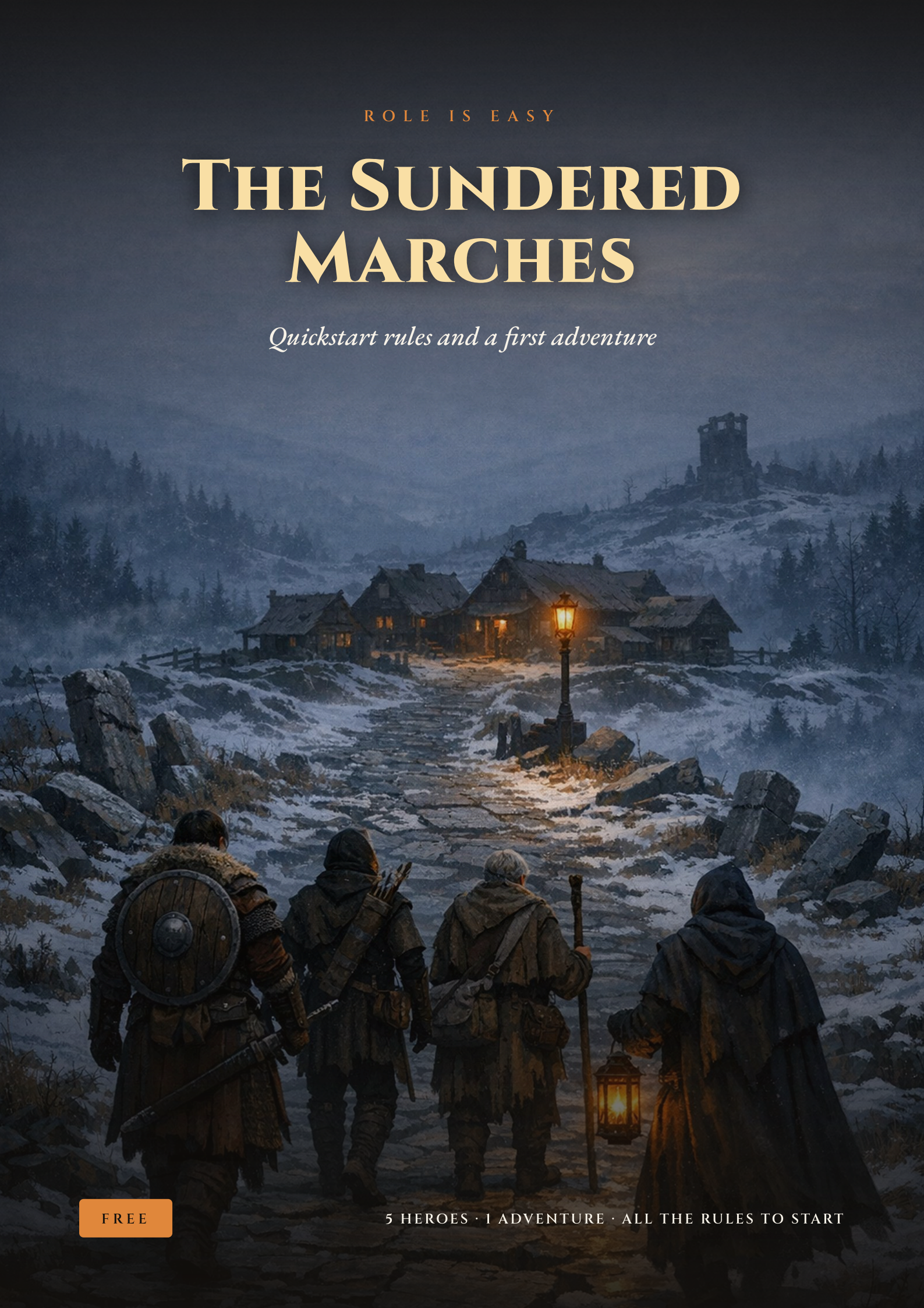
ROLE IS EASY

The Sundered Marches

Quickstart rules and a first adventure



FREE

5 HEROES · 1 ADVENTURE · ALL THE RULES TO START

THE SUNDERED MARCHES · QUICKSTART

Version 1.0.0, November 2026.

Rules: the Ember System. World: The Sundered Marches. Written and designed by the Role Is Easy team.

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CHAPTER 1

Welcome to the Table

A few friends, some dice, and a story you tell together. This is all you need to start.

This book lets you play a **tabletop roleplaying game** tonight. You and your friends sit around a table. Each player is one hero in a dark, broken land. One person is the **Game Master** (the GM): they describe the world, play everyone the heroes meet, and say what happens.

There is no board you must follow and no list of moves. You say what your hero does, in your own words. The GM tells you what happens next. When the result is not sure, you roll dice.

What is in this book

- **The rules** (chapters 2 to 4): how to roll, how to fight, how magic works.
- **Five ready heroes** (chapter 5): pick one and play in five minutes.
- **The world** (chapter 6): the Sundered Marches, a land of ash, fog and old roads.
- **For the GM** (chapter 7): how to run the game and keep it fun.
- **An adventure** (chapter 8): *The Stolen Flame*, for one evening of play.
- **A reference page and a blank hero sheet** (chapter 9) to copy.

What you need

- **2 to 5 players** and **1 GM**. Players read chapters 2 to 5. The GM reads the whole book.
- **One 20-sided die (d20)** for checks. One per player is better.
- **About ten 6-sided dice (d6)** for fights and magic. More is better: you will roll handfuls.
- **Two 10-sided dice (d10)** to roll a number from 1 to 100 (a **d100**). Pick one die for the tens and one for the units. 0 and 0 is 100.
- **Pencils, paper**, and a copy of your hero page.
- About **three or four hours**.

> **How to read the dice words**
>
> "d20" means one 20-sided die. "3d6" means three 6-sided dice. A "pool" is a handful of d6 that you roll together.

The conversation

A game is a conversation. It goes around and around like this:

1. **The GM describes** where you are and what you see.

2. **The players say** what their heroes do. Ask questions. Talk to each other.
3. **The GM says** what happens. If the result is not sure, the GM asks for a roll.
4. **Roll the dice**, and the GM tells you how the world changes.

Then it starts again. Most of the time, nobody rolls: you just talk and play. Dice come out when something is risky and both results would be interesting.

> **AT THE TABLE**
>
> You can always say "I want to do something else". The GM may suggest ideas, but you are never limited to them.

Talk in character

You can talk like your hero ("Put the knife down, friend") or about your hero ("Rook tells him to put the knife down"). Both are fine. Use whatever feels easy.

Play safe, play fair

Before you start, talk for five minutes about what you want in the game, and what you do not want. The GM chapter has a simple way to do this. Anyone can stop a scene at any time if they are not comfortable. Nobody needs to explain why.

The free online version

You can play this same adventure on **role-is-easy.com**. There, an AI Game Master tells the story and does all the counting for you. This book is for when you want to play at a real table, with your own GM.



CHAPTER 2

Playing your hero

Four attributes, sixteen skills, three tracks. That is a whole hero.

Attributes

Every hero has four **attributes**. Each one goes from 1 to 4 when you start. 2 is normal, 4 is the best in the land.

Attribute	Use it for
Might	Strength and toughness. Used to push, carry, climb with weight, or take damage. Also sets your maximum Health.
Finesse	Accuracy, balance and quick hands. Used to hide, aim, and do careful work with tools or locks.
Wits	Noticing and quick thinking. Used to see danger, remember knowledge, and find quick solutions.
Resolve	Courage and strong will. Used to lead, trade, and stay calm when afraid. Also sets your maximum Grit.

Skills

Skills are things you have learned. Each skill belongs to one attribute. A skill goes from 0 (never learned) to 3 at the start. You can still try a skill you have at 0: you just use the attribute alone.

