

# COMBAT

Combat in Labyrinthian is as exciting as it is novel, combining a number of simplistic mechanics together to form an explosive amount of depth and tactical possibilities, whether you are fighting one on one with your greatest rival, or just one amongst thousands in climactic battles for the fate of good and evil.

However, even if you are already familiar with Combat in other, similiar tabletop roleplaying games, you will have much to learn; while much of this rule set will be familiar to you, much of it will also be foreign to you, or used in ways much different than what you may have already seen. No matter your skill level, this text will guide you as you begin to learn the new system.

To begin, start with the "**Getting Started**" section, which will be the first in this text. This will provide you everything you need to know to simply jump into a combat scenario and be useful. From there, you will want to move along to "**The Basics of Combat**" to learn more, and then on to later sections for more advanced topics.

## **Important Note on the Nature of Combat**

Something to keep in mind as you begin to learn this system is that, despite how comprehensive it is, combat is designed to be **fast**, first and foremost. So fast, you may not even need to move into the formal Combat Procedure nor make use of the Combat Grid.

Many of the most basic enemies you'll face will be easily defeated by brute force alone, and your characters will quickly eclipse them in raw power.

As such, you can expect that the full extent of these Combat Rules will only be truly in effect when the stakes are high, and your enemies as fiercely powerful as you are...or, perhaps, when it is simply necessary to show those lowly bullies just how far you've come since that time they robbed you.

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# GETTING STARTED

Combat in Labyrinthian is designed to be engaging and dynamic. As you begin, ensure you have become familiar with the **Basics of Labyrinthian** Chapter to cover basic concepts like reading your Character Sheet and how to use Modifiers, and then utilize the rules on this page to jump into your first fight:

## Composure

Composure acts like a health bar, reflecting your character's ability to continue fighting, and you will be tracking any changes to it whenever you take Damage or are healed by some means.

When Composure reaches zero, your character will not immediately die. They will still be able to Move and attempt to attack or use an Ability, but they cannot make any kind of Reaction or Skill Action. Any Combatant can opt to, at any time, either Incapacitate or even deal you a Killing Blow against any of their enemies that have lost their Composure, so long as they are within the same Position or within range of their attacks. For more on these options see **Wounds and Death**.

## Structure of Combat

Combat is a turn-based activity broken up into Rounds of individual Turns. Combat continues until one side has either all been killed, forced to flee, or surrenders.

## The Combat Roll

Each Round of Combat begins with a Combat Roll (CR) using 2d20, determining:

- **Initiative:** The combatant with the highest total CR moves first. After they have taken their Action, either they can pass it to a combatant of their choosing, OR, if an enemy Reacted against their Action, that enemy will take the Initiative. If this happens, the attackers turn will end, but they may go again to use their other Action.
- **Basic Actions: Attacking:** To Attack; pick a Target and announce the die you wish to use, adding the relevant modifier for what you are attacking with (eg. Strength for Striking or Intelligence for Casting). Then, roll your Damage Dice. Note you can only do this once per Round.
- **Basic Actions: Reacting:** To React, listen for your attackers announcement; if your Passive Reaction (PR) beats what they called out, you can React for free. Otherwise, once per Round, use one of your d20s to do it instead, if it plus the relevant modifier (like Agility for Guarding) beats it. If you can, roll your Defense Dice.
- **Movement:** Your base Movement is dictated by the CR total, plus any bonuses. You are free to Move during your Turn, or when you React in defense of another.

## Damage and Defense Dice

As you fight, wining and losing will generally come down to the clash between your Damage and your opponent's Defense. These are both rolled for using dice provided by your Weapons, Spells, Armor, Garments, etc. When you are being attacked and you Reacted to defend yourself, you will be the one determining the difference. Subtract your Defense total from the attackers Damage, and that is how much you should reduce your Composure by.

There is no need to call out the total, but you should note if you've lost your Composure, and you should feel encouraged to collaborate with your attacker on how the **Clash** between the pair of you went; was it a brutal near miss, or did you swat away their attack like a fly?

## The Combat Grid

The Grid, divided into strategic Positions, is the arena for all combat actions. Characters can freely attack others within the same Position. Moving to adjacent positions costs 10 Movement, and you will begin each Combat scenario placing yourself somewhere on Rear side of the Grid. Understanding the Grid will be vital as you learn this system.

# THE BASICS OF COMBAT

In this section you will be learning more about the importance of the **Combat Roll**, how to seize the **Initiative** in a fight, how to handle **Clashes** between attacking and defending combatants, and finally, how to utilize the **Combat Grid**. All of these are vital to become basically competent when fighting, and will pay dividends as you move on to more advanced concepts later in this chapter.

## Rounds and Turns

As noted in Getting Started, combat is structured into one or more **Rounds**, divided by some number of individual **Turns**. This provides structure to Combat to both insure all combatants are able to reasonably participate, and also to ensure that Time, the most important part of the game as you would have learned in **The Basics of Labyrinthian** chapter, is able to be tracked, in the off chance that a given combat should end up taking considerable time in and out of the gameworld.

Each Round in Combat will last 1 in-game Minute, with each individual Turn taken, including any Reactions, taking anywhere from a few seconds up to that full 1 Minute.

## The Combat Roll

Combat revolves around the Combat Roll (CR), a roll of 2d20 which serves as the primary resolution mechanic. A good way to think about it is that rather than roll 1d20 every time you want to take an Action, like you might while exploring, in Combat you are rolling this ahead of time, twice.

At the start of every combat scenario, you make this roll, and you'll repeat it each time the Keeper (the game master) announces a new Round. It's advisable to keep the dice visible on the table after rolling so you can refer back to them easily. You won't need to pick them up again until it's time for a re-roll.

When you roll the CR, the first thing it determines is who seizes the **Initiative**, which lets a combatant take their Turn. After rolling, announce the total. If your total is the highest, you take the first turn. More details on **Initiative** will be covered shortly.

Additionally, the CR determines your character's base **Movement** for the round. **Movement** is essential for navigating the Combat Grid and activating certain abilities. Add your **Movement Bonus** to the announced total to get your total Movement for the round. Using **Movement** will be explained further in the **Combat Grid** section and in subsequent advanced sections on **Momentum and Velocity**.

Finally, each die in the CR provides an individual **Action**. The specific Actions you can take will be elaborated upon in the **Clashes** section.

## Initiative

Combat takes place over a number of **Rounds** divided into individual **Turns** taken by Players and the Keeper. In order to take a turn, a given character must seize the **Initiative**, and once they do, they may take their Turn. How this is done and how a Round ends so that the process may begin anew, is discussed below.

### Passing the Initiative

At the beginning of a fight, you will have announced the total of your Combat Roll, and whomever had the highest total will seize the Initiative. Who will take the Initiative after them can either be chosen by that person, or, they may have it stolen from them. Any Ties between Allies can be resolved in whatever way they wish. Between enemies, coin flips are an easy solution.

If the character with the Initiative is not **Reacted** against by an enemy at any point during their Turn, they may pass the Initiative to anyone they choose that may still take a Turn.

If, while attacking, the character with the Initiative is **Reacted** against, meaning their target defended themselves, that target will seize the Initiative, and will then take their Turn. The attacker may go again afterwards to use up their other Action. If multiple enemies should happen to **React** against the Character with the Initiative, they should treat it in the same way as a Tie, and resolve who will go.

Initiative will pass back and forth between all Combatants in this way until all characters have used both of their Actions.

### Passing Back the Initiative

In moments of uncertainty regarding remaining Turns or when one side has exhausted its actions, a "**Pass-Back**" procedure comes into play.

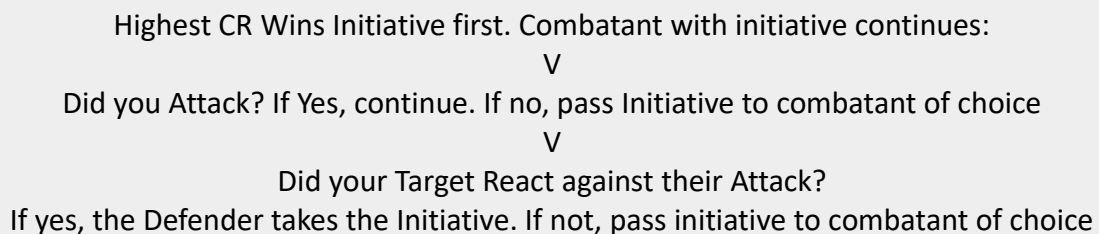
When it's unclear who can act, the Initiative holder asks aloud, and those able to act amongst their allies announce themselves. If no one can, Initiative automatically transfers to the opposing side, who then select the next Initiative holder.

Additionally, Pass-Back signals the start of a new Round when both sides have exhausted their Turns, which will be apparent if the Pass-Back occurs, but then has to happen again.

The **Stealth** section will detail further options for initiating combat, and potentially even ending it before it starts.

### Initiative Quick Reference

While Pass-Back is straightforward as a form of "popcorn initiative", for ease of understanding, consider the following flow chart as a quick reference.



## Clashes

During your Turn, the most straightforward way to be effective is to Attack your enemies. But, just as you can, they can Defend themselves. The resulting coming of blows is called a Clash, and you will find that you have a lot of leeway to express how your character fights in these Clashes. The following will cover what all you can do during your Turn.

## Actions

As part of your Combat Roll, you pre-rolled two d20s to serve as your "Action Dice". Their values are used in the same way rolling a d20 during a Skill Check would be, and as such when taking an Action, you'll add the relevant modifier, if any, to it to get a total result. Note that in combat, you may receive 1 or 2 results of 20 on these dice, called individually a Nat20, and collectively a Nat40. These are known as **Criticals** in Combat, and will double any Damage or Defense dice rolled while making use of them.

There are four possible Actions you can take, but you may only use each one once when utilizing your two Action Dice. You may, however, be able to use them more than that depending on the circumstances and your capabilities. Each option is detailed below.

## Attacking

When you are wanting to simply Attack an enemy, you have a few options depending on what you want to attack with. If you are looking to hit them with a physical weapon like a Sword or your Fists, or fire a Bow and Arrow, you will **Strike**. If you want to use magic, you will **Cast**.

When **Striking**, you will be adding your **Strength** Modifier to your Action. When **Casting**, add your **Intelligence** Modifier. You will also want to make an Advancement Mark on your **Striking** and **Runeweave** Skills respectively, if you are not already at your limit.

## Damage Dice

When initiating an attack with your chosen Weapon or Spell, you'll roll a designated set of dice, ranging from d4 to d12, which will in turn come from the weapon you're using. All of these are wise to keep listed either on your Character Sheet or near by their respective Item Cards.

You will never roll more than 6 of a single die type, but you may find yourself rolling combinations of dice depending on what you have.

## Calling Out Your Action

When Attacking, you should announce the total of your Action Die, after you've added the Modifier. This is vital so that your opponents can adequately gauge if they can defend themselves. Likewise, it will be important for your opponents to do the same so that you have the same benefit.

## Momentum

Your Damage dice serve a dual purpose. They can generate **Momentum** as they're rolled. Any die rolling its maximum value, or "max", like a 6 on a d6, grants one use of Momentum.

The basic use of Momentum is to inflict additional damage. If any die rolls its max, pick it up, re-roll it, and add the new result to the damage dealt. You can repeat this process for each die rolling its max, including those you have already re-rolled. You can go on doing this forever in the mathematical impossibility that you kept rolling at least one max.

For further applications of Momentum, refer to the **Momentum and Velocity** sections.

## Defending

Unlike many other games, you will be actively defending yourself; there is little passive defense that you can rely on. As such, you will be able to take action when it isn't your Turn, but only in **Reaction** to defend yourself or your friends. Similar to Attacking, Defending revolves the use of **Defense Dice**

### Passive Reaction

On your Character Sheet, you should have already determined your Passive Reaction, which defaults to 15, and can be bolstered by the average of some of your Talents.  $(15 + (\text{Agility} + \text{Wisdom} + \text{Intuition}, \text{divided by } 2))$

Your Passive Reaction (PR) is what you should look to first, if you're looking to defend yourself or a friend. If your PR meets or beats the attacker's AR, you can roll your Defense dice for free. If it does not, then you will need to utilize one of your own ARs to React instead.

### Active Reaction

If your PR does not allow you to React, then like when you Attack, you will simply select an Action Die you have remaining, add the respective Talent Modifier for the kind of Defense you wish to use, and compare. If you meet or beat the attacker's Action, you can go on to roll your Defense Dice. Note, however, that simply comparing does not eat up your second Action Die; if you can't React to this attack, you may be able to against another against yourself or an ally, so pay attention!

### Defending Others

Regardless of whether you're using Passive or Active Reaction, you may step in to defend an ally under attack; or an enemy, if you're so inclined. When doing so, the same rules for determining if you can roll Defense Dice apply.

When you do this, you will be eligible to utilize your Movement. First to ensure you are in place to Defend, but also to displace yourself after doing so. In more advanced combat, you can even use your Movement to bolster the Defense you put out. (See **Momentum and Velocity**)

### Defense Dice

Similar to Damage Dice, Defense Dice come from various sources such as Armor, Shields, Garments, Units, or Channeling abilities.

Defense Dice also generate Momentum, which can be used similarly to Momentum from Attack rolls. Simply re-roll any max you receive to gain extra Defense.

In advanced combat, you can Parry with weapons or Ward with offensive Spells. Parrying uses your Weapon's Damage Dice as Defense Dice, and likewise, when Warding with an offensive spell. Note, however, that its often better to build up your Spells before trying this. These details will be covered in more depth in the Magic section.

## Skill Actions

In Labyrinthian, your options during your Turn extend beyond Attacking and Defending. As combat complexity increases, leveraging your Skills becomes crucial for gaining an advantage. Indeed, some Class Archtypes, like the Summoners or the Mystics, will revolve around utilizing **Leadership** and **Meditation** in and out of combat, and others still will find those Skills and others vital to their success.

