COMBAT RULES

In Labyrinthian, Combat is not the only activity adventure exists to provide, but it is often the most exciting, whether it is as small and intimate as a duel between hateful rivals, or as epic as a clash of armies, with the very fate of the universe in the balance, or indeed, anything in-between.

There are three types of Combat that can be engaged in, Duels, Skirmishes, and Battles. While the same basic rules and procedures will be identical in both, the scale involved will be considerably different. Skirmishes will be the typical combat scenario,usually involving a small band of combatants on either side, and will be what these following rules assumes as a standard.

Duels meanwhile are much smaller and often faster paced, involving no more than 2-3 combatants. Battles on the other hand, are considerably larger, and can involve countless individuals as part of greater Parties, Hordes, and Armies. Duels and Battles, and the changes they introduce, are covered in their own section.

SECTIONS
1. **The Combat Procedure**
2. **Energy**
3. **Movement and Mapping**
4. **Damage vs Defense**
5. **Actions in Combat**
6. **Momentum**
7. **Stealth and Surprise**
8. **Ending Combat**
9. **Duels and Battles**

The Combat Procedure

The typical Skirmish involves clash of two to three bands of combatants who have become hostile to one another. They may intend to slay each other, but killing is not always the aim of combat, nor is it always the wisest way to end things. Those who develop a reputation for killing might enjoy the benefits of fear, but may not enjoy the vengeance that will soon befall them.

Likewise, being too skittish about taking a life can often be a cruel mistake. It will be up to you and your party to make sense of what is worthwhile, though it can often be said that those who hold to their Honor in battle are always respected, even if Honor alone is not enough to avoid hostilities.

Combat – Quick Reference:
The following is quick reference guide for the Combat Procedure:

1. Each Combatant makes their Combat Roll (2d20) and announces their Totals. Highest value seizes Initiative and may make their Turn.
2. The Combatant utilizes whatever Actions they have available to them.
3. If they Attack and are not Reacted against, or if they do not make any Attacks, they may designate any other Combatant as the next to act after concluding their turn.
4. If they Attack and are Reacted against, the enemy who Reacted will seize the Initiative.
5. Repeat 1-4 until all Combatants have participated, upon which a new Round will be initiated by the World Keeper, and every remaining Combatant will make a new Combat Roll.

- If Initiative is to be passed to another Combatant, but it is not immediately clear who can still take a Turn, those who have a Turn remaining should announce that they can.
- If this has happened and no one states that they have a Turn remaining, the Initiative will pass back to the opposing side, and they will announce who has a Turn remaining.
- If at this point no one announces they have a Turn, the Round is considered over and a new Round should be Initiated.

Rounds and Turns:
Combat is broken down into Rounds, which are made up of Turns and Reactions. Rounds represent the total actions taken by all Combatants, while Turns and Reactions represent the individual actions taken themselves.

Each Round is considered to take up 10 Seconds of Time within the gameworld, and the Turns and Reactions will take place within that 10 seconds.

The Combat Roll (2d20):
The Combat Roll (2d20) serves as the foundation for Combat, determining a

Combatant's capabilities in each Combat Round. At the start of every Round, each Combatant rolls 2d20. The main purpose of the Combat Roll is to determine **Action Ratings,** through which you can use **Actions** in Combat. (See **Actions in Combat**)

The Combat Roll, however, also influences Criticals and Ability Thresholds (See **Actions in Combat**), as well as base Movement (See **Movement**). All of these aspects are discussed in further detail in other sections.

To clarify, the Combat Roll consists of two simultaneous 1d20 rolls. Just like Skill Check rolls that use 1d20, you may be able to add your Talent Modifiers to each die. The Combat Roll generates Skill Points for multiples of 5, 1s, or 20s. The specific Skill that receives these points depends on the Actions you take.

Initiative:
Initiative in combat allows a combatant to act and determines the order in which combatants take their turns. Reactions do not grant initiative and serve as a means to transfer initiative between opposing sides during a combat scenario.

First to Act:
At the commencement of combat, each combatant announces their Combat Roll total. The combatant with the highest total seizes the initiative.

In case of a tie among opponents, the tied combatants roll a 1d4 die, and the one with the highest roll takes the initiative. If a tie persists, the roll-off continues until one combatant out-rolls the other.

When allies tie in initiative, they can mutually decide the turn order. However, it's essential to note that initiative can still change hands despite this agreement.

Passing Initiative:
Initiative shifts between combatants under one of two conditions.

First, if a combatant either refrains from attacking during their turn or doesn't face a reaction, they designate the next combatant to act after their turn concludes.

Second, if a combatant attacks and receives a reaction in response, the reacting combatant assumes the initiative. The only exception is if the reacting combatant is killed or incapacitated by the attack, in which case the initiative remains with the attacker.

Initiative alternates among combatants until each has taken their turn. Not all reactions need to be used.

Pass Back:
To facilitate a smooth transition between combat rounds and prevent excessive delays in determining who can still act, a Pass Back mechanic is in place.

When a combatant wishes to pass the initiative and it's uncertain who can still act, all remaining combatants on their side should announce their readiness. Initiative can then be passed based on these announcements.

If no one declares their readiness for a turn during the Pass Back, the initiative automatically reverts to the opposing side. Combatants on that side with remaining turns should then announce their intentions, and they can make agreements among themselves regarding the turn order.

If the Pass Back occurs, and still no one announces their readiness for a turn, the World Keeper will declare the round's end. A new round will begin, and the remaining combatants will be called upon to make new Combat Rolls.

Energy

In Labyrinthian, each Combatant possesses four energy pools: Composure (CP), Mana (MP), Stamina (SP), and Acuity (ACU). These energies represent a Combatant's physical and mental capabilities during an Adventure.

Composure:
Composure (CP) measures a Combatant's ability to react and defend themselves, but does not represent physical wounds. When a Combatant takes damage, CP is reduced at an equal rate.

At 0 CP, they're limited in Combat capabilities and can't react against attacks, and will additionally automatically fail any Saving Throw they are forced to make. While losing Composure does not lead directly to death, Combatants at 0 CP are vulnerable to Incapacitation and Killing Blows.

Mana:
Mana (MP) represents a Combatant's innate store of magical energy for spells and abilities. MP is spent when using actions that denote they cost Mana, usually in 1 MP increments.

At 0 MP, they will still be able to utilize Cantrips, but in desperation, they can accept a Major Corruption, weakening them considerably depending on how it manifests, in order to Cast 1 Spell.

Stamina:
Stamina (SP) measures physical energy. Spending SP identical to spending MP, with 1SP increments being the standard.

At 0 SP, Combatants can't use Stamina-requiring actions, but they can use Simple Strikes or tap into their Composure as extra Stamina.

Acuity:
Acuity, or ACU, is a measure of a combatant's mental clarity and sharpness, which will govern how well they respond to mental strains and their capability of spotting hidden or obscured enemies.

Spending ACU identical to spending MP or SP, with 1ACU increments being the standard.

