

Five Torches Deep

A 5e OSR Hack

v1.5

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CHANGELOG

v1.5 - 11.10.18

- Added a section on **disease, fatigue, and exhaustion**
- General grammar clarification and content organization
- Broke out **travel turns** and **timekeeping**, extended **timekeeping**
- Added a new mechanic called **resilience** based on CON score
- Added a system for **rolling to return** to expedite an “end of session” return back to base

v1.4 - 10.16.18

- Added a **resources** collection of character sheets and handouts
- Added a table to better define **weapon damage**
- Clarified **GU** even further
- Altered and expanded **travel turns**
- Expanded and gave examples for **durability** and similar rules
- Expanded the **magic items** section, including generation
- Clarified when to use **score** vs **mod** throughout the doc
- Added information about **torches** and forms of **light**

v1.3 - 09.12.18

- Significant **reorganization** of the content
- Multiple minor edits and reconfigurations

v1.2 - 09.08.18

- Changed the name to **Five Torches Deep**
- Added a **quick primer** page that outlines FTD
- Added a **character basics** section that walks through PCs

- Added rules for **retainers**
- Added a **renown** system
- Added **monster** examples
- Added equipment **durability**, sundering, and shield breaking
- Updated class **starting equipment**
- Altered and clarified **GU**
- Added **AC calculation** for monsters
- Added **NPC reactions**
- Added monster **conversions** based on method used
- Added **spell conversions** from other games
- Clarified **spellcasting** and specifically **preparation**
- Changed **Barbarian** and **Ranger** skills and features
- Clarified and expanded the **travel turn** rules

v1.1 - 08.29.18

- Added structure about **timekeeping** and **random encounters**
- Renamed focuses to **archetypes**
 - Renamed certain archetypes to be more familiar
- Changed the way **classes** and their archetypes work
 - Removed the **monk** archetype
 - Added the **druid** archetype under the Zealot class
 - Archetypes are now gained at **level 3** rather than level 1
 - A player can't select multiple archetypes at later levels
- Added more context around **magical items** and **attunement**
- Language and grammar cleanup
- Adjustments to gold, weight, and XP
- Changed the **quick monster math** table to include avg damage
- Added **races**
 - Races have two fixed ability scores
 - Races have class restrictions based on ability scores
- Altered the way **GU** works: it can no longer *create* new items, only replenish consumables of existing items (torches, arrows, etc)
- General formatting tweaks

Resources

Character Sheets

- [Warrior](#)
- [Thief](#)
- [Zealot](#)
- [Mage](#)

Spell List Handouts

- [Arcane](#)
- [Divine](#)

Reference

- [Quick Reference](#)

Basics

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	STR, DEX, CON, INT, WIS, CHA
Ascending AC	Rolled abilities and HP
Skills reduced and simplified	Magic system re-tooled, flattened
Semi-compatible with 5e math	Semi-compatible with B/X math
Tracks load and encumbrance	Incorporates dis/advantage
Rest and healing is weaker than 5e	Spells can cause magical mishaps
Equipment can be broken	Abilities determine certain limits
Retainers, morale, and reactions	Race and class restrictions

CORE MECHANIC

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

Both the DM 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.

DCs

The DC is determined by the DM and based on the difficulty of the action; it can either be static (like a challenge) or opposed (like a contest). You succeed if you meet or exceed the DC.

The average DC is 11, but may range between 5 and 20. The DM can state if a task is impossible or not 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*). Most PC checks have **ability** modifiers and **proficiency** modifiers, which represent how capable or experienced your character is.

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 called a **party**, which may have **non-player characters (NPCs)** as followers.

PCs have the six standard **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 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 can **level up** and gain new benefits.

PCs are most similar to 5e in the first three levels, and to B/X for the remaining six. Max PC level is nine.

CHARACTER CREATION

Pick race. Roll abilities. Pick class. Define or pick equipment. Decide on GU carried. Determine total load. Pick spells if applicable. Fill out the character sheet.

PC RACE

By default PCs are **human**. In some cases a PC may come from another **race**. Each race has a unique way to determine ability scores and restricts certain classes.

Race	Ability Scores	Class requirements
Human	Roll 2d6+3 each, in order: STR, DEX, CON, INT, WIS, CHA. Swap any two scores of your choice	None
Elf	Set DEX and INT to 13. All others roll 2d6+3 in STR, CON, WIS, CHA order. No swaps	Warrior: 13 STR Thief: None Zealot: 13 WIS Mage: None
Dwarf	Set CON and STR to 13. All others roll 2d6+3 in DEX, INT, WIS, CHA order. No swaps	Warrior: None Thief: 13 DEX Zealot: None Mage: 13 INT
Halfling	Set WIS and CHA to 13. All others roll 2d6+3 in STR, DEX, CON, INT order. No swaps	Warrior: 13 STR Thief: None Zealot: None Mage: 13 INT

Make note of your race's abilities and class restrictions. You must have rolled a high enough ability score to meet the requirements for that race's restricted classes (e.g. a halfling needs 13 INT for mage).

