

Turn Order:

SETUP

- a) *Set the Scene*
- b) *Determine Surprise* – surprised creatures cannot take actions or reactions on their first turn
- c) *Roll Initiative* – normally DEX, but here are other cases:

Wisdom (Perception)	Spotting a hidden threat
Strength (Athletics)	Climbing a cliff during a landslide
Charisma (Deception)	Being unassuming before acting
Wisdom (Insight)	Noticing when a participant is about to take action
Dexterity (Land Vehicles)	Participating in a wagon race

LIGHTING/VISION

LIGHTLY OBSCURED – Disadv. on Perception checks that rely on sight.

HEAVILY OBSCURED – A creature in this area is considered blind.

BRIGHT LIGHT – Not obscured (other penalties may apply, as with vampires)

DIM LIGHT – Lightly obscures (dawn, twilight, full moon.)

DARKNESS – Heavily obscures

BLINDSIGHT – Not affected by darkness or other heavily or lightly obscured areas.

DARKVISION – See within darkness as if it were dim light, and dim light as if it were bright light.

TRUESIGHT – See in normal or magical darkness, perceive invisible creatures and objects, automatically detect illusions, and perceive the original form of a shapechanger or magically transformed creature.

ON YOUR TURN:

- Declare your intent for the turn, in any order. The Narrator's job is to work with you in accomplishing this intent on your turn.
- Move a distance up to your speed. You can break up your movement however you see fit, between actions, in bulk, at the end, etc.
- Take an action
- Take a bonus action
- Take any free actions

OFF YOUR TURN:

1. Plan your actions for next turn
2. Pay attention to the encounter beyond events that involve you
3. Be ready to use your reaction!

End of Round; After everyone has taken their turn, the next round starts and loops back. At the beginning of each round (including the first) world actions occur, before all other turns.

COVER RULES

HALF COVER – +2 bonus to AC, saving throws, and ability checks made to hide.

THREE QUARTERS COVER – +5 bonus to AC, saving throws, and ability checks made to hide

TOTAL COVER – cannot be targeted directly by spells, attacks, or ability checks, except by AOE spells and checks to search.

STEALTH AND HIDING:

- Must be unseen and unheard.
- Make stealth check. The result is used until you stop hiding or are discovered.
- If seen, or if a successful perception check is made, you are **discovered, and are no longer hidden.**
- If unseen by target, you have adv. on attack rolls against it
- Location is given away after you attack.
- Invisibility rule: if a target is both unseen and unheard, you must guess what square it occupies, and you still have disadvantage, even if location is known.

Basic Combat Maneuvers:

Maneuver DC = 8 + Proficiency + STR or DEX

Basic Maneuver Damage = 1+STR

DISARM - STR or DEX save or drop item.

GRAB ON - STR or DEX save to climb onto creature. Advantage to attack it.

GRAPPLE - STR or DEX or become grappled.

KNOCKDOWN - STR saving throw or knocked prone.

OVERRUN - STR save to move through creature's space.

SHOVE - STR save or be pushed 5 ft. + 5 ft. for every 5 points saving throw failed by.

COMBAT ACTIONS:

Attack, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Sprint, Tumble.

Press the Attack & Fall Back are bonus action and reaction, respectively.

Encounter Building:

Easy – Total Challenge Rating < half the total party level

Hard – Total Challenge rating = half the party level

Impossible – Total Challenge rating > total party level

USEFUL PAGE NUMBERS:

Starting Wealth past 1 st Level & Pets	p. 353, AG
Skills	p. 408, AG
Skill Check Crits	p. 414, AG
Weapons	p. 310, AG
Armor	p. 319, AG
Quality & Materials	p. 321, AG
Gear	p. 325, AG
Example Environments	p. 451, AG
Regions	p. 64, TT
Journey Activities	p. 60, TT
Exploration Challenges	p. 108, TT

FATIGUE

LV	EFFECTS
1	Cannot Sprint
2	Disadv. on STR, DEX, CON checks.
3	Speed halved. Unable to maintain fast travel pace.
4	Disadv. on attack rolls using STR, DEX, or CON. Unable to maintain normal travel pace
5	Hit dice halved
6	Speed reduced to 5 ft. Unable to maintain slow travel pace.
7	Doomed