## Making Use of Skills

You have a plethora of Skills at your disposal, offering endless possibilities for improvisation.

When improvising, adhere to the principle of "Yes, And." While you won't be denied reasonably fun or cool ideas, avoid attempting illogical or game-breaking actions that stray too far from your group's agreed-upon style. And more than that, you shouldn't make use of a Skill Action lazily; don't just say "Athletics Skill Action" expecting to get out of a jam. Be specific to both what you're intending to do and what you you're expecting to happen.

Your improvisations should align with the Skill you're using. For example, Construction can't summon zombie bunnies dealing 5000 Damage, but it can be used to set up barricades, repair vehicles, or rig traps to surprise enemies.

For the more outlandish, you could also use Construction to rig a trap to a door, and bum rush your enemies with the door, ensuring they fall prey to the trap in a ridiculous fit of awesome. It might also damage you, depending on how good you are at Construction, but that could well be worth the risk.

Alternatively, you could use Construction more intellectually; analyze a structure and find a way to bring it down swiftly, and you can guarantee not only you, or your friends, can bring it down in one go, but you'll also have a substantial effect on the battlefield.

Another useful way to employ Skill in Combat is through the Striking and Runeweave Skills. Normally, these two Skills govern your Attacks with weapons and spells respectively, and as such they normally require you to use up an Action. However, by using these Skills as a Skill Action, you can attempt a "Basic Attack" or "Basic Cast" respectively, letting you roll your Damage Dice again, but without any ability to generate Momentum.

## Resolving Skill Actions

No matter what you wish to attempt with your Skill Action, you will first announce to the Keeper what you intend to try, and they will respond back in affirmation (or may discuss with you how its effects will play out), and will advise you to select your Action Die. As soon as you do, know that you are committed to the Skill Action and **cannot** take it back.

From here, simply take your die and add the relevant Modifier for your Skill, and announce the total. Your Keeper will confirm the effects and any complications, if any, that arise.

## Note on Success

In Labyrinthian, it will be relatively rare, especially as your character becomes more developed, for absolute failure to result from your attempts to do things. All Skill Checks revolve around a Degree of Success system, which means even if you know the target number you're attempting to reach, you will still likely get what you expected even if you're quite off from that target.

In general, expect that if you are at least 10 less than your target number, you will still succeed. But, if you should happen to roll so low, be aware, for Complications may well arise. Perhaps not immediately, perhaps not even today, but eventually. The gameworld is more alive than you may have yet realized, and everything you do plays a part.

## Abilities

During your Turn, you can also use Abilities, which may stem from your Class or Profession. Most Abilities will require you that you treat them as either an Attack, Reaction, or Skill Action, though some may act independently, simply taking up one of your Action Dice.

Resolving the use of most Abilities is simple; if you meet the requirements to use it just announce the Ability, its effects per its description and your Action Die, and the Ability works.

## Ability Thresholds

Action Abilities often incorporate a **Threshold** system for their effects. This means you must roll a specific number on a d20, using one of your Action Dice in Combat, to trigger the Ability's effects fully or partially.

Reaction Abilities typically don't use Thresholds but may have similar mechanics. For example, the Barbarian's ***Slam*** Ability allows them to Grapple and Toss their target instantaneously, utilizing either their Momentum or a Reaction.

If you're a Barbarian using Slam and react to grab your attacker, your Toss benefits, in the same way as more typical Thresholds, from your Action Die, increasing its range and potential damage upon impact.

## Other Actions

During your Turn, some actions require no Action Die or special cost to just do.

Talking is one such action. Each Round lasts approximately 1 minute, allowing for conversation. While there's no need to limit what you say, in-depth discussions are impractical during combat. However, out of character, there is no limit to discussing plans with fellow players or seeking clarification from the Keeper.

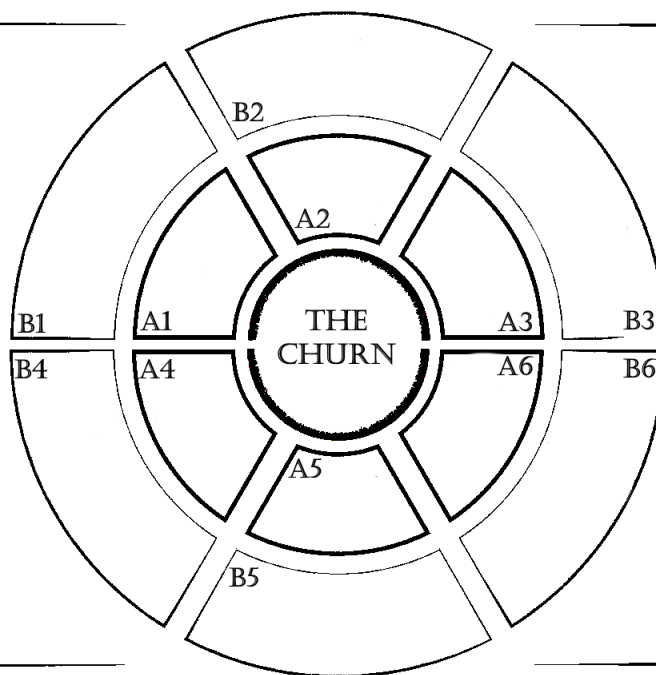
Interacting with objects is also free if you're not attempting anything specific with them. You can pick up and pocket a rock without using a Skill Action. However, actions like Throwing said rock require a Skill Action. Likewise, if you have something Consumable, like a Potion, you will need to spend an Action to utilize it.

Once per Round, you can retrieve an item from yours or a willing player's inventory, such as a Potion or more Arrows. Similarly, stowing an item you've picked up is free once per round.

Drawing or stowing weapons stored on your body via a Scabbard or similar means, or retrieving Components from a Pouch as a Mage, doesn't consume an Action. Basic versions of these methods will automatically be available for weapons and as part of a Garment respectively, but specialized versions can be crafted.



FORWARD  
C1



REAR  
C2

## The Combat Grid

In Labyrinthian, Combat takes place on a novel kind of grid system that, if you're familiar with other kinds of Combat Systems, can be thought of as a compact hybrid of Grid-based, Position-based, and Zone-based maps.

The Combat Grid, or simply "The Grid", is comprised of 15 individual sections named "Positions", divided between a Forward and Rear half of the Grid, with each having a Letter and a Number, such as "A1", to make it easy to reference specific Positions.

Each of these Positions are generally arbitrary in terms of how much physical space they represent. It could be as small as a few feet in a room, or as large as entire fields, and likewise, there is usually no limit to how many individual combatants could fit into a single Position.

## Starting on the Grid

When Combat begins, you and your allies will be free to disperse themselves anywhere into the Rear side of the Grid, including within the Churn. You shouldn't feel pressured into picking the best spot, but do know that once the combatant that has taken the Initiative begins their Turn, you will not be able to change your Position until you've either taken your Turn, or Reacted in Defense of another.

## Moving on the Grid

Within each Position, no matter how much physical space it correlates to, Movement is arbitrary and comes at no cost. If A1 represents a couple miles worth of fields, and you and an enemy occupy A1, then you can always freely go to attack that enemy. The same goes if A1 only represents a few feet in a single room.

To shift Positions, however, you will be spending your Movement at a rate of 10 Movement per Position, and you can only go into adjacent positions; there is no diagonal moves. For example, if you occupy B5, you could go into either A5, B4, or B6, but could not go to A4 or A6 without first moving into an adjacent Position to those.

## Understanding the Positions

In your Classes or Professions, you may occasionally see Positions on the Combat Grid referenced by their collective names rather than their letter/number designation. Each of these are discussed below.

### The Churn

At the center of the Grid, the Churn represents the Position in combat where either side of the battle are most likely to converge. While fighting can and will readily take place elsewhere on the Grid, the Churn is so named because combatants will find it best to push their enemies there, and attack from them the Flanks. But, they should be wary, for some are at their most dangerous in the Churn...

### The Flanks – A1 - A6

Surrounding the Churn are the Flanks, which are Positions immediately outside of where fighting is most likely to occur. The Flanks are most useful for Flanking into the Churn, and when you have progressed to fighting extremely powerful enemies, the Flanks will be an important, but also dangerous place to be if you wish to fight up close. (see **Combat Grid: Advanced Uses** for more details on both Flanking and how the Grid can be used in other ways than the standard way described here)

### Ranged – B1 - B6

Surrounding the Flanks are the Ranged Positions, which lie still fairly close to the center of the battlefield, but are naturally quite far away. Given their name, those who wish to fight from afar will usually be at their most optimal in these Positions, given it will be rare for anyone to be able to Flank into them, but they should still be wary of particularly fast enemies...

### Support – C1 – C2

The final two Positions exist on the Forward and Rear sides of the Grid, and are only accessible through the B2 and B5 Positions, respectively. These Positions represent areas that are only just a few steps away from fleeing the battlefield altogether. These Positions can be very valuable from a defensive standpoint, being a safer place to heal up or gather strength, but are also very limited in terms of offensive options.

### Aerial and Depths

Combat does not only ever take place on flat fields or square rooms. On occasion you may find yourself in a situation with multiple levels going up or down, and on others, you might find yourself fighting in the sky itself, or deep below the ocean.

To mark these changes in elevation, a "**Tag**" system is in place, allowing all to easily note and mark which combatants are at different levels in a given scenario. While a number of special Tags are discussed in the **Advanced Uses** section, the main ones you should be aware of now are the **Aerial** and **Depth** Tags, which you will see on the Grid in the quick reference section.

Each comes as a set of three Tags, escalating in Elevation upwards or downwards respectively. If you Fly, climb a wall, take the stairs or a ladder, or otherwise move upwards from the ground in a significant way, you will be taking one of the three Aerial tags. Likewise, if you Swim, duck into a trench, go down the stairs or a ladder, or otherwise move downwards from the surface in a significant way, you'll be taking one of the Depth Tags.

In either case, your Tag is in addition to your Position, eg you could be Skyward in the Churn, or in the Depths. There are no limits to how many people can take any of these Tags, other than those already imposed by the Position you are in.

### Different Kinds of Movement

Running and Walking are not the only things your character may be able to do to move about in combat. You will also have open to you the option to **Climb** and to **Swim**. Some characters, whether by natural capability or magic, may also be able to **Fly**. These different options are covered in detail under **Momentum and Velocity**.

### Difficult Terrain and Turbulence

Some Positions may feature **Difficult Terrain** or **Turbulent Terrain**, which can arise from various factors, including weather conditions and Magic. These hazards act similarly, doubling all Movement costs. In severe cases, attempting to move into another Position may trigger a Composure Saving Throw against a set difficulty, such as "+65 Turbulence."

In these cases, roll 1d20 and add your Current Composure. If you beat or match, you may move without adverse effects, but will still suffer double Movement costs. If you fail, you will not leave the Position, wasting Movement, and will be knocked **Prone**. Being Prone will give you -15 to any Reaction you attempt, but also -30 to any Attack you receive at range.

While not usually dangerous, costing only 5 Movement to recover from, in flight, it can lead to falling out of the sky, and you'll have to recover somehow, or suffer a large amount of potential damage.

## Advanced Combat Concepts

The following sections will now detail more advanced rules and concepts. While one should not feel restricted from using these if they are already aware of them, nor for that matter, obligated to learn them in full, these sections will not always be necessary in any given scenario.

When you encounter some lowly bandits on the road, or find yourself clearing out some sketchy cave, you may not even need to switch into the Combat Procedure proper; a single Action made out of Combat could well be enough to slay your foes, even when you are only beginning your character's adventures.

But over time, especially if you seek out more glorious and dangerous adventures, you will find that your enemies will begin to utilize these concepts against you, and others still will simply be so powerful that it would be foolish to believe that brute force alone could defeat them.

For all of these sections, there will also be a quick reference guide available that details all of these options, and this will be useful to keep on hand as you're learning.

## Momentum and Velocity

In combat, the pacing and speed of the fight are vital to understand and wield to your advantage. Through the following advanced combat rules, you will be able to leverage your capabilities to win against more advanced and complex enemies, that can't be beaten by mere might or magic alone.

### Momentum

Momentum is a key combat mechanic that allows combatants not just to escalate their own Damage and Defense, but also to leverage their Momentum to inflict devastating Wounds on their enemies, enter into defensive Stances, or break the Stances of their enemies, all of which are crucial for winning against the most powerful foes you'll face.

#### Generating Momentum

Momentum is a form of “exploding dice”. Whenever you roll Damage or Defense Dice, you should look to see if any of the dice rolled their maximum value, or a “max”. Example: 10 on a d10. Every max you receive will grant you one use of Momentum. These uses will let you take a variety of extra actions as part of your Attack or Defense. These will be detailed shortly under the **Utilizing Momentum** section.

#### Momentum Limits

For those who fight with physical weaponry, their bare hands and body, or with Touch-based magic, there are no limits to the Momentum you can generate or utilize. For those who wish to fight at range, however, such as with Bows and Arrows, Throwing Weapons, or with most other kinds of offensive Magic, you will have a Momentum Limit as indicated by these options.

At a limit of 0, you will not be able to use Momentum except for inflicting Wounds or Holding Fast; at 1+, you may use Momentum for any purpose up to that many times.

#### The Momentum Gradient

Due to how Momentum is generated, a gradient across the die sizes emerges. Lower die sizes, like the d4, will favor Momentum generation and inflicting Wounds, while higher die sizes, like the d12, will be at their best for establishing and breaking strong Stances and providing raw damage. Those in the middle, or options that mix die sizes, will offer more versatility.

Which you will prefer to use will depend on how you like to fight. There are no wrong answers, only what you prefer.

## Utilizing Momentum

When you have rolled the dice and have some number of Momentum to use, there are six basic moves available to all kinds of characters, which are listed below. Some, depending on their Class, may have access to new uses; those Classes will detail how those moves work.

- **Extra Damage/Defense**

Simply pick up the max, re-roll it and add it to your Damage or Defense Total. You can often think of these as being follow up hits with your weapons or spells, escalating defensive maneuvers, or even just more raw, forceful effort.

