d6). The spell, effect, or item will list its amount healed. Mundane healing doesn't restore HP, but removes penalties. Abilities can be healed with weeks of rest and care.

MORALE

All living creatures have **morale**, their will to fight. The GM calls when to make a morale check. Morale checks always have a DC 11. Success means they stand and fight. Failure means they surrender or flee. **PCs rarely have to check morale.**

MORALE CHECKS

Like any check, roll 1d20 with:

- + **WIS mod**
- + **Proficiency** bonus (if fitting)
- + **Monster morale bonus** (based off HD)

PCs and NPCs can roll with advantage or disadvantage based on the circumstances (such as being outnumbered).

WHEN TO CHECK MORALE

The GM can call for one or more morale checks; generally when:

- the battle begins
- after the first combatant is killed
- when the leader or expert is killed
- when the tide of the battle is obvious.

SIDE, GROUP, OR INDIVIDUAL

PCs always roll morale individually. The GM decides if monsters roll as a side, a group based on type, or individually.

TRAPS

Traps are treated like any other dangerous check. Unless characters specifically stipulate when, where, and how they're checking for traps, the GM doesn't have to allow a check to perceive, disarm, or avoid a trap.

However the GM must **forewarn** traps through narrative cues – such as already sprung traps from previous parties, an indication that the trap is there, or some other in-game fictional descriptor that allows the players to know when danger is afoot.

Traps can be both **magical** or **mundane**, and any can deal damage, effects, or narrative repercussions as fitting of any other dangerous check or monster. There may be multiple ways to avoid, disarm, or move through a trap.

TREASURE

As **gold (gp)** is the primary source of XP, PCs are expected to be able to acquire treasure. All coins have the same weight; there are 100 coins per pound, and 500 coins per load.

10 copper (cp) = 1 silver (sp); 10 sp = 1 gp.

Gold and precious metals are a source of magical power. An enemy's carried loot is worth **1d20gp per HD**; this is *separate* from any **hoards** (chests, piles, altars, etc).

Captured magical items grant XP to the PCs equal to their fair value. If the magic item is later sold, the gold earned for that item is not counted toward the PCs' XP. Inherited or "unearned" treasure doesn't grant XP.

TRAVEL TURNS

A **travel turn** occurs every hour of in-fiction time. Travel turns are used to track torches, distance, and encounters. Torches typically last an hour, lanterns three hours.

As a rule of thumb, the GM can count every 3-4 scenes, rooms, or encounters in a dungeon as one hour (or one travel turn). See **Timekeeping** on page 23 for more.

The GM rolls 1d20 on the below table for each travel turn. The GM can roll with advantage (better for the party) if the PCs are being cautious, or at disadvantage if not (worse for the party). The GM is encouraged to be creative and logical, tying in threats that pertain to the area, quest, or dungeon.

TRAVEL TURN TABLE

1	Terrible, immediate threat <ul style="list-style-type: none"> • Accidental encounter • Devastating ambush • Environment worsens
2-10	Something bad happens soon <ul style="list-style-type: none"> • A subtle trap or poison • Cautious enemies prep to attack any moment • Retainer flees / betrays
11-19	Threat worsens or draws near <ul style="list-style-type: none"> • A distant threat evolves • Environment gradually escalates to hostility • A new <i>potential</i> threat arrives, suspicious
20	Nothing bad, maybe even good

OVERLAND TRAVEL

Unencumbered PCs can comfortably travel **10 + STR mod miles** per day. Difficult terrain halves this; harsh terrain quarters it (e.g. a +2 STR mod PC can travel 12 miles in open terrain, 6 miles in difficult terrain, or 3 miles in harsh terrain). Dim light counts as difficult terrain; darkness as harsh terrain.

An encumbered PC moves at half speed. The party moves at the slowest PC's pace if they plan to stick together. Moving tactically reduces speed by one quarter, stealthily reduces it by half. Harsh weather, snow, or heat are treated as difficult or harsh terrain.

Travel turns can be rolled daily rather than hourly while the party travels overland. Torches and SUP reduce hourly, as normal.

OVERWATER TRAVEL

A boat on smooth water travels **3 miles an hour**, or roughly 30 miles per day. A ship traveling on the sea moves **5 miles an hour**, or up to 100 miles per full day and night.

Moving in an unfavorable wind or current halves this speed. Moving with a favorable wind or current doubles it. The GM can be more nuanced with speed as desired.

Travel turns can be rolled daily while on a river or lake, or weekly if at sea. Torches and SUP reduce hourly, as normal.

ROLLING TO RETURN

If there's insufficient time to roleplay the party's return to a safe camp scene by scene, the GM can have each player **roll to return**. This roll is a check, with each PC rolling with a mod equal to their highest modifier (including proficiency). The GM decides if the path to safety is **dangerous** or **arduous**.

DC = 10 + 1 per travel turn, max DC 20.

Success means the PC returns to safety without issue. Failure has a cost as described below, depending on the nature of the path.

- **Dangerous:** 1d6 damage per 1 under DC
- **Arduous:** lose 1 load of equipment per 1 under the DC

If the PC is reduced to 0 HP, they die or are left unconscious. This damage ignores armor and can't be healed or avoided. The GM picks what if any load is dropped, starting with less valuable and less secure items, and working up to weapons and armor.

A party with two surviving PCs must roll to return. They are four hours away from base (DC 14). One PC has a +6 best mod and the other has a +5. The first rolls a 17 and makes it back safely. The second rolls a 12 (natural 7 + 5). Since the path is arduous the GM causes the second PC to drop 2 load, a purse of coins and a treasured crystal skull.

TIMEKEEPING

The GM is responsible for keeping track of **time** while the party is out adventuring. Many effects have specific durations, and the day is constantly changing depending on the amount of time passed.

The GM can use multiple **time dice** to denote the time of day. Each time die is 1d6, with its face turned to represent the hour. This is useful for counting duration, infections, and travel turns. As the adventuring day moves forward, the GM uses up to 4d6 turned to represent the hour of day (e.g. 6, 1 is 07:00h, while 6, 6, 6, 2 is 20:00h). Each time die represents one quarter of the day and six hours of time: pre-dawn, morning, afternoon, and night.

The GM can roll 1-4 time dice to randomly determine the hour of day or the duration of an effect. The more dice, the later it is. The GM can instead set a starting hour and roll 1 or 2 time dice to determine the specific time.

The party emerges from a portal. The GM rolls 2d6 to determine the current time of day on this plane (3, 2). It is 05:00h or in the "pre-dawn" quarter. The GM sets one time die out to "5." As the party adventures, an hour passes, the GM rolls for a travel turn, and rotates the time die to "6."

As the party fights a few battles, the GM thinks another hour has passed and rolls for a travel turn. The GM brings out the second time die (another d6), and sets it to "1," or 07:00h.

LIGHT

There are four levels of **light**. Light affects different checks in different environments, both for PCs and NPCs. Torches last 1 hour, lanterns last 3. They cast 30' of dim light.

The GM must describe the current level of light, and clarify what light sources exist. Players keep track of their own light sources. The GM calls out hours as they pass with travel turns and time keeping, but the PCs must note when torches and lanterns expire.

DARKNESS

Black as pitch, no light. No creature can see without other methods (such as **dark sight** through heat, magic, or tremors).

ADVANTAGE	DISADVANTAGE
Stealth, hiding	All attacks
Listening checks	All defense checks
	Sight (impossible)
	Predicting danger
	Finesse, precision
	Morale for surfacers

DIM LIGHT

30' around a torch or a lantern. Moonlight.

ADVANTAGE	DISADVANTAGE
Stealth, hiding	Ranged attacks
Listening checks	Defense vs ranged
	Sight checks

WELL LIT

Typical natural light outdoors, full lanterns indoors. This is considered the default in most daytime circumstances, and the GM rules if advantage or disadvantage apply.

BRILLIANT

Blindingly bright light, such as high sun reflected upon undisturbed snow.