STRIFE

LV	EFFECTS
1	Disadv. on INT, WIS, CHA checks
2	Disadv. on concentration checks
3	Can only take a bonus action or an action each turn (not both)
4	Disadv. on attack rolls using INT, WIS, CHA.
5	Suffer the effects of a randomly determined, short-term mental stress effect.
6	Cannot cast leveled spells
7	Suffer the effects of a randomly determined, long term mental stress effect

SAMPLE OBJECT STATS

OBJECT	AC
Cloth, Paper, Rope	11
Crystal, Glass, Ice	13
Wood, Bone	15
Stone	17
Iron, Steel	19
Mithral	21
Adamantine	23

OBJECT	SIZE	HP (FRAGILE)	HP (RESILIENT)
Game piece, vial	Tiny	2 (1d4)	5 (2d4)
Chair, Painting	Small	3 (1d6)	10 (3d6)
Crate, Medium Door, Table	Medium	4 (1d8)	18 (4d8)
Equestrian Statue, Large Door	Large	5 (1d10)	27 (5d10)

Fatigue Causes:

- Failing Challenges
- Unfit Armor
- Not eating 1 supply per LR
- Crit Fails - Skill
- Over-sprinting
- Critical hit sparing
- Spell effects
- Falling unconsc.
- Death save Nat 1
- Attacked at 0 HP
- Exploration fails

Strife Causes

- Code of Honor fail
- Crit Fails - Skill
- Exploration fails
- Death save Nat 1
- Attacked at 0 HP
- Spell effects

Recovery Rules

- LR: 8 hours, 6 hours asleep, no strenuous activity (for 1 hour)
- SR: 1 hour, no strenuous activity
- LRs can only be benefitted from once per 24 hours
- Only able to recover from 2 or more levels of fatigue or strife when in haven.
- You can use any number of hit die during a short rest
- Recover up to half your level hit die in long rest

Travel Pace and Modifiers

Pace	Minute	Hour	Day**	Effect
Crawl	50 ft.	½ Mile	4 Miles	Adv. on survival checks to cover tracks
Slow/Wagon	200 ft.	2 Miles	16 Miles	--
Normal	300 ft.	3 Miles	24 Miles	Unable to use Stealth
Fast/Mounted	400 ft.	4 Miles	32 Miles	-5 to passive Perception and Disadv. on Perception Checks
Gallop*	800 ft.	8 Miles.	--	Disadv. on Survival checks to track

* Gallop can only be done once per day

** A travel day is defined as 8 hours of travel time. Any more is considered a FORCED MARCH.

FORCED MARCH: For every additional hour after 8 hours of travel an adventurer makes a CON Saving throw at the end of the hour, (DC 10 + Number of additional hours), suffering 1 level of fatigue if they fail. The DC increases by +1 for normal pace, and +2 for Fast/Mounted.

Journeying Guidelines:

1. Narrator determines what regions exist along route.
2. Each region: determine distance, pace, and resultant travel time
 - a) Determine region's traits roll 1d20 to determine weather.
 - b) Each adventurer selects a journey activity, makes checks
 - c) Narrator rolls on region table for encounters
 - d) Determine supply usage and fatigue, if necessary
3. Repeat for each region

Journey Activity Tiers and Modifiers

Tier	0	1	2	3	4
DC	10	12	14	16	18
Inclement Weather (+2)	Multitasking (+3)		Hostile Territory (+4)		

Journey Activities

Befriend Animal	Animal Handling
Busk	Acrobatics, Athletics, or Performance
Chronicle	History (1/Region)
Cook	Cook's Utensils or Survival
Cover Tracks	Survival
Entertain	Performance (1/Week)
Gather Components	Arcana or Nature
Gossip	Investigation or Persuasion
Harvest	Medicine or Nature
Hunt and Gather	Survival
Pray	Religion
Rob	Sleight of Hand (1/Week)
Scout	Perception (1/Region)
Track	Survival

CONDITIONS

BLINDED – A blinded creature can't see, and it auto-fails ability checks that require sight. Attack rolls against a blinded creature are made with advantage, and the creature's attack rolls are made with disadvantage.

BLOODIED – A creature is bloodied when reduced to half its hit points or less.

CHARMED – A charmed creature can't take any hostile action against the charmer. Ability checks the charmer makes to socially interact with the charmed creature have advantage.

CONFUSED – A confused creature can't take reactions. On its turn a confused creature rolls a d8 to determine what it does.

- On a 1 to 4, a confused creature does nothing.
- On a 5 or 6, a confused creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.
- On a 7 or 8, a confused creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

DEAFENED – A deafened creature can't hear auto-failing checks that require hearing.