PC ABILITIES

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

Ability Scores and Modifiers

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

Score	Modifier
0-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0

Score	Modifier
12-13	+1
14-15	+2
16-17	+3
18+	+4
<i>4- and 16+ are impossible to roll</i>	

PC CLASS

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

USING CLASSES

Each PC picks one class at first level. They can't multi-class. A PC that is **proficient** due to certain class features gains their **proficiency bonus** to checks related to that action. The DM has the final say on when proficiency bonus applies.

Each class has three **archetypes**. A PC picks only one of these at level 3. At levels 3 and 7 you gain the benefits of that archetype, including its listed proficiency uses *and* one of the features in the table below each class' archetype. You *can't* select the same archetype feature multiple times.

Some classes have access to **spellcasting**, which is discussed more on page XX (including spell lists by type).

Class and Race

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

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

WARRIOR CLASS

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

Starting HP	6 + CON mod	HP each level up	1d10 + CON mod
Armor allowed	All	Weapon proficiency	All
Ability proficiency	STR CON	Proficiency bonus to checks of:	War, athleticism, will, combat, <i>archetype</i>

Level	Proficiency Bonus	Features
1	+2	Starting HP, warrior equipment
2	+2	You can make two reaction opportunity attacks per encounter
3	+2	Pick a warrior archetype. Gain one feature from that archetype
4	+2	+1 to an ability score of your choice
5	+3	You can now 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	Once per safe rest, reroll any failed check

Warrior Equipment

Armor of your choice; shield; two one handed weapons of your choice; one two handed weapon of your choice; smith's kit (1 load, 3 GU to refill); healer's kit (2 GU to refill)

WARRIOR ARCHETYPES

Barbarian

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

+4 permanent HP	Melee crit on 19-20	Adv to intimidate	Immune to fear
Rage: +2 dmg dealt and taken while raging		+10 ft move speed	Adv to endurance

Ranger

You gain your proficiency bonus to *wilderness*, *animal handling*, and *perception* related checks. Gain one feature at level 3 and 7.

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

Fighter

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: reaction, ally gains 1 active action		Phalanx: allies +1 AC when adjacent to you	

THIEF CLASS

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

Starting HP	4 + CON mod	HP each level up	1d6 + CON mod
Armor allowed	Light	Weapon proficiency	All
Ability proficiency	DEX INT	Proficiency bonus to checks of:	Stealth, balance, senses, tools, <i>archetype</i>

Level	Proficiency Bonus	Features
1	+2	Starting HP, thief equipment
2	+2	You can attempt to hide as a reaction 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	You can use your reaction 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	Your proficiency bonus is doubled for your archetype checks

Thief Equipment

Light armor; two one handed weapons of your choice; a ranged weapon of your choice; 1 use poison (0 load, 2 GU to refill); thief's kit (1 load, 5 GU to refill)

THIEF ARCHETYPES

Assassin

You gain your proficiency bonus to *intimidation*, *strategy*, and *murder* related checks. Gain one feature at level 3 and 7.

Make poison, no roll	Stealth crit on 19-20	Adv to hide	Adv to disguise
Backstab: +2d6 damage vs unaware targets	Hidden after attack	Adv to track target	

Bard

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

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

Rogue

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 picking locks	Natural climb speed	Adv vs traps
Dodge: reaction, area damage is halved	+4 max load	Hide at full speed	

ZEALOT CLASS

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

Starting HP	5 + CON mod	HP each level up	1d8 + CON mod
Armor allowed	All	Weapon proficiency	Simple
Ability proficiency	WIS CHA	Proficiency bonus to checks of:	Religion, insight, history, charm, <i>archetype</i>

Level	Proficiency Bonus	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	You can innately sense evildoers 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 immediately roll vs morale at disadvantage

Zealot Equipment

Armor of your choice; one handed weapon of your choice; a shield; a holy symbol; healing kit (1 load, 2 GU to refill)

ZEALOT ARCHETYPES

Cleric

You gain your proficiency bonus to *healing*, *calming*, 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 heal
Auto-stabilize ally	+4 dmg vs evil	Bless: active action, ally gets +2 next check	

Druid

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

Speak with animals	Immune to poison	Leave no trail	No need to eat/drink
Adv to wilderness	Wildskin: 1/safe rest, active. Become a 1HP bird, rodent, or frog		

Paladin

You gain your proficiency bonus to *insight*, *willpower*, and *righteousness* related checks. Gain one feature at level 3 and 7.