When a combatant has dropped to 0ACU, they will be unable to make use of any Action that requires Acuity, and will not be able to circumvent this until the combatant's Acuity has been restored.

Additionally, any Combatant that has dropped to 0ACU will be considered unintelligible if they attempt to speak to anyone else.

Saving Throws (1d20):
Saving Throws, or Saves, are a kind of 1d20 roll made when a combatant attempts to resist certain effects that are targeted at them. Each Energy represents a possible type of Saving Throw, and when a combatant must make a Save, they will add their current Energy value to the roll.

However, Saves a combatant inflicts upon their opponents are also empowered by their own Energies. When a combatant uses an ability that triggers a Save, they will treat their current Energy Value, plus any modifiers the ability indicates, as the target number for their opponent to roll against.

Wounds:
Unlike Composure, which doesn't represent significant wounds, Wounds do. Wounds are status effects corresponding to different damage types, representing the major physical injuries and damage combatants sustain in battle, and can be inflicted directly by either utilizing Momentum, or by attacking those who have lost their Composure, who will be inflicted with Wounds automatically.

For instance, the damage combination Blunt/Slashing, commonly found in Axes, can inflict a *Laceration*, causing the combatant to suffer Bleed damage (equal to the axe's largest damage die) every round and when hit by any other type of attack. This can be inflicted by spending Momentum, or by attacking an enemy that has lost their Composure.

Each combatant can only have one of each specific type of Wound, but Wounds of the same type can increase in severity if a Wound is inflicted with a larger damage die.

For example, Slashing damage causes the Bleed wound, which deals the weapon's highest damage die as damage every round. If a Bleed is initially inflicted at 1d6, it will require a Bleed of 1d8 to override the original Bleed, otherwise the new Wound is wasted.

Restoring Energies in Combat:
There are two methods to restore Energies within Combat, and which a combatant chooses will depend on the circumstances and what they have available.

Potions and Poultices:
The easiest way to restore Energies is through the use of Potions and Poultices. These craftable objects act as a form of medicine which will accelerate the body's own capability of restoring itself.

When using these objects, they will cost 1 Action to utilize, and they will allow you to roll a certain number of your accumulated Energy Dice, which are gained from eating and drinking. The values rolled may either be added all to one Energy, or split amongst any combination of the four.

Clearing Wounds:
Wounds are cleared a bit differently, and require special variants of Potions and Poultices called Elixers and Salves, respectively. By utilizing these items, a combatant can stabilize their Wounds, removing any negative effects. However, this does not remove the Wound.

If they are inflicted with the same type of Wound again while in this state, its effects will resume.

To remove the Wound permanently will require Rest lasting at least 6 hours; upon doing so, the combatant can spend one of their Energy dice to remove the Wound. Those who are highly skilled in Survival or Herbalism, however, can create Elixirs and Salves powerful enough to immediately clear the wounds they stabilize.
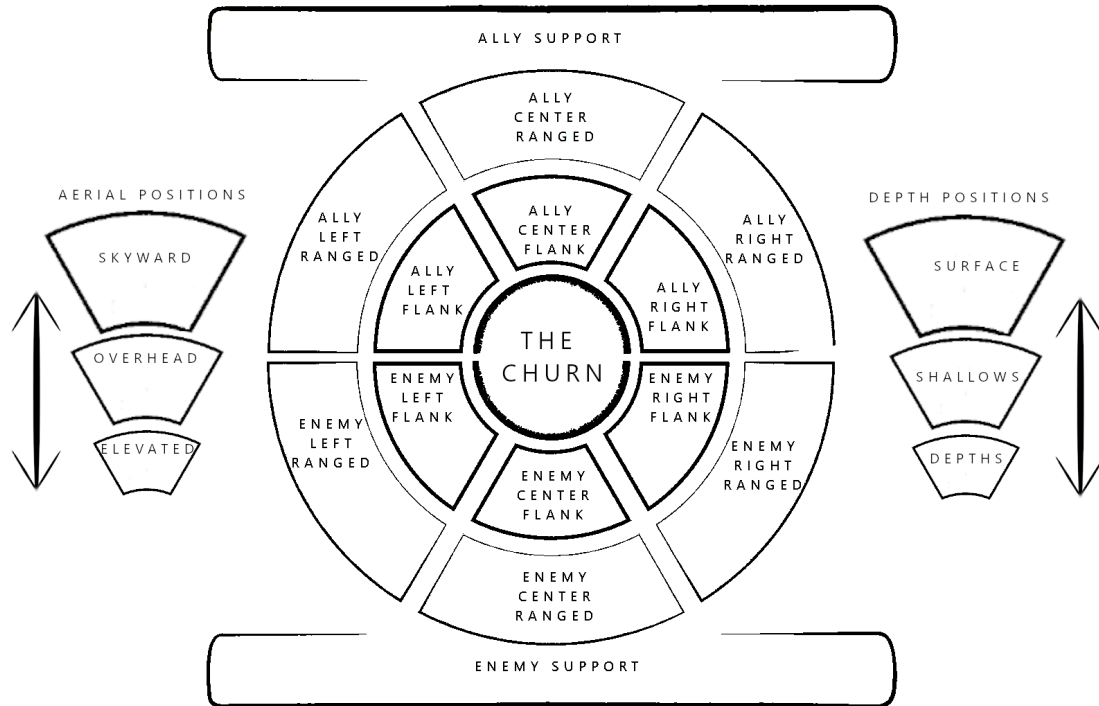
Meditation:
Those who are skilled in Meditation will also be capable of restoring their own Energies, though at a much slower rate, and without any ability to clear a Wound.

By making a Skill Action utilizing Meditation, with a difficulty of 10, they will be able to select one Energy die and may roll it and add its value to any Energy they wish, or to a mix of them. The Energy Die is expended when used in this way.

Movement and Mapping

Movement in Labyrinthian is another cornerstone of every combat scenario, and mobility is a highly valuable resource for Combatants who wish to overcome their foes. Movement itself is supported by the use of a unique and highly adaptable mapping system called the Combat Grid.

The Combat Grid:

In Labyrinthian, combat scenarios use a position-based grid called the Combat Grid. This flexible system allows mapping various scenarios and transitioning between theater of the mind and physical, map, and miniature styles of play without the need for parallel rule sets.

Understanding the Grid:

The Combat Grid comprises 21 Positions, each representing a space within a scenario. The size of these spaces is arbitrary, but their relationships to each other are defined. There are six basic Position Types: Churn, Flanks, Ranged, Support, Aerial, and Depths. Flanks, Ranged, and Support come in two types: Ally and Enemy.

The Churn:

At the Center of the Combat Grid lies the Churn. This position makes up the physical space that occupies the "center" of the scenario, and is where all sides in a battle are likely to converge in brutal melee. This might sometimes be fixed on a specific location or feature, but can also just be a random spot in a room or field.

Extending from the Churn are 14 positions, categorized into **Ally** and **Enemy** positions, divided by the **Divide** line running through the Churn itself.

The Flanks:
Immediately adjacent to the Churn are the positions known as the Flanks. The Flanks include Left, Right, and Center positions. They are strategic locations for maneuvering in combat, especially relative to the Churn.

