

# THE ELECTRUM ARCHIVE

ISSUE #01

“Orn”





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## Special thanks to

Hedwig Klamer for believing in me.

The folks of the Good Sleep Collective for their feedback and good vibes.

Marshall @vaphobos, founder of House Uvri, and Archaeomancer (aka Neonrelic), the ink-sniffer who inspired the Voidlight Society.

All my patrons, including Fabio Maiorana, Greyson Yandt, Hairic Lilred, Jim, Joseph Lucas, Marcia B., Mathijs Lemmers, Peter Eijk, renaak and zacobin.

Everyone who helped fund the project, shared their feedback, or participated in the playtest on the CULT OF THE LIZARD KING Discord.

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The Electrum Archive Issue #01 - ISBN: 9789083277769 - Version 1.4, 2024

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Printed by RAPtoon | Drukkerij Walden, the Netherlands, 2024. 2nd printing, 1500 copies.



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# FOREWORD

This zine is a collection of some basic rules and procedures, along with an introduction to the setting of Orn. Though this overview is an incomplete overview, it's enough to get you started adventuring in the world of Orn.

There are no premade adventures in this zine. The goal for this issue is to establish the tone and vibe of Orn, while providing you and your group some funky building blocks with which to build your own adventures. Later zines will include more table-ready material, and dive more in-depth into locations briefly described in this first issue.

All of this means that there are a lot of gaps. Some of these gaps might get filled in later issues, some might not, and that's okay. Orn has a lot of empty spaces and unexplained phenomena for you and your group to fill out with your own creations. Pick apart what is given here, and turn it into your own unique creation.

If you haven't played a game like this before and feel a bit overwhelmed, I suggest you check out another tabletop RPG before you dive into this. My personal recommendations would be to check out the excellent *Cairn* by Yochai Gal or *Mausritter* by Isaac Williams. Both these games have influenced the design of this game and include good advice for folks new to the hobby.

If you are familiar with games like this or just like to dive into something new head first, welcome to the world of Orn! I've had a lot of fun putting this together, and I hope you have even more fun taking it apart!

- Emiel Boven, July 2022

## NOTE ON SCIENCE- FANTASY

Orn is a science-fantasy setting, a mix of sci-fi and fantasy elements. When I first began developing the concept for this zine I thought of Orn as a fantasy world first, with some secondary sci-fi elements. But over the course of its development, it turned into more of a spectrum depending on which region you choose to visit and which stories you choose to tell. On one end, you can lean into the sci-fi elements of the Rift by telling a story of tech scavengers exploring alien derelicts. On the other, you can go full fantasy, exploring themes of magic and religion in the Spirit Roads, or delving for treasure in the catacombs of the City of Bones. Somewhere in the middle lies tales of adventure set around spirit possessed holograms, of warlocks and knights fighting ink-powered drones. Which point along this spectrum your Orn will inhabit is up to you.

# THE WORLD OF ORN

1

Long ago the people of Orn were brought here by a starfaring civilization of god-like creatures whose names are now long forgotten. They are known simply as **the Elders**. Most of the knowledge of the Elders was lost when their ships fell from the heavens and buried themselves in the surface of Orn.

2

Gold and silver are abundant in **the soil of** Orn and hold almost no value. Because of this, the main currency is **drops of elder ink**, a magical substance that was left **behind** by the Elders.

3

Inhaling vaporized **elder ink** temporarily expands the **mind**, allowing **access to** a parallel **dimension** inhabited by **spirits**, **The Realm Beyond**, and tap into its magical energy. Ink can also **be** used to power a variety of ancient **constructs** like golems and airships.

4

What **trade** is left between regions of Orn is **facilitated by** a **handful of** ancient **Merchant Houses** that fight a cutthroat war amongst themselves, desperately trying to regain their **former** glory.

5

**Bone spores**, a fungal parasite that caused the collapse of most of the Houses' trade network, still ravages some parts of the Spore Wilds but is kept in check by a group known as the Order of Ilsaar.

6

An expansive network of tunnels and caves known as **the Sunless Principedoms** hides beneath the surface of Orn. Here the insect-like irr are locked in a cold war over control of their ancestral city.

7

A person known as **the Twin-Souled Emperor** claims they are a spirit from the Realm Beyond born into human flesh and rules from the ancient City of Nol.