Martial proficiency	Auto-detect lies	Adv to help allies	+1 permanent AC
Vow: maintain a vow, gain +2 HP and dmg		Lay on hands: active action, heal 1d6 HP	

MAGE CLASS

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

Starting HP	4 + CON mod	HP each level up	1d6 + CON mod
Armor allowed	None	Weapon proficiency	Simple
Ability proficiency	CON INT	Proficiency bonus to checks of:	Arcane, planar, ancient facts, <i>archetype</i>

Level	Proficiency Bonus	Features
1	+2	Starting HP, mage equipment. Gain arcane spellcasting
2	+2	Reaction, create a HP shield equal to 1d6 x spell levels burned
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 below level 3. It is now a cantrip for you

Mage Equipment

One handed simple weapon of your choice; calligrapher's kit (5 GU to refill); spell components (10 spell levels, 5 GU); glassware

MAGE ARCHETYPES

Wizard

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

Read dead scripts	Adv to potions	Adv to magic items	Adv to runes
Gain a familiar	Prof bonus vs magic	Mastery: double 1 spell's area or duration	

Warlock

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

Wear light armor	Martial proficiency	Adv to intimidate	See in the dark
Sacrifice: self inflict damage to gain an equal bonus to damage			No need to eat/drink

Sorcerer

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

AC 12 + DEX mod	Fire damage halved	Adv to resist magic	Adv to charm
Raw energy: sacrifice spell levels, deal 1d6/spell level damage			+4 permanent HP

EXPERIENCE

PCs gain **experience points (XP)** for each gold piece of treasure successfully *captured*. Simply discovering the gold or holding it for a while doesn't earn XP. Optionally, the DM 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. Each time a PC levels up they gain new benefits per their class. PCs are unable to level up in more than one class. The max level of FTD is 9.

In general, when a PC levels up they earn more HP, can improve their stats, and gain new class features. Refer to your class rules for specifics (such as dice rolled for HP, etc).

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

Equipment

ARMOR AND 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 Disadvantage to stealth and endurance checks Weighs 5 load	Warrior Zealot
	<i>Mail hauberk and helm, plate harness</i>	
Light Armor	AC 12 + DEX mod Weighs 2 load	Warrior Zealot Thief
	<i>Lamellar, gambeson, treated leather</i>	
Shield	+2 AC regardless of armor worn Weighs 1 load Must be wielded (1hand)	Warrior Zealot Thief Mage
	<i>Buckler, round, kite</i>	
Unarmored	AC 10 + DEX mod	Warrior Zealot Thief Mage

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 (thereby granting a **proficiency bonus**). Using a weapon you're not proficient with grants no such bonus.

Effective distance	Melee: works in melee range (5ft); some have reach (10ft)	Ranged: suited for ranged distances, (15-300 ft) disadvantage in melee
Training required	Simple: easy to use but weak - One hand: 1d6 damage - Two hand: 1d8 damage - Dual 1h: 2d6 dmg, take best <i>Clubs, spears, hunting bows</i>	Martial: more complex and powerful - One hand: 1d10 damage - Two hand: 1d12 damage - Dual 1h: 2d10 dmg, take best <i>Swords, halberds, war bows</i>

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 ethereal wraiths) or modify damage (e.g. slashing damage is halved vs skeletons).

Load: one handed are 1 load, two handed are 2 load. This load counts when wielded or stowed.

A weapon's damage lists the ability modifier suited for damage. For example, using a war bow would deal 1d12 + the PC's DEX *or* STR modifier (not score), such as 7 (roll) + 2 (DEX mod) = 9.

Example Weapons

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

LOAD AND ENCUMBRANCE

Items and weight are tracked in terms of **load**. Each item about 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.

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

MAGIC ITEMS AND ATTUNEMENT

A PC can only equip and use **magic items** equal in number to their **CHA mod** (minimum 1 item). Some magic items require **attunement**, which takes 1 hour of concentration or prayer. You can only attune to 1 item at a time whether held or not.

ABSTRACTING CONSUMABLES

Each PC has **gear uses (GU)** up to their INT score. This is how much resupply the PC brought. You lose some GU each time you replenish an expendable item (like a torch). You regain GU by succeeding at a check to forage, craft, or repair. You can buy GU (1 gp per GU) in a town or well-supplied place.

GU can't create something new while adventuring. GU can only replenish or replace something spent, consumed, or lost. GU can only replenish items that the PC stated were brought prior to the start of the adventure (not serve as “quantum equipment”).