- **Inflicting a Wound**

Pick a max, and call out that you've inflicted the Wound corresponding to your attacks damage type. The Wound will begin as a d4, and escalate with each subsequent application up to d12.

Some enemies may not go down so easily with raw damage alone, and so will need to be Wounded to overwhelm their ability to recover. The **Wounds** section will cover Wounds in more detail.

- **Enter a Stance**

To enter a Stance, you will need to have rolled at least one max. Choose whether you will take an Offensive or Defensive Stance, and take every unused max you have, and reserve them and their results. Note that if you choose a Defensive Stance, upon doing so you will be unable to utilize your Movement again until you either React or take a new Turn, so time these wisely.

With either basic Stance, you will be eligible to utilize the dice as either bonus Damage/Defense Dice, or as bonus Momentum uses. More unique Stances you can gain as part of your Class will give you more options to make use of these dice. The **Velocity** section will cover Stances in detail.

- **Break a Stance**

Against powerful Stances, brute force may not be enough to break them. Instead, you can make targeted attacks to break them directly. Each use of this will not deal damage; instead, you will be rolling the max and calling out the result. Your target will then have to meet or beat what you rolled with one of their reserved dice. If they don't, they lose the die.

Depending on the Stance, there may be more specific requirements to break the Stance, and others might have explicit weaknesses you can exploit to break it immediately. The **Analyze** Skill Action, which is based on the **Tactics** Skill, is a good way to try and determine these specifics if you're having trouble.

- **Hold Fast**

If you feel there are no good options, or if you simply want to prepare yourself, you can instead reserve any Max you receive until the next Round, and roll them alongside your Combat Roll to increase your Movement and provide a bonus to your Action Dice. However, note that if you are attacked, you will lose one max you have withheld for Hold Fast with each attack you take, regardless of whether you defend against it.

## Velocity

Even early in your adventures, you will find yourself generating quite a lot of Movement; much more than you may need to simply move about. As such, you have the capability to leverage Movement as a force multiplier in combat.

The following section will cover and detail **Velocity** and **Verticality**.

## Using Velocity

When simply moving is not enough, your Movement can instead be leveraged to empower yourself with speed.

- **Charging**

The most straightforward means to convert Movement into something more useful is to Charge your enemies as you attack them or defend your allies against them.

You can use up to 10 Movement to boost your Damage or Defense by that amount if doing either within the same Position. Crossing into a new Position allows you to use an extra 10 Movement per Position, enhancing your Damage or Defense accordingly, but will still cost the additional Movement to go to those Positions.

- **Jump Attacks**

While generally unwise, jumping as you attack can give you marked advantage in a fight, but it can also carry a steep cost if it backfires.

Spend 10 Movement to jump as you attack your target; if unchallenged by your target, you gain a free use of Momentum. If they React, you'll be knocked **Prone**, and will not gain the free use of Momentum; your attack still counts for dealing damage, however. (When Prone, you will take -15 to any Reaction you attempt, but also benefit from -30 to any Attack you receive from range)

- **Vertical Assaults**

For the even more daring, a vertical assault can be a potent technique, but even more risky. To make a Vertical Assault, you must be at least one Elevation higher than your target, and have at least 10 Movement remaining. Every Elevation you cross, you will spend 10 Movement, and gain 1d10 to roll as extra damage on your target.

If your target Reacts, the extra damage you roll will be split between you and them.

The situation you are in must support a clear path in the air between you and your target. If you are attempting the assault into the water, you will only be able to use it against targets in the Shallows; any deeper and the assault will be wasted.

## Velocity and Magic

Not all mages prefer to sit in a corner, saying funny words until a fireball erupts from their staff. Some prefer to get in close, and others can be just as daring as any Barbarian.

When utilizing Magic, you are eligible to make use of Velocity to empower your spellcasting, but you are still bound by all requirements and drawbacks from these options. While you might utilize Magic to Fly, the effect will have to end in order to benefit from a Vertical Assault.

## Verticality

As noted when you learned about the Combat Grid, running and walking are not your only options for Movement, and in combat leveraging the verticality of places you fight in can be just as potent as being fast.

- **Lobbing Fire**

While typically most useful in Warfare, archers and mages alike will find the use of Lobbing Fire valuable in situations that call for it, where Obstacles, Buildings, different types of Cover, or even an Army occludes their line of sight to a target. (Obstacles, Cover, and Buildings are types of Tags you'll find used on the Grid; see **Advanced Uses** for more details on this and how they affect Line of Sight)

To lob a spell or arrow at such targets, the Skyward Elevation must be accessible, and your character must know that there is a target located behind whatever thing may be obscuring the target.

When attacking such targets, you will take -5 to your Action Rating for every such object you attempt to fire over.

- **Climbing**

Climbing in combat is challenging without tools like ladders, but is often necessary to gain a tactical advantage or ensure survival.

To climb, you will be making a Skill Action (Athletics) to begin and must have some sort of Obstacle, Building, High Ground, or other similar thing that you can climb (including Creatures sized Gargantuan or larger, which can uniquely occupy multiple Elevations), aiming to beat at least 15 to ascend one Elevation, or 30 to ascend twice if the thing you are climbing supports that elevation.

If the circumstances do not then place you on a surface you can stand on (such as climbing a pillar or a wall), you have the choice to remain in place, but at the potential cost of your Composure. If you take no further Actions of any kind, you will not take any penalty. Any action taken, however, short of jumping off, will cost 1 Composure per each action taken. This includes Reacting to defend yourself or attacking from your Position. (Note as well that anything that requires two hands will not be able to be used while in this state)

- **Swimming**

Combatants begin swimming by simply entering any Position that is primarily water or some other similarly survivable liquid. Melee attacks and spell-casting remain fully effective, but projectile and thrown weapons used in the Below suffer both a 15-point damage reduction and a range decrease of 1, and these penalties double in the Depths.

Drowning concerns are minimal in combat, unless you were already beginning to drown when combat began. If Combat should happen to last more than 10 Rounds, the Keeper will begin the procedure for Drowning on any who have remained underwater for that entire time.

## 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, and much slower, but does allow you to hover in place.

- **Natural Flight**

Natural flyers must spend all Movement they generate each round to stay aloft, and will immediately begin to fall if hit by any kind of Movement Drain or Penalty, like Turbulence. Ascending or descending costs 10 Movement per Elevation. They may also spend a point of Composure to begin a Dive, granting them their Agility Modifier as extra Movement.

Flyers must maintain a Minimum Flight Speed (MFS), as dictated by their Natural Flight ability, which is modified by the Flyer's size and Conditioning skill. If disrupted, they must roll a Conditioning Skill Action against MFS+10 to stabilize and resume flight without extra cost, or spend 1 Composure if within 5 of the that number to resume flying.

- **Unnatural Flight**

This kind of flight does not depend on your normal Movement, and instead, its source, such as a Potion or a Spell, will dictate a Movement rate for you to utilize called a **Flight Speed**. These kinds of effects allow the Unnatural Flyer to hover in place, unlike Natural Flyers, and as such they do not need to utilize their full Movement each round, but they are subject to falling damage if they do not land before the effect is ended by any means

Unnatural Flight can be very useful, but it is very slow, and can put one at a disadvantage if a quick retreat is needed.

## Falling

Under any circumstance where a character begins to fall, upon impacting the surface or any solid object, including other creatures, they will take 1d10 Fall damage for every Elevation they fall through, with the damage being multiplied by 10 if they fell from the Skyward Elevation. If the character should impact a creature up to 1 size larger than them, they will split the damage between that creature and themselves.



## Wounds and Death

Where your character's will and mental capacity to defend themselves is represented by their Composure, the actual physical damage they take isn't. This section outlines the mechanics of Damage, Wounds, and the consequences of losing one's Composure in Combat.

### Damage

Damage in Labyrinthian is never generic, and one should keep the following in mind as they fight:

- Always specify the Damage Type when dealing damage. This helps players with passive defenses adapt their strategies accordingly and accurately reflect how well they're faring.
- If you receive a combination damage, like Blunt/Slashing, you should split the damage between the two, favoring whichever you happen to be weakest against.
- Item Cards and/or Character Sheets should clearly list both the damage types and their associated Wound and Wound Effect for each damage type that you wish to utilize regularly.

### Wounds

Wounds represent significant physical injuries, akin to status effects in other games:

- **Application:** Wounds are inflicted primarily through the strategic use of **Momentum**. A combatant may expend one Momentum to inflict a Wound associated with their attack's damage type. The Wound die for each Wound begins as a d4, and will escalate by one size with each application, up to a max of d12.
- **Automatic Infliction:** When a combatant's Composure drops to zero, any subsequent damage automatically results in the corresponding Wound.

While you won't always take a Wound, they are not something to ignore when they happen, nor something you should neglect to inflict upon your greatest enemies. Not all foes need to be Wounded first to be defeated, but not all enemies will go down by brute force alone.

### Managing Wounds

Each Wound has associated with it a "Wound Effect", which describes the effect it deals every Round. These effects are to be tracked by both the Wounded and the Attacker; no one should be tracking these Wounds by themselves. Any penalty taken should be rolled by the Wounded, and the Attacker should simply ensure that the Wounds effects are applied when appropriate.

### Wounds Outside of Combat

Outside of Combat, one is assumed to be able to tend to their Wounds and keep them from festering or otherwise bothering them. However, upon reentering Combat, the Wound's effects will resume after the first round.

### Curing Wounds

In and Outside of Combat, Wounds can be cured directly by craftable items known as Salves (for Physical Wounds) and Elixirs (for Magical Wounds). If one lacks these, some kinds of magic can help speed recovery, but the Wounded will still have to spend Energy dice while Resting or Meditating to recover from Wounds instead. (See **Survival** for more details on all of these kinds of recovery)

### Other Conditions

On occasion, you may find yourself facing other kinds of Conditions that will act similarly to Wounds, but will not actually be physically harmful to you. Being knocked **Prone**, as described elsewhere in these rules, is one such Condition. **Fear** is another, and there may be many others you'll face out there. The effects of all these will be communicated to you by your Keeper when they are inflicted, and if your class provides for inflicting these on your enemies, the Class will explain the effect.

## Wounds in Detail

Each Damage type in the game, as well as the corresponding Wound and Wound Effect, are listed below.

### Physical Damage Types

Format: "Damage Type; Wound: Wound Effect"

- **Blunt; Fracture:** The Wound die is applied as extra Blunt Damage with every attack received.
- **Slashing; Bleed:** Take the Wound Die as damage every Round; any Composure restoration you receive is reduced by the same amount.
- **Piercing; Stuck:** Apply an Action Penalty equal to the Wound die each round to a die of the Wounded's choice.
- **Blunt/Slashing; Gashed:** Take the Wound die as Slashing damage each round; also deal the same die as Blunt Damage when taking damage from any source.
- **Blunt/Piercing; Impaled:** Pin the Wounded in place if the attacker remains adjacent and attacks no other target; the Wound die applies an Action Penalty to both dice until healed.
- **Slashing/Piercing; Laceration:** Take the Wound die as Slashing damage any time Movement is used; Movement from the Combat Roll is halved, before any bonuses.
- **Blunt/Slashing/Piercing; None:** Allows Sword-type weapons to inflict any of the three basic Physical damage types and their corresponding Wounds, but never simultaneously.

### Magical Damage Types

Format: "Damage Type; Wound: Wound Effect"

- **Fire; Burned:** Drop the lowest damage die when attacking with Physical weapons.
- **Lightning; Paralyzed:** Immobilized for one Round, preventing all actions; once freed, drop the lowest damage die when attacking with Magic.
- **Water; Chilled:** Drop the lowest Defense die when defending with Magic.
- **Earth; Petrified:** Decrease rolled Movement by -5 for each new die size applied; you will be fully Petrified until healed if you are hit with this Wound at Zero Composure.
- **Frost; Frostbite:** Halve effectiveness of all Composure restoration effects.
- **Air; Deafened:** Removes hearing, denying Abilities or effects requiring hearing, beneficial or otherwise.
- **Light and Shadow; Blinded:** -10 to all Action Dice; if you roll at least one Critical with the Combat Roll, it may be used to restore the full value of the other die.
- **Blood; Sapped:** Drop the highest defense die when defending with physical armor or shields.
- **Metal; Gored:** -1 Penalty to Momentum Limit per new die size; starts at 7 if the Wounded has no limit normally. Take the Wound die as damage each Round.
- **Force; Stunned:** +1 Momentum to the attacker or a single ally with each new die size, but usable only against the Wounded. Heals Automatically after 1 Round.

## Ending the Fight

While combatants can be formidable and their fighting styles fierce, no one is obligated to kill, nor, in fact, to even as much as Wound their opponents if they are opposed to it. Likewise, no one is obligated to stand around and die; fleeing or surrender are just as viable.

And when it comes to it, sometimes delivering a Killing Blow is prudent, for in due time, even a Merciful hand can suffer the bite of Cruelty. The following are options any combatant or group can take if they wish to end the fight with their enemies.

- **Incapacitation:** If a combatant has lost their Composure, they can be incapacitated, effectively knocking them out for up 6 hours. If awoken at any time, the Incapacitated can treat it as a Rest and make use of their Energy Dice to restore their Composure. Their attacker simply announces that they will incapacitate their target in some way, and this may be done as long as that attacker has Actions left (but does not cost that Action)
- **Surrender:** Combatants who surrender are considered to be at zero Composure, and vulnerable to the resulting effects. They can resume Combat at any time, but may not be able to surrender again; even in future fights, if abused too often.
- **Fleeing:** Those who wish to flee a fight must reach either of the two Support Areas before they can do so, and if they are fleeing as part of a group, the Combat Grid will shift to the Chase Grid if their enemies give chase to them. See **Advanced Uses of the Combat Grid** for more.
- **Killing Blows:** Reserved for decisive endings against those who have lost their Composure, slay the target with a style all your own. This may be done as part of an Attack, or separately if the Attacker has Actions left; Killing blows do not cost an Action to use however.

