Equipment List (Prices in Gold Pieces)

Armor	
Shield (+1 Armor)	10
Helmet (+1 Armor)	10
Gambeson (+1 Armor)	15
Brigandine (1 Armor, bulky)	20
Chainmail (2 Armor, bulky)	40
Plate (3 Armor, bulky)	60

Weapons	
Dagger, Cudgel, Sickle, Staff, etc. (d6 damage)	5
Spear, Sword, Mace, Axe, Flail, etc. (d8 damage)	10
Halberd, War Hammer, Long Sword, etc. (d10 damage, bulky)	20
Sling (d4 damage)	5
Bow (d6 damage, bulky)	20
Crossbow (d8 damage, bulky)	30

Gear & Tools			
Air Bladder	5	Large Trap	20
Bellows	10	Large Sponge	5
Bedroll	5	Lens	10
Book	50	Lockpicks	25
Bucket	5	Manacles	10
Caltrops	10	Metal File	5
Cart (+4 slots, bulky)	30	Mirror	5
Chain (10ft)	10	Mule (+6 slots, slow)	30
Chalk	1	Net	10
Chisel	5	Oilskin Bag	5
Cook Pots	10	Pick	10
Crowbar	10	Pulley	10
Drill (Manual)	10	Pole (10ft)	5
Face Paint	10	Quill & Ink	10
Fire Oil	10	Rations (three days' worth)	10
Fishing Rod	10	Rope (25ft)	5
Glass Marbles	5	Saw	5
Glue	5	Sack	5
Grease	10	Shovel	5
Grappling Hook	25	Soap	1
Hammer	5	Spike	1
Holy Water	25	Spiked Boots	5
Horn	10	Spyglass	40
Horse (+4 slots)	75	Tar	10
Hourglass	50	Tent (fits 2 people, bulky)	20
Incense	10	Torch	1
Ladder (bulky, 10ft)	10	Wagon (+8 slots, slow)	200
Lantern & Oil	10	Wolfsbane	10

Ability Score Loss
If a PC's STR is reduced to 0, they die. If their DEX is reduced to 0, they are paralyzed. If their WIL is reduced to 0, they are delirious.

Complete DEX and WIL loss renders the character unable to act until they are restored through extended rest or by extraordinary means.

Unconsciousness & Death
When a character dies, the player is free to create a new character or take control of a hireling. They immediately join the party in order to reduce downtime.

Detachments
Large groups of similar combatants fighting together are treated as a single **detachment**. When a detachment takes critical damage, it is routed or significantly weakened. When it reaches 0 STR, it is destroyed.

Attacks against detachments by individuals are impaired (excluding blast damage). Attacks against individuals by detachments are enhanced and deal blast damage.

Retreat
Running away from a dire situation always requires a successful DEX save, as well as a safe destination to run to.

Scars

When an attack reduces a PC's HP to exactly 0, they are uniquely impacted. Look up the result on the table below based on the *total* damage taken:

1	**Lasting Scar**: Roll 1d6 | 1: Neck, 2: Hands, 3: Eye, 4: Chest, 5: Legs, 6: Ear. Roll 1d6. If the total is higher than your max HP, take the new result.
2	**Rattling Blow**: You're disoriented and shaken. Describe how you refocus. Roll 1d6. If the total is higher than your max HP, take the new result.
3	**Walloped**: You're sent flying and land flat on your face, winded. You are deprived until you rest for a few hours. Then, roll 1d6. Add that amount to your max HP.
4	**Broken Limb**: Roll 1d6 | 1-2: Leg, 3-4: Arm, 5: Rib, 6: Skull. Once mended, roll 2d6. If the total is higher than your max HP, take the new result.
5	**Diseased**: You're afflicted with a gross, uncomfortable infection. When you get over it, roll 2d6. If the total is higher than your max HP, take the new result.
6	**Reorienting Head Wound**: Roll 1d6 | 1-2: STR, 3-4: DEX, 5-6: WIL. Roll 3d6. If the total is higher than your current ability score, take the new result.
7	**Hamstrung**: You can barely move until you get serious help and rest. After recovery, roll 3d6. If the total is higher than your max DEX, take the new result.
8	**Deafened**: You cannot hear anything until you find extraordinary aid. Regardless, make a WIL save. If you pass, increase your max WIL by 1d4.
9	**Re-brained**: Some hidden part of your psyche is knocked loose. Roll 3d6. If the total is higher than your max WIL, take the new result.
10	**Sundered**: An appendage is torn off, crippled or useless. The Warden will tell you which. Then, make a WIL save. If you pass, increase your max WIL by 1d6.
11	**Mortal Wound**: You are deprived and out of action. You die in one hour unless healed. Upon recovery, roll 2d6. Take the new result as your max HP.
12	**Doomed**: Death seemed ever so close, but somehow you survived. If your next save against critical damage is a fail, you die horribly. If you pass, roll 3d6. If the total is higher than your max HP, take the new result.