Ranged:
The Ranged positions are adjacent to the Flanks. These positions represent areas beyond the areas where the combatants would converge, and are typically where ranged combatants such as archers or spellcasters will excel.

Melees will probably be rare here, but at the same time, one should not become complacent in their safety. A breakout horseman or fast runner can quickly exploit that complacency to your doom.

Support:
The Support positions lie at the farthest reaches of the scenario, nearly so far away that they might not even be considered a part of the fight if they went just a bit farther.

These areas are not a part of the normal Grid, but can be occupied and traveled into and out of just as the others through the Center Ranged positions on either side of the Divide.

Aerial and Depths:
Aerial and Depths positions act as altitude and depth markers, facilitating scenarios involving a great deal of elevated and sunken areas, as well as those taking place in the Air or in the Water. They are combined with the standard positions regardless of the scenario.

Movement on the Grid:
Movement within the Combat Grid is vital to understand, as it naturally governs how combatants are able to move up and engage their foes. Combatants can move and act freely within their Positions, but moving between positions requires a resource called Movement.

Generating and Utilizing Movement:
Movement is the principle resource for mobility. Moving from one Position to an adjacent one costs 10 Movement.

Each combatant's base Movement is determined by the total of their Combat Roll at the start of each round. Additional Movement can be gained through Agility (every +1 in Agility adds +1 to each Round's Movement total), and in a pinch one can spend a point of Stamina to get a boost equal to their Stamina, before the point is spent, of Movement.

Difficult Terrain and Turbulence:
You may run into areas that are especially difficult to traverse normally. Sticky swamps, rocky outcroppings, anything you cannot easily walk or run over. These area's on land are designated as **Difficult Terrain**, and moving through them will cost double Movement.

But you may also run into such areas while in the air or underwater, areas where the air or the water has become violent and makes flying or swimming especially difficult, and these areas are called **Turbulent**, and they also cost double Movement.

In combat, certain Positions may be marked as Difficult and/or Turbulent, and some effects or abilities may even cause a Position to become Difficult or Turbulent. To enter or leave these Positions, you will have to spend 20 Movement to do so.

On occasion, you may also encounter Difficult or Turbulent areas that have had a modifier and an Energy attached, such as +15 Stamina Difficult or +20 Composure Turbulent. This indicates that the area will require any who attempt to cross into Position to make a Saving Throw against their own Energy.

To do so, they will make a 1d20 Saving Throw, and add their current Energy. They must beat their Current Energy + the Modifier. If they succeed, they will be able to pass into the Position, and they will still be affected by the increased Movement costs.

If they do not succeed, they will not only be unable to pass into the Position, but will also be knocked prone as a result. Underwater this is not too dangerous a position, requiring only the 10 Movement to reorient, but in flight this can be especially dangerous, requiring the flyer to also succeed at Stabilizing in order to not take fall damage. (See **Flight**)

Flanking:
While the positions immediately adjacent to the Churn are called the Flanks, the process of flanking itself does not require that you occupy those positions first.

Flanking generates 1 free use of Momentum when attacking a foe in an adjacent Position in the same Position band, such as a Ranged Position to an adjacent Ranged Position, or when attacking inwards, such as from Ranged to the Flanks, or Flanks to the Churn, with some exceptions depending on the opponent's Stance, which may allow them to negate the Flank entirely.

Velocity:
Combatants in Labyrinthian have a great potential for Movement, and the most physically talented can exploit the high Movement they generate to move at incredible speeds during their melee attacks, which can be leveraged for a great deal of benefits, but with some risks.

Charging:
A basic means of using Movement in your attacks is Charging; you run down your foe and leverage your speed for damage.

Every point of Movement you spend will add +1 to your initial Damage, and this damage is also doubled if you have managed to roll a Critical Action. If you are hit with any sort of Movement Penalty by an enemies Reaction, your Charge will be canceled and you will not benefit from the extra damage.

Jump Attacks:
Another basic use of Movement, Jump Attacks are a useful way of getting an edge in a fight, but they can backfire.

To Jump, you will spend 10 Movement to temporarily occupy the Elevated Position. If you are Jumping for some other reason, such as to attack someone in that Position, or to grab some object, you can simply complete that action, and you will gain no other benefits.

But if you Jump and then make an attack at the Position you were in, so long as your attack is not negated, you will gain a free use of Momentum. However, your opponent will also gain +10 to one of their Action Ratings to react against you.

Vertical Assaults:
For flying or elevated combatants, Vertical Assaults offer a more reliable yet riskier option than Jump Attacks. To perform a Vertical Assault, you must be at least one position above your target, with a clear path from your position to theirs.

If this condition is met, declare a Vertical Assault and jump down to the target's position. Each position traversed adds 1d10 to your damage (affecting Durability), rolled separately. If your target cannot react or negates your attack, apply the extra damage.

However, if your target or their allies can react, the damage may be turned against you. You'll take the damage if you encounter a Movement Penalty or if your attack is negated.

Water Environments:
If the combat scenario has deep water, such that the Depth positions are utilized for positions within the Water, Vertical Assaults from outside of the water cannot target combatants deeper than the Surface.

However, if a combatant is in the Surface or Shallows Level, they can make a vertical assault into the lower positions, which would manifest as a Dive.

Targeting on the Grid:
In general, combatants that are limited to melee range fighting are only able to freely target foes within their Position if they do not wish utilize Movement first.

However, for combatants that can attack at range, such as Archers or Casters, they are not limited in this way, and may target foes in distant, non-adjacent Positions.

Targeting at Range
Between spells and ranged weaponry, combatants have a number of options to attack foes from a distance.

For Projectile weapons, such as Bows, Catapults, and the like, two options are available for targeting between Line of Sight, and Volley Fire.

Most Spells and Thrown Weapons, however, will only be able to be utilized with Line of Sight. Spells that can be utilized as a Volley are very rare, and can be strenuous to Cast as well, but mages who have managed to create or find such spells will be a potent force indeed.

Line of Sight:
Combatants with an unobstructed line of sight to a target in another position can make a standard attack. Obstacles like large creatures or objects, that are able to occupy an entire Position, will block line of sight, but some abilities may bypass this limitation.

Volley Fire:
Volley Fire is a special kind of targeting that is only available in scenario that are able to support the Skyward position, which allows ranged combatants to fire up and over the obstacles to try and hit their targets.
However, this comes at the loss of accuracy, with the combatant's Action Rating taking a -10 for every Position they try to cross with a Volley, which will greatly increase the chance of their target reacting against the Attack.

Other Kinds of Movement:
Aside from the typical walking, running, and jumping that Movement provides, there are other means of Movement available to combatants, which all increase their mobility across the Combat Grid.

Being Knocked Proned:
On occasion, some ability or mechanic will kick in which will cause a combatant to fall prone. In this condition, they have basically fallen flat on the ground, and in order to get back up they will have to spend 10 Movement. While prone, combatants can only move one Position at a time, regardless of how much Movement they have available to them, and they will not be able to utilize any Velocity options.