## Describing Killing Blows

It is encouraged for combatants to describe what their Killing Blows look like, and in general there are no limits to what can be done with them, other than the fact that they cannot typically be used for any sort of effect or bonus; they are purely for conveying how the combatant fights and, in some cases, feels about the person, beast, or monster they just killed.

One exception, however, is if one wishes to make use of their Killing Blow as part of **Intimidation** attempts; cutting off your opponents head and throwing it to their allies is, after all, very Intimidating. In such cases, you will gain a **Leverage Bonus** to your Intimidation Skill Action. (see the **Questing** chapter for more details on how you can use Leverage in social interactions)

## Notes on Surrendering and Fleeing

While the enemies you face may not often have any scruples about turning tail and running for their lives, or simply surrendering to your mercy, you should never unilaterally impose these conditions upon your party.

You should, instead, confer with them, even if out of character, before attempting to do so so that everyone can reach a mutual agreement. This is particularly important if you want to try something cheeky by doing this, but is even more important if you genuinely feel your party can't win the fight.

As always, remember the Golden Rule: ***Talk to your Friends!***

## The Combat Grid: Advanced Uses

The Combat Grid, while it may be strange compared to other mapping methods you are familiar with, it excels in the simplicity it provides to running any given Combat scenario, and for allowing a wide range of even more advanced options. This section explores advanced mechanics for utilizing the Combat Grid in various scenarios, such as Duels, Sieges, and Chases.

### Advanced Mechanics

The following covers more advanced mechanics that you can utilize on the Grid.

- **Flanking**

When Flanking, the attacking player is attempting to move, in a single Position change, and attack a target in any inward, adjacent area that they are eligible to move into. When they do this, they are granted +5 to their Action Rating. If they do this immediately after the target has defended themselves, this increases to +15.

For example, if Hagar currently occupies B5, and wishes to attack Vulsk in A5, they can benefit from Flanking. If Vulsk was in the B4 or B6 Positions, however, Hagar would not benefit from Flanking.

### Terrain Tags

Each Position on the Combat Grid has associated Terrain Tags, which can either simply **Indicate** to combatants certain environmental conditions, or offer **Claimable**, but limited, advantages. The following compiles the Terrain Tags you can expect to see, but be aware that certain Classes, Magic Effects, and certain kinds of Monsters can create unique Tags beyond the common ones listed here.

- **Aerial and Depth Elevations**

The most common, these Tags will always be present as part of the Combat Grid, though may not always be available to take. These Tags, marking Elevation in Combat are typically infinitely claimable by any who have the capability to occupy them, and provide the capability to use Verticality options.

- **Difficult Terrain and Turbulence**

One of the more common, particularly in the Wilderness, these Tags indicate that all combatants will have to spend double Movement. If these Tags come with a “+X”, this indicates that attempting to move out of the Position will induce a Composure Saving Throw, with failure knocking the combatant Prone, and wasting their Movement.

- **Magical Terrain**

A subset of Difficult Terrain is Magical Terrain, which behaves in the same way, but can have additional effects. See the **Magic** chapter for more on these.

- **Obscured**

This Tag indicates that all combatants within the Position will take -10 to all Action Ratings, even against other combatants in the same Position, and -15 when attempting to attack at Range. Any who attempt to simply establish Stealth, however, will have no penalty, and gain +10 to their AR to do so.

- **Cover**

This claimable Tag is utilized to note that some form of physical, partial Cover exists within the Position, which provides no benefit against attackers utilizing melee weapons or touch magic, but does provide +10 when Reacting against Ranged attacks, and will block any area of effect (AOE) attacks that could hit them. Cover Tags will come with a “+X” next to it, which indicates that Cover can be taken by that many ally combatants.

Note, however, that most Cover is not indestructible, and will also have a Structural Point (SP) limiting how much damage they can absorb.

- **Obstacles**

Whether natural or otherwise, Obstacles are indicators of something fully occupying the Position, and preventing any from occupying it. However, they also block line of sight, preventing any combatant from targeting another with ranged attacks if that target is in the Position directly behind the Obstacle, relative to the attacking combatant. Lobbing Fire may only clear these Obstacles if both the Skyward Elevation is available, and the Obstacle does not extend to that Elevation.

For example, if the Churn had this Tag, someone attacking from the Rear Center Ranged could not hit someone in the Forward Center Ranged Position, but could attempt Lobbing Fire if the Obstacle doesn't extend Skyward.

- **Building**

Very common in Cities, the Building Tag is usually an indicator as another type of Obstacle, but willing or capable combatants could claim it, breaking in and using it as though it was an Obstacle to prevent Ranged and AOE Attacks, but with no other benefits to its use.

Like Cover, Buildings will have an SP value, and can be destroyed. Any combatant occupying a Building that's destroyed in this way will take 2d10 Damage, plus 1d10 for every Elevation they fall through as a result.

- **High Ground**

This Tag can either be an indicator, or a claimable Tag, depending on the nature of the scenario. One may find this Tag when out in the wilderness, representing hills, cliffsides, or tree tops. They may also find it in Cities or during Warfare, representing Towers, Walls, or Rooftops.

These Tags raise any who occupy the Position, or claim the Tag, to either the Elevated or Overhead Elevations, without losing the ability to freely descend back to the ground. From the High Ground, those who attack at Range enjoy +10 to their Action Ratings, and those who like to use Verticality are eligible to benefit from the Elevated or Overhead Tags.

- **Trenched**

Similar to High Ground, this tag can either be an indicator or claimable Tag. This Tag is especially common in Warfare, where literal trenches are commonplace, but might also be found in the wilderness as natural formations.

Trenched will prevent all Ranged attacks but Lobbing Fire from being able to connect, but can be very dangerous if an AOE attack is launched into the Position, automatically doubling any damage taken from such attacks.

## Scenario Grids

While adventuring, Combat will be common out in the wilderness or deep in a dungeon, but these are not the only ways to end up in a fight, and the following discusses different ways to utilize the Combat Grid for different scenarios. While each option is named as a “separate” Grid, all scenarios utilize the same Combat Grid, but the rules for each will change significantly.

- **The Chase Grid**

There will come times when it is prudent to flee from a battle, or to chase down your opponents. The Chase Grid utilizes the normal Combat Grid to simply convey the chase, and give you, or your opponents, a goal to achieve whether you are chasing someone or being chased.

How it works is that the fleeing side will always move first beginning in the Rear Support Position (C2), but from there the Initiative passes as per normal Combat, and the goal is to simply reach the opposite side of the Grid, as a group, before your opponents can either take you down or meet you there. If they do, the Chase Grid and everyone's Positions will reset as the Chase continues.

The opposing team simply must do whatever it is they're setting out to do by chasing; whether that happens to be to kill or to capture. Optionally, either side can continue normal Combat at any time.

- **The Dueling Grid**

Occasionally, the party will face formidable enemies, such as powerful Dragons or enemy Commanders, who dominate the Grid. Also known as “Bosses”, they often fight by themselves, but can often have a host of allied enemies that you will have to contend with as well.

Bosses remain in the Churn, and as they "move," the surrounding Positions shift accordingly based on the direction they choose to move in. This will often force combatants into disadvantageous positions, and can even force them into the Churn with the Boss, which can be quite dangerous.

Flanking is restricted to attacking from the three Rear Flank Positions (A4-A6) when facing these Boss-type enemies. Despite the boss's influence on the Grid, regular flanking rules apply to their allies.

Some bosses may have abilities to drastically alter the Grid, potentially scrambling or eliminating Positions entirely, so tread carefully. All of these abilities will generally be unknown to you until you face these kinds of enemies; but remember, you can always **Discover** their weaknesses ahead of time, if you have the foresight to do so. (see the **Adventuring** chapter for more details on Researching your greater foes ahead of a fight)

- **The Siege Grid**

While the great battles between opposing armies occur on the normal Combat Grid, besieging the likes of Forts, Castles, or even Cities utilizes a similar take on the Grid to the Dueling Grid, in that the overall building or location being besieged takes up the Churn, but no combatants may pass into or out of it without either being allowed in by those already occupying it, or after the structure has been breached in some way.

There are many options to do this, and while hastily constructed fortifications can often be taken by conventional forces, to bring down the most fortified places, the besiegers will have to bring both might and magic to bear to win the day. Its easy to break down a simple wooden door; its another thing entirely to bring down a door of Adamant that's been enchanted...

See the chapter on **Warfare** for more details on Sieges and how to participate in them, and see **Settlements and Domains** for more details on how to construct your own Forts, Castles, or even Cities.

# Stealth

Stealth is not only the purview of the sneak thief or the scoundrel, but is a vital tool for Adventurers as they delve and ramble into the more dangerous places in the world. Indeed, even those who seek honor in battle would do well to appreciate the value of Stealth, for wars are not won on honor alone.

The following rules discuss Stealth and how to utilize it in and out of combat to your advantage.

## Establishing Stealth

When you are not already in combat, to become **Hidden** you will roll your Sneak Skill (1d20 + Agility). No matter what you roll, the total of it will be your **Stealth Rating**, and you should note this down.

You will not, however, know that you are truly Hidden, and as such must trust in your own Skill and careful planning. There are many factors that go into whether or not your attempt will succeed, and many are intuitive, such as creeping through the dark or behind Cover, but those that detect you will likely let you know, so be sure to *listen* as your Keeper describes the world around you.

## Group Stealth

If a group wishes to become Hidden under any circumstance, they will all roll their Sneak Skill (1d20+Agility), and again should note their resulting Stealth Ratings. Like when attempting this solo, the group will not know their actual status, and should trust in themselves and their capabilities.

## Being Detected

Most creatures and people, whether they are hostile or not, will always be alerted to the presence of any hidden creature or person that has a Stealth Rating lower than their Passive Reaction, but if the hidden creature or person is genuinely Hidden, then this will not result in immediate detection.

They will instead begin to inspect the area, making Perception Checks (1d20 + Intuition) to try and find who or what they were alerted to. When this occurs, it is wise to displace oneself from their current location, but this can result in you being detected anyway; any Movement made when someone is trying to find you will result in a -5 to your Stealth Rating, and a -10 if you attempt anything especially risky to try and avoid detection.

If detected, the person or creature who does will generally alert their allies to your presence. This can be devastating in combat, but is also not good outside of it if you are not somewhere you should be.

## Surprise

Out of Combat, Stealth is a potent force multiplier to utilize against your foes, as you may be able to initiate a **Surprise Round**, allowing you and any who attack with you to take a full round of Combat before anyone else. 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 established a Stealth Rating, and they must commit to attacking one or more targets, that have neither detected them nor been alerting to their presence, simultaneously.

If either condition is met, then the Surprise Round will initiate. Each Attacker should roll 1d20 for this, and it will act in the same way as the Combat Roll normally does, providing them a new Action to take of their choice. However, if any attacks are Reacted against by the target(s), then those targets will also be able to participate in the Surprise Round with one additional Action.

## **Stealth Attacks**

When you have a Stealth Rating and your target has not detected you, 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. Outside of Combat, roll 1d20, adding the appropriate Talent Modifier per the kind of attack you are making. In Combat, just make an attack as normal.

You will then also add your Stealth Rating to your Action Die, which will give a scaling bonus depending on how high it is. From a Stealth Rating of +1 to +10, you will add these values to your Action Die, increasing the likelihood that your target will not 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 Die, 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. However, if your target should still happen to React against your attack, even if their defense ends up being pitiful, they will negate all bonus damage for your Critical.

## **Dispatching Foes**

On occasion, you will find it necessary to eliminate certain enemies immediately, and quietly, without beginning any formal combat. 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 before any bonuses.

While this may not allow for the strongest of foes to be immediately dispatched, most will fall immediately. Even the most skilled should be wary, however, for eventually your foes will realize they are each being incapacitated, and will be alerted to your presence.



## Weapons and Armor

In your adventures, even the most peaceful characters need means to defend themselves. This section details how Weapons, Armor, and Mages' Rods and Garments function in combat.

Note: This section covers only the base mechanics for these items; crafting details are found in the **Crafting and Gathering** chapter.

### Durability

Nothing lasts forever, least of all the things see the kind of use a sword or a wand would take. Every item's endurance is quantified by a **Durability Bonus**, a flat number representing the item's longevity before it breaks. This number, determined during item creation, helps track how much use your equipment can withstand.

Instead of recalculating numbers, mark lost Durability on your Item Card or Character Sheet by simply making a "tick-mark". It's efficient to group these marks in sets of five for easy tracking (four vertical marks with a fifth crossing through).

### Losing Durability

All characters are assumed competent in their equipment use, you can expect relatively minimal Durability checks. Durability loss occurs primarily through the Usage Die mechanic, which only activates when employing Momentum for Extra Damage or Defense. Should a re-roll of your maximum die result in a 1, mark a loss of Durability. This applies to each max die re-rolled under these circumstances. Note that certain kinds of "Tools", like the Smith's Hammer, will also lose Durability when you use them to during their respective Skill Checks; if you made a Smithing Check, you would mark a loss if you rolled a 1.

Equipment breaks when accumulated losses match the Durability Bonus, rendering it unusable until reforged.

### Brutal Criticals

Upon any equipment breakage (Weapon, Rod, Armor, or Garment), take advantage of a Brutal Critical: double all of your damage or defense from the ongoing Clash. Reflect the dramatic breakage in your Clash narrative for enhanced impact.

May be, as your Wand exploded, a surge of magical energy was seen to course through it. Or, perhaps, when you deflected with your gauntlet, it shattered with a high pitched *ting!*, staggering your attacker as shards scattered in all directions.

### Durability as Ammunition

When utilizing Bows and Arrows, the Durability mechanic will work slightly differently, but has been designed to still be easy to watch for. Bows always use a die size larger than the best Arrows they can fire. Employing Extra Damage or Defense always utilizes the Arrow's die, simplifying which die to use and which to watch for any Durability losses.