ADVANTAGE	DISADVANTAGE
Tracking, trails	Stealth, hiding
Seeing movement	Long-range attacks

DARKSIGHT

Some creatures - especially nefarious, ancient, or subterranean ones - can see with **dark sight**. Their sight functions in reverse of humans or other lightsight creatures. The disadvantages a human suffers in darkness are advantages to these creatures.

Darksight can often come from some other natural or magical source - such as sensing heat, movement, or an acute sense of sound "mapping" or echolocation.

CHASES

The party can **chase** fleeing enemies by making a check. Flat and open terrain uses STR, uneven terrain uses DEX. The faster the enemy, the higher the DC. Most creatures have a 30' movement speed (DC 11 to catch). The DC is modified by 1 per 5' under or over 30' movement. The DC is lessened if the pursuers are trying to get into bow range.

Each PC can roll and therefore catch their quarry individually, or the PC with the worst relevant modifier rolls for the party to arrive as a group. Failure means the enemy eluded the party, success that it was caught.

The PCs roll at disadvantage if the quarry is able to easily break line of sight (such as in darkness, dense foliage, or twisting halls). They roll at advantage if they have a better position (such as surrounding the enemy). The quarry can try to stall their pursuer - which might affect the DC - by throwing caltrops, impediments, false trails, or bait.

Overland chases over the course of hours or days can be handled the same way, but use CON if endurance is more important than short bursts of speed. Attempting to outmaneuver an enemy force might instead use the commander's CHA or NPCs' morale.

The process is reversed if the party is trying to flee. The players still roll, only to escape.

An enemy scout with 40' speed flees the party through a dense thicket. A PC rolls a DC 13 DEX check at disadvantage. They get a 4, and the scout manages to elude capture.

RETREAT

The PCs can **retreat** from combat on their turn. The GM might call for a check (mod varies based on method) to avoid danger, or allow enemy combatants to attack fleeing PCs. Retreat is a special action and takes up the PC's entire turn; it can't be done as part of another action. Concentration effects immediately halt once the PC retreats.

If the retreating PC fails their check or is successfully hit by an attack (regardless of the attack's severity) their retreat attempt has failed, and they stop moving. If successful, the retreating PC manages to escape.

Use the chase rules if some NPCs pursue the retreating PCs. The combatants who remain in the fight maintain initiative as normal. If a PC successfully escapes a battle and its subsequent chase, they can roll to return (see page 23). They can "return" to the safety of camp or to the rest of the party.

Any retainers or NPCs following a PC who retreats must immediately make a morale check at disadvantage. If they fail, they rout and try to flee (often to their deaths due to their state of panic and lack of command).

A PC is surrounded by enemies. Likely to die, they attempt to retreat and the GM calls for a DEX check to break through the encirclement. The PC rolls and succeeds, but the GM allows an enemy combatant on the edge of the circle to attack the PC in response. The enemy misses, and the PC is able to flee the battlefield and is out of initiative.

RESILIENCE & EXHAUSTION

Each PC has **resilience** equal to their CON score. Resilience is the number of hours (or travel turns) a PC can adventure without food or rest (e.g. a PC with 10 CON can trek ten hours). The GM can reason that overland travel or other elements "damage" a PC's resilience, but must alert the PC as such.

The GM can call for a **resilience check** (1d20 + CON mod) once the PC has adventured for more hours than their resilience.

The DC is 10 + the number of hours beyond the PC's resilience. Failure means that the PC becomes **exhausted**. Repeated resilience checks can result in automatic failure, HP damage, injury, or even unconsciousness.

EXHAUSTION

Once a PC becomes **exhausted**, they suffer disadvantage on all checks and their movement speed becomes 0'. They can barely stand or do anything that requires significant exertion (including combat and magic).

Exhaustion can only be cured with sufficient rest and food; magic generally can't remove exhaustion. Typically unsafe rest does not cure exhaustion, only safe rest will. Being medically cared for expedites recovery.

Exhaustion can come from failing a resilience check, negative magic conditions, diseases or poisons, eating tainted food, or other maladies at the GM's discretion.

CORRUPTIONS

A PC can become afflicted by **disease**, **poison**, or **venom**. These forms of corruption generally call for a CON mod check, but the GM may rule otherwise (such as magical diseases). If the PC fails, they become infected by the corruption. The DC is usually 11, but can increase based on the source's difficulty or HD.

The infection worsens in a series of **stages**, each stage causing an injury or form of damage. A stage is a period of time ranging from hours to weeks. At the culmination of each stage, the infected PC can make another check or suffer damage. Each stage should have progressively worse penalties.

The most common form of damage is ability score damage to CON, STR, or INT. The GM can roll 1d6 per stage (hourly to weekly) and deal the result's damage to the appropriate ability score. Some diseases have other penalties, such as loss of limb, movement, exhaustion, or sanity.

A PC is bitten by a venomous snake and rolls a CON mod check against DC 11. The PC fails, and becomes infected. In the first stage, they suffer exhaustion. After two hours, the first stage ends and the PC rolls again; another failure. They take 1d6 CON damage, rolling a 4. The PC's CON of 10 (+0) is now 6 (-2). Two hours later, the PC makes a CON mod check and fails again. The PC rolls 1d6 for damage, gets a 6, and reduces their CON from 6 to 0. They're dead.





MAGIC

SPELLCASTING

Zealots and mages gain spellcasting, which allows them to cast spells per the **arcane** and **divine** spell lists on page 30. Casting a spell requires a **spellcasting check**, at least one free hand, and some **components**. Spells are more or less powerful, noted by **spell level**.

Casting a spell generally requires an active action. Each spell in the spell lists defines its requirements, duration, and similar.

SPELLCASTING CHECKS

Spells require a spellcasting check with a **DC = 10 + spell's level**.

Failure triggers a **mishap** with unintended consequences, and the spellcaster can't attempt spells of that spell level again until they take a safe rest. The GM can require a 1d20 roll on the **Magical Mishap Table** or simply describe what malady the PC suffers.

The result of the spellcasting check is used to determine the success of a targeted spell, comparing the result to the target's defense (e.g. 10 + the target's relevant modifier). In this way a spellcasting check is both to see if the PC can successfully cast *and* hit a target.

A level 4 zealot PC attempts to cast Impassable (level 2 divine). They roll + WIS mod and prof vs DC 12, getting a 14 and successfully cast the spell. The 14 is compared vs the targets (HD1 goblins with +1 relevant modifier, or 11 defense to resist the effect). The goblins fail and their speed is reduced to 0'.

SPELLS KNOWN

Spellcasting PCs **know** a number of spells based on the PC's and **spell level**. Known spells can be cast by the spellcaster.

PC LEVEL	SPELL LEVEL				
	1	2	3	4	5
1	1	0	0	0	0
2	2	0	0	0	0
3	3	1	0	0	0
4	4	2	0	0	0
5	5	3	1	0	0
6	5	4	2	0	0
7	5	5	3	1	0
8	5	5	4	2	0
9	5	5	5	3	1

The columns relate to the spell level, while rows are class level. A level 4 caster would know four 1st level and two 2nd level spells.

CANTRIPS

Spellcasting PCs know and can cast 3 **cantrips**. These are rote, simple, relatively weak spells that the PC has mastered. They require no spellcasting check or components and can always be used. The list of cantrips is beneath each of the spell lists on page 30.

SPELLS AS RITES

Spellcasters can cast any *known* spell as a **rite**. This takes 1 hour per spell level of concentration, but doesn't require a check.

CONCENTRATION

Some spells last as long as **concentration** is held. Only one spell can be concentrated on at a time. Taking damage, making checks, or other distracting tasks break concentration.

NEW SPELLS

PCs *can't* improvise spells, but might be able to cast from a never-before-seen scroll or other magical artifact. Further, PCs can't research "new" spells; they must hunt for spellbooks and artifacts to discover spells.