Combatant's can deliberately go prone if they wish, which can be beneficial for avoiding ranged attacks and entering into Stealth. Prone combatants will receive +10 to their Action Ratings when reacting against Ranged Attacks, and will also enjoy +10 to their Stealth Rating, so long as they succeed on their Hide check

(See **Stealth**), but they will also be vulnerable to melee, being unable to React at all against melee attacks while Prone.

Climbing:
Climbing is not automatic for most combatants; it's challenging in the heat of combat unless there are readily available tools like ladders. To begin climbing, a combatant must perform a Skill Action using Conditioning, aiming to beat a score of 15. Success allows them to ascend by one position, while failure results in the combatant being knocked prone.

If they can't reach a flat surface or overcome the obstacle with just one Position change, they must exert extra effort to maintain their position. They can opt to skip other actions and continue the climb on their next turn.

However, if they need to perform other actions, each action will cost them 1 point of Stamina to stay stable. Being knocked prone while in this state leads to falling from the current Position. Upon impact with a surface, such as the ground, an object, or even an sufficiently large creature, they will suffer 1d10 Damage for each Position they fell through.

Swimming:
To begin swimming, a combatant needs to simply enter areas occupied primarily by water or some other survivable liquid, and they will begin to swim.

While Swimming, any melee options are always available, as is spell-casting, but most projectile and thrown weapons will not be able to be utilized while swimming.

In Combat, due to the short timescales, you will generally not have to worry about drowning unless you were already drowning or were about to.

Flight:
Flight in Labyrinthian is split between Natural Flight and Unnatural Flight. The former requires some form of Wings in order to engage in, and requires constant use of Movement, while the latter is typically magical in nature, but allows you to hover in place.

Natural Flight:
If a creature can enter into Natural Flight, they will have several moves available to them:

Take Off:
If you are taking off from an aerial Position, at least Elevated, you may enter Natural Flight immediately by simply spending 1 Movement. If you are not able to do this, you will be able to spend 1 Point of Stamina to Take Off instead.

Staying Aloft:
To stay in the air, a natural flyer will have to spend their entire Movement every

single round. If they are prevented from doing this, or are hit with any kind of Movement drain or penalty (such as being knocked Prone, or having their Movement drained directly by some ability or effect), they will be knocked out of flight. How they spend their Movement is not important, as long as it it is all spent in some way.

Additionally, to maintain flight, the Flyer must roll their Minimum Flight Speed, or MFS. A medium sized creature typically has an MFS of 30, and the MFS will increase and decrease by 5 for every size larger and smaller, respectively. Those skilled in Conditioning will also decrease their own MFS by 1 for every point of Conditioning earned.

Ascend and Descend:
Ascending and Descending in Altitude is accomplished by simply spending Movement as you would normally, with 10 Movement corresponding to one change in Aerial position.

Diving:
To gain a burst of Movement, one can initiate a controlled Dive by spending 1 point of Stamina, so long as they have the ability to drop 1 Aerial Position without impacting the Surface.

They will then add their Stamina to their Movement. Natural Flyers can also initiate a dive for free if they are Taking Off from an Overhead or Skyward Position.

Stabilize:
If a natural flyer has been knocked out of flight, or is otherwise falling, they can attempt to stabilize themselves and return to flight. To do this, they will make a Conditioning Skill Action, and they must beat their MFS+10.

If they come within 5 of this number, they can spend a point of Stamina to return to Flight. If they beat or match the number, they can resume flying without spending Stamina. If they beat it by at least 10, they will gain a boost in Movement equal to their roll.

Unnatural Flight:
Unnatural Flight is typically magical in nature, and is more limited than natural flying in some ways, but also more flexible.

Regardless of the source, Unnatural Flight will not key off of your Combat Roll for Movement, and will instead be based on the source, such as a spell or a potion, which will list the Movement rate per Round you are granted.

However, you are not required to utilize your full Movement every Round, and may Hover in place if you wish. If the effect granting you Unnatural Flight ends, or is somehow negated, you will be subject to fall damage equal to 1d10 for every Position you fall.

Using Maps and Miniatures:
(to be done after I actually set this up for real and playtest it)

Damage vs Defense

In the simplest of Combat scenarios, but even in the most complex, Damage and Defense are central to how a given fight is won. You not only need to deal enough Damage to win, but you'll also have to adequately Defend against your enemies attacks.

How to Attack and Defend:

Initiating an attack simply involves selecting your weapon, even if it's your bare hands, or a spell and rolling its Damage Dice. The rolled total represents the Damage dealt to the target. Opponents may attempt to Defend, and you may do the same when they attack. Both are governed by Reactions, which are elaborated on in the **Actions in Combat** section.

When you can React, choose your Defense method, whether it's employing a Shield, Gauntlet, or evading by dodging, or by using some sort of spell. Regardless of your choice, roll the Defense Dice (which in some cases may be the same dice as Damage, such as parrying with a weapon or warding with an offensive spell) associated with it, and subtract the resulting total from your attacker's Damage roll.

Clashes:
The interaction of Damage and Defense, resulting in a positive or negative number, is called the **Clash**, which is the interpreted result of what two combatants look like as they attack and defend against each other. A given Clash might be a mighty blow of blades and shields, or might be a dramatic whiff, as one's axe thuds into the ground after a clever Dodge.

To resolve what happens, the Clash needs to be interpreted.

Interpreting Clashes:
Firstly, even if one doesn't roll for Defense, the overall attack still forms a Clash and should be interpreted. The second rule for interpreting a Clash is to examine the final Damage total, which can vary from positive to negative but typically centers around zero. A result of zero signifies a perfectly matched strike and defense, with combatants on equal footing. While interpretations can change based on specific actions (e.g., a Dodge vs. a Parry), the fundamental idea is equality, though combatants may interpret this differently.

In case of a positive result, the attack is seen as somewhat successful, with higher results indicating more impact. If the attacker loses Composure, the description may involve the target's demise. A result closer to zero emphasizes the defender's role in the interpretation.

A negative result suggests a partially failed attack, attributed to the nature of the Defense. A lower negative result highlights the defender's strength. Near-zero

results depict a near miss or a similar outcome.

Example:
Suppose you attack a Bandit with your 2d12 Axe, rolling a total of 20. The Bandit reacts with a Dodge roll of 18, resulting in a Clash total of 2. This inflicts 2 damage to the Bandit's Composure, interpreting as a narrow miss.

In the second round, you roll a 5 with your Axe, and the Bandit rolls an 18, resulting in a -13 Clash total. The Bandit expertly dodges, and your Axe thuds into the ground.

Weapons and Armor:
Damage and Defense rules are straightforward. Weapons deal specific damage types, including Blunt, Piercing, and Slashing. Combined damage types, such as Blunt/Slashing in Axe weapons, split damage evenly. All weapon types have different effects and uses, and some are more highly versatile than others, and it will be necessary to examine what you are attacking with if you wish to exploit the vulnerabilities of your enemies.

