

DOOM DICE

Wilderness Die

1. Encounter (Men, Monsters, other Strangeness)
2. Environment: Weather or Obstacle
3. Hint of Danger or nearby encounter
4. Discovery: Plant, Animal, or Feature)
5. Hard Travel (-1 Exhaustion)
6. Lost (Wildcraft or travel random direction)
7. Sanctuary
8. Dreams

Roll d6 while traveling, d8 at camp

Dungeon D12

- 1 Close Encounter (Surprise on 2 in 6)
- 2 Visible Encounter (Surprise on 1 in 6)
- 3 Distant Encounter (Check Awareness)
- 4 Exhaustion (+/-1 until food and rest)
- 5 Expiration of Spell or Potion
- 6-7 Torch or Lantern gutters out
- 8-9 Discovery of Spoor, Clue, or Secret
- 10-12 Useful Provenance, or Curious Event

4. **Field of Battle:** conditions change (body underfoot, light goes out)
5. **Discovery:** players gain some clue about foe's weakness or story
6. **Foe Falters!** players choose extra action or force morale check

| | | |
|-------|-----------------|---|
| 1-3 | Grave Danger | Opponents act first |
| 4-5 | Weary | All in melee suffer -1 HP. Morale Check. |
| 6-7 | Expiration | Effect ends: spell, etc |
| 8 | Tides of Battle | Conditions: light goes out, body underfoot, reinforcements, etc |
| 9-10 | Discovery | Clue to foes weakness, story, or treasure |
| 11-12 | Foe Falters! | Player chooses extra action or foe morale check |

Combat Die (replaces initiative)

1. **Grave Danger:** opponents act first or reinforcements arrive
2. **Weary:** Morale Check / Wisdom Save; all combatants in melee suffer -1 HP
3. **Expiration:** some ongoing effects end (such as burning oil or spells)

Haven Die

1. Complication (introduce at any point during the turn)
2. Clue about next complication
3. Abatement of one or more (by referee whim) haven conditions
Ignore results of 4 – 6.

Creeping Doom

The game proceeds in turns of several different types. The turn types are haven, wilderness, dungeon, and combat. Each represent a progressively smaller amount of fictional time within the game world, though the exact durations are usually abstract. The passage of time within each turn is a resource to be spent wisely, as the doom die is rolled for every turn that passes to represent potential danger.

The Doom Die

The six-sided Doom Die deploys threats, manages resources, keeps time, and tracks light. In short, it is the engine that drives gameplay forward and the heart of the Hazard System. Every significant action, whether in town recovering, traveling through the wilderness, or searching a dungeon corridor for traps, takes a turn. Every turn is accompanied by a roll of the Hazard Die. The exact interpretation of the die result varies by turn type, but the outcomes are conceptually similar. A haven hazard might be a shortage of supplies while a dungeon hazard might be a wandering monster.

Players other than the referee should roll the Hazard Die to make the time cost salient. After rolling the Hazard Die, hand it to another player so that everyone gets a chance. If playing in person, rotating clockwise around the table works well.

Starting and ending sessions

Sessions should begin and end in a Haven if possible. This allows the the players and PCs to vary between sessions. After a session, players should tell the referee if they are going to follow a different clue or Quest during the next session so that the referee can do any preparation required beforehand.

Haven turns

To recover and replenish resources in a civilized refuge, take a Haven Turn. The exact fictional duration of a Haven Turn can be anything from a few days to several weeks. It is rarely necessary to interrogate the details.

1. Roll the Hazard Die and resolve any hazard
2. Pay upkeep: accommodation, retainer, property, and so forth
3. Recover from Wounds
4. Haven Action: Carouse, scribe scroll, brew potion, purchase property
5. Reckon XP gained and level up if appropriate
6. Buy or sell items, repair damaged gear, or recruit hirelings
7. Prepare spells
8. Review rumors and news

Haven Hazard Die

| D6 RESULT | INTERPRETATION |
|--------------|---|
| 1 Setback | Encounter (use regional table) or disaster: 1 invasion, 2 insurrection, 3 fire, 4 earthquake, 5 flood, 6 falling star |
| 2 Fatigue | Shortage (1 medicine, 2-3 drought, 4-5 famine, 6 trust) |
| 3 Expiration | Clear one or more haven conditions |

| | | |
|---|-----------|--|
| 4 | Locality | Advance season (or other local change) |
| 5 | Percept | Foreshadow looming disaster |
| 6 | Advantage | Full recovery |

Starred complications persist as conditions.