# PLAY EXAMPLE



The following section contains descriptions of a hypothetical group playing *The Electrum Archive* and is meant for you to get a feel of how the rules would work in context.

This example might include gameplay terms you are not familiar with yet. They will be explained later in this zine, but you might be able to discern their meaning from context. If you would rather know exactly what is

going on, **feel free to skip ahead** and come back to these examples after you have read the rest of the rules.

Keep in mind this is a streamlined illustrative example. A real session would probably involve a lot more chaos, misinterpreting rules and just going with what seems cool. So don't worry if your sessions look a lot different. As long as you are having fun you are doing it right!

**Seer:** Okay, so the cave tunnel seems to end in a metal wall. In the light of Nelo's lantern you can see that the wall seems to be covered in an organic pattern, like veins running beneath the metallic surface. The vein pattern seems to spread out from an iridescent metal sphere embedded at the center.

**Nelo:** Metallic veins? This reeks of elder tech to me. Kaya, what do you think?

**Kaya:** Hm, I have the Ink Tech talent from my background so have I seen anything like this before? Do I make a check for that?

**Seer:** Since you're pretty familiar with ink tech I'd say you would recognize this as such without having to make a check. How it works however is something you'd have to find out for yourself.

**Kaya:** Okay, then I'd like to move towards it and see if I can discern some more details from up close.

**Seer:** As you move closer your ears pick up a low humming noise coming from the sphere and you see a thin groove running through the middle of the wall.

**Kaya:** Ah! So it's some kind of door! The sphere is probably some kind of way to open it or protect it. Can I try to push against the door using my dagger to see if it opens or triggers something?

**Seer:** You sure can. As you do so,

the door does not budge and the sphere doesn't seem to react to you pushing on the door around it.

**Kaya:** Okay, so it is locked...

**Nelo:** Just say the word and I'll try to kick it open.

**Kaya:** Wait! We don't know who or what is on the other side. Let me try opening it normally first, so we don't give ourselves away. I lay my hand on the surface of the sphere. What does that do?

**Seer:** I'll tell you in sec. First, since you two have spent some time investigating the door I'll make another Exploration roll to see if anything else happens.

[Rolls a 3 on a d6.]

Okay. Nelo, your torches are burning faster than you expected. Please mark a usage dot.

**Nelo:** I've only one dot left before I run out of torches. Kaya, please tell me you still have some light with you.

**Kaya:** Yeah don't worry. I'm carrying a lumen pod in my backpack.

**Seer:** Okay, so back to the door. Kaya, you press your hand to the surface of the sphere and it feels surprisingly warm to the touch. The moment you touch it the veins around the sphere begin to writhe and pulse beneath the metal and you feel a sharp pain as some of them move onto the sphere and

start to travel up under the skin of your forearm. Can you make a Body check for me?

**Nelo:** Uh oh...

**Kaya:** That's not good. My Body sucks, it's only a 3. Do I get advantage on this check since I have the ink tech talent?

**Seer:** Oh yeah, good catch! That definitely applies here, roll with advantage.

**Kaya:** [Rolls a 7 and a 3 on two d10.]

Okay, so with the advantage I rolled a 3. So I just made it!

**Seer:** Nice! The veins stop halfway up your arm and you feel this surreal sensation, as if the door has become an additional muscle you can flex or relax.

**Kaya:** Hell yeah! I'll try to move it open by sending it mental signals

**Seer:** The veins seem to disappear beneath your skin and your hand releases from the sphere. The sphere sinks into the surface of the door and the door splits down the middle, revealing a dark room beyond as the metallic surface slides to the sides.

—

A little later in the session, as Nelo and Kaya are exploring the buried elder structure.

**Seer:** You guys come across a

room with two crystal pods. Inside are the dried-up remains of two humans hooked up to some tubes. In the back wall is a socket containing a crystal canister full of elder ink.

**Neloi:** It looks like our little expedition is finally becoming worthwhile! Whatever this was powering doesn't need it anymore. Can I try to pull it out of its socket?

**Kaya:** We're sure these dried up folks are dead right?

**Seer:** They sure seem like it. You can move a little closer and make an *Archive* check to get a better idea of the state they're in.

**Kaya:** Sure!

[Rolls a 7 on a d10.]

Ah my *Archive* is 5 so I failed.

**Seer:** Okay, so they seem pretty dead as far as you can tell but the distortion in the crystal makes it hard to see what exactly happened to them.