Defense meanwhile is less specific; all armor and defensive techniques will provide some measure of defense against all damage types. However, some may be more or less effective against specific types of damage, but they are not strictly required to be able to defend against it effectively.

Detailed information on Damage Types, Weapons, and Armor is available in respective sections.

Spells and Wards:
Spells work similarly to weapons, in that they provide some number of Damage dice which are then rolled as an attack. However, they can also come with additional effects depending on how the Caster weaved their spell, and these additional effects, if they aren't dealing Damage, can be integrated with the Clash or done separately.

Wards are also spells, but Defense oriented. While they can be unique spells in their own right, Wards can also be a manipulation of a conventional spell, making them "Warded", if the spell requires multiple Actions to Cast. Put another way, one can think of Warding as a magical variant of Weapon Parrying.

For example, a mage might write a spell they've called Tsunami, which takes 2 Actions to Cast and can be Warded, and deals 3d12 Water Damage. Assuming they already used one spell, and are using their second Action to begin casting Tsunami, Tsunami is eligible to be "Warded".

Then, the enemy mage attacks them with a huge fire attack, and our mage is able to React against this, redirecting the water forming around them up into the air as a shield to protect themselves from the incoming spell. They will have to recast the spell to use it as an attack, but in exchange they gain a potent

defensive option.

Spell Damage:
There are different damage types, including Arcane Damage (pure magical damage) and Elemental Damage (Fire, Water, Earth, etc.). Each damage type carries distinct effects, and when Warding, the elements can even interact to create new ones, which a clever mage can exploit for great effect through Welds.

Spell Welding:
When certain spell damage types collide, typically through a Ward, they will create an effect known as a "Weld", which is essentially a combination of the two damage types. Fire and Water, when colliding, will disperse magical Steam into the area, which acts as its own damage type with its own effects.

More information on Spells and Wards, and how Magic interacts will be covered in the Magic section.

Clashes of Magic and Sword:
Unlike in a lot of fantasy, within the worlds of Labyrinthian, the various effects of magic are tangible objects that can be interacted with physically. As a result, a warrior is not left to be helpless against the wayward wizard. They can fight back rather effectively, in fact.

When Spells and physical Weapons and Armor are involved in a Clash, the same guidelines for interpreting Clashes apply, but with the addition that physical weapons can absolutely bash way, block, or otherwise resist the magic they collide with, provided of course that the combatant who wields them is able to to defend themselves well.

A fireball type spell that gets completely negated by a swordsman might be treated like a child batting away a ball, whereas the swordsman failing to negate a spell might be described as their arms faltering against the force of it.

Actions in Combat

During each combatant's turn, their Actions and Reactions make up the totality of everything they can do. Strictly speaking, there is an effectively infinite amount of possible things a combatant could choose to do, but which a combatant chooses to use will depend on the fight at hand.

Gaining Actions:
At the start of each Round, combatants roll a d20 for their Combat Roll, generating 1 Action per roll. These Actions can be used as either regular Actions or Reactions, as detailed in the **Types of Actions**.

Normally, no more than two Actions can be gained in a single round. However, taking certain **Stances** can enable combatants to have potentially unlimited Reactions while maintaining the **Stance**.

Defining Actions and Reactions:
An Action is typically any proactive action, such as Attacks or certain Abilities, and can only be used during the combatant's Turn.

A Reaction, however, is generally any action taken in response to something that has happened, usually incoming Attacks.

Action Ratings:
The Combat Roll not only provides Actions but also determines their effectiveness through an Action Rating, which can be adjusted by Talents if a combatant employs a Skill during their Action.

Action Ratings impact Critical Actions, Skill Points, Ability Thresholds, and whether a combatant can React. When making an attack, a combatant must declare the Action Rating they are using, facilitating smoother combat procedures and allowing others to decide if they can React to the attack.

Critical Actions:
When a Combat Roll results in one or both d20s showing a 20, the combatant gains up to two Critical Actions. These actions double the damage or defense rolled during their Actions and Reactions.

Weapons and armor users have a special variant known as Brutal Critical, which triggers when a combatant unintentionally or intentionally breaks their equipment during an attack or defense. In such cases, all initially rolled damage or defense is doubled, even if a previous Critical Action had already doubled it.

Skills and Actions:
Combatant Skills and Actions are closely linked. Skill Points can be earned through Combat Rolls, with every multiple of 5 earning one point (1s and 20s grant 2 points). The Skill gaining the point depends on the chosen Action.

For example, rolling a 10 and a 7 on your Combat Roll yields a possible Skill

Point from the 10. The Action you take with that rating determines which Skill receives the Skill Point. A Simple Attack with a sword, for example, enhances the Striking Skill. So, if you use your 10 for this Action, you earn a Skill Point in Striking.

Ability Thresholds:
Certain Abilities do not have fixed effects. Some will have different or variously powerful effects that will correspond to your base Action Rating. For example, a given ability may require a roll of 15 to use its most powerful effect, but could provide a lesser effect on rolls of 10 or 5.

Passive and Active Reaction:
Every Combatant has a value known as the **Passive Reaction**. This value is derived from the combatant's statistics, being the combination of their Agility, Wisdom, and Intuition, divided by 2.

If a combatant wishes to React against a particular Attack, their Passive Reaction simply needs to beat the Action Rating that the Attacker is using, and they will be able to do so, without requiring the use of an Action.

However, if they had the forethought to take a **Stance** prior to the Attack, they will be able to add one of their Action Ratings to their Passive Reaction, using it up. Stances are a vital tool, and they are discussed in further detail in the **Skill Actions** section.

Types of Actions:
There are a number of possible Action types that can be utilized during a combatant's Turn: Free Actions, Simple Attacks, Power Attacks, and Abilities. Each is discussed in more detail below.

Free Actions:
Free Actions, as their name signifies, do not take up either of a combatant's Actions, and can be used freely throughout their Turn, and some can also be used during any Reaction they can take.

Free Actions include:

- **Talking**: During the 10 seconds of each Combat round, any combatant can speak freely at any time. This can be used to try and communicate plans with allies or simply to taunt or otherwise communicate with your enemies. Note however that certain kinds of Charisma abilities, such as Intimidation or Appeal attempts, will require the use of a Skill Action.
- **Movement**: Most Movement will take place during a combatant's turn as they try to position themselves to make their Actions, but they can also utilize it during their Reactions if they are attempting to defend an ally against an attack.
- **Object Interaction**: This refers to actions involving objects, whether in the

environment or carried by a combatant, such as picking up, drawing a weapon, or throwing. There's no set limit on how many object interactions a combatant can perform in a round, but they must be achievable within the 10-second round duration. The World Keeper may require additional Turns if necessary, or the use of an Action.

Note that accessing items in pouches or bags that aren't designed for quick access doesn't count as an object interaction. For instance, a bandolier with Quick Pouches allows quick access to Potions, Poisons, and Poultices, or other items as a free action, but retrieving such items from a knapsack requires a separate Action.