SKILL	ATTRIBUTE	USE IT FOR
Endure	Might	Keep going through pain, cold and hard work, or carry a heavy load.
Strike	Might	Hit hard in close fighting, with fists, blades or anything you can swing.
Climb	Might	Climb walls, cliffs, ropes and rough ground.
Sneak	Finesse	Move without being seen or heard by guards, animals or anyone else.
Aim	Finesse	Shoot or throw accurately at far or small targets.
Tinker	Finesse	Open locks, repair equipment, or build quick tools.
Evade	Finesse	Avoid a blow, get away from a close enemy, or keep your balance on dangerous ground.
Scout	Wits	Read the land, follow tracks, and see danger before the group walks into it.
Lore	Wits	Remember history, customs, symbols and old knowledge.
Heal	Wits	Treat wounds and keep a hurt person alive a little longer.
Wayfind	Wits	Find your way in the wild, away from roads. Find food, hunt, and make a safe camp.
Command	Resolve	Lead allies, give orders, and keep a group together under pressure.
Endure Fear	Resolve	Stay calm against terror, threats and frightening things.
Barter	Resolve	Trade, get a better price, and make good deals.
Discern	Resolve	Understand what people want, notice lies, and see what they are hiding.
Channel	Resolve	Use the power of your will to cast spells. Your rank is the highest spell rank you can cast.

Health, Grit and Supply

Your hero has three **tracks**. Mark them with boxes on your sheet.

- **Armour** is not a track. It is how many extra dice protect you in a fight (see chapter 3).
- **Health** is your body. Hits and hard travel take it away. At 0 you fall and roll on the injury table.
- **Grit** is your courage. Fear, magic and pressure take it away. At 0 you are **Broken**: you can only move, defend or run away.
- **Supply** is food, torches and arrows. Each day of travel uses 1.

Checks: the d20 roll

When your hero tries something risky, the GM asks for a **check**. A check always works the same way:

> **THE CHECK**
>
> **Roll d20 + attribute + skill.** If the total is equal to or higher than the **target**, you succeed.

The GM says which skill fits and how hard it is. If two skills could fit, pick the one your hero is better at, and tell the GM why it makes sense.

DIFFICULTY	TARGET	EXAMPLE
Within reach	8	Climb a rough wall, calm a tired horse, find the road in daylight.
Demanding	12	Open a simple lock, follow tracks in the rain, lie to a guard.
Severe	16	Climb a wet cliff, read old writing, cross a fast river.
Dire	20	Jump a wide gap in the dark, talk a killer out of a killing.

How well did it go?

Not only "yes" or "no". The difference between your total and the target tells you how well it went.

Result	When	What happens
Critical success	The d20 shows 20.	You do it, and something extra good happens.
Strong success	Total is 5 or more above the target.	You do it well and fast, with no cost.
Success	Total equals or beats the target.	You do it.
Failure	Total is below the target.	You do not do it. The stake may happen.
Hard failure	Total is 5 or more below the target.	You do not do it, and the stake happens.
Mishap	The d20 shows 1.	It goes wrong in the worst way. The stake happens, and maybe more.

> **Example**
>
> Pip wants to open a locked door before the guard comes back. The GM says: "Tinker, tricky, target 12. If you fail, the guard sees you." Pip has Finesse 4 and Tinker 3. Pip rolls a 9 on the d20: 9 + 4 + 3 = 16. That is 4 above the target: a **success**. The door opens. With a 10 it would be 17, a **strong success**: Pip is through and the door is closed again.

Stakes: what you could lose

Before you roll, the GM says what is **at stake**: what happens if you fail. "If you fail, you fall and lose 2 Health." "If you fail, the merchant gets angry and the price goes up." You can still change your mind before you roll.

A stake is always a loss, never a gift. A small risk for an easy task, a big risk for a hard one.

Helping each other

If another hero helps, they say how. The GM can give **+2** to the roll. Only one person can help with each roll, and the helper shares the stake: if it goes wrong, it goes wrong for both.

Conditions

Some things leave a mark on your hero for a while. These are **conditions**. Write them on your sheet. Some heroes start with one because of their people or their past: a Deserter starts **Hunted**.

CONDITION	EFFECT	HOW IT ENDS
Wounded	Your body is hurt. −1 to all your rolls.	Rest is not enough. Someone must heal you (Heal), or you need time in a safe place.
Exhausted	You have no strength left. −1 to all your rolls. Wounded and Exhausted together is −2.	A night of sleep.
Shaken	Fear weighs on you. The GM can ask for rolls to Endure Fear more often, and what scares you hurts you more.	A night of sleep.
Bleeding	You are losing blood. While it lasts, the GM can use it in the stakes: a failure can cost you Health or make the wound worse.	Someone heals you (Heal), or a night of sleep.
Marked	Something marks you: a scar, a rumour or a mark from the ruins. People notice it, and the GM can use it against you.	Rest does not end it. Only the story can.
Hunted	Someone is looking for you. The GM will bring them in at the worst moment, and safe travel and sleep are harder.	Rest does not end it. It ends when the story settles it: you run far, pay the debt or face them.
Broken	Your Grit is at 0. You can only move, defend or run. Every new hit to your Grit takes Health instead.	Rest or sleep until your Grit is above 0.

Rest

- **A short rest** (one hour, safe, with a fire) gives back Grit equal to your Resolve and Health equal to your Might (always at least 1).
- **A night's sleep** fills both Health and Grit again. You need 1 Supply to eat.
- **Injuries** heal in days, not hours (see chapter 3).



CHAPTER 3

Fighting

Fights are short, loud and dangerous. Roll handfuls of dice and count the sixes.

Most of the game is talk and checks with the d20. When blades come out, the game changes: now everyone acts in order, and you roll **pools of d6**.

A round, step by step

A fight is a series of **rounds**. A round is a few seconds of chaos.

1. **Order (first round only).** Every player and the GM roll **1d20**. The **lowest number acts first**. If two people roll the same, they roll again. The GM rolls once for all the enemies: they all act in that place, one after another. Write the order down; it stays the same all fight.
2. **Turns.** In order, each player says **two actions** out loud and does them. You can say them in any order. You can keep one back to **react** later (see below).
3. **End of the round.** Actions you did not use are lost. Every hero who is still standing gets **1 Grit** back. Dying heroes bleed. Then a new round starts, in the same order.

> **AT THE TABLE**
>
> Say your actions clearly: "I move to close and Strike the Ashjaw." The GM answers with what happens. If you are not sure which action fits what you want to do, describe it, and the GM picks the closest one.

You can only make **one attack or spell each round**, unless your weapon is **quick**. Any other action can be done twice: Move and Move, for example.

Distance

We do not use a map with squares. Every person in the fight is at one of four **distances** from you. The GM keeps track, and a quick sketch on paper helps.

DISTANCE	HOW FAR	EXAMPLE
adjacent	Touching distance.	Swords, knives, bites.
close	A few steps. One Move to reach.	Spears, a jump, a thrown knife.
mid	Across a room or a road. Shouting distance.	Slings, crossbows, most spells.
long	Far away. You need a bow.	Bows only.

A **Move** takes you one step on this list, closer or further. Each weapon says at which distances it works.

Actions

These are all the things you can do in a fight. Actions marked *(reaction)* are used on someone else's turn, when you are attacked: they use one of your two actions for the round.