MAGICAL MISHAP TABLE

1	Caster takes 1d6/spell level damage
2-3	All nearby non-magical metal melts
4-5	Orb of darkness surrounds the party
6-7	Bizarre gravity, heavy or light
8-9	Caster emits blinding bright light to all
10-11	The spell affects the wrong target
12-13	Significant collateral damage
14-16	Caster is stunned, CON check to resist
17-19	Caster is weak, STR check to resist
20	A different, random spell is cast

PREPARING SPELLS

Spells in FTD *can't* be “prepared” as in other similar systems. There's no need for the PC caster to determine which spells they plan to cast each day in advance. But, a caster *can* hold an action to cast a spell in an ambush.

COMPONENTS

Spells often require **components**: certain words, movements, or materials in order to trigger the spell's magical effects. These are generally described in the spell from other sources, or left abstract (as SUP) in FTD. Most components are consumed when used. GMs are encouraged to come up with exotic and rare material components for casting more powerful spells, completing rituals, or learning a new school of magical insight.

POTIONS

Magic **potions** and other consumables are highly encouraged, and don't count toward the wielded magic item limit (CHA mod).

Potions can apply a temporary spell effect, ability score increase, class or archetype feature, or other benefit as the GM sees fit. The most common form of potion is a healing potion, which mimics healing spells.

Consumables can be used as part of a movement action, but not as a quick. Most consumables and potions only affect the PC consuming them, not their party or area.

CONVERTING SPELLS

Cantrips should never directly deal damage. Non-damage cantrips from 5e and others can be used as is. Higher-level 5e and OSR spells can be used as written, per their spell level (with max usable spell level 5).

All spells that target an enemy are treated as an **attack**, and rolled by the PC rather than as a save by the target. Spells that are reactive and force an enemy save (such as the creation of traps, zones, or other static magical effects) can be used as described.

Spells from other games can be copied to generate magical items, potions, and artifacts. Their effects remain as written. Likewise, the GM can use spell-like abilities from monsters and NPCs, except calling for a check rather than a save.

CONVERTING MAGIC ITEMS

Magic items from 5e and other editions can be used (mostly) as is. Some have “save” or usage requirements, which can convert to the appropriate check. Create magic items by applying the benefit of a FTD spell, monster maneuver, or other written effect.

Magic items can't be used unless their magic is identified - usually a spell check - or attuned to by the wielder. Cursed items have repercussions if attuned to, used, or even identified in some cases.

ITEM MODS

Some editions apply a magic item's level as a check modifier to certain actions (such as +1 sword grants +1 to hit in melee). Magic items that are designed with accuracy or precision as their main benefit can provide such modifiers, but others don't.

PCs in FTD have lower combat modifiers than 5e PCs, and therefore can “handle” more beneficial magic items from previous editions without breaking monster math.

SCROLLS & WANDS

PCs with spellcasting can create, read and cast spells from **scrolls**. PCs without spellcasting can't use scrolls. Once a scroll is used it's destroyed. Scrolls always require a spellcasting check, even if cast as a rite. A PC can write a scroll and cast it later as normal.

Wands are codified spells and can be cast multiple times, even by non-spellcasting PCs. Wands must be identified before use, and generally require attunement. Wands use CHA for checks and damage.

FOCUSES

Magic focuses such as orbs or staffs act as magic weapons, potentially providing a check modifier or other benefits. All focuses *remove* the need for spell components and a free hand to successfully cast a spell. Focuses can be arcane or divine.

ARCANE SPELL LIST

CANTRIPS		FIRST LEVEL		SECOND LEVEL	
SPELL	DESCRIPTION	SPELL	DESCRIPTION	SPELL	DESCRIPTION
Illuminate	Create torchlight from your hand. Concentration	Charm	One creature in 30' obeys you. Attack. Concentration	Shield Aura	Enemy ranged attacks have disadv vs you. Concentration
Subtle Force	Telekinesis. Move up to 5lbs 30' away. Concentration	Sleep	2HD/level worth of targets in 30' fall asleep. Attack. 8 hrs	Gust of Force	Enemies in 15' cone knocked back 10' and prone. Attack
Whispermind	Send a brief psychic message to 1 target in line of sight	Arcane Arrow	Fire a magic bolt up to 100'. Deal 1d4/level dmg. Attack	Amplify Gravity	A 20' area forces 5' speed. Enemy resist. 1 min/level
Flickerheat	Weakly transfer heat; light a candle, cool cup of water	Discern Magic	You sense all near magic. Roll check to learn its function	Knock	A mundane door or lock in line of sight opens
Legerdmain	Perform subtle illusions: teleport coin, change colors	Abjure	Check to ignore a damaging area effect (trap). Quick	Shadowfield	Blanket a 30' area in magical darkness. 1 min/level
THIRD LEVEL		FOURTH LEVEL		FIFTH LEVEL	
SPELL	DESCRIPTION	SPELL	DESCRIPTION	SPELL	DESCRIPTION
Invisibility	You or one touched target is invisible. Concentration. 1 hr	Induce Terror	All targets that can hear you roll for Morale at disadv	Wayfarer	You or one target teleports to any known place (this plane)
Dispel Arcanum	Remove one spell or effect up to your highest spell level	Enervate	One target in 30' goes to 4 STR (-3). Attack. 1 min/lvl	Confound	One target/lvl in 30' goes to 4 INT (-3). Attack. 10 mins
Furyfire	All (including allies) in 20' area take 1d6/lvl damage. Atk	Sculpt Element	Conjure or control 1 element. Concentration. 1 min/lvl	Dissolve	One target or object you touch melts and/or dies. Atk
Lexicon	You can speak and read any language (GM disc). 1 hr/lvl	Astral Rift	Teleport an object you touch to a point in sight. DC for size	Deadly Mist	Targets in 20' area resist or take 2d6/lvl dmg. 10 mins
Apparition	Immobile illusion up to a 10' cube. Enemy resist. 1 min/lvl	Truesight	You and 1 ally/lvl ignore dark and invisibility. 10 mins	Infernal Call	Summon a demon of your lvl. Check for obedience. 1 hour

DIVINE SPELL LIST

CANTRIPS

SPELL	DESCRIPTION
Illuminate	Create torchlight from your hand. Concentration
Reforge	Mend or repair a mundane object up to a human in size
Providence	You or one touched ally gets a +1 to next check. Quick
Stable Touch	Automatically stabilize one dying target that you touch
Stench of Evil	You can smell evil aligned creatures. Concentration

THIRD LEVEL

SPELL	DESCRIPTION
Angelic Aura	You and allies in 10' gain +2 AC. Concentration. 1 min
Hexbreak	Remove one curse or disease from 1 object. Check vs DC
Pacify	All targets in 30' have no wish to fight. Atk. 1 min/lvl
Smite	You or 1 ally gain advantage to all atks vs evil. 1 turn/lvl
Field of Quiet	All forms of sound in 30' are silenced. Concentration

FIRST LEVEL

SPELL	DESCRIPTION
Suture	Heal 1d8 HP to 1 target in 30' in line of sight. Quick
Turn Undead	Undead targets of HD less than lvl and in 30' flee. Atk
Sacrosanct	Advantage to resist attacks and effects from evil enemies
Condemn	Incapacitated targets that can hear you instantly die
Holy Scepter	Summon a 1d10 + WIS mace. You're proficient. 1 min/lvl

FOURTH LEVEL

SPELL	DESCRIPTION
Deviscerate	Heal 3d8 HP of 1 target/lvl in 30' of you.
Lay to Rest	Kill all undead targets of HD less than lvl in 30'. Atk
Wrath	You or 1 touched ally can attack as a quick. 1 min
Holy Dawn	Light fills the area. 1d4 dmg to evil targets. Atk. 10 min
Retribution	If you or 1 ally get hit, enemy takes 1d8 dmg. 1 min/lvl

SECOND LEVEL

SPELL	DESCRIPTION
Impassable	2HD/lvl worth of targets in 30' go to 0' speed. Atk. 1 hour
Purify	Cure poison or blight from an area. Roll check for size
Divine Vigor	Allies that hear you gain +1 to all checks. Concentration
Sustenance	One target/lvl is granted nourishment equal to a meal
Zeal	You or 1 ally become immune to fear for 1 min/lvl

FIFTH LEVEL

SPELL	DESCRIPTION
Geas	A touched target follows your quest til death. Enemy resist
Commune	Ask god questions. They answer up to lvl in words
Sanctify	All cursed or poisoned allies in 30' are cured. Magic check
Sanctuary	Create 20' divine area. Enemy resist to enter. Concentration
Transcendence	Target 30' area. Allies within heal 4d8. Enemies take 4d8





NPCS & MONSTERS

RETAINERS

PCs are powerful leaders, and as such will acquire **retainers**, NPCs in their service. Retainers are controlled by the GM, but given orders by their PC commander.