**Kaya:** Alright I'll guess we will see what happens. I will take a step back, just in case.

**Seer:** Okay, Neloi, you attempt to pull the canister out of the wall but it seems to be stuck to a flexible tube connected to the bottom.

**Neloi:** I'll just pull harder.

**Seer:** Make a *Body* check.

**Neloi:** [Rolls a 9 on a d10.]

I failed! So what happens? Does it shatter or something?

**Seer:** As you pull hard on the canister you hear a faint click and the ink starts to drain out of the canister into the tube. About half of it gets drained before you finally pull it free. Kaya, as you are standing next to the pods you see the dark ink starting to flow through the tubes from the ceiling and into the dried husks. Their eyes flick open, revealing black pupil-less eyes.

**Kaya:** I knew something was off about these!

**Seer:** So time for combat! I'll say that the battlefield is made up of just three zones: the back part of the room containing the socket and Neloi, the middle part containing the two pods, and the front part containing the entrance and Kaya.

Neither you nor the husks are surprised so just decide if you want to use a weapon or not and roll accordingly.

**Neloi:** I'll use my mace to attack them. It has a Speed of 4.

[Rolls a 2 on a d10.]

Nice! I'll act before they can do anything!

**Kaya:** I'd like to use my spell name so I'll use the default Speed of 5.

[Rolls a 6 on a d10.]

Unlucky! I'll cast my spell after the husks have acted.

**Seer:** Neloi, you're up first. How do you want to attack these things?

**Neloi:** I'll move into the middle zone and smash one of the husks with my mace through the crystal thing around it.

**Seer:** I'd say the crystal pod provides them with a little bit of protection from your blow so I will give them 2 additional AV on this attack while the pod is still intact, is that okay with you?

**Neloi:** Yeah that's fair. I'll spend my last grit point to use the Focus ability which lets me ignore my targets AV.

**Seer:** Nice! Let's see how much damage you do!

**Neloi:** [Rolls 5 on 2d4]  
5 damage!

**Seer:** You smash through the pod, shattering the crystal and hitting the husk so hard you can hear bones cracking under its dried-up flesh.

**Neloi:** Sweet!

**Seer:** Okay, so now the husks have an opportunity to act. The one you just hit scrambles to its feet and claws at you.

[Rolls 3 on a d4]

It deals 3 damage to you.

**Neloi:** Luckily I'm wearing light armor with an AV of 1, so I only take 2. I'm now at 5 HP.

**Seer:** The other husk throws its body against the crystal pod, breaks through, and uses its move to jump towards Kaya and slash at her with its claws.

[Rolls 4 on a d4]

Oh, it's a critical hit! So its claws ignore your armor and deal 4 damage!

**Kaya:** Damn it, I only have 1 HP left. I was planning on targeting only one of them with my spell to save some ink, but I guess it's better to spend a little more than to die here. I'd like to use my spell name Wave of Entangling Vermin to push them away from us and pin them to the walls of the room, so we can get away safely.

**Seer:** I'd say that counts as a moderate effect since you can pin them to the wall yourself but you are also targeting multiple targets spread over two different zones. I assume that this effect does not last longer than a few seconds, right? Just enough for you to make your escape.

**Kaya:** Yep! So I roll 2d6 and multiply it by two to determine how much ink I have to inhale right?

**Seer:** [Nods]

**Kaya:** [Rolls 8 on 2d6]

16! So I still have some ink left!

**Seer:** Nice! Inhaling the ink opens your mind up to the Realm Beyond, and by shouting a name into this other world you command a spell spirit to manifest in the physical world. What does it look like when you manifest this spell?

**Kaya:** Like a big swarm of shiny black beetles that form from the crystals shards that lay shattered around the room and engulf both the husks, pushing them against the wall.

**Neloi:** Oh hell yeah!

**Seer:** So you both escape the room now, right? Alright, then combat is over and you can both roll a d6 for your armor to see if it got damaged. The same goes for that mace you used, Neloi.

**Kaya:** [Rolls a 5 on a d6] I rolled a 5 so my armor is fine.

**Neloi:** [Rolls a 1 and 2 on two d6] A 1 and a 2, so both my mace and armor have taken a beating.

[Marks a usage dot for both the mace and the light armor on their character sheet]

Now let's get out of here and find out how many drops of elder ink are still left in this canister!