ACTION	DICE	WHAT IT DOES
Move	—	Go one distance band closer or further (for example from close to adjacent).
Strike	Might + Strike + weapon	Hit a target with a hand weapon. The weapon says at which distances it works.
Shoot	Finesse + Aim + weapon	Shoot or throw at a target you can see.
Take Aim	—	+2 dice to your next Shoot this round.
Cast	Resolve + Channel	Cast a spell you know. Pay its rank in Grit.
Tend Wounds	Wits + Heal	Ally next to you: each 6 gives back 1 Health. Any 6 stops a dying ally's bleeding.
Shove	Might + Strike	Against their Might + Endure. More 6s than them: they fall down.
Rally	Resolve + Command	Ally at close distance or nearer: each 6 gives back 1 Grit.
Menace	Resolve + Command	Enemy at close distance or nearer: each 6 is 1 Grit damage.
Take Cover	—	Next to cover: shots at you lose one 6 this round.
Draw	—	Take out or change a weapon.
Use Item	—	Drink, light, throw or use one thing you carry.
Rise	—	Stand up after you fall down.
Flee	—	Leave the fight. You must be at long distance from every enemy.
Dodge *(reaction)*	Finesse + Evade	Against one attack: each 6 cancels one attacker 6.
Parry *(reaction)*	Might + Strike + parry dice	Needs a parry weapon or a shield. Each 6 cancels one attacker 6. A shield also stops shots.
Guard *(reaction)*	—	Take an attack that was meant for an ally next to you.

An attack

1. **Build the pool.** Take as many d6 as your attribute + skill + the weapon's bonus. For a sword: Might + Strike + 1.
2. **Roll.** Every **6 is a hit**. No sixes: you miss.
3. **The defender reacts** (if they kept an action): Dodge or Parry. Each 6 they roll cancels one of your sixes.
4. **Armour.** The defender rolls as many d6 as their armour. Each 6 cancels one of your sixes.
5. **Damage.** If at least one 6 is left, the attack hits. It does the **weapon's damage, +1 for each extra 6** left.

EXAMPLE

Odda Strikes an Ashjaw with his long spear: Might 5 + Strike 2 + 1 = **8 dice**. He rolls 6, 6, 4, 3, 2, 2, 1, 1: two sixes. The Ashjaw Dodges (Finesse 4 + Evade 3 = 7 dice) and rolls one 6. One of Odda's sixes is cancelled. The Ashjaw has no armour. One 6 is left: the spear does 4 damage. The Ashjaw has 8 Health, so it has 4 left.

Weapons

These are the common weapons of the Marches. **Bonus** is the extra dice. **Reach** is the distances where the weapon works.

Weapon	Skill	Bonus	Damage	Reach	Traits
Ledger Knife	Strike	+1	2	adjacent	quick, thrown
Short Bow	Aim	+1	3	close, mid, long	two hands
Long Spear	Strike	+1	4	adjacent, close	reach, two hands, parry
Iron-Rimmed Shield	Strike	+0	1	adjacent	shield
Hidden Knives	Strike	+1	2	adjacent	quick, thrown
Dagger	Strike	+1	2	adjacent	quick, thrown
Arming Sword	Strike	+1	3	adjacent	parry
Long Sword	Strike	+1	4	adjacent	two hands, parry
Greatsword	Strike	+0	5	adjacent	two hands, heavy
Falchion	Strike	+0	3	adjacent	heavy
Hand Axe	Strike	+1	2	adjacent	thrown
Bearded Axe	Strike	+1	3	adjacent	
Great Axe	Strike	+0	5	adjacent	two hands, heavy
Mace	Strike	+0	3	adjacent	heavy
War Hammer	Strike	+0	4	adjacent	heavy
Maul	Strike	+0	5	adjacent	two hands, heavy
Flail	Strike	+1	3	adjacent	
Quarterstaff	Strike	+1	2	adjacent, close	two hands, reach, parry
Halberd	Strike	+0	5	adjacent, close	two hands, reach, heavy
Javelins	Strike	+1	3	adjacent, close	thrown
Throwing Axes	Strike	+1	2	adjacent	quick, thrown
Sling	Aim	+0	2	close, mid	
Long Bow	Aim	+1	4	close, mid, long	two hands
Crossbow	Aim	+2	4	close, mid	two hands
Heavy Crossbow	Aim	+2	5	close, mid, long	two hands, heavy
Buckler	Strike	+0	1	adjacent	shield
Hide Shield	Strike	+0	1	adjacent	shield
Tower Shield	Strike	+0	1	adjacent	shield
Caster's Staff	Strike	+1	2	adjacent, close	two hands, reach, parry
Runed Staff	Strike	+1	1	adjacent, close	two hands, reach, parry
Ritual Knife	Strike	+1	2	adjacent	quick, thrown
Rune Knife	Strike	+1	1	adjacent	quick, thrown

WEAPON TRAITS

Quick: you may attack twice in one round. **Thrown:** you throw it, then you must pick it up. **Two hands:** nothing in your other hand. **Reach:** hits at close distance too. **Parry:** you can Parry with it. **Shield:** adds parry dice and also stops shots. **Heavy:** never quick.

Grit and fear

Some enemies attack your courage, not your body. That damage goes to **Grit**. At 0 Grit you are **Broken**: you can only Move, Dodge, Parry, Guard, Rise or Flee. Any more Grit damage goes to Health instead. You stop being Broken as soon as you get any Grit back: a friend Rallies you, or the round ends.

Falling: down, dying, dead

When your **Health reaches 0**, roll **d100 on the injury table**. You are **down**: you can only do **one action** each round until someone heals you above 0.

- If you are hit again while down, you are **dying**. Some injuries make you dying at once.
- **Dying:** any attack that rolls even one 6 kills you, even if the 6 is cancelled. At the start of each round, roll 1d6: on a **1, you die**. A friend can stop this with Tend Wounds or a healing spell.
- When the fight ends, the best healer still standing makes one Heal check for each dying friend.

Most normal enemies simply die at 0 Health. Important enemies roll on the injury table too.

D100	INJURY	DICE LOST	HEALS
1–5	**Loosened Teeth**	—	1 days
6–10	**Split Brow**	Scout −1	2 days
11–15	**Wrenched Shoulder**	Strike −1	3 days
16–20	**Turned Ankle**	Move −1	3 days
21–25	**Jammed Fingers**	Aim −1, Tinker −1	3 days
26–30	**Breath Knocked Out**	Might −1	1 days
31–35	**Ringing Skull**	Wits −1	2 days
36–40	**Torn Scalp**	Command −1	2 days
41–45	**Bruised to the Bone**	Finesse −1	2 days
46–50	**Crooked Nose** FOR LIFE	—	—
51–55	**Cracked Ribs**	Might −1, Endure −1	10 days
56–59	**Slashed Thigh**	Evade −1, Move −1	7 days
60–63	**Shattered Knee**	Move −2	21 days
64–67	**Notched Ear** FOR LIFE	Scout −1	—
68–71	**Snapped Forearm**	Strike −2, Aim −1	30 days
72–74	**Missing Fingers** FOR LIFE	Tinker −1, Aim −1	—
75–77	**Ruined Eye** FOR LIFE	Aim −1, Scout −1	—
78–80	**Crushed Hand** FOR LIFE	loses the off hand	—
81–83	**Opened Belly** DYING	Might −1	30 days
84–86	**Punctured Lung** DYING	Endure −2	30 days
87–89	**Cleft Collarbone** DYING	Strike −1, Climb −1	25 days
90–91	**Severed Arm** DYING · FOR LIFE	Climb −2, loses the off hand	—
92–93	**Split Skull** DYING	Wits −2	40 days
94–95	**Opened Throat** DYING	Command −2	20 days
96–98	**Heart Struck** DEATH	—	—
99–100	**Neck Snapped** DEATH	—	—

FOR THE GM: HOW ENEMIES CHOOSE

Each enemy has a few attacks. When one attacks, roll a die to pick the attack (only from the ones that reach the target), and say which one **before** you roll the attack dice. This way the players see what is coming. Enemies at 0 Grit run away.



CHAPTER 4

Magic

Magic in the Marches is old, hungry and never free. Every spell costs a piece of your courage.

Only a few people can use magic. They speak to an old power, and it answers. In this book, **Cael Embry** is the hero who uses magic. Other heroes can learn it later.