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

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

Gear Uses and Load

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

Example GU by Gear and Cost

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

Item	GU	Item	GU
Arrows - 1 encounter	1	Rations - 1 day	1
Torches - 1 hour	1	Parchment - 1 magic scroll	1
Healing kit - 1 use	2	Antitoxin or poison - 1 use	5
Spell components - per spell's lvl	2	Lantern oil - 3 hours	1
Potion, weak - 1 use	3	Smith's kit - 1 use	2
Potion, strong - 1 use	5	Lockpicks - 3 uses	1

DURABILITY AND SUNDERING

All equipment -- gear, weapons, and armor -- have a **durability** between 1 and 5; the higher the sturdier. Glass and cloth usually have 1 durability, wood and bone 2, metal 3 or more.

Item	DUR	Item	DUR
Boiled leather armor	2	Spear	2
Padded gambeson	2	Wooden bow	2
Chainmail	3	Laminated bone bow	3
Wooden and bossed shield	2	Axe	2
Steel buckler	4	Sword	3
Full plate harness	5	Mace	4

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. GU can't restore durability, only repairs can.

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.

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.

Gameplay

SAVES AND CHECKS

Any time that a trap, spell effect, or environmental threat would require a saving throw is treated as a **check** with the appropriate ability and modifiers. Some circumstances can cause a check to be rolled at **advantage** or **disadvantage**.

Skills

5e skills have been removed. Skills are granted from a PC's class **archetype**. Skills can be used as part of a modified ability check.

PC ACTIONS AND TURNS

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.
- **Movement:** you can move up to your speed (usually 30ft). You can split up this distance throughout your turn.
- **Reactions:** special actions triggered by others or brief actions that don't take up your full attention.

Active Actions

Active actions are driven by the PC's choices and often require a check. Common active actions are attacks, attempting to hide, casting spells, commanding troops, or similar.

Movement Actions

You can move up to your speed in feet (30 ft 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, jumping, or traveling in harsh terrain -- forces you to move at **half speed** (a PC with 30 ft speed can climb 15 ft).

Each **load** you carry above your STR score reduces your speed by 5 ft and forces disadvantage on all checks. A 10 STR, 30 ft speed PC carrying 11 load would move at 25 ft speed. A PC at 0 ft speed is **completely encumbered** and can't move at all.

Reactions

The most common form of reaction is a **readied action**, such as when waiting to ambush an enemy. Drawing items or weapons, casting certain spells, maintaining concentration, and some class features are reactions.

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.

POSITION, RANGE, AND DISTANCE

If you have a superior tactical **position** -- such as multiple allies flanking the same target, or fighting from cover -- the DM may grant **advantage** to the better positioned combatant.

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 any weapons or spells but still visible.

Gaining Tactical Superiority

The players' choices and cleverness should be rewarded in play, with DMs granting advantage or even automatic success. If detailed tactical play is not possible or desired, the DM can call for a modified ability check to determine if the PCs are able to move to an advantageous tactical position (or vice versa).

PC ATTACKS

A PC attack is a modified ability check against the target's AC. An attack can have advantage or disadvantage per DM discretion. A **melee** attack uses **STR mod** while **ranged** uses **DEX mod**.

Arcane spells use **INT mod**, **divine** use **WIS mod**. PCs generally add proficiency bonus to combat and spell checks.

Range and Attacks

A melee attack must be within 5-10 ft (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.

Dealing Damage

When a PC **hits** a target with a successful attack, they deal **damage**. Damage is listed by the spell, class feature, or weapon as a number of dice and ability modifier (e.g. 1d8 + STR mod).

MONSTER ATTACKS

The DM rolls for a monster 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 (or by DM fiat).

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, class features, etc).

Critical Failure

If a PC ever rolls a **natural 1** on a potentially damaging check, the damage normally dealt is **doubled**.

DEATH AND INJURY

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

Stabilizing and 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 table. If not a 1 (dead), they return to 1 HP (or roll for healing).

1	A false hope, you're dead	10-11	Confused : lose 1d6 WIS
2-3	Feeble : lose 1d6 STR	12-13	Disfigured : lose 1d6 CHA
4-5	Shaky : lose 1d6 DEX	14-16	Lose a body part (DM's choice)
6-7	Weak : lose 1d6 CON	17-19	Disadvantage all checks until rest
8-9	Addled : lose 1d6 INT	20	Standing ; heal 1d8 HP

HEALING AND HIT POINTS

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 grow in experience -- levels for PCs and HD for monsters.

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 and Medicine

Some magic and magical medicine (herbs, potions, etc) restore HP through some number of dice rolled (like 3d6). The spell, magical effect, or item will list its amount healed. Otherwise, the DM can determine its healing effects.

MORALE

All living creatures have **morale**, their willingness to fight. The DM calls when to make a morale check. Morale checks always have a DC 10. Success means they stand and fight. Failure means they surrender or flee. PCs rarely have to check morale.

Morale Check Modifiers

Like any check, roll 1d20 with

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

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

When To Check Morale

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

- the battle begins
- after the first combatant is killed
- when any leaders or specialists are killed
- when the tide of the battle is becoming obvious.