# CHARACTER CREATION

## 1. Roll Attributes & Hit Points

Roll a d4 for each of your **attributes** and note down the results. Also, roll 2d4 to determine your starting **hit points**.

## 2. Choose Background

Choose or randomly determine a background from the options below. Your background grants **talents** (see page 18) and bonuses to your **attributes** as well as which **languages** your character is able to use (see page 32). It also provides you with an idea of what your character has experienced before they became an adventurer. Note these things down on your character sheet.

## 3. Choose Archetype

Pick an **archetype** you want to play (see pages 12-17). The archetype you choose grants you some archetype-specific **features**, which you should note on your character sheet. For example, the warlock gains the ability to use spell **names**.

## 4. Choose Equipment

You start with one **common weapon** and a **toolkit** of your choice, **rations**, and **torches** (see pages 22-25).

Your character also starts with an **electrum vial** filled with a small number of **drops**. Note down the vial on your sheet in one of your item slots and roll 2d8 and double the result to determine the number of drops you start with.

## 5. Choose a Name

Give your character a **name**. Put some thought into how they look, what pronouns

### Attributes

Your character has five **attributes** that determine the strength of **certain aspects** of their character.

**Agility** - Acrobatics, speed, and precision work. Scale walls, dodge danger, pick locks, etc.

**Archive** - Information, literacy, and insight. Quickly search through **archives**, diagnose and treat wounds, use ink tech, etc.

**Body** - Physical strength and endurance. Break through obstacles, resist poison and disease, lift heavy objects, etc.

**Mask** - Charisma and stealth. Move stealthily, hide your intentions, influence others, etc.

**Spirit** - Intuition and mental endurance. Resist magical effects, keep a level head in tense situations, read a creature's intentions, etc.

### Hit Points

Your character has a number of **Hit Points (HP)** that determine how much damage they can take before they go down. This is detailed further on page 20.

they use, what their relationship is with the other characters in the group, and how their background has influenced them to become the person they are at the start of the game. You don't have to decide all this right now; it's okay to let your character develop as you play. Just be careful not to get too attached; it's a dangerous world out there.

Good luck, traveler!

# BACKGROUNDS

## ARCHIVIST

You spent years of your life inscribing other people's tales in the glimmering slabs of the Electrum Archive. Did you leave of your own accord or were you forced to leave the Shattered Tower?

+2 *Archive*, +1 *Body*

**Talents:** History, Culture, Geography

**Languages:** Trade Tongue, Lahmaic script

## HOUSEBORN

Born into a minor Merchant House, you've been trained since birth to play both markets and people. Are you the last of a dying House or one of many kin with no other way to leave your mark on your House's legacy?

+2 *Mask*, +1 *Agility*

**Talents:** Influence, Politics, Trade

**Languages:** Trade Tongue, Lahmaic script

## MUSCLE

Whether you were a prize fighter, a hired thug, or a prestigious house guard, you know how to hold your own in a skirmish. Did you get tired of fighting or are you just looking for a new challenge?

+1 *Body*, +2 *HP*

**Talents:** Intimidation, Brute Force, Tactics

**Languages:** Trade Tongue, Riftspeak

## NOMAD

You traveled the wilds with your tribe, away from the meddling of the Houses. Did you set out on a task given to you by your tribe's elders or were you banished from their tents and left to wander on your own?

+1 *Agility*, +1 *Archive*, +1 *Spirit*

**Talents:** Healing, Survival, Herbalism

**Languages:** Trade Tongue, an additional language of your choice.

## CULTIST

You are privy to obscure mysteries not known to outsiders. Did you break with your brothers and sisters or do you travel Orn to further your cult's tenets still?

+2 *Spirit*, +1 *Mask*

**Talents:** Religion, Spirits, Rumors

**Languages:** Trade Tongue, Nollish

## PERFORMER

You were part of a traveling troupe of actors, artists and acrobats, showing off your skills to cheering crowds. Are you in search of inspiration for your next act or for an audience more appreciative of your talents?

+2 *Agility*, +1 *Mask*

**Talents:** Art, Performance, Acrobatics

**Languages:** Trade Tongue

## SCAVENGER

You are familiar with the dangers lurking in elderships and how to get your hands on the ink tech hidden within. Are you in it for the ink or to sate your own curiosity?