| D20 | COMPLICATION | D20 | COMPLICATION |
|-----|-----------------|-----|-------------------------|
| 1. | Assassination | 11. | Insurrection * |
| 2. | PC challenged | 12. | Invasion * |
| 3. | Curse * | 13. | Jailbreak |
| 4. | Earthquake | 14. | War |
| 5. | Flood | 15. | Monster attack |
| 6. | Falling star | 16. | Murderer on the loose * |
| 7. | Famine * | 17. | Pestilence * |
| 8. | Fire | 18. | PC slandered |
| 9. | PC impersonated | 19. | PC item stolen |
| 10. | Taxes * | 20. | Winter * |

Wilderness turns

Wilderness turns alternate: two day turns and one night. Characters taking taking fast travel actions actions suffer 1 point of Exhaustion unless on a road.

Choose a wilderness action: fast travel (two hex), travel, search, explore, hunt, track, or camp.

Travel

Move the party into an adjacent hex (6 miles) or access a known landmark such as a haven or dungeon.

Search, Explore, Hunt, or Track

The party leader makes a Wildcraft check to locate (and enter, if desired) a hidden feature. To Explore, Search or Wildcraft without a stated goal. Success reveals a random hidden feature. Track is a Wildcraft to follow a quarry. Hunting yields 1d6 rations (adjust for terrain) per hunter. Night applies a -1 penalty.

Camp

Camping requires a bedroll and consuming 1 ration per character. One person may stand watch for each four party members without impairment. Ignore Hazard Die results above 3.

Wilderness Doom Die

1. Encounter (Men, Monsters or other Strangeness)
2. Sense of danger or nearby encounter
3. Environmental Change (geography, weather, etc)
4. Discovery (treasure or hidden feature)
5. Weary bones (-1 Exhaustion)
6. Lost (a successful Wildcraft check finds a landmark)

Lost

Travel is no longer an option if a party is lost. Wildcraft must be used to locate a landmark before travel can be resumed.

Exhaustion

Each point of Exhaustion imposes a cumulative -1 penalty on all physical Ability Tests. This adds to Encumbrance penalties. Negated by food and rest.

Wilderness Monster Encounter Location Table

| | |
|---|--|
| 1 | As you sleep in a camp |
| 2 | As you rest in a camp |
| 3 | As you rest for a moment on the trail |
| 4 | While you're moving through the wilderness |
| 5 | While you're moving through harsh terrain |
| 6 | While you're moving through compromising terrain |

This roll should be done in conjunction with the surprise, reaction, and distance roll. Each terrain gives a different effect and this should make the wilderness more memorable if not more horrible.

Distance of Harsh or Compromising Terrain:

Harsh: Safe terrain 1d6*10 feet away

Compromising: Safe terrain 2d6*10 feet away

Harsh Terrain Effects Table

| | |
|----------------|--|
| Plains | Tall foliage hides holes in the ground, 1 in 6 chance of falling prone if you move |
| Hills | Loose dust is kicked up by the wind here, characters not using a hand to cover their faces must roll under their constitution or start hacking for 1d4 rounds with a -2 to hit and armor |
| Forest | Dense foliage 1 in 10 chance of taking an additional 1d4 damage from a damaging attack |
| Waters (Fresh) | Your back is to waters 1d4*10 feet below you with nowhere to turn |
| Waters (Sea) | As waves crash against the boat rocking it mercilessly 1 in 10 chance of save vs falling into the sea every time you move |
| Swamps | Mire up to your knees, Movement is at two thirds speed and your armor is at -2 |
| Mountains | Perniciously near a precipice with a 1d6+3*10' deep drop |

Compromising Terrain Effects Table

| | |
|----------------|---|
| Plains | The horizon stretches far and wide here, if fleeing a monster. The monster rolls morale twice and takes the higher in continuing to pursue. |
| Hills | Crumbling stones menace below your feet, must roll under movement or slide 2d4*10' away from your companions |
| Forest | Vicious Foliage 1 in 6 chance of taking an additional 1d6 damage from attack |
| Waters (Fresh) | Your back is to waters and large stones 2d4*10 feet below you with nowhere to turn |
| Waters (Sea) | Massive waves crash against the boat rocking it mercilessly 1 in 6 chance of save vs falling into the sea every time you move |
| Swamps | Mire up to your chest, Movement is at one third speed and your armor is at -4 |
| Mountains | Upon a minuscule ledge if you take damage you must roll under third dexterity or fall down 2d8*10 feet |

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BONUS TABLE: Additional weather effects on Encountering Monsters in the Wilderness

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|--------------|---|
| Drought | Everyone gains the Fatigue Encumbrance |
| Flash-Fire | As Above and roll again for flash fire to occur |
| Storms | Everyone gains the Damp Encumbrance and Missile fire occurs at -2 |
| Flash Floods | As above and roll for lightning strike every minute of combat |
| Hail | Everyone gains the Cold Encumbrance and Missile fire occurs at -2 |
| Blizzard | As above and visibility limited to 30' |

Dungeon turns

Some actions that require a Dungeon Turn include climbing, forcing a door, guarding the party, listening at a door, moving to a new area, searching the current area, and other tasks of similar scope. Each player may take a different action during a Dungeon Turn. Dungeon Turns can represent a fictional amount of time anywhere between a few minutes to an hour, though most commonly are about 10 minutes long.

