

Moldhammer

X in 6 Chance: Roll d6 equal to or under X. **Roll Under X:** Roll d20 equal to or under X.

Challenges

Divine fate for characters facing meaningful risks. Base 1 in 6 chance.

Talent +1: Helpful attribute. **Skill +1:** Relevant knowledge. **Favor +1:** GM feels generous.

Item +1: Using an appropriate tool. **Area +1:** Using the environment to your advantage.

Characters

Begin at level 0 with ♥ and 10 To-Hit. You may gain up to 4 levels in each and every class.

To gain a level, spend Treasures at the Guild Hall equal to your resulting level total.

Fighter

Gain 1 maximum ♥ and +2 To-Hit per level.

Thief

Learn 2 Skills per level. **Sneak, Steal, Parkour, Escape, Pick Lock, Disarm Trap, Connive, Discern.**

Critical Hit: When roll under your Thief level while attacking, deal +♥.

Wizard

Learn 2 Spells per level. **Spell Casting:** You may cast each known spell once between rests.

1 Food: Permanently conjure a small bread loaf or mug of beer.

2 Fly: Take flight, up to your Wizard level times 20 feet in the air.

3 Curse: Target rolls d20 under To-Hit each turn or defecates loudly.

4 Spectacle: Conjure a noisy, brightly-colored and distracting illusion.

5 Animal Friend: Neutral animals become friendly, aggressive animals neutral.

6 Befuddle: Target becomes totally confused. They roll d20 under To-Hit to resist.

7 Morph: Change something's shape. Living targets roll d20 under To-Hit to resist.

8 Portal: Conjure a pair of linked portals anywhere within sight or recent memory.

9 Unyielding Prism: Target gains a geometric aura granting a Magic Armor Save of 12.

10 Elemental Blast: Fire a projectile of any element, ignoring mundane armor to deal ♥.

11 Big Hand: Briefly conjure a giant floating hand with To-Hit = 12 + your Wizard level.

12 Raise Undead: Permanently raise one corpse with ♥♥ and 10 To-Hit.

Travel

Each full day is divided into 6 chunks of 4 hours: **Dawn, Day, Sunset, Twilight, Night, Midnight.**

Traveling 1 overworld hex takes 4 hours. Twilight, Night, and Midnight are spent camping.

Camping

Have your fill of food and drink to regain all ♥. Gain 1 Stress if you have neither at Twilight.

After food and drink, sleep for 8 hours to relieve 1 Stress. Gain 1 Stress if you wake up at Midnight.

With no campfire the Midnight encounter die becomes a d12, but no Stress is relieved in the cold.

Stress

Subtracted from your To-Hit score. If you reach zero To-Hit, perish from exhaustion.

Encounters

Each check is a 1 in 6 chance of an encounter. On a 2, evidence of a nearby encounter is noticed. On the overworld, check for encounters when traveling between hexes and once at Midnight. In dungeons, check for encounters whenever you dilly-dally or make loud noises.

Reaction Checks

Roll d6 for encounters with an unknown attitude. They may choose to stay hidden.

1: Helpful. **2/3:** Careful. **4/5:** Spiteful. **6:** Hateful. **+1 for:** Rudeness. **-1 for:** Politeness.

Morale Checks

Roll d6 for encounters who have suffered considerable losses or a great shock.

1: Surrender. **2/3:** Retreat. **4/5:** Endure. **6:** Escalate. **+1 for:** Bravery. **-1 for:** Cowardice.

Combat

Players go first unless ambushed, but the closest player may retake initiative with a Challenge. Players may attack once per turn. To land an attack, under To-Hit. Attacks deal ♥ damage. When taken to zero ♥, you are knocked out cold for d4 turns, then awoken with one ♥.

Harm

If you were knocked out with a weapon or equivalent, roll d6 to determine the consequence.

1: Wicked scar, gain 1 maximum ♥. **2/3:** You're okay. **4:** Eye jabbed out. **5:** Hand lopped off. **6:** Dead.

Weapons

Superb or magical weapons grant +1 To-Hit. Explosive or monstrous attacks deal ♥♥ damage.

Improvised weapons are destroyed on attack. Targets of unarmed attacks get an Evasion Save.

While dual-wielding, re-roll any failed attack if it was just 1 over your To-Hit score.

Armor & Saves

Roll under total Armor (up to 6 items) to nullify one ♥ per attack. **Light Item:** +1. **Heavy Item:** +2.

Saves are granted conditionally. Roll under a Save's value to nullify all damage from one attack.

Evasion: Your To-Hit. **Riding Steed:** Animal's To-Hit. **Distance / Cover:** Good 6 / Great 12.

Fighting Feats

To perform a creative combat move, roll under To-Hit. These may only deal damage indirectly.

If the Feat is overambitious or the target is a higher level Fighter, they get an Evasion Save.

If someone attacks in the same turn they were prone, their target gets an Evasion Save.