You are assumed to recover an non-lost Arrows post-engagement. While similar, unlike Arrows, Materials used in Spellcasting are always consumed upon use.

### Repair and Reforging

When your Items degrade, or even eventually break, these are not reversable states. You can Repair them when they lose Durability, and if you let them break, you can Reforge them. These activities, however, are not just rote mindless busy work. Through repair and reforging, you gain the ability to customize your items further beyond their original creation, and the options you can open up are practically endless.

## Smithing and Sigilism

Both physical and magical items undergo Smithing or Sigilism respectively for creation, customization, repair, and reforging. Detailed processes for Creation and Customization are outlined in the **Crafting and Gathering** chapter, with the simplified procedures for repairs and reforging provided below.

### Repairing

To repair an item, roll 1d20 and add the Talent modifier appropriate for the skill you are using: Strength for Smithing, Intelligence for Sigilism. Your target number is the item's Durability Bonus. Before rolling, you may choose to add a Material to your item to gain its Repair Effect. The outcomes are as follows:

- **Successful Repair:** If your roll matches or exceeds the Durability Bonus, your item is fully restored. You can utilize the Repair Effect a number of times equal to the number rolled on the die.
- **Exceptional Repair:** If your roll exceeds the Durability Bonus by 10 or more, the item is fully restored, and you gain an additional 10 uses of the Repair Effect.
- **Partial Repair:** If your roll is within 5 of the Durability Bonus, the item is fully restored, and you can use the Repair Effect a number of times equal to the number rolled.
- **Minimal Repair:** If your roll is 6 or more below the Durability Bonus, the item is still fully restored, but you can only use your Repair Effect half as many times as the number you rolled on the die.

### Reforging

Reforging a broken item follows the same process as repairing, with the addition of potentially permanent enhancements. The key differences are:

- **Permanent Enhancement:** If your roll exceeds the Durability Bonus by 15 or more, or if you roll a natural 20, the Repair Effect becomes a permanent feature of the item.
- **Standard Reforging:** Follow the same outcomes as repairing for all other results.

### Time

Both Repairing and Reforging are not activities you can undertake in the heat of combat, as they both take considerable Time. Repairing typically takes 10 Minutes for any given item, while Reforging requires at least 2 Hours.

## Weapons in Detail

While magical implements like Wands or Staves are typically uniform in their function, physical weaponry comes in many diverse forms that all serve different purposes in a fight. Although it is not necessary to have every type of weapon available, it is wise to consider keeping more than just one on hand.

### Categorizing Weapons

In both the real and the fictional world of Labyrinthian, there are countless unique weapons. Rather than prescribe a smaller set or list them all, weapons are categorized into broad groups like "Swords" or "Axes," which align with either the three Physical Damage Types in the game or their various combinations. Each category includes three mechanical variants, providing different tactical uses. Each category also comes with a specific Property that is universal to all weapons within that type.

#### Swords (Blunt/Slashing/Piercing)

Swords feature the **Versatility** property, allowing them to utilize all three basic Physical Damage types at the user's discretion; you may split the damage you roll among the three types or focus on one or any mix in between. Additionally, you may also deal any of the three type's Wounds with your sword but may not deal any of the combination damage Wounds.

- **2-Handed** (e.g., *Great Swords, Claymores*): This variant grants an Area of Effect (AOE) Bonus of 3, allowing you to engage and attack up to 3 targets simultaneously, splitting the damage you deal between them.
- **1-Handed** (e.g., *Arming Swords, Back Swords, Machetes*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Hand and Half** (e.g., *Long Swords, Katana, Bastard Swords*): This variant grants the **Greater Versatility** property; you can use your sword as either a 1-handed or 2-handed weapon at will.

#### Axes (Blunt/Slashing)

Axes carry the **Cleave** property, allowing them to automatically Crit when attacking any unenchanted Structures.

- **2-Handed** (e.g., *Great Axe, Battle Axe, Dagger Axe*): This variant grants an AOE Bonus of 2, allowing you to engage and attack up to 2 targets simultaneously, splitting the damage you deal between them.
- **1-Handed** (e.g., *War Axe, Head Axe, Parashu Axe*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Adze Axe** (e.g., *Toki, Reaver, Djed*): This one-handed axe variant is useful both on and off the battlefield. In combat, your weapon may use the Critical Precision property; at will, you can skip the doubled damage of a Critical Hit to instead disable a piece of your target's armor or their shield for 1 Round.

Outside of combat, you gain a small bonus to your Repair roll; divide the weapon's Durability Bonus by 10, and add that to your roll. If the result is less than one, you gain no bonus. If you roll a 1, you lose Durability on the Adze.

## Picks (Piercing/Blunt)

Crude but brutal, Picks possess the **Stagger** property, which allows them to disrupt the Stances of enemies. If a target has just established their Stance within the same round, attacks with this weapon will require them to roll one of their Stance dice; if it's lower than any of the Pick's damage dice, that Stance die is lost to its user.

- **2-Handed** (e.g., *War Pick*, *Battle Pick*, *Siege Pick*): This variant grants the Concussive property; whenever you Crit, you may increase your Wound Size by 1 when using Inflict Wound, or eliminate 1 Stance Die immediately, without having to roll, when using Break Stance, both via Momentum.
- **1-Handed** (e.g., *Tactical Pick*, *Horseman's Pick*, *Combat Pick*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Miner's Pickaxe**: While useful in a pinch in combat, the Pickaxe is at its best as a vital tool for those who go spelunking for Ores, and those who seek to breach the walls of their enemies or the secret places locked away in the deep places of the world. Required to make use of the Mining Skill in any capacity, if your Pickaxe's Durability Bonus has not dropped below 10, you may divide that bonus by 10 and add it to any Mining Check you make. If you should happen to roll a 1 on that check, however, you will take a loss of Durability.

## Polearms (Slashing/Piercing)

While Spears are ubiquitous as the classic weapon of war, other Polearms have their uses and sport the **Adaptive** property, giving them an edge in defense. When using a Polearm to *Parry*, you automatically gain a use of Momentum.

- **2-Handed** (e.g., *Halberd*, *Bardiche*, *Glaive*): This variant grants an AOE Bonus of 4, which allows you to engage and attack up to 4 targets simultaneously, splitting the damage you deal between them.
- **1-Handed** (e.g., *Fauchard*, *Billhook*, *Short Glaive*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Scythe**: Traditionally used by farmers, the Scythe is a simple and brutal weapon in battle and can come in either a 1-handed or 2-handed form. For adventurers, however, it proves to be at its best as a tool for Foraging, whether it's for simple herbs and ingredients or for rare lichens and mushrooms that you would turn into Potions.

Required to make use of the Foraging Skill in any capacity, if your Scythe's Durability Bonus has not dropped below 10, you may divide that bonus by 10 and add it to any Foraging Check you make. Note that your Scythe will take a Durability loss if you happen to roll a 1 on this check. Some enterprising mages have even customized their Wands and Staves into Scythes.

## Spears (Piercing)

While Swords are favored for their versatility, the Spear is ubiquitous as the weapon of choice for any budding soldier or monster slayer. Sporting the **Precision** property, Spears automatically inflict the Stuck Wound whenever the target is unable to React to the attack; if they are already Wounded, all Wounds go up by 1 size.

- **2-Handed** (e.g., *Longspear, Pike, Yari*): This variant grants the **Brace** property; when you React against an enemy Charge, you automatically Crit against them.
- **1-Handed** (e.g., *Short Spear, Hunting Spear, Tridents*): This variant grants you the ability to utilize a Shield. When doing so, you automatically begin each Combat in a **Phalanx Stance**, allowing you to combine your weapon and shield's dice as your initial Stance dice.
- **Lance**: The Lance is the ubiquitous weapon of the Knight and other mounted warriors. Lances sport the **Devastate** property, which reduces the user's Critical range to 15 when Charging, and quadruples the Critical Hit Damage if you are Charging while Mounted.

## Daggers (Slashing)

Daggers are the weapon of choice for those who value stealth and precision. Equipped with the **Swift Strike** property, which automatically doubles any damage dealt during a Flanking maneuver or when Defending. Daggers, however, are limited to only d8's, and no matter the Material cannot utilize any higher dice, and are only ever 1h Weapons, and as such can be Dual Wielded or utilized alongside a Shield.

- **Standard Dagger** (e.g., *Seax, Tanto, Chef's Knife*): Your basic dagger provides the **Serrated** property, letting you exploit your opponents' Wounds. Every unique Wound the enemy has taken adds +1 Damage to every attack. While not strictly necessary for Cooking, you can also treat your Dagger as a useful tool when doing so. If your Dagger's Durability Bonus has not dropped below 5, you may add this bonus to your Crafting Budget while Cooking.
- **Hook Dagger** (e.g., *Karambit, Iron Hook, Rondel*): While Hook Daggers come in many shapes, they all share the **Catch** property. When you defend against an attack, every max you roll will drain 5 Movement from your attacker's Movement.
- **Spring-Form Sword**: A peculiar Iron contraption, the Spring-Form Sword behaves as a normal sword, and as such can use up to d12 dice. However, on the wielder's command, the blade can be launched forth with a powerful spring, with a range of +3, and dealing the weapon's damage dice.

What remains is a Standard Dagger, revealed to have been embedded in the original blade, which will default back to 1d8. The longer blade can be returned to and reattached to the Sword by occupying the Position it was used to attack and utilizing one of your Actions, but out of combat can be reattached free of cost.

## Blunt Weapons (Blunt)

Simple, effective, terrifying, Blunt Weapons are the weapons of choice for those whose only thought is to destroy. The sheer mass of these weapons typically proves potent for those who strike from above; Blunt weapons sport the **Terminal** property, and may add up to 1/2 of their Durability Bonus to the Action Rating for any Vertical Assault attempted.

- **2-Handed** (e.g., *Maul*, *War Hammer*, *2-Hand Mace*): The 2-handed variant grants you the **Pulverise** property; if an enemy Reacts against one of your attacks on another target, they will be knocked back into that target; any further damage you deal via either Momentum, your Stance, or a second Action will be split between the two. The Reacting enemy may still defend against this, but your original target will be helpless to do so. This effect ends once your Attack ceases.
- **1-Handed** (e.g., *Mace*, *Flanged Mace*, *Club*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Smith's Hammer**: A Tool to Build, a Weapon to Destroy, a Brush to Create, the Smith's Hammer may be simple, and only marginally useful if needed in Combat as it has no specific benefit to that end, but it is potent for those who wish to shape some of the world into their vision. Required to make use of the Smithing Skill in any capacity, if your Hammer's Durability Bonus has not dropped below 10, you may divide that bonus by 10 and add it to any Smithing Check you make. Note that like all tools, the Smith's Hammer will take Durability losses if you happen to roll a 1 during any check you make with it.

## Other Weapons

### Bows and Arrows (any Damage type)

As noted earlier, Bows and Arrows work differently from conventional melee weapons, in that the damage dice you can roll will be split between the bow and the arrow, with the arrow dice always being at least one size smaller than that of the Bow's; Arrows with a bigger die size than your Bow cannot be fired by that Bow, but could be used as an independent weapon.

Note that, as part of your **Strength** Talent, you will eventually gain a third die that you can roll along side your Bow and Arrow; while you could make that die the same size as your Arrow, it is generally best not to do that. Alternatively, you can treat either of the dice as your Arrow dice, and if you happen to roll double 1s, just take one loss, not two.

### Throwing Weapons

There are no specific throwing weapon types; instead, you can just throw anything you have that counts as a weapon. Your Range will be equal to your **Strength** divided by 5, giving you a maximum of +6 Range with any given weapon at +30 Strength. When you do this, you will treat it as a normal attack, rolling your full damage dice. However, if your weapon has no means of returning to you, it will be stuck in the Position your target occupied when you attacked them; to pick it back up, you must move to that Position, and spend one of your Actions to recover it.

### Improvised Weapons

In a pinch, you are not limited to just conventional weapons. *Anything* you can pick up can act as an Improvised Weapon. Most Improvised Weapons will deal 1d6 Damage, with a type corresponding to what fits the object best (eg, a fork would be Piercing, a rock, Blunt), but you can benefit from your extra Damage Die from **Strength**.

All Improvised Weapons have a Durability Bonus of 1, and will break immediately if any Damage Dice roll a 1, including those for your initial attack. You may take advantage of the Brutal Critical any time this happens.

## Sigils: Magic Weaponry

It's a curious thing that the practice of Sigilism, which in ancient times might have referred to the esoteric scribbling of madmen, has, since the emergence of magic, come to give name to not just the whittling and carving of magical Rods like Wands or Staves, but also to a number of activities like book binding, tailoring, and glassmaking; all, of course, for the purpose of giving the budding mage a means to empower themselves and their magic.

Unlike Physical Weaponry, there are only four Categories of Magic Weaponry, and no baseline variants; aside from the primary purpose of each magical weapon type, the different properties of your magic weaponry will come purely from the Materials you craft them out of. Each Category and its main property are discussed below; for more information on what else your weapons may be able to do, consult **Crafting and Gathering** chapter.

### Wands

Fast, swishy, and easily concealed, Wands are 1h magical weapons that excel at providing offensive pressure as they can be dual wielded with either another Wand or an Orb. (You could also wield a Shield, if you wish)

When dual wielding, you will be combining the Damage Dice from both as part of your Spell. It is best to treat any singular losses as occurring in your off-hand Wand, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.

### Staves

Robust, slow, but precise, Staves are 2h magical weapons that are favored for those who wish to maximize their raw power and defensive prowess.

All Staves begin with a Momentum Limit of 1, but can climb higher depending on the Materials used, and you gain the **Raw Power** property; you will always begin combat with your Stave's Damage Dice acting as Stance Dice, which you may use at any time.

As 2h weapons, Staves provide you an AOE Bonus of 3, which can also be increased depending on the Materials.

### Orbs

An oddity to be sure, to think of a glass ball as a weapon, but Orbs are a potent off-hand option for Wand users, particularly if they favor the Elements. Whether you use it as an off-hand or main-hand weapon, or both, each Orb will be limited to 1 Damage Die regardless of what it is made out of.