In practice, the passage of Dungeon Turns can be more fluid than selecting actions by name, resolving any hazard, and iterating. However, always remain cognizant of lurking dangers and call for the Hazard Die whenever significant actions are taken.

Free dungeon actions

Minor actions often do not consume a full Dungeon Turn. Interacting with particular features such as looking under a rug, opening doors that are not stuck, and pulling levers are all free actions. Clever use of free dungeon actions can forestall the Hazard Die and thus decrease risk.

Dungeon Doom Die

1. Encounter d6: 1 melee, 2,3 close ~10', 4-5 medium ~30' , 6 Long (auditory)
2. Exhaustion (+/-1 until food and rest)
3. Torch gutters and blows out
4. Lantern burns ½ flask
5. Spells End (if any)

6. Discovery of clue, junk, or secret

Reasonable resolution

Fatigue and light source results may be ignored when they do not make fictional sense, such as during the first few turns of an exploration. Exhausted light sources rarely all go out at exactly the same time, but instead dwindle over the course of the turn, and may be relit given sufficient PC resources.

Combat Doom Die (replaces initiative)

1. **Grave Danger:** opponents act first or reinforcements arrive
2. **Fatigue:** Morale Check / Wisdom Save; all combatants continuing melee suffer -1
3. **Expiration:** some or all ongoing effects end (such as burning oil or spells)
4. **Field of Battle:** conditions change in some way (body underfoot, light goes out)
5. **Discovery:** players gain some clue about foe's weakness or story
6. **Press the Attack:** players choose extra action or force foe morale check

HAGGLING

Lesserton merchants are a hard lot, not given to offering bargains. However, a penurious PC can always try for a deal, since any sale is better than none. If the referee wishes to determine haggling outcome at random, he makes a reaction roll, with the usual Charisma Modifiers.

2d6± Haggling reaction

- <2 The merchant accuses the PC of theft or intimidation and calls for the Watch. The PC is never welcomed back to that establishment.
- 2 The merchant refuses to deal with the PC at all and orders him off the premises. He can try a new reaction roll at +1, no sooner than the next day.
- 3-5 No discount, and the PC can't try any more haggling with this merchant today without getting thrown out.
- 6-8 No discount, and +1 on further reaction rolls with this merchant today.
- 9-11 No discount.
- 12 The merchant agrees to a proposed deal up to 10% off.
- >12 The merchant agrees to a proposed deal up to 20% off.

2d6± Reaction when seeking services

<2 **Bad reaction (see below).**

2 The Lesser jeers at the PC, points out his ridiculous clothes or accent to others on the street, and otherwise mocks the request. A PC alone in a racially hostile neighborhood may suffer confrontation unless he leaves the area at once; if

heavily armed, he instead receives disdainful silent treatment from all locals, with occasional anonymous insults or dung thrown from behind.

3–5 Service not available, unless the referee wishes to make it so.

6–8 Service available, but the Lesser negotiates for a higher price. Double usual cost suffices; anything less requires a new roll.

9–11 Service performed as usual.

12 Service available, and the Lesser is willing to give a discount if requested, about 10%.

>12 New friend! The Lesser performs the requested task for whatever is offered, and then follows the PC around hoping for signs of favor.

Bad reactions to requests for services:

- A non-human in Cruikshanks, or a non-orokin in Kinswallow, becomes the target of a group of 2d6 locals, throwing stones and dung and driving him away. If he refuses to leave, and is not part of an armed group, the locals attack with clubs and fists.
- A non-human in the Heights has the Watch called on him, and they politely but firmly escort him out of the neighborhood. The neighborhood Guards will remember his face.
- Otherwise, the Lesser agrees to the service, but marks the PC as a potential victim. Examples: He alerts thieves to where the PC stays or where he keeps his coin, or arranges for a tavern server to get the PC very drunk so the Lesser and his friends can lift his valuables, or introduces the PC into a compromising situation and generously offers to cover it up if the PC can provide 3d6 x 10 gp for “considerations to the right people.”