+1 *Agility*, +1 *Archive*, +1 *Mask*

**Talents:** Ink Tech, Stealth, Traps

**Languages:** Trade Tongue, Riftspeak

## WORKER

A life of toiling in iron mines, working the lumenpod fields or building the strongholds and halls of House nobles has hardened your body and spirit. Did you take pride in your work or are you happy to have left it behind?

+2 *Body*, +1 *Spirit*

**Talents:** Endurance, Animals, Repair

**Languages:** Trade Tongue

# THE FIXER

## Skills

### ARCHETYPE FEATURE

You have a variety of special skills. When you create your character and each time you gain a level you may choose a skill from below or gain mastery in a skill you already have.

### BACKSTAB

When you attack a creature that isn't aware of you, in addition to the advantage you would normally gain, you also double the damage rolled.

#### MASTERY:

Triple the damage instead.

### SWIFT

You no longer trigger a free attack when disengaging.

#### MASTERY:

As long as you're not surprised and not wearing heavy armor or wielding a shield, you always act before the enemy.

### EXPERTISE

Once per session, you may re-roll any check.

#### MASTERY:

You may re-roll any die instead.

### NETWORK

When entering a new settlement, make a Mask check. If you succeed, make a note that you have a contact in the settlement. The nature of this contact is up to you and the Seer and can be fleshed out whenever the need for it arises.

#### MASTERY:

You may make a Mask check each session to see if you have a contact in the area, regardless of if you're new to the area.

As a Fixer, you have a way of procuring things others can't get their hands on, from valuable objects to well-guarded secrets.

## SUPPLIES

In a settlement, you may spend 4 drops to buy a Supply. A Supply is an abstract item only available to the fixer. It can be changed into any kind of commonly available item whenever you want.

### MASTERY:

The price of Supplies is lowered to 2 drops.

## MANY POCKETS

It no longer takes an action to retrieve an item from your backpack slots during combat, and you are able to use Ammo stored in a backpack slot.

### MASTERY:

You gain two additional backpack slots.



# THE VAGABOND

## Maneuvers

### LEVEL 1 FEATURE

You know a variety of maneuvers you can perform in combat. You do this by spending a resource called grit. You start with two grit. At every level you gain an additional grit. You may use multiple maneuvers at the same time.

As long as you are not deprived, you will regain a grit when taking a short rest.

All grit you spend is restored after you take a long rest.

- **Focus** - When making an attack, you may spend a grit to ignore the target's **Armor**.
- **Not on my watch!** - You may spend a grit to **re-roll your Speed roll** when determining combat order.
- **Shake it off** - Whenever you take damage, you may spend a grit to **reduce the damage by 1d6**.

## Advanced Maneuvers

### LEVEL 2, 5 & 7 FEATURE

At 2nd, 5th and 7th level, you may choose one of the maneuvers below and add them to your repertoire.

- **Command** - Instead of making an attack, you may spend a grit to allow an ally to make an attack that deals **1d6 additional damage**.
- **Payback** - When an ally takes damage from an enemy within the range of your weapon, you may spend a grit to immediately make an attack against them.
- **Shield** - When an ally you share a zone with takes damage, you may spend a grit and add your AV to theirs for this Round (this can increase it above 6).
- **Split fire** - When you use a ranged weapon, you may spend a grit to shoot at two separate targets at once.
- **Taunt** - You may spend a grit to make all enemies attack you this Round.
- **Rally** - At the start of a Round, spend a grit to give you and your allies **+1 additional damage** until the end of the Round.
- **Cleave** - Instead of making a normal attack, you may spend a grit to make a single attack hitting up to four enemies you share a zone with. This attack deals only half damage but still ignores Armor on a critical hit.

As a Vagabond, you know how to take care of yourself in the harsh world outside the city walls, and how to deal with the dangers that lurk there.

## Trophies

### LEVEL 3 FEATURE

After you defeat a creature in combat you may take a trophy from their remains.