The four schools

- **Emberwork:** fire and light. Burn, blind, protect.
- **Veilcraft:** shadow and fear. Hide, confuse, frighten.
- **Rootsong:** life and growth. Heal, calm, hold.
- **Ashbinding:** death and cold. Weaken, curse, guard the dying.

Knowing spells

A hero with the **Channel** skill knows spells. You start with **2 spells of rank 1**. You can only know spells with a rank equal to or lower than your Channel skill.

Casting a spell

1. **Pay.** Lose Grit equal to the spell's **rank**. If you do not have enough Grit, you cannot cast.
2. **Roll.** Your pool is **Resolve + Channel**. Every 6 feeds the spell.
3. **No 6:** the spell does not work. The Grit is still gone.
4. **At least one 6:** the spell works. Each extra 6 makes it stronger (each spell says how).
5. **More 1s than 6s:** the power escapes. Roll **d100 on the backlash table**, even if the spell worked.

Overcharge. Before you roll, you can pay more Grit: up to your Channel skill. Each extra Grit gives you **+2 dice**. More dice, more sixes, but more ones too.

In a fight, casting is your attack for the round: you can only cast one spell or make one attack each round.

EXAMPLE

Cael casts *Warding Glow* on Odda. It is rank 1, so he pays 1 Grit. His pool is Resolve 4 + Channel 2 = 6 dice. He rolls 6, 5, 3, 2, 1, 1. One 6: the spell works. But two 1s and only one 6: the power escapes. Cael rolls on the backlash table.

FOR THE GM

Spells are strong, but Grit is short. A caster who casts three spells in a row is Broken soon. Let the players feel this cost: it makes every spell a choice.

D100	BACKLASH	EFFECT
1–15	**Sparks and Smoke**	Grit −1
16–30	**Singed Hands**	Health −1
31–42	**Ringing Silence**	Shaken
43–54	**Nosebleed**	Bleeding
55–65	**Emptied**	Grit −2
66–75	**Thrown Down**	Health −1, falls down
76–84	**Bone Weary**	Exhausted
85–91	**Scorched Veins**	Health −2, Wounded
92–96	**Ashen Streak**	for life: leaves a mark
97–99	**Hollowed**	Grit −2, for life: Resolve −1: leaves a mark
100	**Burnt Hand**	Health −2, for life: loses the off hand: leaves a mark

Rank 1 Spells

These are the spells a new hero can know. The full game has stronger spells of rank 2 and 3.

SPELL	SCHOOL	RANK	REACH	WHAT IT DOES
Kindle Spark	Emberwork	1	close, mid	A mote of flame flung at a foe.
Warding Glow	Emberwork	1	adjacent, close	A shell of warm light that turns blows.
Flare	Emberwork	1	adjacent, close	A burst of glare that breaks the nerve of those nearby.
Whisper of Doubt	Veilcraft	1	close, mid	A voice in the foe's ear that unmakes its courage.
Shadowstep	Veilcraft	1	adjacent, close	Step into one shadow and out of another.
Veil	Veilcraft	1	adjacent	Blur your outline until blows find nothing.
Mend Flesh	Rootsong	1	adjacent	Touch a friend's wound and hum a note. The wound starts to close.
Steady Heart	Rootsong	1	adjacent, close	Slow a friend's pulse to a patient beat.
Thornbind	Rootsong	1	adjacent, close	Roots rise and drag a foe to the ground.
Ash Ward	Ashbinding	1	adjacent	Grey ash settles on you like mail.
Grave Chill	Ashbinding	1	adjacent, close	The cold of the ground, under a foe's skin.
Mark of Ending	Ashbinding	1	close, mid	A sign only the marked can see, promising their death.



CHAPTER 5

Five heroes

Pick one, read the page, and you are ready to play.

Each player picks one hero. Read your page: your numbers, your weapons, a short story and how to play. Then tell the table your hero's name and one thing about them that others can see.

The numbers are already counted for you: the **Dice** column of a weapon is the full pool you roll when you attack with it. The small boxes under **Health**, **Grit** and **Supply** are for marking what you lose.

> **MAKE YOUR OWN HERO**
>
> Want a new hero instead? Use the blank sheet at the end of the book and follow the steps in "Make your own hero", right after the tables. The online version does all of this for you.

Peoples, pasts and roles

Every hero is made of three choices: who their people are, what they did before, and what they do now.

PEOPLE	DESCRIPTION	WHAT IT GIVES YOU
Marchfolk	You grew up in the borderlands, among ruins and broken walls. You can walk far and need little. *Village people think you are a drifter. Traders charge you more.*	+1 Endure
Deepkin	You were born in the dark halls under the ruins. You can read old carvings in stone easily. *Bright sunlight hurts your eyes. In open sun you see badly and react slowly.*	+1 Lore
Ashborn	Your family was too close to the Sundering, the disaster that broke the land. Some of its power stayed in your blood. *Old creatures under the ruins notice you first and never forget you.*	+1 Endure Fear You start **Marked**
Fenwrought	You grew up on the raised roads of the drowned east. There, the safe path changes with the tide. *People inland find your wetland accent hard to understand, and they do not trust your word.*	+1 Sneak

PAST	DESCRIPTION	WHAT IT GIVES YOU
Deserter	You were a soldier. One day you put down your spear and walked away. *Your old army still wants you back. They do not forget, and they can reach far.*	+1 Strike You start **Hunted**
Wayfinder	You guided travellers through dangerous country, for money. *The roads you know are not secret. Other people know you used them.*	+1 Scout +1 Supply maximum
Hedge-Physician	You are a healer with no school and no license. You learned on poor people who had nobody else. *Official healers call you a butcher. In walled towns, healing openly can get you in trouble.*	+1 Heal
Reliquary Thief	You took old treasures from deep, dark places and sold them to people who should have been more careful. *Something you stole was not as abandoned as it looked. It wants to find you.*	+1 Tinker You start **Marked**
Tithe-Collector	You collected taxes from the villages. When people paid too little, you told them to their faces. *The villages remember you, and they do not like you. You kept some of the money, and someone knows it is missing.*	+1 Barter +60 copper coins
Temple Runaway	You grew up in a closed temple that kept your gift quiet. One night you ran away. *You start Marked. The temple wants its secret back, and its people know your face.*	+1 Channel You start **Marked**

ROLE	DESCRIPTION	WHAT IT GIVES YOU
Outrider	You go ahead of the group to scout. You read the ground, the weather and signs of danger. *When you scout, you are alone when danger finds you. Help is always far behind.*	+1 Supply maximum *Kit:* Travelling Cloak, Short Bow, Fire-Kit, Hard Rations
Warden	You stand in front and hold the line when others would break. And you are still standing after. *You are the one who holds. When something must be survived, the group will look to you.*	+1 Endure *Kit:* Battered Hauberk, Long Spear, Iron-Rimmed Shield, Hard Rations
Lorekeeper	You remember the old knowledge that the Sundering (the disaster that broke the land) tried to destroy. You know which parts are dangerous. *Knowing what is down there does not make it easier to go down there.*	+1 Lore *Kit:* Copied Leaves, Physician's Roll, Lantern and Oil, Hard Rations
Cutpurse	You open locks, steal from pockets and learn secrets. *People hang thieves like you. Getting caught is worse than failing. Some of your money is stolen, and its owner wants it back.*	+1 Tinker +30 copper coins *Kit:* Lockpick Roll, Hidden Knives, Dark Hooded Coat, Hard Rations
Spark-Bearer	You learned to pull power through your own body, from what the Sundering left behind. You can cast spells. *People fear what you can do. When the power slips, it hurts you first.*	+1 Channel *Kit:* Dagger, Focus Stone, Travelling Cloak, Hard Rations

Make your own hero

Use the blank sheet at the end of the book. Write in pencil: the numbers change during play.