Simple Attacks and Defenses:
These basic Actions are useful for Combatants looking to conserve their Energy and Equipment. These do not cost any Energy, such as Stamina or Mana, to utilize, and conversely will not induce any kind of Durability or Corruption losses to their items and bodies, respectively.

As a result, however, these Actions will limit the damage and defense that can be rolled to only a single die (the largest) that the item or spell provides. Additionally, Momentum will not be generated by these Actions.

These Actions include:

- **Simple Strikes:** Using physical weapons, you attack using only the largest damage die your item provides.
- **Simple Guards:** Using physical armor or defensive techniques, you defend using only the largest defense die your item or technique provides.
- **Cantrips:** Any spell you can cast can be used as a Cantrip, allowing you to utilize only the largest damage or defense die it provides.

Class Actions:
These advanced Actions allow a Combatant to wield their full power and generate Momentum, but come at a cost of Energy and the potential losses of Durability and Corruption. As their name implies, they are generally unlocked through Classes, but may also come from high Skill levels.

- **Striking:** Part of the Striking Skill, Striking allows a combatant to make a *Powerful Attack*. This is a special kind of Attack that allows for Momentum to be generated while attacking with physical weapons or objects, or one's bare hands. This costs 1 Stamina.
- **Guarding:** Part of the Guarding Skill, Guarding allows the combatant to make a *Powerful Guard*. This is a special kind of Defense that allows for Momentum to be generated while defending with physical weapons, objects, armor, or one's body. This costs 1 Stamina.
- **Casting:** Part of the Runeweave Skill, Casting allows a combatant to cast their Offensive Spells at full power, generating Momentum in the process.

Unless the spell says otherwise, Casting costs 1 Mana.
- **Warding**: Part of the Warding Skill, Warding allows a combatant to cast their Defensive spells at full power, generating Momentum in the process. Unless the spell says otherwise, Casting costs 1 Mana.
- **Commanding:** A part of the Leadership Skill, Commanding lets a combatant instruct their troops, followers, mounts, or summoned creatures to take either an Offensive or Defensive Action, or neither, depending on the entity's capabilities. These Actions do not count against their two Actions, and will occur within the Commander's turn. Commanding costs 1 Acuity.
- **Channeling**: Part of the Meditation Skill, Channeling allows a combatant with certain kinds of powers (such as a Mystic's Psionics or a Disciple's Disciplines) to roll for the effects of the powers they wish to invoke. Channeling can also be used by other character types to consume an Energy die, allowing them to restore themselves some Energy in a pinch. Channeling costs 1 Acuity.

Skill Actions:
Skill Actions, as their name implies, involve invoking a combatant's various Skills for some use in combat. Similarly to how Skills are used outside of combat, each Skill involves a 1d20 roll, adding the Talent Modifier for the Skill you are using. However, you won't be rolling a new d20 while in Combat; instead you will just use one of your Action Ratings, adding the relevant Talent Modifier, as your roll. Skill Actions do not cost any Energy (Stamina, Mana, or Acuity).

Called Shot:
On occasion, you or your party may identify a particular Vulnerability in a target, such as a weak spot in armor or a tender part of their body. By making a Called Shot against this Vulnerability, you can deal significant damage to the target, and may even incapacitate them instantaneously.

To make such a shot, you will be utilizing a Skill Action using either Striking or Runeweaving (depending on if you're using a weapon or a spell), and your World Keeper will inform you of the DC you must meet or beat in order to make the shot. If you do, you will roll your damage dice and will apply whatever modifiers the Vulnerability indicates.

Improvised Action:
Improvised Action is a versatile Skill Action available in each Skill and Talent, including Combat Skills. However, certain guidelines must be observed during combat in particular:

- Do not just say "Improvised Action" to get out of a jam; you should think through what you want to do, and describe it directly, including what effects you are looking to cause.
- Any damage or defense resulting from an Improvised Action cannot exceed the Action Rating. For example, if you roll a 15 on your d20 and add +15 from a Talent, your damage or defense cannot exceed +30, regardless of

the source (e.g., using a 3d12 Maul in the course of an Improvised Action will only deal up to 30 damage).

- Actions must logically align with the chosen Skill or Talent. Your World Keeper may enforce different Skills if necessary, and they can require Energy costs or deny actions that go too far.

   For instance, using your Intelligence Talent to manipulate a boulder may work if how you describe the attempt is logically sound. However, if the boulder is too heavy or if some other issue presents, your World Keeper might require the use of the Strength Talent instead, possibly with a Stamina cost.

In the case of disputes, it's best to avoid arguments. The World Keeper can deny actions if an agreement isn't reached. Remember, your character has numerous options, and the World Keeper is encouraged to be flexible. If an idea is denied, it may simply be too outlandish for the setting.

Stances:
Stances are unique Skill Actions tied to the Defensive skills Guarding and Warding. Stances allow for Combatants to add their Action Rating to their Passive Reaction, and may also provide additional effects.

To enter a Stance, a combatant must do so before an attack is made, often by using Momentum or specific Class abilities. Stances persist until they are suspended, replaced by a new Stance, or disrupted by an enemy's attack, requiring damage exceeding the Stance's Action Rating or a bypassing ability, such as those that knock the combatant prone.

For instance, if a combatant decides to enter a Shield Wall Stance with a +32 Action Rating, they'll be able to endure at least +32 damage before it will be broken. Some abilities can bypass this requirement, like the Stone Carver Sorcerer's Golem of Emerald Obsidian, which disrupts Stances by knocking prone any who are in the same Position as the Sorcerer.

Other Skill Actions:
As a character's Skills level up, specific Skill Actions become available, offering distinct effects. These actions work as described. Even without the corresponding Perk, you can attempt these actions with **Distraction**. You'll re-roll your Action Rating and accept the lower result.

For instance, the Tactics skill offers the Analyze Opponent action. It allows a combatant to assess an opponent, potentially uncovering Weaknesses to determine their vulnerable points for more effective attacks. A higher roll might even reveal Vulnerabilities, enabling combatants to make precise Called Shots for significant damage or possible incapacitation. Numerous Skill Actions are available, and each Skill lists its options. For more details, consult the Skills section.

Momentum

Momentum is an advanced rule in combat that allows for substantially powerful Actions, which can often be the deciding factors in any given fight.

Generating Momentum:

Momentum is generated when using the Class Actions *Striking, Guarding, Casting,* or *Warding*. When rolling for Damage or Defense, if any of the dice come up as their maximum value (such as a 4 on a d4, or an 8 on a d8), then the combatant gains one use of Momentum.

The combatant gains one use of Momentum for each die that rolls its maximum value.. The threshold for what counts as max value may be lowered by certain Classes.

For example, if a combatant rolls 3d8 while Striking and they roll a 5, a 6, and two 8s, they would gain two uses of Momentum. If they roll a 5, a 6, and an 8, they would gain only one use.

The Momentum Gradient:

Due to how Momentum is generated, an unintuitive gradient emerges across different items and spells, where lower sized dice, like d4s, can be just as valuable, if not more so, than larger dice like d12s.