In trade, you gain the **Elemental Font** property, which allows you double any non-damage effects of your Elemental Wolds. Additionally, you can use your Orb to pull the Elements out of your surrounding environment, allowing you to skip utilizing another Rune to introduce a second Element to your spellcasting.

### Tomes

Early in magical history, all mages worked out of Tomes, Grimoires, and other similar bookish objects to do their spellwork. While it has fallen out of fashion, for those who dedicate themselves to a Tome they will find it is still potent.

All Tome's carry the **Arcane Ritual** property, which will grant you a Stance Die with every individual Rune or Ward you cast; however, you must remain stationary in order to retain them. If you move, or are forced to Move (Including being Knocked Prone, carried into the air, or any sort of thing that shifts your body in anyway), you will lose all of them immediately. Like Orbs, the **Arcane Ritual** also allows you to pull Elements out of your surroundings.

## Armor in Detail

While those who are skilled with sword or magic may not need anything to adequately protect themselves than their blade or spell, it is still wiser to not to go without Armor or Garment to help you defend yourself.

The following section discusses the basic rules for Armor and Garments; note that in order to craft these items you will have to refer to the **Crafting and Gathering** chapter.

### Equipment Slots

Each character sheet will have a set of 7 Equipment Slots, which correspond to the things you can directly wear or hold. These include your **Head, Body, Gloves, Legs, Boots**, and your two **Hand** Slots.

Each slot corresponds to the kind of item you can slot there. EG, Helmets and hats for your Head, Shirts or Armor for your Body, and so on. Your two **Hand** slots are where you would place your weapons or a shield.

In addition to these 7, you also have 7 additional **Storage** slots, which you can use to place things like Pouches, Bags, or additional weapons, though these will not be specifically listed on your sheet. Instead, you would either note them in the Notes section of your sheet, or keep a separate item card that details what you are carrying there.

### Using Armor

Armor in general is your primary source of **Defense Dice**, which you may roll when you React against someone who attacks you. However, you are not able to utilize all of them at once; you must select which set you will use, and this in turn will help you define how you defend yourself when you interpret the **Clash**.

For example, if you use your Gauntlets, you could easily describe this as you deflecting a blow with your arm. If you use your Body Armor, you might even just describe yourself as not even being phased, particularly if you negated the attack; as though your attackers arrow just bounced off.

As a result, when you are tracking your items' Durability, it will be per item. Space has been afforded to you on your character sheet to do this, and its generally wise to change up how you Defend yourself, especially if you are making use of a variety of Armors rather than a uniform set. Like your weapon's, while versatility isn't required, you may find it very valuable, especially as your adventures come to be more and more dangerous.

### Types of Armor

Unlike Weapons, which correspond to specific damage types and Wounds, there are no specific Categories of Armor. Instead, everything to do with your Armor will be determined purely by the materials you use to create them.

From metal plate to rudimentary chainmail, and tough scale or bone to the venerable dragonhide, there are ultimately no wrong choices. Wield what you prefer, but keep an open mind to changing it up. It never hurts to take any advantage you can find.

### Sigils: Garments

While Sigilism is often practiced by tailors, who find the mildly magical nature of it useful for developing long lasting clothing, for the budding mage Sigilism is vastly more important, for the Garments a mage wears empowers them just as much as any Rod, Tome, or Orb.

Garments are important for not just granting you Defense Dice that you can utilize during your spellcasting, but also for empowering your other Wards; the shape and nature of your Garments all have an effect on how your spells manifest, so like Armor, virtually all benefits you can receive from them will depend on what you utilize to make them, and like Armor you will be selecting between your various Garments when casting Wards.



## A Martial's Art

When you fight by strength of your arm and the courage in your heart, you're not expected to just sit there swinging a sword like a child at play; you have much more that you can do to defeat your enemies...unless you're weak.

But you're not weak...are you? This section will detail how those who fight with physical Weapons and Armor may fight with skill and cleverness.

### The Martial Deed

While there are many Classes that will be considered "Martials", each with very different playstyles going beyond Combat alone, what they all share is access to the **Martial Deed** mechanic, which will be named differently depending on the Class, such as the Barbarian's *Wrath* or the Paladin's *Conviction*.

The Martial Deed work's in the same way for all Classes with access to it. You will begin with 1d4, and as you advance your Skills, you will advance all the way up to 2d12. These are referred to as Deed Dice, and like the mechanic, are renamed per Class, such as the Warrior's *Technique* dice, or the Battlemage's *Sigil* dice.

With the Deed Dice, you may roll these alongside your Combat Roll; no matter the result on the Dice, you may add their total to your Movement.

### Using Deed Dice

There are three options available to make use of these Deed dice when rolled, all of which use up the die, so be sure of what you want to do. In order to make use of these options, however, your die must roll a 4 or better.

- **Bonus Action Dice:** Simply add the die result to either of your Actions.
- **Bonus Momentum:** Treat the die as a max, to be used however you wish.
- **Martial Deed:** Improvise an action of your choice that will ride alongside your Attack Action; note that no direct damage you deal with the Deed may exceed the total of either of your dice, even if it involves using your Weapons.

### Improvising Deeds

When you choose the **Martial Deed** option, you are aiming to pull off some kind of spectacular, or perhaps just very useful, stunt to gain an advantage in the battle. This might be as simple as simply kicking someone down a flight of stairs. But it could also be as wild as jumping onto a chandelier to get a powerful swing in on your enemy. The only rule is that no matter what you do with the Deed, it can never deal any direct damage greater than what

There's no practical limit to what you could do, but as this is another **Improv** mechanic, you are bound by the principle of Yes,And, and as such you should maintain the chosen tone of your group's game. Your Keeper will let you know if something has gone too far, but you too should be encouraged to spot check your friends. While the wacky and zany has its place, if your group had decided on a more grounded game, you should help to keep that the case.

As always, if you're uncertain if something will fly, remember the golden rule: ***Talk to your friends.***

### Martial Techniques and Battle Combos

While the Martial Deed will serve you well in your adventures, for the more practiced Martial, utilizing **Battle Combos** may be a more lucrative option to make use of your Deed Dice.

Utilizing a set of options named *Techniques*, the aim of the Battle Combo is to chain different Techniques together, so that you can escalate their effects, and, if you do it successfully, pull off powerful finishing effects. To do this, you simply treat Techniques as Riders to your Attacks and, when using Momentum, your uses of *Extra Damage*, applying the effects as you go. This system is discussed in further detail in the next section.

## Battle Combos

Combat in Labyrinthian was designed to be very punchy, and as such, the Battle Combo system leans into this, giving you a wide range of options to derive your personal fighting style from. There are no set combos; you should define these for yourself, and note your favorites on your Character Sheet.

## Techniques

Techniques can be thought of as similar to Maneuvers, as you might be familiar with from other games, and they behave very similarly to Spells within this system. One key difference, however, is that Techniques and Combos do not persist from Round to Round; you either pull off your Combo, or you use your progress.

- **To begin a Combo**, you will make either an Attack or use Momentum to deal Extra Damage, and in doing so you will declare aloud that you're using a Technique, and call out its effects to your Target. You will repeat this every time, whether you were only able to chain two Techniques together, or were able to do 8, pulling off two Combos at the same time. This is important not just to ensure that every effect is registered, but also so that everyone can visualize what you're doing as you attack your target.
- Note that if you opt to chain different Techniques together, you will be treating each new Technique as though it started fresh, and you will have to use the Technique again if you want to escalate its effect.

## Understanding Techniques

Techniques are structured very simply, organized into groups. Each individual Technique will first detail a small description of the Technique, and then will list a specific, escalating effect, which details what the Technique does in succession if you repeat it.

Each Technique will also include a special separate effect, named the **4x Effect**, which will trigger automatically, and at no cost, if you successfully complete a Combo. The 4x is always based on the last Technique you used. 4x Effects are very powerful, and will prove a potent force multiplier the more you can regularly pull them off.

Techniques are also split between Offensive and Defensive Techniques, which as their name implies, will denote how they can be used. Offensive Techniques ride your Attacks and Extra Damage, while Defensive Techniques ride your Reactions and Extra Defense.

## A Note on the Classes

As noted before, many Classes are considered to be Martials, but three in particular: the Warrior, the Battlemage, and the Paladin, are special in that they uniquely specialize in the Battle Combo system, using it in different ways, putting them a step above their peers, at least when it comes to pure Skill with Weapons and Armor.

Warriors, for example, will gain bonus Composure with every successful 4x effect, and will also be able to both utilize their *Technique* dice to give themselves an Action bonus, at no cost, as well as to perform a Deed or use Momentum.

Additionally, with sufficient **Striking** Skill, they will be able to treat any combination of Techniques without losing the escalating effect; they treat their second, third, or fourth Technique as though they had already used it once, twice, or three times already respectively.

Similarly, Battlemages will gain the ability to weave Spells and Techniques together, and will have powerful 4x effects that they can trigger in replacement of the usual ones. Likewise, Paladins will gain the ability to swap freely between offensive and defensive techniques, greatly diversifying their versatility, and will be able to generate powerful effects to heal and protect their allies.

## Offensive Techniques

### Weapon Mastery

Techniques that can be used with any weapon, enhancing versatility and effectiveness in combat.

- **Leg Strike:** A powerful kick or strike aimed at the opponent's legs. Reduce the target's Movement by 5 per use; Knocks the Target Prone on a 4x.
- **Skull Strike:** A powerful strike to the head from any direction. Reduce the target's Action Dice by 1 per use; eliminate 1 Action from use on a 4x; if they have no other actions, deal the **Stunned** Wound.
- **Sweeping Strike:** A wide, horizontal attack engaging many foes. Add +1 to your AOE Bonus per use; on a 4x, reduce all targets' Action Dice by the number of targets hit.
- **Lunge:** A rapid, forceful thrust. Gain 1 use of Momentum per every Position changed to attack the target; on a 4x, you can move to any adjacent Position immediately, at no cost, and any target you subsequently attack cannot React if in the same Round.
- **Focused Strike:** A precise attack aimed at delivering maximum impact. Add +1 Damage per use; on a 4x, treat the attack as though it was a Critical.

### Ranged

Techniques focused on ranged combat, enhancing accuracy, strategic positioning, and utilizing special shots.

- **Rapid Fire:** Fire your arrow with great speed. Grants an extra use of Momentum every second use; on a 4x, fire an additional lightning fast shot that your target will be incapable of Reacting against.
- **Power Shot:** Increases the force behind the shot, ignoring 1 point of target's armor per successive use; on a 4x, the shot will pass through its target, and can hit one additional enemy. This counts against enemies that react to defend their allies, even if they manage to negate your attack against themselves.
- **Sniper Shot:** Enhances your aim, adding +1 to your Range per successive use; on a 4x, your attack ignores Cover, and deals 4x Damage if your attack was a Critical.
- **Volley:** Let loose a volley on your enemies. Add +1 AOE per use; on a 4x, you can hit all enemies in a Position simultaneously with the same attack.
- **Disabling Shot:** Aim for the ankles and knees. The Target's movement is reduced by 5 feet per successive use; on a 4x, the target will be immobilized for one Round.

### Dual Wielding

Techniques for fighting with two weapons, emphasizing speed, coordination, and overwhelming offense.

- **Twin Slash:** Lash out with both of your weapons. Add +1 to damage per successive use; on a 4x, add +1 to any Wounds you caused in the attack.
- **Cross Cut:** Strike at your opponents defenses and undermine them. Reduce the target's defense by 1 per successive use; on a 4x, halve your opponents defense if they Reacted, or gain 1 use of Momentum immediately.
- **Whirling Blades:** Use your weapons with a graceful speed. Gain an extra use of Momentum every second use; on a 4x, treat your Attack as though it had an AOE of 3, and choose two more targets to take the damage.
- **Precision Strike:** Make a careful strike with your weapons, increasing your accuracy. Add +1 to your Action per successive use, which can negate someone's Reaction if it makes up the difference; on a 4x, treat your Action as though it were a Critical.
- **Flurry:** A series of rapid, interconnected strikes. Reroll any damage dice that rolled less than or equal to the number of times Flurry was used (max of 4); on a 4x, they may not React for the remainder of the Round.

## Brutality

Techniques that emphasize raw power and overwhelming force to break the opponent's spirit and body

- **Savage Strike:** Rattle your target; any Wounds dealt increase by 1 with each use, and reapply any damage; on a 4x, prevent your target using any Abilities for the remainder of the Round.
- **Crushing Blow:** Savagely beat on your target. Reduce the target's defense by 1 per successive use; on a 4x, prevent your Target using any Skill Actions for the remainder of the Round.
- **Relentless Assault:** Rapidly assault your target, not giving them a second to breath. Reduce your target's actions by 1 with each use; on a 4x, cancel any ongoing Abilities they are benefiting from. (other targets are unaffected by this)
- **Thunder Strike:** A powerful strike that impacts the target's stance. Force the target to roll their Stance Dice against your Damage dice with each use; on a 4x, you strike the ground with an impressive shockwave, and the target is knocked Prone.
- **Iron Strike:** A brutal strike focused on overwhelming the opponent with sheer force. Add +2 Damage per use; on a 4x, knock the target unconscious until the next Round.

## Hand To Hand

Techniques focused on close-quarters combat, enhancing physical strikes and maneuvers.

- **Uppercut:** Strike upwards from below; increase damage by +2 per successive use; on a 4x, deal the **Stunned** Wound.
- **Hook Punch:** Strike from the left or right; reduce target's defense by 1 per successive use; on a 4x, deal the **Fracture** Wound.
- **Elbow Strike:** Smack your Elbow into the target's face or stomach; reduce the target's Action dice by 1 per successive use; on a 4x, deal your damage die as an additional penalty to their Action dice.
- **Knee Strike:** Whether you pull them over to knee their face, or leap to attack them with your leg, increase movement speed by 5 feet per successive use; on a 4x, halve your target's remaining Movement.
- **Palm Strike:** A fast, decisive, and defensive strike with the palm; add +1 to your defense per successive use; on a 4x, knock your target's breath out of them; they lose their remaining Action, or are knocked Prone if they have already used both.