1. **People, past and role.** Choose one from each table above. Write down what each one gives you (the column "What it gives you"). If it says "You start Hunted" or "You start Marked", write it under **Conditions**.
2. **Attributes.** All four start at 1. Share 8 points between them. None can go above 4. Write the number in the circle of each attribute.
3. **Skills.** Share 6 points between skills. None can go above 3 with these points. Then add what your people, your past and your role give you. Fill one dot for each point.
4. **Ability.** Choose 1 ability of your role from the table below.
5. **Kit.** Write down the kit of your role (it is in the roles table). The kit table says what each piece adds. What you wear always counts. A weapon counts only while it is in your hand.
6. **Health, Grit and Supply. Health** = 6 + 2 × Might. **Grit** = 4 + 2 × Resolve (use the attributes from step 2, without your kit). **Supply** = 3. Then add what your kit and your choices give you. Keep that many boxes on the sheet and cross out the

rest.

7. **Armour.** Add up the armour of your kit. If you wear none, it is 0.
8. **Weapons.** For each weapon, the dice you roll are: attribute + skill + the weapon's **Bonus** (weapons table in chapter 3). With Strike you use Might. With Aim you use Finesse.
9. **Spells.** If you have the skill Channel, choose 2 rank 1 spells from chapter 4.
10. **Your hero.** Give a name and one sentence that says who they are. Draw or describe one thing about them that others can see.

If you are not sure, look at the ready-made hero of your role: they have the same kit and their numbers are already added up.

ROLE	ABILITY	DESCRIPTION
Outrider	**Hard March**	You can push the group to travel for one more day after they should stop. You pay for it later, not now.
Outrider	**Keen Eye**	When you have a quiet moment, you notice the thing that is wrong before anyone else.
Warden	**Bulwark**	You can step between an attack and someone who cannot survive it, and take the blow yourself.
Warden	**Second Wind**	When things are really desperate, you find new strength to keep going.
Lorekeeper	**Old Words**	You know some words of the old language the ruins were built in. Enough to be understood, or to get an answer.
Lorekeeper	**Steady Hands**	You can carefully treat someone's wounds, even while everything around you falls apart.
Cutpurse	**Quick Fingers**	You can take something in one fast move, in the open, while someone looks away.
Cutpurse	**Slip Away**	When people notice you, you can quickly be somewhere else.
Spark-Bearer	**Sense Old Power**	You can feel where magic was used in a place, and about how long ago.
Spark-Bearer	**Know the Spell**	When you see a spell cast, you know its school and what it is meant to do.

ITEM		WHAT IT GIVES YOU
Travelling Cloak		+1 Endure, +1 Supply
Short Bow	Weapon	+1 Finesse, +1 Aim
Fire-Kit		—
Hard Rations		—
Battered Hauberk		+1 Might, +1 Endure, +1 Grit, +2 Armour
Long Spear	Weapon	+1 Might, +1 Strike
Iron-Rimmed Shield	Weapon	+1 Armour
Copied Leaves		+1 Lore
Physician's Roll		+1 Heal
Lantern and Oil		+1 Scout
Lockpick Roll		+1 Tinker
Hidden Knives	Weapon	+1 Aim, +1 Sneak
Dark Hooded Coat		+1 Sneak
Dagger	Weapon	—
Focus Stone		+1 Grit



Rook

MARCHFOLK · DESERTER · OUTRIDER

A soldier who walked away from a lost war and keeps walking.

MIGHT	FINESSE	WITS	RESOLVE
3	4	3	2

HEALTH	GRIT	SUPPLY	ARMOUR
12 □□□□□□□□□□□□	8 □□□□□□□□	5 □□□□□	0

SKILLS

Scout *(Wits)*	3	Sneak *(Finesse)*	2
Endure *(Might)*	3	Strike *(Might)*	1

WEAPONS

WEAPON	DICE	DMG	REACH	TRAITS
Short Bow	7	3	close, mid, long	two hands

ABILITY

Keen Eye. When you have a quiet moment, you notice the thing that is wrong before anyone else.

Conditions: Hunted

KIT

- Travelling Cloak
- Short Bow
- Fire-Kit
- Hard Rations

Rook served in a company that was sent to hold a bridge nobody needed. When the officers rode away, Rook did too, on foot, at night. Now the old company calls Rook a deserter, and some of them are still looking. Rook knows the roads, the weather and the quiet places, and does not like to sleep in the same place twice.

Looks: Short dark hair, a scarred chin, a grey travelling cloak with the company badge torn off.

> **How to play me:** Go first and look. You see trouble before the others do. Use your bow from a distance and keep moving. You are Hunted: when someone from your past shows up, you decide if you run or face them.



Odda Greyhand

ASHBORN · TITHE-COLLECTOR · WARDEN

A big, calm guard who used to collect taxes and now protects the people he once took from.

MIGHT	FINESSE	WITS	RESOLVE
5	2	2	4

HEALTH	GRIT	SUPPLY	ARMOUR
14 □□□□□□□□□□□□□□	13 □□□□□□□□□□□□□	3 □□□	2

SKILLS

Endure *(Might)*	4	Endure Fear *(Resolve)*	1
Strike *(Might)*	2	Barter *(Resolve)*	1
Command *(Resolve)*	2		

WEAPONS

WEAPON	DICE	DMG	REACH	TRAITS
Long Spear	10	4	adjacent, close	reach, two hands, parry (parry +1)
Iron-Rimmed Shield	7	1	adjacent	shield (parry +2)

ABILITY

Bulwark. You can step between an attack and someone who cannot survive it, and take the blow yourself.

Conditions: Marked

KIT

- Battered Hauberk
- Long Spear
- Iron-Rimmed Shield
- Hard Rations

Odda was born in the burnt lands, and the ash left a grey mark on his right hand. For years he walked from village to village with a spear and a ledger, taking the lord's share. One winter he saw what that share cost a family, and he put the ledger down. He kept the spear.

Looks: Tall and broad, a thick dark beard, the grey mark on his right hand, an old mail shirt.

> **How to play me:** Stand in front. Keep your shield up and protect the weakest person in the fight. You are good at giving orders when everyone else panics. You are Marked: people who know the burnt lands look at your hand and talk.



Ilse Venn

DEEPKIN · HEDGE-PHYSICIAN · LOREKEEPER

A quiet healer who reads old books and treats wounds for anyone who asks.

Might	Finesse	Wits	Resolve
2	2	4	4

Health	Grit	Supply	Armour
10	12	3	0
□□□□□□□□□□	□□□□□□□□□□□□ □	□□□	

Skills

Heal *(Wits)*	5	Endure Fear *(Resolve)*	1
Lore *(Wits)*	5	Scout *(Wits)*	1

Weapons

Weapon	Dice	Dmg	Reach	Traits
Fists only: Might + Strike, damage 1.				

Ability

Steady Hands. You can carefully treat someone's wounds, even while everything around you falls apart.

Kit

- Copied Leaves
- Physician's Roll
- Lantern and Oil
- Hard Rations

Ilse grew up in the deep places under the hills, where her people copy old writing by lamp light. She left with a bag of copied pages and a roll of tools for wounds. She heals farmers, soldiers and thieves the same way, and asks for a story in payment.

Looks: Pale skin, very dark eyes that do not like the sun, a grey hooded robe, a long walking staff, ink on her fingers.

> **How to play me:** Stay close to the others and keep them alive. Between fights, ask questions and remember what the old books say. You can treat wounds even in the middle of a fight. You are not a fighter: let the others stand in front.



Pip Saltreed

FENWROUGHT · RELIQUARY THIEF · CUTPURSE

A fast, cheerful thief from the wetlands who once stole from a temple and got caught.