CAIRN

STR

DEX

WIL

ARMOR

HP

DEPRIVED

GP

SP

CP

HAND

FATIGUE

NOTES:

Rules Summary

ABILITIES

STR: Brawn, prowess & resistance.
DEX: Dodging, sneaking & reflexes.
WIL: Persuasion, intimidation & magic.

SAVES

Roll a d20 equal to or under an ability.
1 is always a success, 20 is always a failure.

HIT PROTECTION

HP indicates a PC's ability to avoid getting hurt. It is lost during combat & recovered after a few moment's rest.

INVENTORY

PCs have 10 inventory slots: four on their body and six in their backpack (which acts as a sleeping bag if emptied). Most items take up one slot, but smaller items can be bundled. **Bulky** items take up two slots and are awkward or difficult to carry. Filling all ten item slots reduces a PC to 0 HP. PCs cannot carry more than their inventory allows, though carts & horses may provide an increase in slots.

DEPRIVATION

Deprived PCs cannot recover HP. If deprived for more than a day, they add a **Fatigue** to inventory. Fatigue occupies one slot and lasts until they can recover in safety. This effect is cumulative.

HEALING

A moment's rest and a swig of water will restore lost HP, but may leave the party vulnerable. **Ability** loss requires a week's rest and the aid of a skilled healer.

SPELLBOOKS

Spellbooks contain a single spell and take up one item slot. Anyone can cast a spell by holding a Spellbook in *both hands* and reading its contents aloud. Casting a spell adds **Fatigue** to the PC's inventory.

Given time and safety, PCs can *enhance* a spell without any additional cost. If they are deprived or in danger, a WIL save may be required to avoid terrible consequences.

ACTIONS

On their turn, a character may move up to 40ft and take up to one action. Actions may include *casting a spell*, *attacking*, making a second *move*, or other reasonable activities. Actions, attacks, and movements take place simultaneously. Whenever turn order is uncertain, the PCs should make a DEX save to see if they go before their enemies.

Retreating from a dangerous situation always requires a successful DEX save, as well as a safe destination to run to.

COMBAT

The attacker rolls their weapon die and subtracts the target's Armor, then deals the remaining total to their opponent's HP.

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Shields and similar armor provide a bonus defense (e.g. +1 Armor), but only while the item is held or worn. No one can have more than 3 Armor.

Unarmed attacks always do 1d4 damage. If **multiple attacker**s target the same foe, roll all damage dice and keep the single highest result. If attacking with **two weapons** at the same time, roll both damage dice and keep the highest.

If an attack is **impaired**, the damage die is reduced to 1d4, regardless of weapon. If the attack is **enhanced**, the attacker rolls 1d12. Attacks with the **blast** quality affect all area targets, rolling separately for each.

DAMAGE

If an attack reduces a PC's HP exactly to 0, refer to the **Scars** table (page **14**).

Damage that reduces a target's HP **below** 0 decreases their STR by the remainder. They must then make a STR save to avoid **critical damage.** Failure takes them out of combat, dying if left untreated.

Having 0 STR means **death;** having 0 DEX is paralysis; having 0 WIL is delirium.