Retainers demand 10gp per HD per day in service. Highly dangerous work might elicit a demand for higher wages.

MAX RETAINERS & HENCH

A PC can't command more than their CHA retainers. Elite retainers, **hench**, are earned equal to $((\text{CHA mod} + \text{level}) - 5)$. A level 5 PC with CHA mod +1 attracts 1 hench $(1 + 5 - 5 = 1)$. The same PC at level 9 could have attracted 5 hench. Hench work for free and have superior morale and check modifiers, generally starting at 3HD or higher.

RETAINER CHECKS

Retainers are built in a similar fashion to monsters (see page 35). Retainers (usually) fall into one of four categories:

- **Laborer:** diligent and athletic
- **Expert:** educated or experienced
- **Militia:** capable in a fight
- **Adept:** an acolyte priest or conjurer

The GM rolls for retainer checks (including attacks, morale, and ability checks) with modifiers based on their HD and category (such as a 4HD Laborer gets +6 to hauling load). A retainer's mod should change based on their category's relevance to the check.

ORDERS

PCs can give **orders** to retainers. Giving orders counts as a quick if it's less than a few words, or a movement action if more. Retainers behave as the GM sees fit if they are given no orders by their PC commander.

A PC commander can spend an active action on their turn to roll a command check (usually **DC 11**, but higher if the GM thinks the tactical situation is especially troubling). Rather than attack or similar, the commander focuses on and maximizes the impact of their retainers. Success means that the ordered retainers gain **advantage** on their next roll *or* are able to execute a special **maneuver** as a single unit:

- **Charge:** move forward and attack
- **Form Up:** get +2AC until next turn
- **Kite:** move away and attack
- **Focus Fire:** attack 1 target if possible
- **Reposition:** move twice their speed
- **Retrieve:** move to, grab, and retreat

Each ordered retainer's turn ends once the maneuver is complete, even if they have not yet acted. Those who can't follow orders (e.g. out of range, immobile, etc) may still act as independent NPCs.

A PC commands 10 retainers; 5 don't have bows. The PC uses their active action and passes a command check. The PC orders their unit to Focus Fire an orc 80' away. The 5 without bows can't reach the orc and so don't act. The 5 with bows fire, and the GM rolls 5 times (once for each attacker).

RENOWN

PCs can garner **renown**, a rating of their infamy. The higher their renown, the more likely an NPC knows of a PC's exploits. **Renown = PC's highest ability mod + level.**

The GM can choose to roll for an NPC's familiarity, judging off of the PC's renown. If rolling, the GM rolls 1d20; the NPC knows the PC if equal or *under* their renown. If the GM thinks it likely or unlikely that an NPC would know the PC but still wishes to roll, they may do so at advantage (the NPC is more likely to know the PC, take the lower result) or disadvantage (the NPC is unlikely).

A level 7 PC with STR +4 has 11 renown. The GM says this obviates a roll, and that the PC's reputation precedes them as they enter a small hamlet.

Later, the PC goes to confront a warlord. The GM rolls to determine if the warlord knows of the PC, and gives them advantage - making it more likely that they do - to the roll due to the PC's martial background. The GM rolls 2d20, 4 and 17, and selects the 4. The warlord knows of the PC.

REACTIONS

The GM can roll 1d20 to determine an NPC's **reaction** to a PC when confronted, with the higher the roll the more favorable. A result of 1-5 is hostile, 6-10 cautious, 11-15 curious, 16-20 positive or even friendly. Renown or other factors can modify the roll.

MONSTERS

Monsters are broken out into categories based on their behavior and role. A monster of any category can have any HD. Special **techniques** can be added to any monster to make it more difficult or interesting.

Each category has a description with actions and abilities that the monster is good or bad at. Monsters gain a check modifier to these actions per the below formulas.

MONSTER CHECK MODIFIERS

WEAK

Rarely attempted actions

Modifier $1/2 \text{ HD} - 2$ (max +8)

*A 5HD monster has a +0 check modifier
($1/2$ of 5 = 2; $2 - 2 = 0$)*

NORMAL

As good as you'd expect

Modifier $1/2 \text{ HD} + 2$ (max +10)

*A 5HD monster has a +4 check modifier
($1/2$ of 5 = 2; $2 + 2 = 4$)*

STRONG

The monster excels at this

Modifier $\text{HD} + 2$ (max +12)

*A 5HD monster has a +7 check modifier
($5\text{HD} = 5$; $5 + 2 = 7$)*

AC/DEX

Add +10 to best suited mod

Assume unlisted actions or abilities have a "normal" modifier for that monster.

MONSTER MATH TABLE

HD (1d8)	AVERAGE HP	WEAK MOD	NORMAL MOD	STRONG MOD	AVERAGE DAMAGE
1/4	1	-2	+2	+2	1d4
1/2	2	-2	+2	+2	1d6
1	5	-2	+2	+3	1d8
2	9	-1	+3	+4	1d10
3	13	-1	+3	+5	1d12
4	17	+0	+4	+6	2d6
5	21	+0	+4	+7	2d8
6	25	+1	+5	+8	2d10
7	29	+1	+5	+9	2d12
8	33	+2	+6	+10	3d8
9	37	+2	+6	+11	3d8 + 1
10	41	+3	+7	+12	3d8 + 2
11	45	+3	+7	+12	3d10
12	49	+4	+8	+12	3d10 + 1
13	53	+4	+8	+12	3d10 + 2
14	57	+5	+9	+12	3d12
15	61	+5	+9	+12	3d12 + 1
16	65	+6	+10	+12	3d12 + 2
17	69	+6	+10	+12	4d10
18	73	+7	+10	+12	4d10 + 1

Monsters that have multiple dice worth of average damage can split that damage up across multiple targets (such as by multiple attacks, aura effects, counter-attacks, and so forth).

MONSTER CATEGORIES

Each monster belongs to one **category**, which provides the GM guidance on how to determine its modifiers and behavior (most “soldiers” are similar despite their details).

CATEGORY	DESCRIPTION
Brute	Weak: INT, DEX, stealth, finesse, perception, tactics Strong: STR, CON, morale, holding the line, resistance
Leader	Weak: STR, CON, combat, being alone, resistance Strong: INT, CHA, magic, commands, with minions
Predator	Weak: CON, resistance, morale, direct combat Strong: INT, offense, stealth, patience, cunning
Shaper	Weak: Melee combat, being locked down in one place Strong: WIS, INT, forced movement, changing the environment
Sniper	Weak: CON, STR, melee, resistance, morale Strong: DEX, WIS, ranged combat, perception
Soldier	Weak: magic, speed, lack of leadership, stealth Strong: STR, DEX, combat, morale, unit discipline

MONSTER TECHNIQUES

Weak monsters have 0–1 **techniques**, normal monsters have 1–2 techniques, and elite monsters have 3 or more. Techniques can come from innate abilities, equipment and weapons, or external or environmental factors such as a monster’s lair. The GM can select any of the techniques below and modify the monster per the technique.