Side, Group, or Individual

PCs always roll morale individually. The DM 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 DM is under no obligation to allow a check to perceive, disarm, or avoid a trap.

The DM 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 AND LOOT

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 1 load. Currency can be converted as 10 copper (cp) = 1 silver (sp) and 10 sp = 1 gp.

Gold and precious metals are a source of magical power, and are common. A typical enemy's loot is **1d20gp per HD**, or items worth approximately as much.

TRAVEL TURNS

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

As a rule of thumb, the DM can count every 3-4 scenes, rooms, or encounters in a dungeon as one hour (or one travel turn). See the **time keeping** section on page XX for more specifics.

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

Travel Turn Encounter Table (1d20)

1	Something terrible and immediate: - A sudden encounter from an unknown threat - A powerful enemy springs an ambush - The environment shifts dramatically for the worse
2-10	Something unsettling and complicated: - An insidious trap or poison begins to infect the PCs - Cautious enemies start preparing an ambush - A retainer flees or an ally betrays them
11-19	Something existing gets worse or draws near: - A problem approaches or evolves “offscreen” - The environment escalates or becomes more hostile - A new potential threat arrives, suspicious of the party
20	Nothing bad happens or develops

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 DM decides if the path to safety is **dangerous** or **arduous**.

The DC = 10 + 1 per travel turn (or hour of travel), 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:** deal 1d6 damage per 1 under the DC
- **Arduous:** lose 1 load of equipment per 1 under the DC

If the PC is dealt enough damage to be taken to 0 HP, they die. This damage ignores armor and can't be healed or avoided. The DM 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 DM causes the second PC to drop 2 load, a purse of coins and a treasured crystal skull.

TIMEKEEPING

The DM 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 time passed.

The DM can use multiple **time dice** to denote the time of day. Each time dice 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 DM 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, night.

The DM 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 party emerges from a portal. The DM 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 DM sets one time die out to “5.” As the party adventures, an hour passes, the DM rolls for a travel turn, and rotates the time die to “6.”

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

TORCHES AND LIGHT

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

Darkness

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

Advantage	Disadvantage or Impossible
Stealth and hiding	All attacks
Listening checks	All defense checks
	Seeing checks (impossible)
	Dodging, predicting danger
	Finesse aim or manual precision
	Morale checks for light-dwellers

Dim Light

The 30 ft area surrounding a lit torch or a lantern. Moonlight.

Advantage	Disadvantage
Stealth and hiding	Ranged attacks
Listening checks	Defense against ranged
	Seeing checks

Well Lit

Typical natural light outdoors, full lanterns indoors. This is considered the default in most day-time circumstances, and the GM rules if advantage or disadvantage apply (unlikely).

Brilliant

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

Advantage	Disadvantage
Tracking movement or trails	Stealth and hiding
	Long-ranged attacks
	Concentrated sight checks (5 minutes+)

DARKSIGHT

Some creatures -- especially nefarious, 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 darksight 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.

RESILIENCE AND 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 last 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 requisite amount of time has passed. Failure means that the PC becomes **exhausted**. Repeated calls for a resilience check can result in automatic failure (rare; GM discretion).

Exhaustion

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

Exhaustion can only be cured with sufficient rest and food; magic (especially healing) generally can’t remove exhaustion.

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.

DISEASE, POISON, VENOM

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 period (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 (-3). 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 XX. Each spell indicates if it needs a check, an attack, or an enemy to resist as well as duration, concentration, or action requirements.

Spellcasting Checks

Sometimes the DM will call for a spellcasting check, such as when the spellcaster is distracted, in combat, or attempting to cast a spell from a spellbook or scroll.

- Spellcasting check: $DC = 10 + \text{Spell's level}$

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 and prepare their spell list. The DM can force a player to roll 1d20 on the **mishap table** below:

1	Caster takes 1d6/spell lvl damage	10-11	The spell works, but wrong target
2-3	All nearby metal melts	12-13	Significant collateral damage
4-5	Orb of night surrounds party	14-16	Caster is stunned, CON check
6-7	Bizarre gravity, heavy or light	17-19	Caster is weak, STR check
8-9	Blinding bright light	20	A different, random spell is cast

As usual, the DM can (of course) simply describe what makes sense in the narrative that's *not* beneficial to the casting PC.

Spells Known

Spellcasting PCs **know** a certain number of spells per this table:

Class 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. For example, a level 6 spellcaster would know five 1st level, four 2nd level, and two 3rd level spells. The amount of spells known gives the PC their set of available spells they can prepare.

Cantrips

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

Prepared Spells

A spellcaster PC can **prepare** spells from their known list. Such spells are ready to cast without much time, components, or effort. These prepared spells usually don't require a check.