## Defensive Techniques – Go through and revise names and stuff, copy formatting from above.

### Shield Techniques

Techniques focused on using a Shield to block and redirect attacks.

- **Shield Bash:** Use your shield to strike back against your opponent's weapon. Reduce the target's Damage by 1 per use; on a 4x, disarm your attacker.
- **Deflecting Block:** Skillfully deflect incoming attacks with your shield. Reduce the attacker's damage by 1 per use; on a 4x, stagger the attacker, reducing their Movement by 10 feet.
- **Bulwark Charge:** Rush forward with your shield, knocking into your opponent. Reduce their Movement by 5 feet per use; on a 4x, knock them Prone.
- **Shield Crush:** Slam your shield down on the opponent. Increase your Defense by +1 per use; on a 4x, halve their next Action, or induce the Stunned Wound if they don't have another.
- **Hook and Bash:** Hook the opponent's weapon with your shield to redirect it. Reduce their Damage by 2 per use; on a 4x, smash them with your shield, dealing your Shield's Defense dice as Blunt Damage.

### Armor Techniques

Techniques for using your Armor to absorb and deflect incoming strikes.

- **Symmetric Defense:** Move with the force of an incoming attack to reduce its impact. Reduce incoming damage by 1 per use; on a 4x, negate any further damage from this Attacker.
  - **Blade Catch:** Use your gauntlets to catch your opponent's weapon and lock them down. Reduce the attacker's Movement by 10 feet per use; on a 4x, disarm the attacker.
  - **Body Check:** Use your weight to slam into an opponent. Stagger the target, reducing their Movement by 5 feet per use; on a 4x, knock them Prone and, if they are knocked into an Object, Building, or larger Creature, deal your Armor's Defense Dice as Blunt Damage.
- Hip Thrust:** Use your legs and hips to direct your armor into your opponent's attack, priming you to follow up with further Techniques. Double the effect of the next Technique used; on a 4x, treat your Reaction as a Critical.
- **Heavy Step:** Forcefully step into your opponents attack, disrupting their form. Force a Stance roll with every use, comparing to the damage die you rolled; on a 4x, smash your attackers foot with your own, and immobilize them for the rest of the Round.

### Weapon Techniques

Techniques that focus on using your weapon to defend yourself.

- **Parry:** Use your weapon to deflect incoming attacks. Reduce the attacker's damage by 1 per use; on a 4x, disarm the attacker.
- **Riposte:** Immediately strike back after a successful parry. Deal half your defense die as damage per use; on a 4x, deal a critical hit.
- **Bind:** Engage the opponent's weapon with yours to prevent attacks. Reduce the target's remaining Action Dice by 1 per use; or drain 10 Movement per use if they have no other Action; on a 4x, you and your opponent will be immobilized and unable to attack until you choose to break off, or the Round ends.
- **Rebound:** Deflect an attack and use the momentum to enhance your Techniques; Drain 5 Movement from your attacker, and add the value to your next Technique per use; on a 4x, gain a burst of 20 Movement.
- **Forceful Push:** Use your weapon to push the opponent away. Reduce the target's Movement by 5 feet per use; on a 4x, push the target to an adjacent Position, and knock them Prone.

## Agility Techniques

Techniques that rely on your reflexes and athletic prowess.

- **Dodge:** Perform a swift dodge to avoid an attack. Increase your Defense by +1 per use; on a 4x, avoid any further damage from the same attacker for the remainder of the round.
- **Roll:** Roll away from danger. Reduce any incoming AOE damage by 5 per use; on a 4x, avoid all AOE damage for the remainder of the round.
- **Counter Pivot:** Pivot around an incoming attack to set up a counterattack. Reduce the target's Movement by 5 feet per use; on a 4x, deal half your Defense as damage to the attacker.
- **Feint:** Pretend to move one way, then quickly move another to confuse the attacker. Reduce the target's Damage by 2 per use; on a 4x, cause the attacker to waste their Critical; if they didn't have a Critical, they lose the entire Action.
- **Evasive Shift:** Use a sudden shift in movement to avoid an attack. Spend 1 Movement to reduce Damage by 3 per use; on a 4x, move to an adjacent Position at no cost.

## Hand to Hand Techniques

Techniques that involve using your bare hands to defend yourself.

- **Arm Block:** Use your forearms to block incoming attacks. Increase your Defense by +1 per use; on a 4x, immediately follow up with a push, reducing the attacker's Movement by 10 feet.
- **Overhead Throw:** Engage the attacker to lock them up, then use your legs to throw the opponent backwards. Drain 5 Movement from your attacker per use; on a 4x, immediately grapple, drop down, and throw the opponent over you, repositioning them into an adjacent Position; if they collide with an object, building, or creature, deal your Defense total as damage.
- **Counter Throw:** Use the attacker's force against them, throwing them off balance. Increase your defense by +2 per use; on a 4x, halve their next Action, or knock them Prone if they don't have one left.
- **Counter Punch:** Immediately strike back after a successful block. Deal half your Defense as damage per use; on a 4x, deal double your Defense as damage.
- **Weapon Strip:** Catch and deflect your attacker's weapon. Reduce your Target's Damage by 1 and increase your Defense by 1 with each use; on a 4x, hit them with their own weapon's damage, and they must spend an Action to recover it.

## **Magic:**

Of all the wondrous things in the universe, magic is the most deviously curious and fickle. Its mysteries are deep and its origins unknown, but what can be said is that none should cross into the path of magic, who are not prepared to lose something along the way.

### **The Nature of Magic:**

Fundamentally, all magic is destructive. Even the most skilled mages are still, ultimately, destroying something in reality whenever they use it. This leads some to see magic as something mortals should never dare to use, but for others, this just makes magic all the more potent, even when the magic turns on them, and turns their bodies to **Corruption**.

### **Corruption:**

In general, there are no limits to how much magic can be used. You could cast a million spells in a day, if you so chose. However, the destructive nature of magic is voracious, and even if you are using all your magic purely to destroy the world around you, it may still turn on you.

Whenever you use magic of any kind, there is a chance that you will receive what is called a Corruption. Your magic will begin to eat away at you, and this results not just in debilitating physical and mental detriments, but even the destruction of your own body, as the magic manifests some wicked part of your soul to break you.

### **Manifesting a Corruption:**

Upon experiencing a Corruption, a mage must determine whether it is a Lesser or Greater Corruption. This is done by rolling dice to impose penalties on the practitioner's Talents. Specifically, the affected Talent (excluding Luck) is determined by rolling a 1d8, and the penalty is calculated by rolling either 1d4 or 2d4, depending on if its lesser or greater, respectively.

The result is subtracted from the respective Talent for as long as the Corruption remains. If the same Talent is affected by subsequent Corruptions, the penalty die size increases by 1 step before its penalties are rolled, leading to potentially greater reductions in the Talent's score.

As a result of your Corruptions, your Talents may run into the negative. What occurs when this happens will vary by the Talent in question; the **Talents** section in the **Creating a Character** chapter will cover these in detail.

### **Defining your Corruptions:**

What specifically happens to you as part of your Corruption is entirely up to you. Sometimes your eyes might fall out of your head; sometimes, your arm is deformed into a grotesque otherworldly appendage. Other times, your eyes might simply change to some unnatural color. A good rule of thumb is to think of the severity of the Corruption, and the Talent that it affected; how does one's Intuition becoming greatly corrupted manifest physically?

Whatever the answer, keep this in mind: everyone will be able to recognize your Corruptions for what they are, and not everyone is going to abide a monster, no matter what it looks like.

### **Healing from Corruption:**

In general, Corruptions never heal naturally. You will effectively have them forever, if you are unable to intervene through means like special Salves or Elixirs, or through the adoption of the Magical Arts themselves, so that you might make use of them...

Each Class of the Mage Archtype will have their own, unique way of dealing with Corruptions, many of which revolve around embracing them, rather than lamenting the myriad ways your body is being destroyed.

## Types of Magic:

Sometimes called “Schools”, there are four principle types of Magic: **Arcana**, **Runeweaving**, **Warding**, and **Enchantment**.

### Arcana:

The purest form of Magic, Arcana is the study of spellcrafting, and as a Skill is how adventuring mages will often contribute to their Party when all other Skills fail, improvising a spell to solve some issue or another. Arcana, unintuitively, is often the most dangerous kind of magic, particularly for the mere dabblers or hobbyists, as it has the highest chance of inducing a Corruption.

Whenever you attempt to cast an **improvised spell** (see Casting Spells), you will receive a Lesser Corruption if you come within 10 or less of the target number you need to reach. If you roll a 5 or less, regardless of your total, you will take a Greater Corruption.

### Runeweaving:

While magic is fickle and dangerous, it is curiously at its safest when you use it for the one thing it can do. Runeweaving is the practice of magical combat, and involves the manipulation of specific kinds of spells, called **Runes**, allow the mage to wield devastating power. No one can quite say where the Runes come from or what they even mean when they manifest as strange symbols, but their potency is not tempered by a lack of understanding.

Be wary, however, for even those who weave the Runes are not immune to Corruptions. Magic may turn on you for daring to use it at all.

In Combat, you will receive a Lesser Corruption if you roll a 1 when utilizing Momentum for any reason while casting a Rune spell. If you, in the same Action or Reaction, roll 3 1s in a row, you will receive a Greater Corruption.

### Warding:

Wards are truly a paradox in magic; as seeming variants of the Runes they too seem much less likely to induce Corruptions, but at the same time, they are defensive or even utilitarian in nature. While a boon for would be War Wizards and other such adventurers, it is a perplexing conundrum for those scholarly sorts that seek to understand what Magic even actually is.

In Combat, you will receive a Lesser Corruption if you roll a 1 when utilizing Momentum for any reason while casting a Ward spell. If you, in the same Action or Reaction, roll 3 1s in a row, you will receive a Greater Corruption.

### Enchantment and Curses:

Arguably the most useful kind of Magic, Enchantment allows the embedding of certain magical effects and, occasionally, spells into objects. While an enchanted sword or ring are common enough, Enchantment has seen extensive use in Warfare, with magic forming the first line of defense for fortifications, ships, and even carriages on the rare occasion.

Curses however, are a particularly devious kind of Enchantment that sees the debilitating effects of Corruption embedded into the enchanted object, and while some of the mildest curses only inflict those effects on those who so much as touch the object, the worst Curses are much deadlier, and far more sinister. Both Enchantment and Curses are covered in further detail in the **Crafting and Gathering** Chapter.



### Improvising Magic:

Unlike many games with magic, outside of combat you will be completely **Improvising** a spell, utilizing an **Arcana** skill check, whenever you wish to cast one to solve some problem you might be facing. In general, you will not find there are any strict limits to what you can attempt to do with Magic in this way, but as you are Improvising, you are to adhere to the principle of Yes, And, and the agreed upon tone of your group's game, and naturally, you will be highly susceptible to the Corruption.

Once you have announced you are going to attempt a Spell, you should first clarify what it is you are going to do. Do not just say "I cast magic at it" to get out of a jam; be specific, and have logic to what you want to do. And most importantly, as you may already be familiar with from handling **Events** during your travels, do not expect to be able to just conjure fantastical riches out of thin air. You may well be skilled enough to make such things appear, but they will never quite be what you wanted. Remember, while magic will not always be able to solve *everything*, it can certainly *break* just about anything.

### Fighting with Magic:

In combat, magic is more specific and slightly limited, yet still allows the much of the same improvisational freedom in spell manifestation. You will be utilizing a number of specific Spells called **Runes** and **Wards** as though they are "prompts"; while each one has a specific effect, you can leverage the spells to do many kinds of things, limited almost only by your imagination. Combat Magic is covered in more detail in the **Spells** Section.

### Touch Magic:

For those who wish to go without either a Wand or a Stave, they will naturally be without a source of damage dice to utilize for their Spells. Such mages could, however, use their bare hands, and their damage dice will rely upon their **Hand-to-Hand** Damage dice, which is governed by the **Wrestling** Skill.

While such mages will never be without the ability to use their magic, they will be limited in terms of the ranges they can fight at to melee range, requiring physical touch to be able to release their spells. However, one should not fret. Mages who take to this style of magic are often not to be trifled with, and the terrifying Ursh, those bear pirates of the south, are especially dangerous when they've managed to take up magic.

### Using Runes to Ward:

When you are working to cast a spell, you are not limited in terms of defending yourself, and if you have nowhere else to place it, you might find Warding with it valuable. You may be in the process of conjuring a great Water Surge, but in a pinch, you could throw it into the air to absorb a Fire Ball.

If you have already begun to cast a Rune spell and you are Reacting, you may use the spell to defend yourself, treating the damage rolled as defense. You can also, optionally, use Runes when beginning with a Ward, if it fits how you want to defend yourself.

### Welding Spells:

As you weave together your spell, you are not limited to simply progressing through the same 3 spells each time; you can combine any Rune or Ward together; your only restriction is that you must follow the sequence Simple → Intermediate → Complex, and note that you can only begin an Attack Action with a Rune, and a Reaction with a Ward.

When you do this with up to 3 different spells, this is called a **Weld**, and when you are utilizing the Elements, you will find that that they can be combined in a myriad of ways to gain a deeper advantage, forming new Magical Terrains or powerful Welded Runes. Note that when utilizing a Rune as part of a Reaction, you are only contributing your damage dice in place of defense; but you may use the Rune's effects, improvised or otherwise, if they are useful to you.

## Spells:

It is said that every aspiring mage typically asks the same question, “How can there be so few Spells?” As their mentors would then demonstrate, the small amount of Spells that are known are no less potent than a thousand.

### Understanding and Using Each Spell:

While there are two different sets of Spells, conveniently split in half between the **Runes**, which are more offensive, and the **Wards**, which are more defensive or utilitarian in nature, they will each follow a similar structure.