TECHNIQUE	DESCRIPTION
Ability Drain	Successful attacks temporarily (or permanently at HD 5+) reduce a hit PC’s ability by 1d6. Pick one ability to target
Adept	Pick up to two spells from the Arcane or Divine spellcaster list. The sum of these spell’s levels can’t exceed the monster’s HD. The spells can be cast once per encounter at will
Alter Environment	Area: Spread, 30’ / HD The monster can introduce new physical hazards or reshape the battlefield in some way. The GM selects one style of alteration: stone, plants, weather, mechanical, sensory, or magical
Blast	Area: Cone, 10’ / 2HD Damage: 1d6 / 2HD Check: PCs check to resist or dodge Notes: usually elemental or magic. 1 use per fight per 3 HD
Burst	Area: Sphere, 5’ / HD Damage: 1d6 / HD Check: PCs check to resist or dodge Notes: usually elemental or magic. 1 use per fight per 3 HD
Extra When	Gain a bonus of some kind when criteria are met (more damage when in a forest, extra AC when in darkness, etc)
Force Condition	Successful attacks force a negative condition on their PC target: blind, deafened, paralyzed, stunned, charmed, etc. Pick one
Multi-Attack	1 extra attack per 3 HD (6HD would have 3 attacks, 1 + 2 extra)
Resistance or Immunity	Gain either 1/2 damage or immunity to certain weapons or damage types (fire, slashing, non-magical, non-silver, etc)
Shove	Target: 1 PC / 2 HD Check: Monster checks to hit each target Each hit PC suffers forced movement up to 10’ per 5 HD
Special Movement	Gain a unique movement type or speed in certain circumstances: flying, burrowing, ethereal, underwater, leap, teleport, extreme speed, wall-climb, ignore harsh terrain in certain environments

MONSTER TACTICS

Monsters should deploy tactics to the best of their ability. Even unintelligent beasts are able to cooperate as a pack.

In general all monsters prefer ambushes, ranged attacks, and focusing on one target. PCs should fear wide open battlefields. Heavily emphasize monsters' techniques.

Most monsters and NPCs will organize into various types of units, which deploy certain tactics to best leverage their strengths.

GROUP	TACTICS
Standard	<p>Contains: a brute, a leader, and multiple soldiers.</p> <p>Tactics: brute charges and distracts, soldiers fight at range, leader prioritizes.</p>
Raid	<p>Contains: a mix of snipers and predators.</p> <p>Tactics: stealth, hit and run, focus fire, predators block PCs from snipers.</p>
Patrol	<p>Contains: multiple soldiers with one sniper.</p> <p>Tactics: patrol an area, highly alert, sniper sprints away if PCs detected.</p>
Force	<p>Contains: a leader, shaper, brute, and many soldiers.</p> <p>Tactics: brute melee, soldiers support, shaper and leader damage from range</p>

HOARDS

Monsters often protect **hoards**, collections of treasure or loot. Hoard tables from older editions can be used as is, or estimated at 1,000 gp per HD of the highest HD monster (e.g. a castle with a 7HD lord has 7,000 gp).

CONVERTING MONSTERS

5e monsters and NPCs can be run as written (however 5e monsters tend to have more HP than advised; consider 1/2 HP). Convert CR to HD, and use HD for Monster Math.

Games with ascending AC can be played as is, except with hard caps set per the **Monster Math** table (AC 20, +12 mod).

Descending AC (like B/X) can be converted by the formula **20 - Descending AC**. A B/X monster with 6 AC becomes 14 AC in FTD ($20 - 6 = 14$). Negative AC converts to 20 AC.

Damage and effects can usually be played as is. Paralysis saves can be made as CON or WIS checks. Most saves have a listed ability which remains, just made as a check.

If a monster is listed "As Fighter N" in a table or adventure, you can use the Brute monster category as a replacement. Likewise, other monster stats listed as classes can be easily swapped out to a similar category per their specialization.

A monster's DEX score from other games can be used as is to determine initiative, otherwise convert to Monster Math by determining their relevant HD mod +10.

MONSTER ALIGNMENT

FTD largely ignores alignment, and only mentions alignment for certain spells or effects against Evil. Note that capital "E" Evil is a wholly different notion in FTD than how a particular creature behaves.

Evil creatures are literal manifestations of cruelty, corruption, and sadism. By default, mortal creatures - such as humans, dwarves, bears, horses etc - can't be Evil.

Creatures and NPCs that are listed as Evil from other sources can be treated as such, but this generally denotes a connection to an aberrant or infernal plane, and not merely a reflection of that NPC's actions.

Common Evil creatures:

- Demons and Devils
- Necromancers and their ilk
- Undead, sentient or otherwise
- Aberrations and their thralls

Non-Evil alignments are irrelevant in FTD. PC alignments are likewise irrelevant.



BUILDING MONSTERS

Building a monster is done in steps:

1. **Concept:** a sentence or phrase
2. **Threat:** its HD and danger level
3. **Category:** what monster category it is
4. **Techniques:** which, if any
5. **Monster math:** HP, AC, mods, etc

CONCEPT

What is the monster's function, description, and theme? What should the party feel when seeing it, entering its lair, fighting it? The concept is an important aspect of creating a monster as it defines all of the later steps. Define it in prose or a simple bullet list.

THREAT

Threat consists of HD and a description of the monster's level of danger. A GM can fully or partially randomize a monster's HD:

Fully random: roll 1d20, with HD equal to the result - 2 (a natural result of 1 is 1/4 HD and of 2 is 1/2 HD; see Monster Math table).

Partially random: determine how similar the monster is to the party's level: close is 1d6, medium is 2d6, far is 3d6. Roll and sum the dice pool twice, subtracting the second result from the first. The remaining number is then applied to the PCs' average level.

The GM rolls for a medium monster (2d6) getting a 9 (6, 3) and 5 (1, 4). 9-5 is 4, and the GM adds 4 to the party's average level of 3; this monster is 7 HD.

CATEGORY

Refer back to the monster's concept: is it a natural beast or predator; an intelligent and capable leader; a simple brute or member of a larger, organized unit? Simply assign the most fitting category, or roll 1d6:

1	Brute	4	Shaper
2	Leader	5	Sniper
3	Predator	6	Soldier

TECHNIQUES

If the GM is going through the trouble of building a monster from scratch, it's likely important and therefore warrants at least one technique. GMs, note that each added technique notably increases lethality. By default, a single technique is enough to differentiate a monster without making it more threatening than intended. Always adhere to what's interesting rather than "balanced." The players'll figure it out.

MONSTER MATH

Refer to the Monster Math table on page 35 to determine your creation's relevant mods, AC, HP, and average damage. Use the original concept and monster category to determine what types of actions or events are considered weak or strong mods. These actions should be immediately clear and useful to the GM, requiring as little time as possible to note when the mod applies.



Concept: an ethereal dragon made up of magically unified smoke and energy. It's on the hunt for tasty living souls.

Threat: the GM refers to the hex that this dragon resides within, and decides that it should be threatening: 10 HD.

Category: the GM can't decide which category makes the most sense, and so rolls, getting a 5: Sniper. That changes the way the dragon can fight its prey.

Techniques: to get this concept across, the GM needs to use a few techniques. A misty breath (Blast, 50', 5d6), move like smoke (Special Movement), and an incorporeal form (Immunity to non-magical damage).

Monster Math: 41 HP, +3 / +7 / +12. As a Sniper and smoke dragon, it'll gain the +12 bonus to perception and ranged attacks, but only +3 to keep the PCs away from it in melee or to resist their ability to force morale checks. If it must use an attack out of its breath weapon, it still packs a punch at 3d8+2.