PCs gain a number of prepared **spell levels** that they can split up however they would like, so long as the maximum combined spell level does not exceed their current class level.

A level 6 mage could prepare six 1st level spells; or one 4th level spell and a 2nd level spell; or two 3rd level spells.

A level 2 mage could only prepare two 1st level spells with no other variation.

This preparation takes approximately 1 hour, and might have other requirements as the DM deems fit (such as GU). The PC must declare and write down which spells they prepare. A PC can usually cast a prepared spell once prior to needing a spell check, however this may vary due to circumstance and DM fiat.

Unprepared Spells

Spellcasters can cast *known* **unprepared** spells. This takes 1 minute per spell level, requires a spellcasting check, and requires **spell components** (1 GU per spell level).

ARCANE SPELL LIST

CANTRIPS

Spell	Description
Illuminate	Create magical torchlight from your hand. Concentration
Subtle force	Minor telekinesis, lift or move up to 5lbs 30' away. Concentration
Whispermind	Send a brief psychic message to one target in line of sight
Flickerheat	Slowly and weakly transfer heat -- light a candle, cool cup of water
Legerdemain	Perform subtle, minor illusions -- teleport coin, change colors, etc

FIRST LEVEL

Spell	Description
Charm	One creature within 30' obeys your commands. Attack. Concentration
Sleep	2HD/level worth of targets within 30' fall asleep. Attack. 8 hours
Arcane arrow	Fire a magical bolt up to 100'. Deal 1d4/level damage. Attack.
Discern magic	You're aware of all nearby magic. Ability check to learn its function
Abjure	Check to ignore a damaging area effect (trap, magic). Reaction.

SECOND LEVEL

Spell	Description
Shield aura	Enemies gain disadvantage to ranged attacks vs you. Concentration
Gust of force	Enemies in a 15' cone knocked back 10' and prone. Attack.
Amplify gravity	Moving through a 20' area forces 5' speed. Enemy resist. 1 min/level
Knock	A mundane door or lock that you can see opens
Shadowfield	Blanket a 30' area in magical darkness. 1 min/level

THIRD LEVEL

Spell	Description
Invisibility	You or one target you touch become invisible. Concentration. 1 hour
Dispel arcanum	Removes one spell or spell-like effect that you know is present
Furyfire	All targets (including allies) in a 20' area take 1d6/lvl damage. Attack
Lexicon	You can speak and read any language (DM discretion). 1 hour/level
Apparition	Immobile illusion up to a 10' cube. Enemy resist. 1 min/level

FOURTH LEVEL

Spell	Description
Induce terror	All targets that can hear you roll a Morale check at disadvantage
Enervate	One target within 30' goes to 4 STR (-3). Attack. 1 min/level
Sculpt element	Conjure or control an element (fire, stone). Concentration. 1 min/lvl
Astral rift	Teleport an object you touch to a point in sight. Roll check for size
Truesight	You and 1 ally/level can see invisibility and darkness. 10 mins

FIFTH LEVEL

Spell	Description
Wayfarer	You or one target teleports to any known location on this plane
Confound	One target/level within 30' goes to 4 INT (-3). Attack. 10 mins
Dissolve	One target or object you touch melts and dies. Attack.
Deadly mist	Any target moving through a 20' area takes 2d6/level damage. 10 mins
Infernal call	Summon a demon of your level. Check for obedience. 1 hour

DIVINE SPELL LIST

CANTRIPS

Spell	Description
Illuminate	Create magical torchlight from your hand. Concentration
Reforge	Mend or repair a mundane, solid object up to the size of a person
Providence	You or one ally you touch gets a +1 to their next check. Reaction
Stable touch	Automatically stabilize one dying target that you touch
Stench of evil	You can smell evil aligned creatures nearby. Concentration

FIRST LEVEL

Spell	Description
Suture	Heal 1d8 HP to one target within 30'. Reaction
Turn undead	Undead targets of HD less than your level and within 30' flee. Attack
Sacrosanct	Advantage to resist attacks and effects from evil enemies
Condemn	Any incapacitated enemies that can hear you are instantly dead
Holy scepter	Summon a 1d10 + WIS melee weapon. You're proficient. 1 min/level

SECOND LEVEL

Spell	Description
Impassable	2HD/level worth of targets within 30' go to 0' speed. Attack. 1 hour
Purify	Remove poison, blight, corruption from an area. Check for size
Divine vigor	All allies that can hear you gain +1 to all checks. Concentration
Sustenance	One target per level is granted nourishment equivalent to one meal
Zeal	You or one ally become immune to fear for 1 min/level