Lower die sizes will favor Momentum generation, as the likelihood of rolling max value increases the smaller the die size is.

On the other end, larger die sizes will tend to favor the infliction of Wounds and the breaking of Stances, as the larger dice will make Wounds more consequential and Stances easier to break.

Those in the middle, or those that mix different die sizes, will be more versatile, being useful for either end of the gradient.

Which sort of item or spell you use across this gradient will depend on your abilities, resources, and preferences. There is no definitive right or wrong choice, and if you have trouble choosing, you cannot go wrong by favoring versatility.

Spending Momentum

There are a few different uses for Momentum, and they must be used within the Action or Reaction they were generated from. Momentum itself does not carry over into new Rounds or new Actions.

However, a combatant can continue to generate more Momentum beyond their original Class Action. If the below uses detail that the die is to be re-rolled, if it rolls max value you will gain another use of Momentum.

This may continue indefinitely, even in the mathematical impossibility that you

keep rolling max value. If this happens to you, be sure to express your undying love to the die before its promptly jailed for being weighted.

The uses for Momentum are detailed below, and each one costs one use of Momentum to invoke:

- **Extra Strike/Guard**: Pick up the Momentum die and re-roll it. The new value is added to either damage or defense. Damage can also optionally be applied to a new target.
- **Take a Stance**: Immediately take a Stance of your choice, and re-roll your Momentum Die. This will serve as your new Action Rating for the Stance, and you may add the applicable Talent modifier for your Stance to it.
- **Inflict a Wound**: Immediately inflict a Wound based on the damage type of your original attack to your original target; your Momentum die acts as the die for the Wound.

  If used while Defending, you will use the Blunt damage Wound **(to be named later)** if Defending using a physical object, or armor. If you are Defending using a weapon or an Elemental spell, you will inflict the corresponding type of Wound. If you are not using an Elemental Spell, you will inflict the Arcane damage Wound (**to be named later**).

- **Hold Fast**: If you do not wish to use your Momentum for any other effect, you may retain the Momentum die until your next turn, and may roll it alongside your Combat Roll, adding its value to the roll, expending it in the process. If while holding you are knocked Prone or lose your Composure, you will lose any dice you have retained using this option.

Stealth and Surprise

For the clever and the sneaky, Stealth and Surprise are potent weapons in their own right, and can heavily swing the advantage in combat towards those who make use of them, potentially ending combat scenarios before they can even begin.

Defining Stealth and Surprise:

Stealth is the process by which a combatant moves without being seen or noticed, which in turn allows them to Surprise their opponents, which allows them to attack with special effectiveness.

Stealth is not just possible outside of Combat; it can be used during Combat, though it will take an especially Skilled combatant to do so consistently.

Achieving Stealth:

Stealth relies on the Sneak Skill, particularly the Hide action. To Hide, roll a 1d20 Skill Check, adding your Agility Modifier, against the Environment Rating (which is a factor of different environmental factors such as light, terrain, and cover).

Whether you succeed or fail with this check, you will generate a **Stealth Rating**, which is equal to the total of your roll.

If you succeed, you will be considered Hidden, and will automatically succeed in making **Stealth Attacks** against any target you wish, so long as you don't move.

If you fail, you may inadvertently alert your foes to your position as you act.

Being Detected:

If you have failed your check, or attempt to Move while Hidden, your enemies Passive Perception may alert them to your presence. If their Acuity beats your Stealth Rating, your Stealth Attacks will not work against them, and they will be alerted to your Position on the attempt to move, or to attack them.

However, if an enemy has already been alerted to your presence during Combat, they will be eligible to attempt to locate you by making a Skill Action using their Perception Skill, regardless of whether or not you have become Hidden. If they proceed to beat your Stealth Rating, they will be alerted to your location, and will be able to communicate this to their allies.

Re-achieving Stealth will require you to displace yourself from your current Position, and reattempt the Stealth check.

Stealth Attacks:

When you have achieved a Stealth Rating, you will be eligible to make Stealth Attacks, which will be a potent means of attack against your enemies.

When you choose to utilize a Stealth Attack, you will be using your Stealth Rating to add bonuses to your overall attack. From +1 to +10, you will add these values to your Action Rating, increasing the likelihood that no one will be able to React against your attack. Beyond +10, every additional +1 will reduce your Critical Action range by +1.

For example, having a +15 Stealth Rating would add +10 to your Action Rating, and the remaining +5 will convert your Action to a Critical if you rolled at least a 15 on your d20.

If your Stealth Rating should be so high that you reduce your Critical Range to 0, any excess that you have remaining will instead be converted into direct Damage, which is also doubled by the Critical.

Stealth and Surprise Out of Combat:
Out of Combat, Stealth is a potent force multiplier to utilize against your foes, as successful stealth attempts will allow you to initiate a **Surprise Round**, allowing you and potentially others to take a full round of Combat without the ability of your foes to do anything against you.

Surprise:
To initiate a Surprise round, one of two conditions must be met:

- A combatant must suddenly and forcefully commit to an attack outside of combat against a foe that has not prepared themselves for potential battle. For example, sucker punching someone you were talking to would count, but trying to attack someone who already had their sword drawn would not.

- For a more reliable means, one or more combatants must have already successfully used the Hide Action, and generated a Stealth Rating. In order for the Surprise Round to be initiated, each combatant that wishes to will make a Stealth Attack.

  Each combatant's Stealth Rating must exceed the Acuity of their Target or Targets in order for the Surprise Round to start in their favor, allowing them to take a second Action, which includes any sort of Reaction.

  If at least one target has a higher Acuity than their attacker's Stealth Rating, then they will be able to React against the attack, and will be able to roll for and make a single Action. The combatant who attacked them will subsequently lose their second Action.

Dispatching Foes:
On occasion, you will find it necessary to eliminate certain enemies immediately, and quietly. In such instances, you may not wish to rely on attacking from a

distance, such as with a bow or throwing weapon, as they might not reliably incapacitate your targets in one go.

Instead, by getting up close and personal, you may be able to dispatch your foe instantaneously; whether that means killing them or simply knocking them out is up to you.

To do so, you may have to make one or more successful Stealth checks in order to approach your target, depending on the circumstances. Upon doing so, your Sneak Attack damage will be multiplied by 10 instead of 2.

While this may not allow for the strongest of foes to be immediately dispatched, most will fall immediately. Be wary, however; while this can be extremely potent for the skilled, eventually your enemies will be alerted to the fact that their friends are being incapacitated, even if they fail to identify why or how.

Ending Combat

Combat ends when one side of a combat has either been fully incapacitated, forced to flee, or has otherwise been killed. If there are more than just two sides to a given combat, Combat will continue until one side remains left standing.

Incapacitation:

Unlike in other games, combatants are not necessarily assumed to be slain immediately upon being dropped to 0 Composure. Instead, they will be incapacitated, and while still able to act minimally, will generally not be much of a threat. Against any such opponent, a combatant may choose to take a Free Action, on their turn, to knock them out if they do not wish to kill them outright.