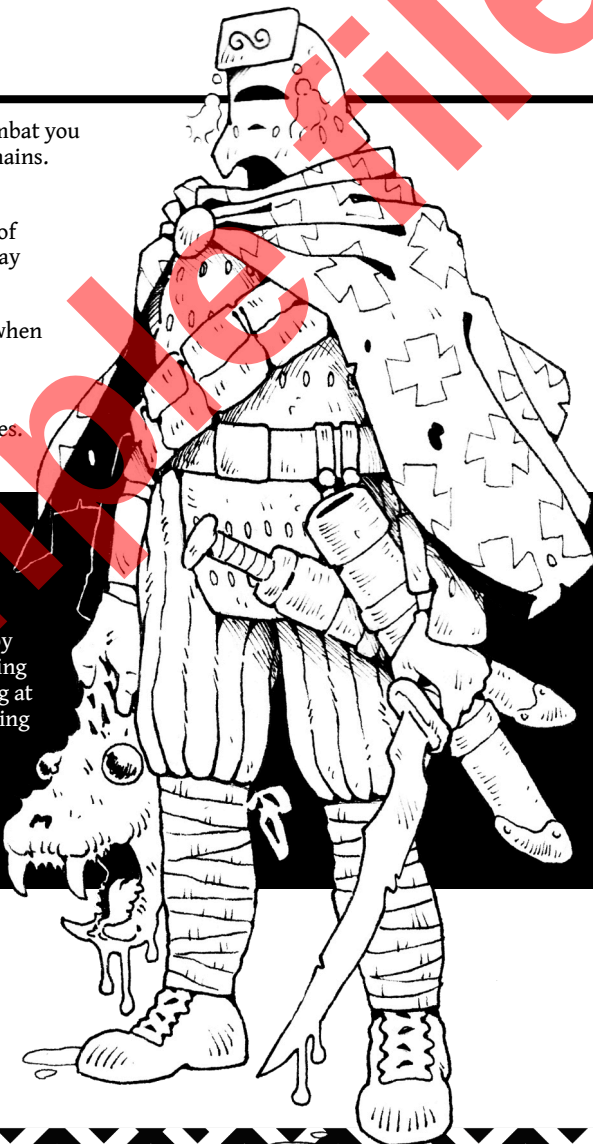
A trophy takes up one item slot.

When you encounter a creature of which you carry a trophy, you may spend a grit to:

- Deal 1d6 additional damage when making an attack against it.
- Gain advantage on a check against that creature's abilities.

## MOCK TROPHIES

You can also construct a trophy by scouting a creature's lair and taking something from it, or by spending at least a week extensively researching the creature using adequate resources. This mock trophy is destroyed after it is used once.



# THE WARLOCK

## Spell Names

### LEVEL 1 FEATURE

You have the ability to cast spells. You do this by learning the names of spell spirits that inhabit the Realm Beyond. You start with knowing one spell name (see page 26), and your ink vial comes equipped with an **inhaler**.

## Ink Sense

### LEVEL 2 FEATURE

Inhaling elder ink has given you a sixth sense which allows you to detect its presence. Once a day, you can concentrate to sense any sources of ink in the area around you. This includes ink inside objects and through walls.

You gain an additional daily use of this power at 4th and 6th level.

## Name-crafting

### LEVEL 3 FEATURE

When you learn a new spell name, instead of learning a random spell name you may choose parts of names you already know, and combine them into a new spell using a name template of your choice.

## CASTING SPELLS

To cast a spell, you must have your inhaler in a body or hand slot.

When casting a spell, choose a spell name you know and describe the effect you want to create using it. The Seer then determines the potency of the proposed spell effect (described on page 26); you and the Seer may negotiate to modify your proposal if needed.

When you are ready, you can attempt to manifest your spell. Roll to determine the casting cost and inhale that many drops of elder ink. If you don't have enough ink to inhale, you take damage equal to the remaining cost. At the Seer's discretion the spell either does not take effect or manifests along with an unintended side effect proportional to the spell's potency.

As a Warlock, you manifest powerful spells by inhaling elder ink and calling upon spirits from the Realm Beyond.

## Focused Breath

### LEVEL 5 FEATURE

Once a day, you may re-roll a single die when determining the ink cost of a spell you cast.

At 8th level you gain an additional re-roll.

## Whispers from Beyond

### LEVEL 7 FEATURE

Each dawn you gain a random spell name you can use that day.

## LEARNING NEW SPELL NAMES

You can learn a new spell name by inhaling 50 drops. This causes your mind to shift into the Realm Beyond and opens it to receive a new random spell name. This process takes a day and leaves you unable to act in the physical realm.



# THE BASICS

## Attribute Checks

When the outcome of an action is uncertain and failing the action would have a meaningful consequence, the Seer may ask for an attribute check. To make an attribute check, the Seer determines which attribute is most applicable to the situation, after which the player rolls a d10. If the result is equal to or lower than their character's attribute, they succeed.