THIRD LEVEL

Spell	Description
Angelic aura	You and allies within 10' gain +2 AC. Concentration. 1 minute
Hexbreak	Remove one curse, disease, or similar from 1 object. Magic check
Pacify	All targets within 30' have no desire to fight. Attack. 1 minute/level
Smite	You or one ally gain advantage to all attacks vs evil. 1 turn/level
Field of quiet	All forms of sound within 30' of you are silenced. Concentration

FOURTH LEVEL

Spell	Description
Deviscerate	Heal 3d8 HP of 1 target/level within 30'
Lay to rest	Kill all undead targets of HD less than your level within 30'. Attack
Wrath	You or one ally you touch can attack as a reaction. 1 min
Sunrise	Sunlight fills the area. Evil targets take 1d4 damage. Attack. 10 min
Retribution	If you or near ally take damage, attacker takes 1d8 damage. 1 min/lvl

FIFTH LEVEL

Spell	Description
Geas	A target you touch follows your quest to success. Enemy must resist
Commune	Ask questions of your god. They answer up to your level in words
Sanctify	All cursed, diseased, or poisoned allies in 30' are cured. Magic check
Sanctuary	Create a divine 20' area. Enemies must resist to enter. Concentration
Transcendence	Target a 30' area. All allies within heal 4d8. All enemies take 4d8

CONVERTING SPELLS

Cantrips should never directly deal damage. Non-damage cantrips from 5e and other games can be used as is. Higher-level 5e and OSR spells can be used as is, per their spell level.

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 is.

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

CREATING MAGIC ITEMS

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

Magic items should not be able to be used unless the wielder has **identified** the magic -- usually a spell check -- or **attuned** to the magic item. Cursed items have repercussions if attuned to, used, or even identified in some cases.

NPCs and Monsters

RETAINERS

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

Retainers demand 1gp per day per HD in service.

Max Retainers

A PC can't command more than their CHA retainers. As a rule of thumb, a PC attracts retainers equal to $((CHA \text{ mod } + \text{level}) - 5)$. A level 5 PC with CHA mod +1 attracts 1 retainer $(1 + 5 - 5 = 1)$. The same PC at level 9 could have attracted 5 retainers.

Retainer Math and Checks

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

1. **Laborer**: generally unskilled but physically fit
2. **Expert**: possessed of education or experience in a skillset
3. **Militia**: skilled in carrying a spear and shield
4. **Adept**: an acolyte priest or apprentice conjurer

The DM 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.

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 DM can choose to roll for an NPC's familiarity, judging off of the PC's renown. If rolling, the DM rolls 1d20; the NPC knows the PC if equal or under their renown. If the DM 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 would have 11 renown. The DM thinks this precludes the need to roll, and that the PC's reputation precedes them as they enter a small hamlet.

Later, the PC goes to confront a marauding warlord. The DM 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 DM rolls 2d20, 4 and 17, and selects the 4. The warlord knows of the PC.

NPC REACTIONS

The DM can roll 1d20 to determine an NPC's **reaction** to the PCs 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 several categories based on their behavior and role. A monster of any category can have any HD. Likewise, special **maneuvers** can be added to any monster to make it more difficult or interesting.

Each **category** has a **description** that contains 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	The monster rarely attempts these actions
Modifier:	$1/2 \text{ HD} - 2$ (max +8) <i>A 5HD monster would have a 0 check modifier ($1/2$ of 5 = 2; $2-2 = 0$)</i>
NORMAL	The monster is about as good as you'd expect
Modifier:	$1/2 \text{ HD} + 2$ (max +10) <i>A 5HD monster would have a +4 check modifier ($1/2$ of 5 = 2; $2+2 = 4$)</i>
STRONG	The monster excels at these actions
Modifier:	$1 \times \text{HD} + 2$ (max +12) <i>A 5HD monster would have a +7 check modifier ($5\text{HD} = 5$; $5+2 = 7$)</i>

The DM can add +10 to the monster check mod for its **AC**. If a monster doesn't list an ability or action, the DM can assume (or decide) that an unlisted action is "normal" for that monster.

Quick Monster Math Table

HD (1d8)	Avg HP	Weak Mod	Normal Mod	Strong Mod	Avg Damage
1/4	1	-2	+2	+2	1d4
1/2	2	-2	+2	+2	1d4
1	5	-2	+2	+3	1d6
2	9	-1	+3	+4	1d6+1
3	13	-1	+3	+5	1d8
4	17	0	+4	+6	1d8+1
5	21	0	+4	+7	1d10
6	25	+1	+5	+8	1d10+1
7	29	+1	+5	+9	1d12
8	33	+2	+6	+10	1d12+1
9	37	+2	+6	+11	2d6+2
10	41	+3	+7	+12	2d8
11	45	+3	+7	+12	2d8+1
12	49	+4	+8	+12	2d8+2
13	53	+4	+8	+12	3d6
14	57	+5	+9	+12	3d6+1
15	61	+5	+9	+12	3d6+2
16	65	+6	+10	+12	3d8
17	69	+6	+10	+12	3d8+1
18	73	+7	+10	+12	3d8+2