Each Rune or Ward comes as a pair of three separate Spells that naturally build into each other, which are considered the **Simple**, **Intermediate**, and **Complex** Spell respectively. To actually use them, you will progress in the sequence when you are either attacking or defending.

You'll start with a Simple spell rolling your Damage or Defense dice, and then, utilizing either Momentum or a subsequent Action (even if on another Turn), progress to an Intermediate Spell, and then, in the same manner, to a Complex spell. At any time you can release the spell against your target(s). Once you have progressed to Complex, you can hold the Spell until your next Turn, upon which it must be released at the cost of one of your Action Dice.

### Improvising Magic in Combat:

As with magic outside of combat, you can improvise the effects of your Spells as you fight. However, as each Spell that would be useful to you in Combat already exists as a Rune or Ward, the process is a bit different.

Each Spell should be treated as though it was a prompt, similar to Events you might see during your Travels, and one that you must follow much more closely. While you can conjure some truly spectacular things, including those that will make a real difference as you fight, do not expect to try and cast one of the Detonation Spells and somehow heal yourself for all of your Composure and Wounds; that's a fast way to blow yourself up.

Instead, think about the spell and what it means, both individually and as part of its pairing, and let this guide what happens as you cast them. Keep in mind that no matter what the spell does, it can never deal any direct damage greater than what you rolled for Damage.

### Collaborating On Spellwork:

As with your magic outside of combat, you will be collaborating with your Keeper and your Group on what sorts of things will occur. Depending on your game's tone or theme, you may well be able to do wacky and zany things. In others, though, such things can very easily ruin it for your friends. If you are unsure if something will fit, remember the golden rule: ***talk to your friends***.

### Holding Complex Spells:

When you have fully cast a Complex Spell, you are eligible to hold onto it for some time for an additional effect. Inside of combat, this will only be for the duration of the Round, and upon your next Turn, you will have to release it at the cost of one of your Actions. Outside of combat, you can go for longer at the cost of -1 Composure for every 10 seconds. If you lose your Composure as a result of this, the spell will trigger on you. If this in turn deals damage to you in excess of half your maximum Composure, you will die, ***immediately***.

### Spell Materials

Throughout your travels, you will find various materials used to craft items like wands or robes. For spellcasters, these materials can replace a component in your spells. Each material offers a Simple, Intermediate, and Complex Effect. Using a material consumes it and grants its effects to you or your target. Reference the Crafting Sheets for the specific material effects, and list them on your Character Sheet if frequently used.

## The Elements:

As you fight, you will be conjuring many potential Elements as part of your Runes, but these are not only useful to deal damage. The Elements can be used outside of combat, and you will find that by combining certain ones, you can unleash powerful Magical Terrains and other effects on the battlefield.

However, do not feel obligated to make use of all of them. Pick your favorites, and work with your allies to have a good variety. Each option is discussed below, and all Elemental Welds will be discussed in the next section.

- **Fire:**  
The most primordial and straightforward of the Elements. When Held, Fire can ignite flammable objects, and can burn hot enough to act as a Forge, in addition to providing +25 Insulation within 10ft.
- **Lightning:**  
The booming discharge common to storms, Lightning is powerful against those who wield magic. When Held, Lightning can reveal the location of obscured metallic objects.
- **Water:**  
Often considered peaceful, Water is deceptively powerful against magic users; appropriate given how often it and Lightning appear together. When Held, it can fill containers or irrigate the ground; it should only be drunk in desperation, however, for it will deal Damage.
- **Earth:**  
Considered the "weakest" Element, Earth can be prove quite useful for those dedicated to it. When Held, Earth magic can be used to eliminate one's tracks; so long as its normal for dirt to be on their path.
- **Frost:**  
Frost is as dangerous as magic as it is to the unprepared traveller. When held, Frost can freeze food and drink, which will thaw within a few days after the spell ceases. It also provides an Insulation of -25 within 10ft.
- **Air:**  
While one might not think so, Air can be just as useful to those wishing to keep a low profile, or to those who seek a more bombastic approach. When Held, Air can send sounds, voices, or other such things across distances, but no more than 3 miles.
- **Light and Shadow:**  
Unique among the Elements, for one cannot exist without the other. When Held, Light provides a Chatoyant Light source with an Emanation of 15; likewise, Shadow provides a Shadowed Light Source with the same emanation.
- **Blood:**  
Typically the sole purview of Necromancers, Blood can be very useful for those who wish to be selfless in healing others. Blood, when Held, allows the transfer of Composure from the Caster to anyone they wish, at a rate of 1 Composure per Second Held.
- **Metal:**  
An unusual Element, for whatever it is doesn't match any conventional metal you might find in the world, but this does not hinder its potency, and is a great companion in war. When Held, Metal can be used as mirrors to check corners or send signals across distances, and can act as a conventional Mirror, if desired.

## A Note on Force Magic:

A final form of magic one can use is **Force** magic. This is considered the sole "pure" form of magic, and as such it has no effect if Held. This does not limit its potency however, particularly in combat.

## Elemental Welds:

While not all of the Elements will weld with each other, you will not find yourself wanting. The Elements can be Welded either as part of a Spell (just swap elements) or inadvertently through Warding. In this list, each Spell that may affect a number of Positions on the Combat Grid will be dependent on the spells that collided. Simple Spells are worth 1, Intermediate 2, and Complex 3.

- **Molten Terrain:**

Earth and Fire combine to warp the terrain into molten lava, adding +65 Difficult Terrain to some number of Positions, that deals 1d10 Fire damage to any who fail the save; if two Complex Spells resulted in this terrain, the difficulty increases to +85. This terrain can be destroyed with Water magic.

- **Steamburst:**

Fire and Water combine to burst into a cloud of fog or steam, adding the **Obscured** Tag to some number of Positions. This fog will last a number of Rounds equal to the Spell that created it. EG, a Complex spell would allow the fog to last 3 Rounds. This can be ended early if targeted with Air Magic.

- **Rust Wave:**

Water and Metal combine as a corrosive acid; when combined intentionally, the spell will deal double damage to Structures and Vehicles. When combined as part of a Ward, the spell will reduce the Defense of all combatants in the same position as the defending Mage; the amount will be equal to the damage that was not negated by that Mage.

- **Bloodmire:**

Blood and Earth combine to form a bloodmire – a sapping swamp of blood and muck; some number of Positions gain +65 Difficult Terrain, and failing the saving throw will reduce Composure by 1d10. This terrain can be destroyed with Frost Magic.

- **Stormcall:**

Air and Lightning combine to call forth a terrible storm. On the ground, Dwarves and any who attempt to cast Metal spells will have a 50% chance of being randomly struck by a 1d10 Lightning Bolt; in the air, some number of Positions will be affected by +65 Turbulence, in addition to the possibility of being struck by lightning each Round, regardless of whether they are a Dwarf or using Metal magic.

- **Night Wind:**

Shadow and Air combine as the Night Wind, a dark, light sapping cloud that will randomly shift Positions. Any who occupy the same position as the Night Wind will enjoy +15 to any attempt to Hide, but will also be considered *Blind*, and take -10 to all attempts to Attack or Defend. It will disappear after 1 Round.

- **Ice Forge:**

Frost and Metal combine to forge great barriers of ice. When used intentionally, a mage can select where they may add Cover within 1 Position of themselves in any direction; this Cover will have an SP total equal to the damage or defense of their Spell, and may Cover 1 Combatant. If this cover is attacked with Fire, it will take double damage.

- **Blood Lash:**

Blood and Lightning combine to form a blood lash; a terrifying display of magical might. When used intentionally, the attacking mage may double their damage against any who have received at least a d10 *Sapped* or *Paralyzed* Wound, and may double how many targets they can hit at once per their Spell.

- **Eclipse:**

Light and Shadow combine to warp the battlefield with a disorienting and stark black and white contrast; some number of Positions will be affected by +65 Difficult Terrain, and failing the saving throw will reduce any attempt to React that Round by -10.

- **Mirrorbeam:**

Light and Metal combine to form a Mirrorbeam, greatly empowering the Light. Any Wound caused or exacerbated by the spell will be bumped up one additional size.

## **Runes:**

The Runes are your offensive spells, and will be at their most potent when attacking. All Runes will allow you to immediately roll your Damage Dice. Each individual Rune will have a number associated with it; this is both its "sequence number", meaning which must go first, second, and third, and will, in some cases, tell you how its default effects work.

### **Conflagration:**

These Runes conjure an explosive force that is especially effective against large creatures. Take uses of Momentum equal to each level when used against creatures at least 2 sizes larger than yourself.

1. **Flicker**
2. **Flare**
3. **Flash**

### **Projectile:**

These Runes conjure a progressively powerful and precise projectile of magical force. Each level increases Wound Size by 1, and your Action by its number. Barrage never misses; it will always deal a minimum of one damage.

1. **Ball**
2. **Bolt**
3. **Barrage**

### **Resonance:**

These Runes conjure the devastating sounds of the Elements you channel through them. Reduce your opponents Action by 5 with each use, and cut any Sound Effects they are affected by in half. Howl deals double damage against magically created barriers or objects.

1. **Hiss**
2. **Hum**
3. **Howl**

### **Detonation:**

These Runes conjure a larger and larger font of magical energy that explodes on command, hitting many enemies at once. All Elemental Wolds double their effects, and add an additional target equal to the Spell's sequence number.

1. **Crickle**
2. **Crackle**
3. **Crash**

### **Deluge:**

These Runes manipulate your chosen Element into devastating, continuous flow of energy that can hit many enemies at once. Add an additional target equal to the Sequence Number, and drop all those who don't negate the Spell with -5 Movement per level used. Surge will hit all Targets in a single Position, and can double your Defense total if used to Ward.

1. **Splish**
2. **Splash**
3. **Smash**

## Wards:

The Wards are your Defensive and Utilitarian spells, and will be at their most potent when you either need to defend yourself, or when you need to gain an advantage in the fight. If you are Reacting, you can begin to roll your Defense dice.

## Mirth:

These Wards force your opponent to hear a progressively distracting and terrifying laugh, before they must laugh, too. Impose a limit on your Target's Momentum by the sequence number for the Round; Gag will inflict the **Stunned** Wound if they fail a +65 Composure save.

1. **Giggle**
2. **Guffaw**
3. **Gag**

## Glyph:

A most versatile set of Wards, they allow you spontaneously create magical objects, markings, barriers and shields as well as manipulate the shape of your spells. When using Scribble or Scrawl in a Rune, use your Defense dice to attack. Anything you create with Glyph uses the total rolled for the Spell as its SP, which doubles if you used the full sequence.

1. **Scratch**
2. **Scribble**
3. **Scrawl**

## Tempo:

These Wards give you a modicum of control over your target's perception of time. Your Spells are experienced in slow motion; reduce their Movement and add the sequence number as a cost to shift Positions. Twist allows you to divert your attacker's attack to another target, if the full sequence was used.

1. **Tick**
2. **Tock**
3. **Twist**

## Lurk:

These Wards can be used to enhance an ally's or your own stealth or disrupt your enemy's concentration. Add the sequence number as a bonus to your Stealth or force a target to roll their Stance dice against your damage die. Silence, if the full sequence is used, will let you eliminate all Sound effects in a Position, beneficial or otherwise.

1. **Sit**
2. **Still**
3. **Silence**

## Aviate:

These Wards together might grant you a small amount of Unnatural Flight, but can also be used to juggle... Begin Unnatural Flight with a movement speed equal to the sequence number multiplied by 10. Against targets, increase their Elevation by an amount equal to the sequence number, and reduce their Action die by that number. Drop them at any time, including mid-spell, to deal immediate fall damage.

1. **Flip**
2. **Flap**
3. **Fly**

## **Magic in Practice – Examples of Improvisation in Combat:**

Below you will find a series of examples of the kinds of wondrous and terrible things you could accomplish with your magic.

*As the battle rages, Elara extends her hands, as brilliant light and deep shadow emerge with a terrible din. Suddenly, the battlefield transforms—colors drain away, leaving only harsh whites and deep blacks. Confused, the Goblin raiders stumble and misfire, while Elara's allies, now almost invisible in the shifting lights and shadows, strike with deadly precision.*

*In the shadowy ruins, Thalen chants under his breath, tracing slow sigils in the air. The air thickens around the charging knight, who slows dramatically, his movements becoming sluggish as if underwater. Thalen steps aside easily, avoiding the slow-motion strike and counterattacking with a well-placed thrust to the knight's armor.*

*As the band of goblins charges through the narrow mountain pass, Maela begins her incantation. With a flick of her wrist, she releases the Pop—a small burst of fire at the goblins' feet, startling them and halting their charge. Sensing an opportunity as they regroup, she escalates to the Flood spell. The small flames sputter and hiss, giving way to a sudden rush of water cascading down the rocks, sweeping the confused goblins off their feet in a powerful, churning torrent.*

*In the dense forest, Ivar finds himself outnumbered by marauding elves. He strikes a nearby tree trunk with a Chime, sending a disorienting hum through the air that causes the elves to clutch their ears in pain. Capitalizing on their disorientation, Ivar redirects his magic; the ground beneath his feet barely touches as he lifts into the air, carried by a gust that whistles with the continuing eerie tone, allowing him to soar above his foes and escape their encirclement.*

*During the siege of the castle, Sorcha prepares her magic from atop the battlements. She conjures a series of small, crickling energies that dance around the assaulting soldiers, making them wary and distracted. As the energy grows in intensity, she lifts her Wand and shapes them into a sketch of arcane symbols that embed upon the gateway below; the door will not fall.*

*Far below the dragon as it prepares attack, Elowen acts quickly to protect their self and their companions. A cool shimmering light builds from their staff as they manipulate their magic with their off hand, circling back and forth as though stroking a cat. As the fire erupts from the dragon's maw, Elowen completes their Ward, enveloping the party in a cool bubble of shimmering light that falters against the dragonfire, but does not fail.*