## Advantage & Disadvantage

If a character has a situational advantage, they may roll two d10s and keep the best result. If they are at a disadvantage, roll two d10s and keep the worst result.

## Talents

Talents are the areas of expertise of a character. They grant advantage on relevant checks. The Seer might even rule that a check succeeds automatically if a character is also carrying relevant equipment (e.g. they have the "Healing" talent and are using a healer's toolkit to treat a wound).

## Time

Besides the use of days and weeks, time is often tracked using two other time scales for combat and exploration:

- **Combat Round** - A Round is enough time for you to move and perform an action like attacking, roughly 10 seconds.
- **Exploration Turn** - A Turn is enough time for you to explore a dungeon room or to catch your breath after a fight, roughly 10 minutes.

# COMBAT

Combat is dangerous and smart adventurers seek to avoid it. Still, sometimes violence is inevitable.

Before combat commences, the Seer determines if a side is surprised. If so, that side does not act in the first Round of combat.

## Zones

At the start of combat the Seer divides the battlefield into zones.

The number of zones can vary, but generally a battlefield is made up of at least three zones; one where the party starts, one where the enemies start, and the area between them.

Creatures that share a zone can physically interact with each other (melee attack, trade items etc.)

The number of zones can change over the course of combat. For example, if a creature uses an elder artifact to levitate, it creates its own flying zone which can't be entered by creatures without the ability to fly.

## Zone Conditions

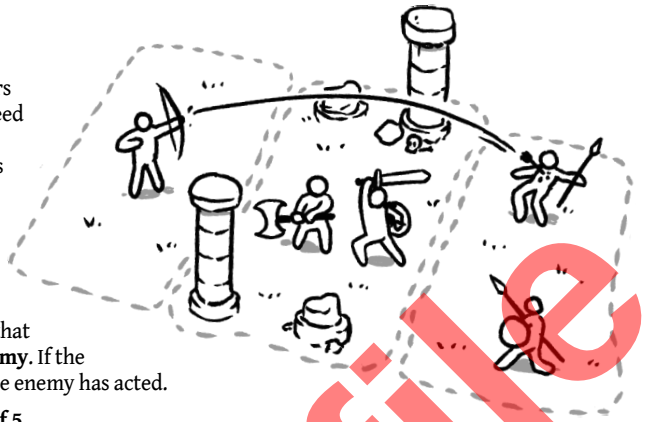
The Seer can assign different conditions to zones. For example, they can limit the number of creatures that fit in a zone to simulate choke points like bridges and tight corridors or rule that a zone filled with poisonous mushrooms forces those fighting there to make checks to resist the spores.

## Speed Rolls

At the start of each Round, players make a **Speed roll**. To make a Speed roll, each player chooses if they want to attack with a weapon this Round or do anything else.

If they choose to attack with a weapon, they declare which weapon they use and **roll a d10**. If the result is **equal to or lower** than the weapon's Speed, that character will act **before the enemy**. If the result is **higher**, they act **after** the enemy has acted.

Otherwise, use a **default Speed of 5**.



## Act

During a Round, a character can **move** from one zone to an adjacent zone and perform an **action**. This action can be anything like attacking, negotiating, making another movement, or casting a spell.

## Attacking

**Attacks always hit.** Declare a target and roll the weapon's damage dice. The result is dealt as damage to the target **minus their Armor Value (AV)**.

If attacking with **advantage**, roll damage twice **and** deal the **highest result**. If attacking with **disadvantage**, roll damage twice **and** deal the **lowest result**.

### Critical Hits

Rolling **maximum damage** on a weapon's damage dice is a **critical hit**. It **ignores the target's AV** and deals all the damage to the target's HP.

### Dual-Wielding

If **dual-wielding** a **set of weapons**, use the **lowest Speed among them**, but roll damage **for both** and choose **which result** to keep.

### Aiming

Using an action to aim instead of attacking allows a character to **ignore AV with a ranged weapon the next Round**.

## Disengaging

If a character wants to move to another zone while an enemy occupies the zone they are in, they must make a **successful Agility check**. If

they fail, the enemy is granted a free attack before movement. If an ally is also in the zone, or an action is used to move away carefully, no **Agility** check is required.

## Stunts

For other possible actions involving an opposing creature, like pushing a creature into another zone or grappling them, the aggressor should make a relevant check to see if they accomplish it.

## Backpack Items

Retrieving an item from a backpack slot during combat requires an action.