DOOMED – A doomed creature dies at a time determined by the Narrator, or within 13 (2d12) hours. A doomed creature continues to be doomed even after it dies. Magic equivalent to a 7th-level or higher spell can remove the doomed condition (such as regenerate cast on a living creature, resurrection, true resurrection, or wish)

ENCUMBERED – An encumbered creature's Speed is reduced to 5 feet.

FRIGHTENED – A frightened creature has disadvantage on ability checks and attack rolls while it is able to see the source of its fear. A frightened creature can't willingly move closer to the source of its fear.

GRAPPLED – A grappled creature's Speed becomes 0, and it can't benefit from bonuses to movement speeds. If the grappler becomes incapacitated, the condition ends. If an effect removes the grappled creature from the reach of the grappler or grappling effect (such as when a creature is shoved away by the Double team combat maneuver), the condition ends.

INCAPACITATED – An incapacitated creature cannot take actions, bonus actions, or reactions.

INVISIBLE – An invisible creature is impossible to see without the aid of magic or a special sense (it gains no benefits from this condition against creatures still able to see it). An invisible creature is heavily obscured for the purpose of hiding. An invisible creature's location can be detected by noises it makes or tracks it leaves. Attack rolls against an invisible creature are made with disadvantage. An invisible creature makes attack rolls with advantage.

PARALYZED – A paralyzed creature is incapacitated and can't move or speak. A paralyzed creature automatically fails Strength and Dexterity saving throws. Attack rolls against a paralyzed creature have advantage. Any attack that hits a paralyzed creature is a critical hit if the attacker is within 5 feet.

PETRIFIED – A petrified creature (and all of its mundane possessions) is transformed into a solid inanimate substance (usually stone). A petrified creature's weight is increased by a factor often and it ceases aging. A petrified creature is incapacitated, can't move, speak, and is unaware of its surroundings. A petrified creature automatically fails Strength and Dexterity saving throws. A petrified creature has resistance to all damage. A petrified creature is immune to poison and disease (time spent petrified does not affect the duration of a poison or disease already in its system).

POISONED – A poisoned creature has disadvantage on attack rolls and ability checks

PRONE – A prone creature's only movement option is to crawl (every 1 foot of movement while crawling costs 1 extra foot) until it stands up. Standing up requires half a creature's movement. A prone creature makes melee attack rolls with disadvantage. An attack roll against a prone creature is made with advantage if the attacker is within 5 feet. Otherwise, the attack roll is made with disadvantage.

RATTLED – A rattled creature cannot benefit from expertise dice. A creature that is immune to being stunned is immune to being rattled. A rattled creature cannot take reactions. A creature immune to being stunned cannot be rattled.

RESTRAINED – A restrained creature's speed becomes 0, and can't benefit from bonuses to Speed. Attack rolls against a restrained creature have advantage. A restrained creature makes attack rolls with disadvantage. The restrained creature has disadvantage on Dexterity saving throws.

SLOWED – A slowed creature's Speed is halved and takes a –2 penalty to AC and Dexterity saving throws and can't take reactions. On its turn, a slowed creature can take either an action or a bonus action, not both. In addition, it can't make more than one melee or ranged attack during its turn

STUNNED – A stunned creature is incapacitated can't move and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage

UNCONSCIOUS – An unconscious creature is incapacitated, can't move, or speak, and is unaware of its surroundings. An unconscious creature drops whatever it is holding and falls prone. An unconscious creature automatically fails Strength and Dexterity saving throws. Attack rolls against an unconscious creature have advantage. Any attack that hits an unconscious creature is a critical hit if the attacker is within 5 feet.

BOONS AND DISCOVERIES

D10	Boon
1	Animal: An animal accompanies the adventurers for the rest of this region
2	Blessing: The adventurers receive divine or local favor
3	Follower: The adventurers gain a temporary follower who aids them in some way.
4	Herbs and Medicinals: The adventurers find some rare herbs or medicinals
5	Route: The adventurers discover a shortcut, reducing their journey time by 1 day (to a minimum of 1 day).
6	Secret: The adventurers learn some rare or secret information.
7	Shelter: The adventurers find a cave or other location which can be used as a haven.
8	Supply: The adventurers find Supply equal to 1d4 + 1 Supply per adventurer
9	Treasure: These discoveries are either coins, valuables, or magic items
10	Other: Roll on the Unusual Items table