

Player Rules

Alignment

Everything is aligned with one of five modes: Star, Bright, Red, Weight and Ring. Star-aligned adventurers are interested in discovery and understanding. Bright-aligned ones are after the good life. Red-aligned ones are driven by passion. Weight-aligned ones want to right wrongs. Ring-aligned ones want to see something through to the end.

Die Type

Choose a die type: d8, d6, or d4. A d8 adventurer can defend with any weapon and starts with one talent. A d6 adventurer can defend with daggers, shields, tools and starts with two talents. A d4 adventurer can only defend with shields but starts with a magic spell.

Roll two dice: ten minus the higher is your *Guard* and ten minus the lower is your *Agility*. Start with the weapon matching the sum of the two or the one immediately above it (bold items are two-handed, the shield is steel):

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| 2. Cudgel | 7. Spear | 12. Battle axe |
| 3. Hand axe | 8. Sword | 13. Shield |
| 4. Cleaver | 9. Sword | 14. Short bow |
| 5. Daggers | 10. Whip | 15. Halberd |
| 6. Staff | 11. Mace | 16. Long bow |

Roll two dice again: start with *Maximum Hits* equal to the higher and armor based on the lower of the dice (shields are wooden, rolls of 5+ include leather and a steel helm).

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| 1. None | 5. Chainmail |
| 2. Leather | 6. Chainmail & shield |
| 3. Shield | 7. Scale |
| 4. Leather & shield | 8. Cuirass |

Other Kit

the clothes on their backs, walking shoes or riding boots, a skin of water, a knife or walking stick and a bundle with a dry ration and some miscellany. Roll roll three times on the following table, taking 1d6 coins instead of a duplicates.

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|--------------------|-----------------------|
| 1. Carven fetish | 4. 30 feet of rope |
| 2. Medicinal herbs | 5. Hammer, 3d4 spikes |
| 3. Small mirror | 6. Iron hook |

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| 7. Two torches | 14. Small cook-pot |
| 8. Large oilcloth | 15. Warm cloak |
| 9. 2d4 candles | 16. Fishing gear |
| 10. Lantern and oil | 17. Lockpicks |
| 11. Ten-foot pole | 18. Pen and ink |
| 12. Fresh ration | 19. 1d4 parchments |
| 13. Dry ration | 20. Ancient battery |

Encumbrance

An adventurer carrying less than five burdens is *unladen* and can move 12 table-inches a turn. One carrying five to ten is *laden*, adds 2 to their *Agility* and can move ten, and one carrying more than ten burdens is *encumbered*, adds 4 to their *Agility* and can move no more than eight.

A brynne of chain or scale is 3 burdens, a cuirass or steel shield is 2. Leather, a ration, wood shield, or heavy instrument is one. Three cloaks, helms, light weapons, ropes, torches or similar are a burden. Lighter objects need not be reckoned with unless they are very numerous.

Attack and Saving Throws

The chance that an attack is successful is their defense plus your level in 20. Figures that can defend with something use their *Guard* and those that can move use their *Agility* (the lower of the two if both apply).

The chance to be saved from something is 4 (for death), 3 (for paralysis), 2 (for shape-changing), 1 (for blasting) or 0 (for other magic) plus a figure's level (or hit dice) in 20.

Adventuring

Every day of travel, turn of exploration or round of a fight, roll a *check* of two dice. If the adventurers have a chance to do something that chance is on the *canny die* which is always a d6. If there's a chance of something befalling the adventurers, that chance is on the *uncanny die*, which can be a d4 to a d12. Chance encounters or misfortunes occur when doubles are thrown.

Travelling in friendly lands or lighting a fresh torch gives a d12. Travelling in bordermarches or lighting a fresh candle gives a d8. Travelling in the deep country gives a d4.

Each light source illuminates an area 12, 10, 8, 6 or 4 table-inches across and has a chance of dropping a die size on an uncanny roll of 1. A flask of oil has 30 measures, and a lamp can be filled up to 12 for a d12 or any even number for that size die.

A d6 adventurer adds 1 to their chance to succeed on any task one of their *talents* applies to. If their chance is 6+,

they succeed unless the canny roll is three times the uncanny roll or more.

When a d4 adventurer works magic, they need to roll one or more *Magic Dice* as extra uncanny d6s, and the magic takes hold if the uncanny sum is greater than the spell's complexity. For each uncanny die that shows 4+, the magic-worker must spend a Magic Die or take 1d6 hits. A magic worker wearing metal armor is burnt for 1d8 hits.

Fighting

An enemy's *Initiative* rating is their chance to act before the adventurers each round. An ally's *Morale* rating is their chance to fight each round. First, all figures can move or shoot. Then, all figures can move or fight. Casting a spell takes the whole round and takes effect at the beginning of the next round.

Attacks can be thrusting or chopping; axes and cleavers can only chop and spears can only thrust. Two-handed thrusts can use the weapon's length in feet instead of the target's *Guard*. On a successful attack, roll a die for hits dealt. Two-handed chops (and daggers when you have a grip on your foe) deal the higher of two dice. Two-handed weapons or daggers used one-handed and ranged weapons deal the lower of two dice.

Wearing armor (or being a terrifying monster) reduces hits taken. Wearing leather reduces hits taken from cutting attacks by 1. Wearing chainmail further reduces those hits by 1. Wearing a helm and cuirass or scale reduces them by another 1 and hits from blunt force attacks by 1. Scale can't be worn over chain.

A figure that can't take any more hits can be revived after the fight if they make a save against death. By resting for a turn and eating some rations, adventurers can be restore up to 2 hits.

Advancement

Adventurers begin at level 1 with no experience. To increase one's level, one must gain a thousand times their current level in experience. Mortals can advance no farther than 9 levels.

After gaining a level, roll 2d6 for each of an adventurer's *Guard*, *Agility* and reduce the rating by 1 if the roll is lower. Roll 3 dice or the adventurer's level (whichever is lower) for their maximum hits and use the new total if it's higher than their previous maximum.

A d6 adventurer gains a talent and a d4 adventurer gains a *Magic Die* on 2nd, 3rd and 4th level.