EXAMPLE MONSTERS

JUNGLECAT, 1HD [PREDATOR]

To Hit: +3 Damage: 1d8	STRONG
AC: 9 HP: 5	INT: +3 Stealth: +3
Base mod: +2 Speed: 40'	Patient, cunning, stealthy, arboreal, focus on the weak
TECHNIQUES	WEAK
Special movement: in forest, ignore harsh terrain	CON: -2 Morale: -2
Force condition: hit PC is prone	Fearful, quick to run and hide, susceptible to magic

ORC RAIDER, 2HD [BRUTE]

To Hit: +4 Damage: 1d10	STRONG
AC: 13 HP: 9	STR/CON: +4 Morale: +4
Base mod: +3 Speed: 30'	Fierce, athletic, tough, brave, damaging
TECHNIQUES	WEAK
Resistance: take 1/2 damage vs all non magical or physical attacks	INT/DEX: -1 Perception: -1
	Dumb, loud, clumsy

BRIGAND, 3HD [SNIPER]

To Hit: +5 Damage: 1d12	STRONG
AC: 13 HP: 13	DEX/WIS: +5 Perception: +5
Base mod: +3 Speed: 30'	Athletic, stealthy, balanced, greedy
TECHNIQUES	WEAK
Extra When: deal double damage with bow vs unaware PC	STR/CON: -1 Resistance: -1
	Weak, cowardly, poor in melee

HOBGOBLIN, 4HD [SOLDIER]

To Hit: +6 Damage: 2d6+2	STRONG
AC: 14 HP: 17	STR/DEX: +6 Morale: +6
Base mod: +4 Speed: 20'	Disciplined, tough, brave, deadly
TECHNIQUES	WEAK
Extra When: +2 AC when in formation	vs Magic: +0 Stealth: +0
Shove: hit pushes PC back 10'	Needs a leader, slow

ARCHCULTIST, 7HD [LEADER]

To Hit: +5 Damage: 2d10	STRONG
AC: 11 HP: 29	INT/CHA: +9 Magic: +9
Base mod: +5 Speed: 30'	Evil, compelling, commands a devout following of cultists
TECHNIQUES	WEAK
Blast: 15' cone, 3d6 damage, 2 uses	STR/CON: +1 Combat: +1
Ability Drain: atk, 30', 1 PC -1d6 STR	Vulnerable when alone, feeble

STONE DRAKE, 9HD [SHAPER]

To Hit: +5 Damage: 3d8+1	STRONG
AC: 11 HP: 37	INT/WIS: +11 Environment: +11
Base mod: +6 Speed: 20' / 80' dig	Massive, powerful, shape stone, clever, perceptive, cautious
TECHNIQUES	WEAK
Special Movement: 80' move in stone	STR/CON: +2 Combat: +2
Alter Environment: shape or alter 270' of rock or soil	Loud, fragile, weak when out of lair





RUNNING THE GAME

GAME MASTER

The Game Master (**GM**) is responsible for everything outside of the PCs: the world, its inhabitants, and the rules. They also:

- Provide a framework for play
- Prepare the base of a session's content
- Run the game and adhere to principles
- Make rulings on actions and outcomes

FRAMEWORK

The GM plans a series of **sessions**, one or more of which make up an **adventure** (sometimes called a module); multiple adventures constitute a **campaign**. The GM prioritizes their attention by focusing on sessions, then adventures, then campaigns.

The centerpiece of any OSR game is a charged situation with opposing forces and conflicting goals. The PCs are the agitators and their influence should be felt. The GM is responsible for producing this scenario, but not responsible for its solution or the PC's involvement in its outcome.

This template can be applied to any level of the game (from sessions to campaigns). The story and narrative will naturally emerge from its tension. The GM's job is to hook and pull the PCs into this conflict, but not through brute narrative force. The PCs need a few obvious entry points that require little analysis; the session and adventure should only become complicated as it progresses and evolves from their influence, not at its onset. In other words, make it easy for them to get involved, and hard to get out.

PREPARATION

Each session starts with one or more dramatic situations that demand the party's immediate involvement. The GM defines the below elements for each session:

Incitement: the hook, the first threat, the thing that breaks the ice and gets the players in the mindset of their characters. A quick scene with a few checks, a weak combat encounter, or something thought provoking that makes them pay attention and leads them deeper into the session's content.

Fork: once they've crossed the threshold, the party should be given an obvious fork in the road: a time-sensitive choice that compels them to go down one (potentially irreversible path. Do they join the lawless rebels or the cruel knights? Do they take the slow and safe path, or the dangerous one?

Obstacles: one or more passive blocks, an environmental or external impediment that makes their goal more difficult to achieve. Weather, terrain, time, resources, etc.

Threats: who directly opposes the party's goals? The active threats that will violently pursue or reject the PCs? What do they want? When and how do they strike?

Climax and resolution: how can the session dovetail to a satisfying conclusion? What's the final confrontation or challenge that the PCs must overcome that leads to the gold? Importantly, what happens if the party doesn't achieve this end?

The players, if not their characters, should see the impact of their efforts (or failures).

The GM has the idea of using a recently deceased Titan and its scavengers as a set piece for this week's session.

Incitement: the PCs will observe a dark cloud in the distance. As they travel, the cloud approaches. First the sound of buzzing, and then a swarm of (usually harmless) flies. The flies clearly follow a path of stench toward a lake.

Fork: following the flies to the lake reveals the corpse of a Titan, a behemoth creature valuable in harvest and magical components. Several small camps are forming at the lake's banks.

One camp has fewer than a dozen, and emits noxious clouds of fulvous yellow smoke into the air. Another camp clear cuts a swath of forest and builds boats and barracks with militant precision. The third camp is less noticeable, more a series of small stone structures and interconnected tunnels, too small for even halflings to fit through.

Obstacles: the flies, the intense fumes of the corpse, the dozens of other scavengers and beasts that come to feast.

Threats: will the PCs side with one of the three factions? Will they try to cut their own path? Others might view them as interlopers deserving death.

Climax: the PCs discover what caused the Titan to get stuck and drown in the lake, a force of great magical gravity that the locals call "the Heavy." Can they dispel it and free the giant body?

PRINCIPLES

FTD is assumed to be played and run by following a series of principles which help the GM to make **rulings over rules**.

A FAIR CHALLENGE

This game is as much, if not more so, about challenging the players as it is about creating a shared story. Rather than collaborating to tell a tale, you're inhabiting the minds of characters who believe their world to be very real. In turn, their universe behaves with cold hard impartiality.

The GM must be brutally fair, even to a fault. Their job is not to protect or challenge the PCs in some kind of plotline, instead the GM presents a challenging world full of threat and consistency, and lets the PCs die if they don't treat it with the respect it deserves.

IMPACT & INGENUITY

The PCs want to feel their impact on the world, the scene, the session. As they act, things should naturally and rapidly escalate. If the players are clever and ingenious, the GM should reward them. Give them plenty of opportunities to have an influence, to solve a problem, to approach a challenge with many different methods.

MEANINGFUL CHOICES

The PCs' decisions are all that really drive the story of the game. There's no metaplot, no three-act structure. There's simply choice, action, and reaction.

Making sure choices are meaningful demands complex and dramatic situations. There's no "right" answer or single solution - everything comes at the expense of something else, nothing is for certain. Saints can exhibit evil and cruelty just as despots can demonstrate great acts of kindness.

Likewise, how the characters solve a problem or approach a situation is just as important (if not more so) than the problem or situation itself. They want to feel clever, they want to win. A hard-fought, bloody victory is sweeter than a preordained one.

INTERNAL CONSISTENCY

To make those meaningful choices, the players have to understand the world through their characters. Fill their senses with practical details, realistic and ugly truths. Let them immerse.

Fundamental truths of your world should mean something; breaking them should be even more meaningful. The GM must strive to maintain this sense of consistency. Only if things are consistent and cogent are they able to be leveraged in interesting ways.

DISCOVERY

The characters are adventurers. There's a certain assumption that they'll be transients, nomads, freebooters on the frigid frontier. FTD doesn't assume what your game is actually about, but it does insist that the game has a sense of exploration, discovery, and wonder. **Play to find out.**

That exploration could be navigating a single region, even a single dungeon. But it should be able to be explored, delved into, examined. And not simply as an excuse to kill monsters and take their stuff, but to examine what it means to inhabit that world. How did these bizarre creatures come to exist alongside the familiar? How has society managed to scrape survival together in this harsh and unforgiving landscape?