Monster Categories

Category	Description
Predator	Weak: CON, direct combat, resistance, defense, morale Strong: INT, stealth, offense, patience, cunning
Brute	Weak: INT, DEX, stealth, finesse, perception, strategy Strong: STR, CON, holding the line, resistance, morale
Sniper	Weak: CON, STR, melee combat, resistance, morale Strong: DEX, WIS, long range combat, perception, athletics
Soldier	Weak: magic, speed, stealth, lack of orders or leadership Strong: STR, DEX, combat, discipline, morale, with a unit
Leader	Weak: STR, CON, direct combat, being alone, physicality Strong: INT, CHA, giving commands, magic, with minions
Shaper	Weak: Getting locked down in one place, melee combat Strong: WIS, INT, changing the environment, forced movement

Monster Maneuvers

Weak monsters have 0-1 maneuvers, normal monsters have 1-2 maneuvers, and elite monsters have 3 or more. Maneuvers can come from innate abilities, equipment and weapons, or external or environmental factors such as a monster's lair.

The DM can select any of the maneuvers below and modify the monster as the maneuver describes.

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

EXAMPLE MONSTERS

JUNGLECAT, 1HD [Predator]

To hit: +3 Dmg: 1d6+3 AC: 9 HP: 5 Base mod: +2 Speed: 40ft	INT checks: +3 Stealth: +3 Patient, cunning, stealthy, arboreal, focus on the weak	CON checks: -2 Morale: -2 Fearful, susceptible, quick to run and hide
Maneuvers: Special movement (ignore harsh terrain in forests). Force condition (hit PC is prone).		

ORC RAIDER, 2HD [Brute]

To hit: +4 Dmg: 1d6+4 AC: 13 HP: 9 Base mod: +3 Speed: 30ft	STR/CON checks: +4 Morale: +4 Fierce, tough, brave, athletic, damaging	INT/DEX checks: -1 Perception: -1 Dumb, imperceptive, loud, clumsy
Maneuvers: Resistance (1/2 damage vs all physical, non-magic damage)		

BRIGAND ARCHER, 3HD [Sniper]

To hit: +5 Dmg: 1d8+2 AC: 13 HP: 13 Base mod: +3 Speed: 30ft	DEX/WIS checks: +5 Perception: +5 Athletic, stealthy, balanced, perceptive	STR/CON checks: -1 Resistance: -1 Poor in melee, weak, cowardly
Maneuvers: Extra when (deal double damage when firing bow attack while unaware against the PC target)		

HOBGOBLIN VANGUARD, 4HD [Soldier]

To hit: +6 Dmg: 1d8+4 AC: 14 HP: 17 Base mod: +4 Speed: 20ft	STR/DEX checks: +6 Morale: +6 Disciplined, tough, brave, deadly	vs Magic checks: +0 Stealth: +0 Poor strategist, needs leadership, slow
Maneuvers: Extra when (+2 AC when in formation with allies); Shove (melee hit pushes target back 10')		

ARCHCULTIST, 7HD [Leader]

To hit: +5 Dmg: 1d12 AC: 11 HP: 28 Base mod: +5 Speed: 30ft	INT/CHA checks: +9 Magic attacks: +9 Evil, compelling, commands a devout following	STR/CON checks: +1 Combat: +1 Vulnerable when alone, weak
Maneuvers: Blast (15' cone, 3d6 damage, 2 uses); Ability drain (attack vs 1 PC within 30', failure loses 1d6 STR permanently)		

STONE DRAKE, 9HD [Shaper]

To hit: +5 Dmg: 2d6+2 AC: 11 HP: 37 Base mod: +6 Speed: 20ft / 80ft burrow	INT/WIS checks: +11 Environment attacks: +11 Massive, stone shaping, powerful, clever, perceptive	STR/CON checks: +2 Combat: +2 Loud, fragile, vulnerable out of lair
Maneuvers: Special movement (80ft free move burrow in stone); Multi-attack (4 attacks per active action); Alter environment (270 ft area whatever shape preferred. Rocks and soil can change shape, density, or elevation through magical control of the drake)		

CONVERTING MONSTERS

5e monsters and NPCs can be run as is (however 5e monsters tend to have more HP than advised; consider 1/2 HP). Convert CR to HD, and use HD for quick monster math if necessary.

Games with ascending AC can be played as is, except with hard caps set per the **Quick Monster Math** table (AC 20, +12 mod). Descending AC (like B/X) can be converted to FTD by the formula **20 - Descending AC**. A B/X monster with 6 AC becomes 14 AC in FTD ($20 - 6 = 14$). Any negative B/X AC converts to flat 20 AC.

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