MIGHT	FINESSE	WITS	RESOLVE
2	4	4	2

HEALTH	GRIT	SUPPLY	ARMOUR
10 ☐☐☐☐☐☐☐☐☐☐	8 ☐☐☐☐☐☐☐☐	3 ☐☐☐	0

SKILLS

Tinker *(Finesse)* 5
Sneak *(Finesse)* 4
Scout *(Wits)* 2

WEAPONS

WEAPON	DICE	DMG	REACH	TRAITS
Hidden Knives	3	2	adjacent	quick, thrown

ABILITY

Quick Fingers. You can take something in one fast move, in the open, while someone looks away.

Conditions: Marked

KIT

- Lockpick Roll
- Hidden Knives
- Dark Hooded Coat
- Hard Rations

Pip grew up between the reeds and the mud, where moving without sound is how you eat. Pip stole a small silver box from a temple and was caught on the way out. The priests branded a small mark on Pip's neck. Pip still has the box.

Looks: Small and thin, wet-looking hair, a dark hooded coat, a burn mark on the neck that Pip hides with a scarf.

> **How to play me:** Go where the others cannot: through windows, over walls, into pockets. Open locks, find hidden things, and hit fast with your knives when someone is busy with another fighter. You are Marked: a temple wants its box back.



Cael Embry

MARCHFOLK · TEMPLE RUNAWAY · SPARK-BEARER

A young man who ran from a temple with a stone that holds fire, and the words to wake it.

Might	Finesse	Wits	Resolve
2	3	3	4

Health	Grit	Supply	Armour
10 □□□□□□□□□□	13 □□□□□□□□□□□□□	4 □□□□	0

Skills

Command *(Resolve)*	2	Endure *(Might)*	2
Barter *(Resolve)*	2	Channel *(Resolve)*	2
Lore *(Wits)*	2		

Weapons

Weapon	Dice	Dmg	Reach	Traits
Dagger	3	2	adjacent	quick, thrown

Ability

Know the Spell. When you see a spell cast, you know its school and what it is meant to do.

Spells

- **Kindle Spark** (rank 1, close, mid): A mote of flame flung at a foe.
- **Warding Glow** (rank 1, adjacent, close): A shell of warm light that turns blows.

Conditions: Marked

Kit

- Dagger
- Focus Stone
- Travelling Cloak
- Hard Rations

Cael was raised by priests who kept a fire burning for two hundred years. They taught him to speak to it. When they wanted him to swear his whole life to the temple, he took a focus stone from the altar and ran. The fire still answers him. The priests want the stone back, and maybe Cael too.

Looks: Thin, sunburnt face, a travel cloak over old temple clothes, a smooth red stone on a cord around his neck.

> **How to play me:** Talk. You are good with words: you calm people, make deals and give courage. In a fight, cast your spells, but watch your Grit: every spell costs some. You are Marked: the temple knows your face.



CHAPTER 6

The Sundered Marches

The old kingdoms burned. Nothing new has grown in their place. People live by knowing which ruins to stay away from.

The **Marches** are the edge of lands that once had kings. The kings are gone. Their roads are still here, broken and half lost, and small groups of people still walk them. Nobody makes new things any more. Everything is found, repaired and carried.

Light is worth more than steel

At night the roads are dark, and things come out of the dark. A lamp, a little oil, a way to start a fire: these are worth more than a sword. A road is only as safe as the last lamp that somebody lit.

Three regions

The Low Marches are where people still travel. Four roads meet at **Waystone Crossing**, around a tall road stone that nobody can read now. Past it lie **the Ashfields**: grass that burned so badly it grew back grey. The ash keeps footprints for weeks.

The Fen is drowned country. The **Drowned Causeway** is a stone road that goes straight into the water and keeps going under it. Below the wetland are the flooded stairs of **Greywater Deep**, older than any road.

The Ridge is high, cold and almost empty. On it stands the **Hollow Tower**, a watchtower with no door and no stairs. It burned from the inside.



THE SUNDERED MARCHES

Who holds power

The Lamplighters are not soldiers and not priests. They are people who keep the road lamps burning between villages, and they ask for nothing. This makes other people nervous. They are the closest thing the Marches have to law.

The Tallymen buy other people's debts and write them on wooden sticks. They are polite and patient. A Tallyman's record lives longer than the person who owed: the debt passes to whoever gets their house.

What lives in the dark

Ashjaws are grey pack-hunters from the burnt land. One alone is not dangerous. They are never alone. They fear light, and that is why the lamps matter.

The full game has many more creatures: things in the fen water, things that live in the tower, and things nobody has named yet.

The feeling of the Marches

Cold, quiet, worn. Wonder is rare and costs something. **Kindness is a choice**: when someone helps you, they pay for it. When you describe the world, describe small, real things: wet boots, the smell of lamp oil, a door with three locks.

For the GM

The heroes are not chosen ones. They are people with a past, a few tools and each other. The world does not wait for them, and it does not hate them either. It is just hard.



CHAPTER 7 · FOR THE GAME MASTER

Running the game

You do not need to know every rule. You need to listen, describe, and be fair.

As the GM, you have three jobs. **Describe the world** so the players can see it. **Play everyone else**: every guard, every merchant, every beast. **Decide what happens** when the heroes act, using the rules when the result is not sure.

You are not playing against the players. You want the story to be exciting, and that needs real danger. But you are a fan of the heroes.

Before the first game

- **Read the whole book once.** Read the adventure (chapter 8) twice.
- **Copy the hero pages** (chapter 5) and the reference page (chapter 9).
- **Talk about lines and veils** for five minutes (see below).

When to ask for a roll

Ask for a roll only when **both results are interesting** and something is at stake. If a hero has time and the right tools, they just do it. If it is impossible, it does not happen, and you say why.

When you ask for a roll, say three things:

1. **Which skill** ("this is Scout").
2. **How hard** ("tricky, target 12").
3. **What is at stake** ("if you fail, the Ashjaws hear you").

Choosing the target

Most rolls are **tricky (12)**. Use **within reach (8)** when only an unlucky roll fails. Use **severe (16)** for things only an expert does. Use **dire (20)** almost never: it is for the hardest moment of the evening.

Describing results

- **Success:** they do it. Describe it with one small detail.
- **Strong or critical success:** give them something more: time, information, a new chance.
- **Failure:** the world moves. The stake happens, or a new problem appears. Never "nothing happens".
- **Mishap:** the worst result. Make it hurt, but keep the story going.

FAIL FORWARD

A failure should change the situation, not stop the game. "You do not find tracks" stops the game. "You find tracks, but the Ashjaws find you first" moves it.

Speak simply

Some players do not play in their first language. Use short sentences. Say what they see, then stop and ask "What do you do?". When you use a name the players do not know, say what it is: "Ashjaws, grey pack-hunters".

Lines and veils

Before you start, ask the table two questions:

- **Lines:** what should never be in our game? These things do not happen.
- **Veils:** what can happen, but "off screen"? You say it happened, and you move on.

Anyone can say "let's skip this" at any time. You skip it, no questions.

Running a fight

- Draw a simple sketch: who is **adjacent**, **close**, **mid** or **long**.
- Say each enemy's attack **before** you roll its dice. Let the players react.
- Describe the hits. "Four damage" is a number. "The spear goes through the Ashjaw's shoulder" is a story.
- Enemies want to live. Most run away at 0 Grit or when their leader falls.
- Not every fight is to the death. Let the heroes talk, scare, or run.

Keeping the spotlight

Look around the table. If one player has not acted for a while, ask them: "Pip, what are you doing while this happens?". Quiet players often have the best ideas.

Running it online

If nobody wants to be the GM, or you want to play from different houses, **role-is-easy.com** has an AI Game Master. It knows these rules and this adventure.



CHAPTER 8 · AN ADVENTURE FOR ONE EVENING

The Stolen Flame

A thief runs into the night with the only lamp of a small village. At midnight, the Ashjaws come.

