

CRITICAL MISCAST

- 1-10:** Fizzle - Spell does not work.
11-15: Backfire - Caster takes the damage or effect.
16-19: Disaster - Caster loses a level, all armor in area disintegrates, enemy gains HP, etc.
20: Catastrophic - Caster explodes in a shower of gore.

WEAPONS

- D2:** Fist, kick, headbutt *0gp*
D4: Dagger, staff, bone, club, improvised weapon *1-5gp*
D6: Sword, battle axe, halberd, mace, halberd, spear, bow etc. *10gp*
D6+1: Two-handed sword, crossbow (2 rnds reload) *15gp*

ARMOR

- Ultra Light:** +1 DEF, shield, helm, leather jacket, doublet, fur, or hide garments *10-20gp*
Light: +2 DEF, Gambeson, leather, scale shirt, or chain mail shirt and tabard *50-100gp*
Medium: +3 DEF, Brigandine, scale mail, or full chain mail shirt with gloves *100-400gp*
Heavy: +4 DEF, Full field plate (1/2 move) *1000gp*

KILL SHOTS

- 1-5:** An agonizing death. Your attack inflicts grim wounds in vital organs. The victim will perish in d4 rounds
5-10: A clean kill. You inflict a decisive, devastating attack that drops the target with instant, quiet simplicity
11-15: A brutal doom. You overkill your target with force, crushing bones, spraying blood, a real mess
15-19: Splatter and gore. Your attack renders the victim unrecognizable, smashed to a pulp or hewn in two
20: Deathbringer. So powerful is your kill, a nearby enemy is also hit. Enemies who view such a kill are terrified and intimidated



COMBAT

Group Initiative every round: d6, highest roll wins.
 Ties = simultaneous attack.

Everyone must declare their actions, and Magic Users must declare their spells before initiative is rolled. If the Magic User loses initiative and is successfully attacked, the spell fails.

Rounds are 6 seconds.

PCs can move a few feet and attack in one round. No bonus actions, no attacks of opportunity. Any PC or NPC can choose to retreat, so long as they don't have anything in their way.

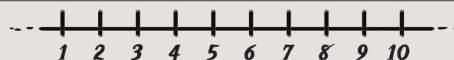
Everyone takes their turns clockwise from the GM.
 o HP= unconscious. Negative HP = DEAD.

SPELLS

Use any B/X or 5E spells you like—GM's discretion.

DC 10 to cast. All magic Saving Throws are 15.

CORRUPTION



Gain +1 when you commit an evil deed or roll a Nat 1 when spellcasting.

At 10 Corruption you have lost all humanity and become a monster controlled by the GM.

HEALING

1hp per 24 hours of complete bedrest
 or 2hp if under the care of a Plague Doctor.



BASICS & ABILITIES

Roll **3d6** six times and arrange as desired.
 13-15= +1, 16-17 = +2, 18= +3. No penalties.

Only record the BONUS, not the 3-18.
 Ex: STR +2, INT 0, WIS 0, DEX 0, CON +1, CHA 0

If your PC does not have at least one +1, they do not survive to adulthood. Roll again.

STrength: Add to melee weapon attacks AND damage.

INtelligence: Add to spellcasting rolls, history, knowledge, +1 indicates literacy

WISdom: Add to mind-based Saving Throws, searching, perception, & tracking

DEXterity: Add to DEF, missile attacks AND damage, stealth, climbing, lockpicking, acrobatics, etc.

CONstitution: Add to HP, Saves vs. poison

CHARisma: Add to all reaction checks, persuasion, charm, performance, intimidation.

Your Ability Score IS your proficiency bonus, skill level, and natural ability. A +1 STR indicates you are proficient with all melee weapons. A +1 DEX indicates you are proficient with all missile weapons.

HP = 10+ CON

Base **DEFense** = 10 + DEX + Armor. (DEF replaces AC).

All characters are human. No magic items exist, but potions do (albeit rarely).

Start with d6gp, a waterskin, and 1 days' rations.

CHARACTER CLASSES

FIGHTER

Use any armor or weapons. Cleave.
Spend Deathbringer Dice to make extra attacks.

To start: Doublet & shield, 2 weapons, whetstone.

MAGIC USER

No spell slots. Roll to cast, DC 10. On a roll of Natural 1 gain one Corruption & roll on the Miscast Table. Gain spells by finding scrolls, grimoires, or by having a friendly higher-level wizard teach them to you. You are a living grimoire & must tattoo all spells on your skin.

To start: Three 1st level spells, tattoo needles, ornately carved pipe or cigarette holder.

THIEF

Advantage when attempting stealth, climbing, lockpicking etc. +1 damage die when attacking from behind.

Start with: Leather jacket, club, dagger, thieves' tools, rope, stolen fruit.

WITCH HUNTER

Can cure d4 hp per person, cast protection from evil 1x per day, and turn the undead at will, but have no additional cleric spells.

To start: leather coat, club, crossbow, holy symbol, 6 torches.

PLAGUE DOCTOR

Cure d6 hp per person, cure poison & cure disease, and create d4 potions per day: (1)sleep, (2)acid [d6+1 dmg], (3) healing, (5) hallucination (6) bomb [d10 damage]

To start: Leather beak mask & coat, meat cleaver, medical kit, dubious diploma.

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THIS IS HOW WE ROLL

Advantage & disadvantage for cover, low visibility, having the proper tools, etc.

Natural 20 to hit means +d12 damage and you lower the opponent's DEF by 1.

Natural 1 is a critical failure. Quiver is empty, you are disarmed, or Critical Miscast.

DEATHBRINGER DICE

Skills, Feats, & Inspiration are replaced with Deathbringer Dice -
- a pool of 6-sided dice equal to your level.

You can "spend" these dice to

- (1) add d6 to any d20 roll
- (2) absorb d6 damage, or
- (3) inflict an additional d6 damage on a successful hit.

You may use multiple DD at the same time.

DD may be given away to other players at any time.

DD cannot be used to alter a Nat 1 or used for initiative rolls. They are not replenished with rest.

DD do not carry over to the next session—use them or lose them.

Only PCs have DD.
Monsters and NPCs do not.

Store up to 10 DD on your sheet in these slots:

IMPROVEMENT

1-4xp per session. Level up at 10xp.

When you level up, add +1 to any two Ability Scores, for a maximum of +6.

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