They will be rendered Unconscious, and will remain in that state until either 6 hours has passed. If combat continues, the Unconscious combatant is permitted to make one Acuity Saving Throw, aiming to beat 20, at the beginning of each new round to attempt to wake up. If successful, they may begin taking Turns again.

However, until they are restored from 0 Composure, they will still be vulnerable to further Incapacitation and Killing Blows.

Surrendering:

Surrendering is a special form of Incapacitation. A Combatant may, at any time, choose to Surrender to their enemies. They will be considered Incapacitated, regardless of their current Composure, and their enemies will have to either accept or reject the surrender.

If they reject the surrender, the surrendering combatant may choose to continue to refuse combat, but unless they Flee, they will be vulnerable to further attacks by remaining within the area.

If the surrender is accepted, however, actions will have to be taken by that party to ensure that the surrendered combatant does not turn on them, such as restraining or paralyzing them. Any combatant that surrenders is eligible to return to combat at any time if they have the will and capability.

Negotiating:

If a given side in a battle has decided to collectively Surrender, they may attempt to negotiate the end of hostilities with their enemies. The aspects of what that negotiation will look like will depend on what is said, and may even require a full Debate to be commenced, but ultimately, whether or not the Surrender is accepted is still not guaranteed, and may be freely ignored along with any terms that may have been offered.

In such cases, if one side has attempted to Surrender, they will surrender Initiative to their enemies, and they will have to steal it back in order to keep fighting, or they will have to Flee if they cannot or do not wish continue the fight.

Fleeing:
Players in general are advised to flee when they feel the combat has turned against them. Cowardice is always an option, and sometimes it is better to live than fight to the death.

Monsters and NPCs, however, have specific requirements before they will be compelled to flee, the most obvious of which is reducing them to 0 Composure; many enemies will attempt to flee if they are not incapacitated or slain first when this happens. Others though might fight on no matter what.

Other options exist, however. Intimidation attempts can sometimes scare off the weak minded, as can magical fear effects. A straightforward way to cause enemies to flee is to kill the one that leads them, usually the biggest one, or the one parking orders. This can be quite effective, especially if its done in as brutal a way as possible.

Any enemy that has been compelled to flee, however, may return to the fight given either time or restoration. Sometimes it may be worthwhile to put down the poor bandit, rather than spare them. What you choose will reflect on your honor and reputation, and sometimes the most practical methods are hated the most.

Chases:
Chases occur when one side has fled, but their enemies still wish to fight them for whatever reason. In such cases, the combat procedure changes slightly.

First, the Combat Grid is no longer in use. The Chase is handled purely through theater of the mind.

Second, Initiative switches from the normal procedure to a side-based procedure. Those that are Fleeing will always go first, with those Chasing going second. The World Keeper will keep tally of how much Movement each side has managed to generate from round to round.

From here, Combat continues. Fleeing combatants will use their available Actions to try and get away, and are eligible to attack or otherwise direct their Actions towards those chasing them.

Chasing combatants, likewise, will be able to React against any such Actions, and during their Turns will attempt to use their Actions to impede or otherwise catch up to those they are chasing.

A Chase ends through several methods:
- The Fleeing stop fleeing, and/or the Chasing stop chasing. They can choose to do this at any time, and upon doing so normal combat will resume.
- A collective difference of 80 Movement has been generated between the Fleeing and the Chasing. This represents that those who fled have

managed to completely outpace their pursuers. While they may continue to try and catch up, the Combat procedure simply ends. Chasing, or a new combat scenario, may begin depending on the circumstances of the adventure as time continues.

- The Chasing overtake the total Movement generated by the Fleeing. If the Fleeing, by round 3, have generated a total of 50 Movement, and in this round the Chasing roll and generate a final total of 55 Movement, they are considered to have caught up to the Fleeing. Combat then resumes and the Combat Grid is reinstated.

- If one or more combatants on either side has been reduced to 0 Composure, this could also result in the end of the Chase. Those that Flee are eligible to simply abandon their comrade if they wish, and likewise the Chasing could choose to do so as well; in the both cases the Chase would continue.

Killing Blows:
The most straightforward and perhaps easiest way to ensure that Combat ends is by making a Killing Blow against those you have defeated. If a combatant has been reduced to 0 Composure by an attack, their Attacker may choose to immediately use a Killing Blow against them, and may describe how they slay their target.

If they do no do this, however, the combatant with 0 Composure will be at risk of having a Killing Blow taken against them by any other enemy, who will have to use one of their Actions to do so.

Upon receiving a Killing Blow, the combatant will die.

Other Means:
There are not many other defined situations that may result in Combat ending, but some may well come up depending on the circumstances of your adventures; a dragon colliding with a mountain may well cause enough mayhem that continuing to fight is a lost cause, at least until out of danger of being crushed by the rocks.

Such situations will ultimately have to be considered on a case by case basis by the World Keeper to determine if Combat truly ends as a result. This will also include situations where unseen combatants have managed to hide themselves away from those they wish to fight; the World Keeper will keep the Initiative going in the background in such cases, with those unseen combatants taking their turns as normal until they reveal themselves or otherwise are discovered.

The Spoils:
After Combat has concluded, the game returns to its typical turn structure depending on whether the Party was Delving, Rambling, Exploring, or Traveling.

Any lingering effects, such as spells or altered terrain, from the combat will persist per their own rules, with some remaining in perpetuity.

If any enemy combatants remain unslain, but incapacitated, they can be freely killed at this time, or they may be spared and left to their own devices to leave the area, or they may be taken as a prisoner.

From this point, any slain, unconscious, or imprisoned enemy may be looted by the Party if they wish. What they will find will depend on the enemy and what they had on them. In general most of what you'll find is not going to be worthwhile to hold on to or even to use in lieu of your own equipment.

While scrapping these items can be lucrative for those who wish to make an enterprise of it, if they have the capability to gather up, transport, and break them all down, but for typical adventuring it is better to simply move on and wait to find some more valuable treasures or materials to keep on your person.

The only exception of course is in the case of certain kinds of beasts and monsters, which may carry valuable materials to craft with. While looting a bandit for his rusty chainmail is generally a waste of time if you don't have a thousand bandits to loot, letting a dragon's corpse go to waste is a travesty, as even some poorly extracted Dragon Blood or a mangled patch of Dragonhide are worth many times their weight.

Duels and Battles

Skirmishes, which these rules have covered, are not the only types of combat scenarios one may encounter. Duels and Battles are different kinds of scenarios that are, respectively, much smaller and far larger in scale than the average Skirmish.

A Duel is an intimate fight between only a few combatants, sometimes even just two, but could even be situations such as the fight between the Party and their long awaited foe. Duels as a result are small scale, and generally quicker to resolve, but will tend to be rather dramatic.

A Battle, meanwhile, is a massive scenario involving a great many combatants; potentially tens of thousands on any number of sides. These scenarios will operate on a different scale from the typical combat, and can incorporate entire Cities or Fortresses as entities on the Combat Grid.

The following sections discuss the rules changes that occur in each scenario.

Duels
 TBD

Battles
 TBD