More simply, the lessons learned in the earlier sessions should be able to be applied and leveraged later. As the players continue to explore the world through their PCs, they should come to understand it, and hope to push farther, dig deeper, and uncover even greater and greater secrets.

FACILITATING PLAY

The GM is often the host, the ruleskeeper, the one who provides the means to play. They need to be aware of each of their players' preferences, their goals in and out of the game, and their level of experience.

As a social construct, the game is often interrupted by social issues; and the GM has to step in as arbiter to resolve these issues. While not an obligation, the GM is seen as a figure of authority in today's play culture. Use that authority wisely, and attempt to develop a table "contract" of mutual respect, fun, and equality.

As always: ask your players questions, listen to their answers, and adhere to their requests for content safety.

GENERATOR

GMs can use these inspiration tables as an adventure or landmark **generator**. Roll 1d12 for each column on the Connections Table in order: **Thing** > **Action** > **Thing** > **Fallout**.

This creates a threat or entity that wishes to act upon another entity; if successful fallout occurs (e.g. a warlord [4] wants to seal [11] a deity [1] which causes growth [6]).

The GM can assign descriptors to each element. The Descriptor Table has abstract words that are meant only to fuel the GM's thought process in creating the adventure.

CONNECTIONS TABLE

	THING	ACTION	FALLOUT
1	Deity	Destroy	War
2	Mage	Build	Disease
3	Monarch	Bond	Famine
4	Warlord	Steal	Upheaval
5	Monster	Corrupt	Summoning
6	Horde	Control	Growth
7	Kingdom	Protect	Cataclysm
8	Plane	Empower	Desecration
9	Artifact	Move	Slavery
10	Stranger	Weaken	Tyranny
11	Cult	Seal	Isolation
12	Landmark	Discover	Resolution

DESCRIPTOR TABLE

Roll 1d20 one or more times for each element from the Connections Table (such as a Purified, Dancing, Lodestone, Remorseful, Pulsing warlord from the previous example).

	NATURE	ACTION	MATERIAL	EMOTION	SENSORY
1	Aberrant	Biting	Polished stone	Ecstasy	Brilliant
2	Infernal	Stabbing	Raging fire	Admiration	Prismatic
3	Cruel	Running	Choking smoke	Terror	Gloomy
4	Predatory	Climbing	Jagged obsidian	Amazement	Void of light
5	Corrupted	Flying	Rusted iron	Grief	Noxious fumes
6	Primordial	Marching	Lodestone	Loathing	Rotten stench
7	Extraplanar	Seeking	Frozen crystal	Rage	Wafting rust
8	Mercurial	Chanting	Fractal geode	Vigilance	Rain on stone
9	Dominating	Weaving	Warm wood	Joy	Rustling
10	Selfish	Dancing	Fluffy snow	Trust	Shrieking
11	Selfless	Binding	Gentle breeze	Contempt	Pounding
12	Liberating	Collapsing	Ancient antler	Surprise	Chiming
13	Axiomatic	Healing	Woven silk	Sadness	Pulsing
14	Natural	Lifting	Green loam	Disgust	Aching
15	Fledgling	Burying	Wispy veil	Remorse	Paralyzing
16	Purified	Enrapturing	Oiled leather	Apathy	Invigorating
17	Nurturing	Worshipping	Cut gemstone	Serenity	Intense hunger
18	Kind	Loving	Glowing bronze	Aggression	Deathly thirst
19	Sacred	Hating	Rotten flesh	Hope	Blinding
20	Divine	Fearing	Creaking bones	Love	Deafening

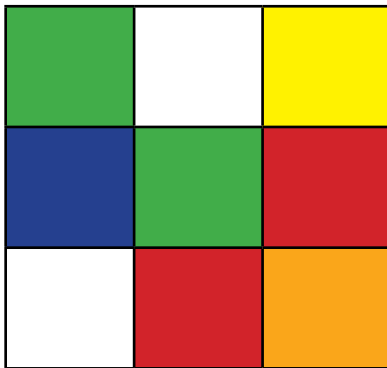
RANDOM MAPS

GMs can generate a dungeon, city block, or wilderness map by using a common puzzle cube (six colors, nine squares per side). Scramble the cube and roll it like a d6. The top face of the cube is the result for the map. Each colored square on the result face is a type of terrain, obstacle, or location; each is commonly enclosed or has a distinct border.

1. **White:** open path, entrance, or clearing
2. **Blue:** alternative path (water, ascent)
3. **Green:** a key destination (treasure)
4. **Yellow:** passive threat, hazards, terrain
5. **Orange:** danger, enemy convergences
6. **Red:** blocked or locked, can't travel by any normal means (door, wall, etc)

Note: if you don't have a six-sided puzzle cube, you can roll 9d6 and convert each die's result and placement per the listed colors above.

The GM must apply these guidelines to the concept and contents of their dungeon. An ancient tomb will have different landmarks and threats than a natural cave. The cube can be rolled many times, adding the results together like a quilt, rearranging as needed.



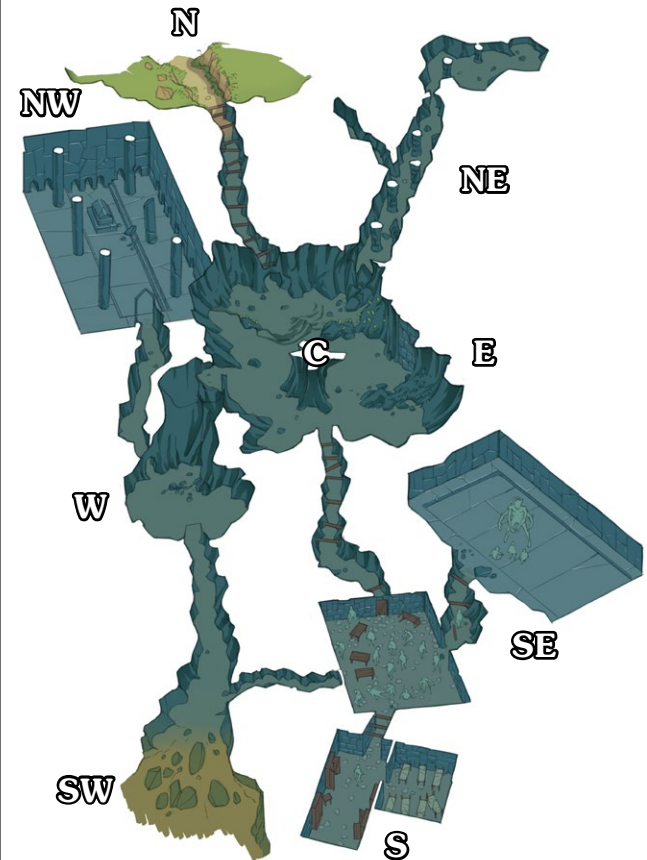
The GM needs to quickly and randomly map a dungeon for tonight's session. The GM jots down a few high-level ideas:

- **Concept:** a collapsed necropolis accidentally found by miners
- **Contents:** natural veins of copper, the exterior mine entrance, the miners who are converted into undead guardians, the tomb itself

The GM scrambles and rolls a puzzle cube getting the results on the left. Starting in the top left as northwest and working clockwise, the GM is able to map out the general contents of this uncovered tomb.

- **NW, green:** this is the heart of the tomb itself, difficult to reach
- **N, white:** the main entrance
- **NE, yellow:** precarious tunnels upset by the mining; fragile columns
- **W, blue:** a deep pit, and the only way to access the hidden tomb in NW
- **Center, green:** the mine itself, with exposed copper and crystals
- **E, red:** rough stone walls, blocked
- **SW, white:** an exit outside, accessed by the descent in W
- **S, red:** the locked mining compound now full of dead and undead
- **SE, orange:** an ancient Tomb Sentinel is turning the miners it killed into undead ghouls to help its duty

The party enters from the north after the news about the mine. There's a chance that the tunnels to the northeast collapse and lock them inside. The northwest area is below the entrance, and only accessible through the hidden pit to the west. If they look for survivors they will face undead.