This adventure is for **2 to 5 heroes** and takes **three to four hours**. Only the GM reads this chapter. Text in boxes with a big quote mark is for **reading out loud**.

THE ADVENTURE IN SHORT

A thief took the Crossing's night lamp. Without its light, the Ashjaws will come to the families before midnight. Get the lamp back.

What is really happening

The thief is **Wick**, a 14-year-old who works for **Mother Vess**, the old lampkeeper. Wick loves her like a grandmother.

Orrin Sedge, a polite debt collector of the Tallymen, holds an old debt against Vess. She does not know it exists. Orrin told Wick that the debt is due tonight, that he will take Vess's house, and that the lamp is worth exactly the amount. Wick believed him. Wick is not a bad person, just scared and fourteen.

Orrin is lying about the date, but not about the debt. He wants the lamp because without it, the Crossing must buy lamp oil and protection from the Tallymen.

The midnight clock

Draw **six boxes** on a piece of paper where everyone can see them. This is the time until midnight.

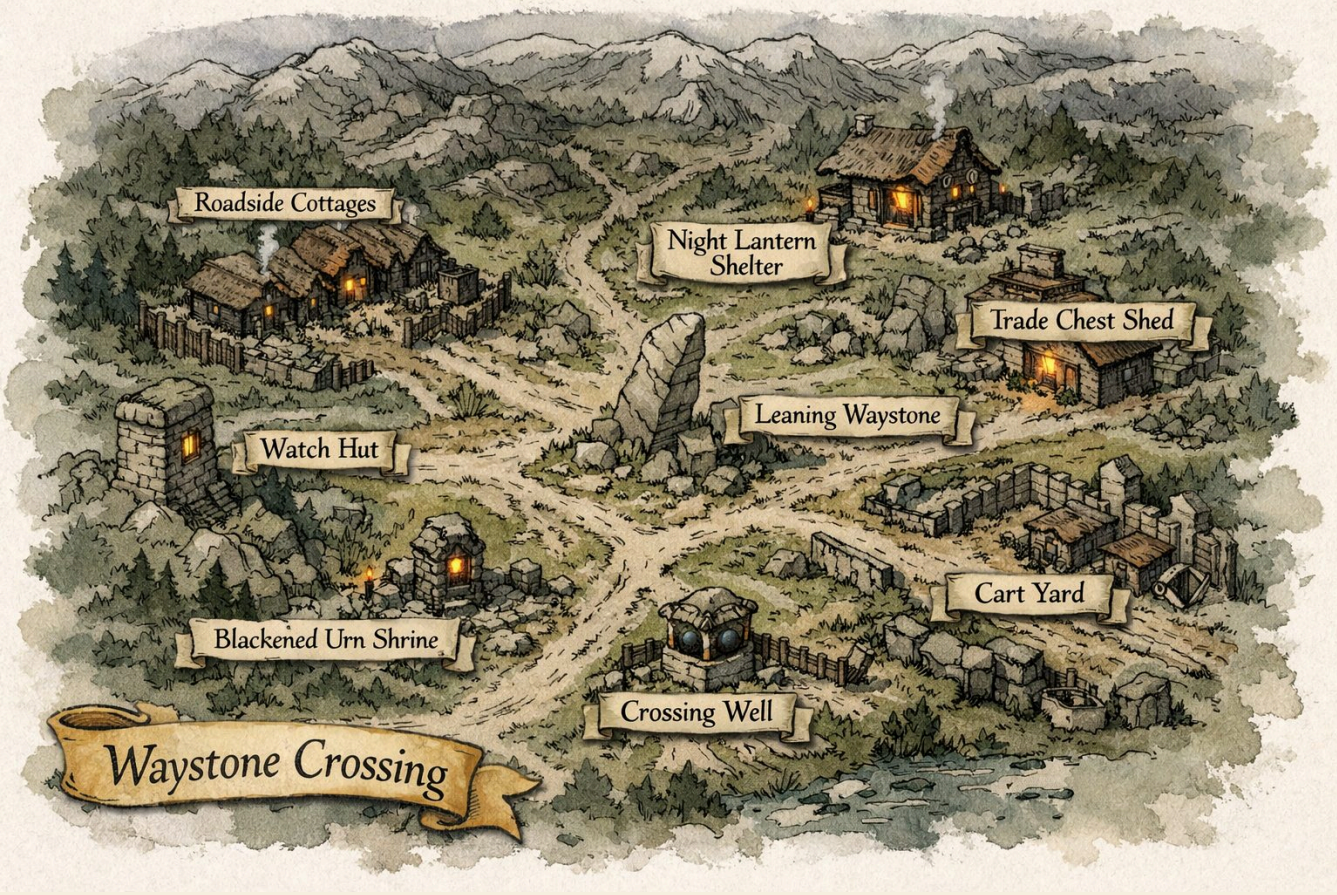
- Mark **one box** each time the heroes take a long time: a long talk, a rest, a search, going the wrong way.
- When **three boxes** are marked, the players hear the Ashjaws howl.
- When **all six** are marked, it is midnight: the Ashjaws reach the Crossing. Every hero there must fight, and the families are in danger.

PRESSURE, NOT A TRAP

The clock is there to make the night feel urgent. Mark boxes when the heroes waste time, not when they make smart choices quickly.

Waystone Crossing

This is where it all starts. Show this map to the players when they reach the Crossing.



Scene 1: The Crossing goes dark



The heroes arrive at Waystone Crossing as the sun goes down. Maybe they are travelling together, maybe they just met on the road. Ask each player: "Why is your hero on the road tonight?"

> *Four roads meet around a tall old stone, and a dozen small houses stand around it with their shutters closed. On a hook on the stone hangs a lamp: the only light for miles. As you reach the square, a small hooded shape runs out of the dark, pulls the lamp off its hook, and is gone. The square goes black. An old woman's voice cuts through the dark: "Bring it back before midnight, or the Ashjaws come!"*



Mother Vess · *The lampkeeper*

She looks after the crossing's night lamp and its money, and she knows the two are connected. She remembers every face that came through in thirty years.

How to play them: Short sentences, long pauses. States the price and then stops talking, and does not fill the silence you leave. Calls people 'you' until they have paid something; uses names afterwards. Never says she is doing anyone a kindness, even while she is.

Vess is angry and afraid, but she does not beg. If the heroes help, she promises **60 copper coins** and anything from her stall. If they ask about the Ashjaws, she says: "They hate the light. Without the lamp, nothing stops them."

If they ask who would steal the lamp, she has no idea. She does not suspect Wick. If they ask about her helpers, she says Wick "went to bed early tonight, with a headache".

Scene 2: The trail

The thief ran east, into the Ashfields. There are three ways to follow. Let the players find their own way too.

- **Oil drops.** The lamp leaks a little. Scout, **tricky (12)**. Success: the drops lead east. Failure: mark one box on the clock as they search.
- **Prints in the ash.** Small, light boots, a child or a small adult. Scout or Wayfind, **within reach (8)**, but in the dark it is **tricky** without a light.
- **A child who saw.** Little **Tam** (8 years old) watched from a window. Tam is scared of strangers. Talking to Tam needs a kind word, or a Barter check, **tricky**. Tam says: "It was Wick. Wick ran to the old lamp post. Don't tell Mother Vess I told."

Anyone who finds Wick's bed empty learns the truth too.

At the table

If the players go a very different way, let them. The trail always leads to the old lamp post, but their choices can cost or save time on the clock.

Scene 3: The unlit lamp post



About an hour east, in the grey grass of the Ashfields, there is an old lamp post for travellers. Nobody has lit it in years. Wick is here, hiding in its broken stone hut, with the stolen lamp burning on the floor.