QUICK REFERENCE

MAKE A PC

Pick race, roll abilities, pick class, define or pick equipment, decide on SUP carried, add up total Load, pick spells if applicable, and fill out your character sheet.

Race only affects abilities, not mechanics. Warriors are tough, thieves stealthy, zealots use divine magic, mages use arcane. A party should have two or more classes, usually.

Experience Points (XP): Earn XP equal to each **gold piece (gp)** safely captured, spent, or used in some way (GM fiat). XP is shared equally by each PC involved in capturing it. You gain a **level** once you have enough XP.

CORE MECHANIC

GM describes an obstacle. PC describes how they overcome it. If uncertain, GM calls for a check. The PC rolls 1d20 + relevant modifiers and must meet or beat the DC to succeed. A typical DC is 11, but can range from 5-20.

Modifiers: ability scores, proficiency, and occasional magic items can add modifiers to the roll. Each type of modifier is only added once, even if it could apply more than once.

Advantage: roll 2d20 and take the highest.
Disadvantage: roll 2d20 and take the lowest. GM can grant advantage when appropriate.

PC PROFICIENCY BY LEVEL

1-4	+2 bonus to proficient checks
5-8	+3 bonus to proficient checks
9	+4 bonus to proficient checks

LOAD

Max Load: STR score
Armor: light is 2, heavy is 5, shield is 1
Weapons: one handed is 1, two handed is 2
Coins: 500 (any kind) per 1 load
Weight: 5lbs or 1 human head size per 1 load
Gear: most gear is 1-3 load (GM discretion)
SUP Load: rounded nearest 5 SUP per 1 load

Encumbered: over max load; -5' speed per 1 load over; disadv all checks; 0' can't move

WEAPONS & ARMOR

Light armor: AC 12 + DEX mod; 2 load
Heavy armor: AC 15; 5 load
Shield: AC +2; 1 load. Break for +HP = DUR

Melee: attack and damage with STR mod
Ranged: attack and damage with DEX mod
Simple: 1 hand is 1d6 + mod; 2 hand is 1d8 + mod; dual wield is (best of 2d6) + mod
Martial: 1 hand is 1d10 + mod; 2 hand is 1d12 + mod; dual wield is (best of 2d10) + mod
Descriptors: grant permission or change the way a weapon functions (e.g. silver, magic)

GEAR & SUPPLY

Gear: any non-combat equipment, tracked
Supply (SUP): abstract amount of resupply for consumable items (torches, arrows, etc)

- 1 fight of **ammo:** 1 SUP to resupply
- 1 hour of **torches:** 1 SUP to resupply
- 1 day of **rations:** 1 SUP to resupply
- 100' of **rope:** 1 SUP to resupply
- Special (**potions**): 2-10 SUP to resupply
- 1 use of most **kits:** 2 SUP to resupply

COMBAT

Initiative: high DEX score acts first
Rounds: every combatant gets 1 turn
Turn: every combatant gets 3 actions

Actions: three default types of actions

- **Active:** attack, cast, or make a check
- **Movement:** move your speed (30')
- **Quick:** activate feature, draw weapon

Attack: roll 1d20 + ability mod + proficiency bonus if applicable. Meet or beat AC to hit. Deal damage of weapon or spell with hit.

Hit Points (HP): 0 HP means incapacitated; 1 min or end of encounter at 0 means death. If PC is stabilized roll on Injury Table. Heal 1 HP per night of unsafe rest; heal level HP per night of safe rest (impossible in a dungeon).

Morale check: DC 11; WIS mod, proficiency, or monster HD mods may apply. PCs rarely check morale. Failure means flee/surrender.

RETAINERS

Max retainers: CHA score
Hench: elite retainers loyal to a PC. Limited to ((CHA mod + level) - 5) hench.

Orders: active action to order retainers to:

- **Charge:** move forward and attack
- **Form Up:** get +2AC until next turn
- **Kite:** move away and attack
- **Focus Fire:** attack single target
- **Reposition:** move twice their speed
- **Retrieve:** move to, grab, and retreat

Ordered retainers act as a single unit. A DC 11 CHA check is common for giving orders.

TRAVEL

Travel Turn: every hour in a dungeon, every day in the wilderness. GM rolls 1d20 on the table and interprets the results:

TRAVEL TURN REFERENCE

1	An immediate, terrible encounter
2-10	A negative encounter occurs soon
11-19	Things get worse, enemies draw near
20	Nothing bad, maybe even favorable

Overland Travel: 10 + STR mod miles / day. Rough terrain halves, harsh quarters this.

Overwater Travel: boats 3 miles / hour, ships 5 miles / hour. Conditions alter this.

Roll to Return: each PC rolls best modifier and proficiency vs DC 10 + Travel Turns. Failure means losing loot or taking damage.

Retreat: full round action, make a check, success retreats from danger but can't act. Failure means stuck in a bad position.

Chases: STR check on flat terrain, DEX check on rough terrain. DC based on enemy speed.

LIGHT

Torches and lanterns cast 30' of dim light. Torches last 1 hour, lanterns last 3 per SUP.

- **Darkness:** adv to stealth, disadv to nearly all other checks. Harsh terrain.
- **Dim Light:** adv to stealth and hearing, disadv to ranged combat and seeing.
- **Well Lit:** normal daylight conditions
- **Brilliant:** adv to tracking trails, visible movement. Disadv to stealth, ranged.

MAGIC

Spellcasting Check: DC 10 + Spell's Level; failure causes a **magical mishap**. Results are used to determine success vs NPC target

Known spells: spells selected from Arcane or Divine spells; can only cast known spells
Cantrips: 3 spells PC casters know that are cast without a check, prep, or components
Spell Levels: the level of a spell, denoting its power and rarity (in FTD levels 1 through 5)

Concentration: quick action per turn to hold, only one spell can be concentrated on. Damage or serious distractions break it.

Components: SUP is spent = 2 per spell level cast. A **focus** obviates component needs. GM can track specific components for flavor.

Magic Items: wield up to CHA mod magic items (min 1). Scrolls, wands, potions, and other consumable items don't count.

MAGICAL MISHAP TABLE

1	Caster takes 1d6/spell level damage
2-3	All nearby non-magical metal melts
4-5	Orb of darkness surrounds the party
6-7	Bizarre gravity, heavy or light
8-9	Caster emits blinding bright light to all
10-11	The spell affects the wrong target
12-13	Significant collateral damage
14-16	Caster is stunned, CON check to resist
17-19	Caster is weak, STR check to resist
20	A different, random spell is cast

MONSTERS & NPCs

Converting monsters from other editions can be run as written (consider halving HP). Creating monsters requires a concept, threat, Hit Dice (HD), and category. Add techniques if you desire. Calculate stats as:

MONSTER MATH REFERENCE

Avg. HP	(4 per HD) + 1
Modifiers	Weak: 1/2 HD - 2 (max +8) Normal: 1/2 HD + 2 (max +10) Strong: HD + 2 (max +12)
AC / DEX	Best suited mod + 10
Avg. Dmg	Per round, roughly = HD + 4

SUNDRIES

PCs roll per their class at creation. GMs can roll for random useful tools in a dungeon.

1	100' rope	11	30' copper wire
2	10' iron chain	12	Noisemaker, auto
3	Iron manacles	13	Thread, needle
4	Hooded lantern	14	Folding shovel
5	Sack of marbles	15	Glass lens
6	10' Oilskin tarp	16	Steel mirror
7	Small barrel	17	Fishing net
8	Iron crowbar	18	Treated sinew
9	Hammer, chisel	19	Roll of raw wool
10	50' of bandages	20	Coarse rasp