> *In the grey grass, a light. It is weak and shaking, inside a ruined stone hut beside an old lamp post. Through the doorway you see a thin figure in a hood, holding the lamp close, like it is something warm. Then, from the dark behind you, comes a long low sound. Then another, on your left. Then too many to count.*

The lamp's flame, moving across the dark fields, has drawn the **Ashjaws**. There is **one Ashjaw per hero**. They arrive at **mid** distance and close in fast.



Ashjaw

A grey scavenging pack-hunter that dens in burnt ground. Harmless alone, and they are never alone.

Might 2 Finesse 4 Wits 2 Resolve 2

Health 8 Grit 6 Armour 0 Dodge dice 7

ATTACK	DICE	DMG	REACH	EFFECTS
Snapping Bite	5	2	adjacent	—
Hamstring	4	2	adjacent	target falls down
Pack Rush	6	1	adjacent	—

To choose the attack, roll 1 die: it has 3 attacks. Say which one before you roll the attack dice.

Wick does not fight. Wick holds the lamp and cries. If a hero takes the lamp and holds it high, the Ashjaws attacking that hero lose **one die** from their pool. Ashjaws at 0 Grit run back into the dark.

Running this fight

This is the first fight for most players. Go slowly. Explain each step the first time it happens: the order roll, the two actions, the pool, the sixes, the armour. Have the Ashjaws attack different heroes, so everyone gets to react. If the heroes are losing badly, the lamp flares and the pack hesitates for a round.

Scene 4: Wick's story

After the fight, Wick talks. Wick is scared, ashamed, and tells the truth if the heroes are kind. If they are hard, Wick lies first ("I wanted to sell it"), then breaks down.

The truth: "Master Orrin said Mother Vess owes a debt. He said tonight he takes her house, unless I bring him something worth it. The lamp is worth it. He is waiting at the Crossing. I didn't want her to lose her house."

Wick has a note from Orrin. Give the players this handout: it is not the same note, but it shows how Orrin writes. Wick found it on another door.

✂

A note about a lost debt

Received as payment for a debt: one strongbox and everything inside it. The person who owed did not come back before the second frost.

The debt is closed. The box now belongs to the crossing. If the owner comes back, tell them the price was fair, and that I waited.

— O. Sedge, for the crossing

Scene 5: The collector

Back at the Crossing, Orrin waits under the dark stone, very calm, with two **hired hands**. He has been there all evening.



Orrin Sedge · *The courteous collector*

Collects the crossing's old debts. Always polite, never shouts, and nobody has ever talked him into a lower price.

How to play them: Unfailingly courteous, and the courtesy never warms. Full titles, complete sentences, no contractions. Repeats a figure rather than defending it. Apologises for the inconvenience of what he is about to do.

What the heroes do now is the end of the story. There are three main ways, and the players may find others.

- **Hand Wick over.** The lamp goes back. The Crossing is safe tonight. Vess loses her helper, and she still owes Orrin, though she does not know it yet.
- **Let Wick go and keep the secret.** Nobody learns the truth. Vess is happy. But Orrin will ask again, and next time he may ask the heroes.
- **Face Orrin.** The heroes can argue, bargain, scare or fight. Orrin respects a good deal: a Barter check, **severe (16)**, gets the debt reduced or delayed. If the heroes attack or threaten him, he says, "I am sorry for the inconvenience," and his hired hands step forward.



Orrin Sedge, the collector

Polite, patient and never alone. He fights only when the deal is already lost.

Might 2 Finesse 3 Wits 3 Resolve 4

Health 10 Grit 8 Armour 1 Dodge dice 5

Attack	Dice	Dmg	Reach	Effects
Ledger knife	5	2	adjacent	Bleeding
A quiet word	4	2	adjacent, close	damage to Grit

To choose the attack, roll 1 die: it has 2 attacks. Say which one before you roll the attack dice.



Hired hand

Paid by the day. Runs when Orrin falls or when its Grit hits 0.

Might 3 Finesse 2 Wits 2 Resolve 2

Health 6 Grit 4 Armour 1 Dodge dice 3

Attack	Dice	Dmg	Reach	Effects
Heavy club	5	3	adjacent	—
Shove to the ground	6	1	adjacent	target falls down

To choose the attack, roll 1 die: it has 2 attacks. Say which one before you roll the attack dice.

Use **one hired hand for every two heroes** (at least one). They run when Orrin falls. Orrin surrenders at 0 Grit or when he is alone: he never dies for money.

Ending the evening

Whatever the heroes chose, the lamp burns on the stone again before midnight, or it does not. Describe the morning: who is thankful, who is angry, who is gone.

Rewards. If the lamp is back, Vess pays **60 copper**. She also gives the heroes a **road lamp**, a **flask of lamp oil** and, if they protected Wick or stood up to Orrin, her old **lamplighter's hat**. "You'll need light where you're going."

What next?

Orrin's debt book has other names in it. The burned road sign in the Ashfields points to the Hollow Tower, "two days, keep the sun on your left". The Marches are big. Continue the story at your table, or bring your heroes to the online game.

Quick reference

Checks

d20 + attribute + skill ≥ target. 20 on the die: critical success. 1 on the die: mishap. 5 or more above: strong success. 5 or more below: hard failure. The GM says the skill, the target and the stake **before** you roll. Help from a friend: +2.

Difficulty	Target	Example
Within reach	8	Climb a rough wall, calm a tired horse, find the road in daylight.
Demanding	12	Open a simple lock, follow tracks in the rain, lie to a guard.
Severe	16	Climb a wet cliff, read old writing, cross a fast river.
Dire	20	Jump a wide gap in the dark, talk a killer out of a killing.

A fight round

1. First round only: everyone rolls **1d20**, lowest acts first. The GM rolls once for all enemies.
2. On your turn, do **two actions**. Keep one back to Dodge, Parry or Guard.
3. Only **one attack or spell** per round, unless your weapon is quick.
4. End of round: standing heroes get **1 Grit** back. Dying heroes roll 1d6: on a 1 they die.

An attack

Roll **attribute + skill + weapon bonus** in d6. Each **6** is a hit. The defender's reaction 6s cancel yours, then each 6 on their **armour dice** cancels one. One 6 left: **weapon damage, +1 per extra 6**.

Distance	How far	Example
adjacent	Touching distance.	Swords, knives, bites.
close	A few steps. One Move to reach.	Spears, a jump, a thrown knife.
mid	Across a room or a road. Shouting distance.	Slings, crossbows, most spells.
long	Far away. You need a bow.	Bows only.

Falling and fear

- **0 Health:** roll d100 on the injury table, you are down (one action a round). Hit again: dying.
- **0 Grit:** Broken. Only Move, Dodge, Parry, Guard, Rise, Flee. More Grit damage goes to Health.
- **Magic:** pay rank in Grit, roll Resolve + Channel. A 6 makes it work. More 1s than 6s: backlash (d100).
- **Short rest:** Grit = Resolve, Health = Might (min. 1). **Sleep:** fill both, eat 1 Supply.

PORTRAIT

Hero Sheet

NAME

PLAYER

PEOPLE

PAST

ROLE

IN ONE SENTENCE

Attributes and Skills

Might

- Endure ○○○○○
- Strike ○○○○○
- Climb ○○○○○

Finesse

- Sneak ○○○○○
- Aim ○○○○○
- Tinker ○○○○○
- Evade ○○○○○

Wits

- Scout ○○○○○
- Lore ○○○○○
- Heal ○○○○○
- Wayfind ○○○○○

Resolve

- Command ○○○○○
- Endure Fear ○○○○○
- Barter ○○○○○
- Discern ○○○○○
- Channel ○○○○○

HEALTH

GRIT

SUPPLY

ARMOUR

In the Fight

WEAPONS

ABILITY

SPELLS

What You Carry

KIT

What Has Happened To You

CONDITIONS

INJURIES

BONDS AND NOTES



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